

## Wizard Spells



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

On Athas, the energy for wizardly magic doesn't come from some extradimensional source as it does on other worlds, but from the living environment itself. Wizardly magic taps into the life force of Athas, drawing strength from the fertile soil and the plants that grow within it.

It provides great power to those who can gather and shape it, though the cost to the world can be beyond measure. All Athasian wizards, defilers and preservers alike (with a few exceptions), power their spells with life energy drawn from the world around them.

Until they reach very high levels, wizards draw upon the life force of plants only. The magic of advanced preservers and defilers (above 20th level) draws energy from both plant and animal life, but these spells are not covered here. Consult your DM for further information in that regard.

This section provides a list of new and altered wizard spells for the Dark Sun campaign.

## Spell Lists

### First Level

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*Italics* denotes a reversible spell.

## Spell Descriptions

### Backlash

(Abjuration/Evocation)

Level: 4

Range: 40 yards

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 10' x 10' square/level

Saving Throw: 1/2

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

Should a defiler try to tap into land that is protected by a *backlash* spell, the land literally lashes back at him before giving up its life energy. When the defiler is gathering spell energy from the terrain in preparation for casting a spell, the land lashes back in a manner commensurate with the spell he is preparing to cast, doing 1d6 points of damage for each level of the defiler's intended spell. The defiler receives a saving throw vs. spell for half damage.

For example, if the defiler were preparing to cast a *fireball* spell, which is a 3rd-level spell, *backlash* would inflict 3d6 damage on him. The defiler would then receive a saving throw to reduce the damage that he suffers.

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

The material component for this spell is a thorn.

### Boneflint

(Alteration)

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 in combat. The *dweomer* lasts until the spell's duration ends or until an enchanted missile strikes its target. One Large, two Medium, or three Small weapons can be affected by this spell.

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

### Boneharden

(Alteration)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 4 rounds +1 round/level

Area of Effect: Special

Saving Throw: Neg.

This spell causes bone to harden and become less brittle. Bones under the effect of this spell are harder to break than normal. If used on a bone weapon, *boneharden* improves it, removing the penalties the weapon would normally receive for both attacks and damage and any breakage chance, similar to the *boneiron* spell used by priests. If such weapons are magical, *boneharden* removes the normal penalty due to the material used (bone), making the weapon more effective, and consequently letting the *dweomer* cast upon the weapon take its full effect. One Large, two Medium, or three Small weapons can be affected by this spell.

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

When cast on a creature, the recipient gets a saving throw vs. spell to avoid the effects of the *dweomer*. If the saving throw fails, the creature's bones harden, causing them to ache and the joints to swell. This gives the creature a +2 penalty to its initiative and a -2 penalty to its attack and damage rolls as it moves more rigidly and slowly. It also improves the creature's Armour Class by +2, however, since it effectively makes the creature tougher.

The material components are a bit of bone and a tiny pinch of mortar.

## Bonewood

(Alteration)

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 *bonewood* 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.

## Border Guard

(Abjuration/Alteration/Evocation)

Level: 4

Range: Special

Components: V, S, M

Casting Time: 4 rounds

Duration: 1 month

Area of Effect: 10' x 10' square/level

Saving Throw: None

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

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

## Cerulean Shock

(Alteration/Evocation)

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 2

Duration: 1 round +1 round/level

Area of Effect: One creature

Saving Throw: 1/2

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

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

The recipient of this spell could receive 4d6 damage per round if he should both move and touch something.

The material components for this spell are a small piece of glass and a clump of fur.

## Charm Person

Athasian creatures that can be charmed include all PC races except thri-kreen, plus anakore, belgoi, and gith.

## Cleansing Flame

(Alteration/Evocation)

Level: 7

Range: 60 yards

Components: V, S

Casting Time: 2

Duration: Instantaneous

Area of Effect: One individual or object

Saving Throw: Special

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

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

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

## Conjure Greater Elemental

(Conjuration/Summoning)

Reversible

Level: 6

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 any elemental plane. 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. The elemental summoned remains for a maximum of one turn per caster level, or until slain or banished by *dispel magic* or the reverse of this spell, *dismiss greater elemental*.

## Conservation

(Abjuration/Alteration)

Level: 3

Range: 30 yards

Components: V, S, M

Casting Time: 3

Duration: 1 week

Area of Effect: 10-foot radius/level

Saving Throw: None

This spell protects an area of land, making it harder for defilers to use. While overseeing the land's continued health, the wizard grants it resistance to defiling magic.

If a defiler tries to use land under a *conservation* spell to power his spells, he must save vs. spell or be unable to use the land at all. Should he succeed, the land only gives up the equivalent power of barren terrain. The defiler is unable to completely suck the life force out of the protected plants, so some have a better chance of surviving. The area of ash the defiler creates when tapping land under a *conservation* spell is half that of normal. A second attempt to pull power from the same area fails, regardless of any prior success.

The material components for this spell are a drop of water, a drop of the wizard's blood, and a sifting of ash.

## Cooling Canopy

(Evocation)

Level: 3

Range: 20 yards

Components: V, S, M

Casting Time: 1 round

Duration: 12 hours

Area of Effect: 60-foot radius

Saving Throw: None

When *cooling canopy* is cast, the wizard summons a thin, blue cloud over his head, blocking the rays of the sun and providing shade for the wizard and anyone within the spell radius. Those so protected need only one-half their normal water ration (or one-quarter if resting rather than travelling). To receive the benefits of the spell, the needed water ration for each recipient should be calculated in 12-hour increments. Thus, a creature that required one gallon of water a day would normally drink 1/2 a gallon during a 12-hour period. While protected, he needs only 1/4 of a gallon (1/8 if resting).

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

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

## Create Tree of Life

(Alteration, Enchantment)

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: One tree

Saving Throw: None

By means of this spell, a wizard 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; this spell cannot be cast on an older tree. The sapling must have already sprouted from the ground, though the wizard can transplant such a sapling before casting the spell. It grows to its full size in only one week, but has its full powers and capabilities immediately after the spell is cast. Your DM will provide information on the properties of a *tree of life* when appropriate.

The material components for this spell are the sapling (which grows into the *tree of life*) and a piece of copper wire formed in the shape of a tree

## Death Mark

(Necromancy)

Level: 3

Range: 30

Components: V, S, M

Casting Time: 2

Duration: 2 rounds/level

Area of Effect: 30-feet/level diameter sphere

Saving Throw: Neg.

This spell marks a target for death. When cast, it creates a gray pall to the skin, which feels clammy and rubbery, as if the victim were in shock. Unless the target of the spell successfully saves vs. death magic, he feels hopeless and ill. The recipient is at a -2 penalty to all attack, damage, and saving throw rolls. The victim's Armour Class becomes wholly dependent on any armour he is wearing, as all Dexterity bonuses are lost. The target of a *death mark* spell literally feels as if he has one foot in the grave.

The feeling of illness and hopelessness leaves after a few rounds, but the skin remains gray and clammy for an additional hour. The creature might be mistaken for some kind of undead during this time.

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

## Death Whip

(Necromancy)

Level: 5

Range: 50 yards

Components: V, S, M

Casting Time:

Duration: Special

Area of Effect: One individual

Saving Throw: Special

This potent dweomer uses a normal whip as a conduit for negative energy from the Gray. Each hit from the death whip causes the loss of 1 point of Strength and numbs the area that was hit, turning it a dead, gray colour. If the area is a leg, that leg is numb. The victim loses 2 points of Dexterity when his leg is rendered numb. His movement rate is cut in half as he must be careful not to trip over uneven ground or misstep and fall. If both legs are hit, Dexterity is reduced by 4 points and movement rate becomes only one quarter normal. Any other damage done to the victim's legs

(such as by sword cuts and the like) is not felt and the character notes no damage so inflicted. The DM must keep track of lost hit points for the character. If arms are targeted, anything the victim is holding is dropped unless he can make a successful saving throw vs. paralysis. Individuals who have had both arms numbed are unable to use their hands and can't fight with melee weapons or cast spells.

The chances of hitting a specific target are as follows:

Id20	Target
1-5	Right leg
6-10	Left leg
11-88	Torso (no special effect)
89-94	Right arm
95-99	Left arm
100	Head (victim takes 1 damage, mouth goes numb)

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

Victims reduced to 0 Strength are slain and become zombies under the control of the whip wielder. The spell lasts as long as the caster maintains concentration on it. Stopping to do anything else - casting another spell or moving - causes the spell to end.

The material components for this spell are a whip (which is not consumed in the casting) and a wisp of smoke made by burning a small piece of gray material.

## Dedication

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 24 hours

Area of Effect: One creature

Saving Throw: None

This spell provides benefits for a creature engaged in an ongoing activity named at the time the spell is cast. The spell allows either the caster or designated creature to be endowed with the following benefits.

The target needs no sleep for the duration of the spell and can push on, travelling farther or working beyond what would normally be possible. At the end of this time, the target must rest normally or become exhausted and unable to do more than move at half speed for the next 24 hours. Additionally, the target needs only half

his normal allotment of food and water, even though he is expending more energy. At the end of the 24 hours, he must resume eating and drinking normally or lose 1d4 Constitution, which returns at the rate of one per day of complete rest. Finally, the recipient receives a +1 bonus to all attack, damage, and saves so long as he is still engaged in the task to which he was dedicated.

*Dedication* may only be cast once every 72 hours. Humans, demihumans, and humanoids can't withstand the punishment such a spell inflicts more often than that. If a second *dedication* spell is cast on the same target before the 72 hours are up, the recipient collapses just as if he had failed to eat, drink, and rest at the end of the spell. Only willing targets may have the *dedication* spell cast on them.

The material component for this spell is a ceramic bit wrapped in a piece of cloth and tied to a stick or twig.

## Defend Distant Ward

(Abjuration/Enchantment)

Level: 5

Range: Special

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 10-foot radius/level

Saving Throw: None

By means of this spell, a wizard may choose a single spell of up to 4th level which he knows and cast it to protect a previously warded area or creature. When the spell is cast, the wizard chooses a location or being he has cast the 2nd-level spell *ward* upon and ties the spell into it. If the *ward* is threatened, the spell then takes effect, targeted on whatever has disturbed the wizard's ward, but protecting the *ward* from any damaging area effects which might occur as a result of the spell.

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

The material components for the spell are a drop of water, a blade of grass and whatever is needed to cast the accompanying spell.

## Detect Psionics

(Divination)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rounds/level

Area of Effect: 30-foot/level diameter sphere

Saving Throw: None

This spell detects all psionic activity within the area of effect (in other words, whether PSPs were spent in the round by any characters or items within the area of effect); how much other information he gains depends on his level, as described below.

The spell allows the caster to detect psionic activity in a sphere around his location. The diameter of the sphere is 30 feet per level of the caster. Psionic activity is defined as the expenditure of PSPs, whether through manifesting a power or from some other source.

If the caster is 5th level or lower, he only determines whether someone or something within the area of effect is psionically active. A caster of 6th to 8th level also learns how powerful the activity is. Power levels of psionic activity are as follows:

- **Low:** 1 to 5 PSPs
- **Moderate:** 6 to 12 PSPs
- **High:** 13 or more PSPs

(Note that at these levels, the power detected includes all psionic activity within the area of effect and doesn't differentiate between individual psionic users.)

A caster of 9th to 12th level also learns where the activity is taking place (direction and distance), thus allowing him to identify characters or objects expending PSPs in a given round. Finally, a caster of 13th level or higher can differentiate the power-level expenditure of each individual in the area of effect.

## Doom Legion

(Necromancy)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7 rounds

Duration: Permanent

Area of Effect: 120-yard radius

Saving Throw: None

This spell creates skeletons or zombies from the remains of an army defeated in battle. The spell must be cast on the site of the conflict, where the fallen bodies still lie. When cast, only the bodies or skeletons of the losing side will be animated. If the battle took place less than three months before the casting of the spell, the undead will be zombies. Any longer period of time will yield skeletons - even if the bones have turned to dust, they will reassemble when this spell is cast.

The number animated depends upon the radius of the spell and the number of bodies within it. The DM decides what level of conflict was fought on the grounds where the spell is cast, then rolls dice to find how many undead are raised:

<b>Skirmish:</b>	3d12
<b>Small Battle:</b>	6d12
<b>Major Battle:</b>	10d20

Animated bodies that are less than 1 yard beneath the surface will dig themselves out within one turn of casting the spell. Those deeper will not animate. The bodies cannot have been disturbed before the casting of the spell - those that are moved, searched, or in any way disturbed do not animate.

There is a chance that the animated army of undead will ignore the spell caster and undertake their original mission, depending on how long the vanquished army has laid at rest.

<b>Time at Rest</b>	<b>Chance to Ignore</b>
1 day	90%
1 week	80%
1 month	70%
3 months	60%
1 year	50%
5 years	40%
10 years	30%
50 years	20%
100 years	10%
Over 100 years	0%

An army of undead that ignores the spellcaster will not necessarily attack him, but it will not obey him. It will pursue revenge for its defeat, advancing on its previous enemy, even if that no longer makes sense, considering the passage of time.

Should the army not ignore him, the undead will consider the spell caster its new leader and will follow him until every individual is somehow destroyed.

The material components for this spell are a drop of blood from one of the unit's old opponents (or a descendent thereof) plus a handful of soil from the unit's original homeland.



## Empower Orb

(Alteration/Evocation)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 obsidian orb

Saving Throw: None

This spell allows the caster to draw life energy from the land and place it in an endowed obsidian orb – see *orb of power* – for later use. The wizard casts this spell on an endowed orb. The next spell he casts does not have its usual effect. Instead, the life energy that would power it is placed into the endowed orb as a number of spell levels equal to the spell that was cast. Once empowered in this manner, the orb can absorb no more spell levels until those it currently holds are all used, or until after 24 hours, at which point any remaining stored spell levels are lost. Following this it must be endowed and empowered again in order to store more spell levels.

The caster can use these stored spell levels to cast spells he has prepared without using his daily spell slots and without needing to draw life energy from land around him (a caster using an empowered orb suffers no initiative or caster level penalties for terrain). He can also use the stored energy in other spells that make use of obsidian orbs.

The material components for the spell are the sphere, a drop of the caster's blood, and a palm full of water used to wash the orb.

## Energy Conduit

(Alteration/Evocation)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 obsidian orb

Saving Throw: Special

This spell opens a conduit through which a wizard may draw spell energy from afar. The spell is cast on an endowed obsidian orb – see *orb of power* – which becomes the focus for the spell and may be filled with the energy the wizard draws to it.

As the spell is cast, the wizard turns in a circle while holding the orb in his hands, feeling for nearby plant life, hidden root systems, lichen and the like. The spell draws this life energy to the caster through the orb without defiling – it takes it gradually and slowly over the course of the spell.

When the spell is finished, the caster makes a saving throw against death magic. Failure means that the experience of drawing in so much life energy is overwhelming and the caster takes 1d6 points of damage. The spell still works, however.

When finished, the spell improves the terrain type for the purposes of spells cast by the orb's wielder by one level. If they would have been receiving spells as if in barren terrain, it is now infertile. If the terrain would have been fertile, it is now abundant, and so on.

The orb provides additional life energy for a number of spell levels equal to the caster's level, or for 24 hours, whichever elapses sooner. Following this, the orb must be re-endowed using the *orb of power* spell. An orb may not be partially used, then refilled.

The material components for the spell are the sphere, a drop of the caster's blood, and a palm full of water used to wash the orb.

## Erldu Claw

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rounds/level

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast on a humanoid, its fingernails grow into erldu claws. Once in this state, they do damage as wrist razors (S-M: 1d6+1; L: 1d4+1, speed factor 2). The spell was developed by elven mages (preservers, of course) who belonged to nomad tribes, and it has since been adopted by all magic-using races who are both humanoid and do not already have clawed hands. The claws do no damage to creatures that can only be struck by magical weapons. In general, this spell is prepared by a mage as a weapon of last resort, if an enemy actually closes for melee. There are rumours that the spell is used in the process of enchanting wrist razors.

The material component is a single erldu claw.

## Erdlu Egg

(Enchantment)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 2 turns

Duration: 1 day

Area of Effect: 1 egg

Saving Throw: None

This spell causes an old erdlu egg filled with sand (the material components) to become a fresh erdlu egg, with contents fit to eat. On any other world, the duration would be too short to do any practical good, but on Athas, the disappearance of the egg's water will not come about until after it has already been sweated out of the recipient's body. Elven nomads developed this spell as a means of creating an emergency food supply. Once the created food is eaten, the shell disappears, so a new shell is required for each casting. Thus, possession of this spell doubles the number of erdlu eggs any tribe has.

## Erdlu Hide

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

The mages of elven nomad tribes developed this spell to provide an unarmoured mage with effective armour when he needs it the most. This spell causes the recipient's skin to become as tough as the scale-feathered hide of an erdlu, giving him the equivalent of scale mail (AC +4). This armour adds no weight or encumbrance to the wearer, lasting until successfully dispelled or until the wearer sustains cumulative damage totally greater than 8 hp +1 hp/level of the caster. A protected mage may still cast spells. It is cumulative with Dexterity and/or shield bonuses, but not with any other protective spell, such as *giant fur* or *armour*.

The material components for this spell are a pair of the scaly feathers of an erdlu.

## Eye of the Storm

(Abjuration)

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 1 round

Duration: 1 turn

Area of Effect: 30-foot radius

Saving Throw: None

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

Because sand storms may blow for hours or even for many days, this spell is not proof against their fury for longer than a few minutes. What it does provide is an opportunity for people to construct the best shelter they can or to get under nearby cover. It can also allow spellcasters or psionics to prepare and cast protective spells to ward off the storm's wrath before the winds render such activities impossible.

The material component for the spell is a few grains of sand flung into the wind.

## Find Familiar

In Dark Sun campaigns, substitute the following table of familiar options for the one in the *Player's Handbook*.

Id20	Familiar	Sensory Powers
1-3	Bat	Night, sonar-enhanced vision
4-5	Beetle	Senses minute vibrations
6-8	Cat, black	Excellent night vision and superior hearing
9	Pseudodragon	Normal sensory powers, but very intelligent
10-11	Rat	Excellent sense of taste and smell
12-15	Scorpion	Senses fear
16-20	Snake	Sensitivity to subtle temperature changes

**Other Creatures as Familiars:** Any Athasian creature of roughly animal intelligence and 2 HD or less can become a familiar. On Athas, these creatures tend to run a little larger than on other worlds.

## Fleet Feet

(Alteration)

Reversible

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 day/5 levels

Area of Effect: One individual

Saving Throw: Neg.

This spell allows an individual to move more quickly. The target can take very large strides, as if his feet and legs weighed far less. For purposes of overland movement, the target can travel double his normal movement rate (and may still force march beyond that, though he is still subject to those effects). Movement rate is doubled in combat as well, but his balance and inertia make it difficult to manoeuvre. If he exceeds his normal movement rate and attempts to turn in any way, such as to round a corner or to avoid an obstacle, he must make a Dexterity check to avoid falling (failure ends his movement for the round and makes him prone).

The reverse of this spell, *stone feet*, makes the affected character's legs feel as heavy as rock, slowing his movement to half, though a saving throw negates this effect. The character's balance is unaffected.

The material component for this spell is a feather from a flightless bird, such as an erdlu (or for the reverse, a piece of mekillot hide).

## 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)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 hour/level

Area of Effect: Special

Saving Throw: None

This spell allows the recipient 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 continues tracking the quarry for the full duration regardless of whether or not the quarry is still within an area that could be reached in 24 hours.

Even if the quarry is riding, the footsteps appear as if he had walked across the land. If the quarry crosses water, the footsteps stop and resume on the other side, but the tracker may have to spend 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.

## Fossilisation

(Enchantment)

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.

## Gardener's Touch

(Alteration)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1

Duration: One week

Area of Effect: 5 feet x 5 feet

Saving Throw: None

This spell affects any single patch of ground it is cast upon. By touching one leaf, blade of grass, or sprout, the wizard can transform the area around it, making it greener, more productive, and filling it with more life energy.

Any area so treated is considered to be one step up on the terrain chart (from infertile to fertile or from fertile to abundant, for example). The spell has no effect upon ground that is worse than infertile, and some plant life must already exist in the area for the spell to be successful.

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

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

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

## Giant Fur

(Alteration)

Level: I

Range: Touch

Components: V, S, M

Casting Time: I round

Duration: Special

Area of Effect: I creature

Saving Throw: None

This spell causes the recipient's body hair to grow thickly in a matter of seconds, covering him with a layer of matted hair that provides a +2 AC bonus. The hair is as thick and as tough as that which grows on the heads of giants, hence the spell's name.

Any member of a mammalian race, intelligent or not, may benefit from this spell, even a dwarf or mul (thri-kreen and other non-mammalian beings are not affected by this spell).

Successive castings on a targeted individual have no effect until the initial casting is no longer in effect.

The armour does not hinder movement or prohibit spellcasting - it's the recipient's own body hair, after all - and the hair shrinks back into his body at the spell's end.

The *giant fur* spell lasts until successfully dispelled or until the wearer takes cumulative damage totalling greater than 8 hp + I hp/level of the caster. This spell's protection is cumulative with shield and Dexterity bonuses, but not with protective spells like *armour* or *erdlu hide*.

The material component for this spell is a strand of giant hair.

## Gloomcloud

(Conjuration/Summoning)

Level: 4

Range: 40 yards

Components: V, S, M

Casting Time: 4

Duration: I turn

Area of Effect: One creature

Saving Throw: Neg.

When cast, *gloomcloud* creates a small, gray cloud over the head of an individual. Only the creature affected by the cloud can see it. The cloud is invisible to others. The cloud moves with the individual, causing him to feel despair as per the 4th-level wizard spell *emotion* unless a saving throw vs. spell with a -2 penalty is successful.

The despair caused by the *gloomcloud* is so profound that the victim can do nothing but walk slowly, sit silently, or weep in frustration. He is unable to muster the energy to fight, cast spells, or do anything meaningful to help himself. If the target of the spell is attacked while in this condition, a roll on Id20 determines what his response will be.

On a 1-5, the victim just sits and lets whatever is going to happen occur; on a 6-15 he feebly and unenthusiastically defends himself (-I to attack and damage rolls, -2 penalty to Armour Class), and on a 16-20, he reacts normally, putting up a good defence and is able to mount an offense as well. At the end of the combat, if the spell's duration hasn't expired, the victim returns to his dejected state.

The material components for the spell are a drop of dirty water and a small, twisted length of chain.

## Guard Life

(Abjuration)

Level: 5

Range: 60 yards

Components: V, S

Casting Time: 5

Duration: 5 rounds +1 round/level

Area of Effect: 10-foot radius

Saving Throw: None

*Guard life* protects those within the area of effect from the life-draining effects of the undead and the pain caused when defilers pull energy to power their spells. Those subjected to attacks by undead that would have drained them of levels receive a saving throw vs. death magic with a +4 bonus to avoid the effects. The spell grants subsequent saving throws against the same thing for every round it remains in effect.

Even if someone were drained before, they receive a new saving throw to avoid further draining in the next round. Should the recipient be attacked by more than one level-draining undead per round, he receives a save against each one. Any attacks against which he successfully saves do not drain him, though any physical damage inflicted by such attacks is still applied.

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

## Ice Storm

In Dark Sun campaigns, the water, hail, and ice created by this spell is only temporary. It disappears three turns after the completion of the spell. Even water consumed in that time disappears, giving its imbiber no benefit.

## Illusory Talent

(Illusion/Phantasm)

Level: I

Range: 100 yards

Components: V, S

Casting Time: I

Duration: 5 rounds/level

Area of Effect: 100-foot cube

Saving Throw: Special

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

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

## Improved Haste

(Alteration)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: I round

Duration: I round/level

Area of Effect: Creature touched

Saving Throw: None

This spell lets the wizard bestow tremendous speed on any one creature. The quickened creature functions at double its normal movement and attack rates, basically moving and attacking normally, but twice in the round. The quickened creature rolls initiative for each round normally; his first basic action always happens at initiative 0 in the round, and he then goes again on his rolled initiative number. The recipient also receives a +4 bonus to his Dexterity score (to a maximum of 25) for the duration of the spell, which can affect his reaction adjustment, missile attack adjustment, and defensive adjustment. Casting the spell takes one entire round, during which both the recipient and the caster can do nothing else (or just the caster when he is casting the spell on himself), then the spell lasts for a number of rounds equal to the caster's level.

Unlike the normal *haste* spell, this spell has no effect on the recipient's age. This spell negates the effects of a *slow* or *improved slow* spell. It is not cumulative with itself or with other similar magic.

The material components for this spell are a lump of grease and a spark from a flint and steel.

## Improved Slow

(Alteration)

Level: 6

Range: 90 yards +10 yards/level

Components: V, S, M

Casting Time: 6

Duration: 1 round/level

Area of Effect: Thirty 10-foot cubes.

Saving Throw: Neg.

This spell causes the affected creatures to move and attack at 1/9 their normal rate. In combat, affected creatures only attack every ninth round, and they cannot cause damage from normal melee attacks. However, they attack with a -8 penalty for non-standard melee attacks, such as touch energy drain and paralysis; such attacks, if successful, have their stated effect without penalty.

Creatures under this spell have a -8 penalty to their AC as well. The caster can vary the area of effect as desired, arranging the thirty 10-foot cubes (30,000 cubic feet total) in any continuous shape, provided no section extends beyond the range of the spell. All creatures entirely within the area of effect may be *slowed*, but each is entitled to a saving throw versus spell to negate the spell. This spell negates the effects of a *haste* or *improved haste* spell.

The material component for this spell is a tiny golden statue (minimum 1,000 cp value).

## Isolate Templar

(Abjuration)

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 individual 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.

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

## Kank Shell

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This is a defensive spell developed by mages of the elven kank-herding tribes, enabling the recipient to go without armour in the terrific heat of Athas until he actually needs it. When the spell is cast, the beneficiary's body or torso is transformed into the chitinous carapace of a kank, giving him the protection equivalent to plate mail (AC +7).

This armour lasts until successfully dispelled or the wearer takes cumulative damage totalling over 8 hp +1 hp/level of the caster. It has no effective weight or encumbrance, and does not affect spellcasting. It cannot be added to other spells, such as *giant fur*, but is cumulative with shield and Dexterity bonuses.

The material component for this spell is a fist-sized shard of kank shell.

## Land Lock

(Abjuration)

Level: 9

Range: Special

Components: V, S

Casting Time: One day

Duration: One year

Area of Effect: 10 yards/level

Saving Throw: None

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

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

## Mage Seeker

(Divination)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day

Area of Effect: 20-foot radius/level

Saving Throw: None

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

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

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

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

## Magic Trick

(Illusion/Phantasm)

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 2

Duration: 1 turn

Area of Effect: 40-foot cube

Saving Throw: Special

First developed by arena mages who used it to help disguise their spellcasting, this *dweomer* is handy for concealing the casting of other magic. When brought into effect, *magic trick* makes other magic seem to be the result of ordinary prestidigitator's tricks.

The spellcaster thus concealed could, for example, make a confederate invisible, and the witnesses would see it as a trick in which the assistant to the entertainer slipped into a nearby store or rolled under a tarp while their attention was distracted. Some witnesses may be attracted to the display being provided by the "entertainer," especially if the spellcaster makes any attempt to engage their attention and beg for contributions as a market entertainer might. Those within the area of effect don't connect the show with actual magic.

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

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

## Mask Magic

(Enchantment/Charm)

Level: 3

Range: 120 yards

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 120-foot radius

Saving Throw: Neg.

When cast, this odd spell goes into suspended animation, awaiting the trigger that will set it off. That trigger is anyone attempting to *detect magic* whether magically or psionically. When someone does so, *mask magic* covers up whatever magic the caster has in use (including itself) with a false veneer of PSPs being expended in its place.

In effect, *mask magic* creates a belief within the person detecting magic that he finds none. If that person can also *detect psionics* in use, the spell provides them with the false information that psionic energy is being used by the caster.

The spell lasts for five rounds after first being set in motion, regardless of how many people test the area for magic. If not used within 12 hours of being cast, the spell fades away. This is a favourite of arena mages and other wizards who must practice their craft openly.

The material component for the spell is a tiny piece of well-polished mirror or a shiny and highly reflective piece of rock.

## Massmorph

Since trees might be somewhat conspicuous in Dark Sun campaigns, the caster of this spell has the option of making the affected creatures appear to be boulders and stones, or a large stand of cacti instead. The material component is a handful of available pebbles or a fistful of cactus spines.

## Mental Dagger

(Alteration, Conjunction/Summoning)

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: Special

Area of Effect: The caster

Saving Throw: None

By concentrating and speaking a word, the wizard may convert his own PSPs into a dagger-shaped force and hurl this psychic weapon at a target within 50 feet of him. Each such use requires the expenditure of one quarter of the caster's total PSPs, so the trade-off is normally of most use to those with a single wild talent. The wizard receives no penalty for either non-proficiency or distance.

The dagger does 2d4 points of damage, +1 point per point of the wizard's Intelligence score over 16. Thus, if the wizard has an Intelligence score of 18, the dagger will inflict 2d4+2 points of damage.

For the purposes of hitting someone protected by a *stoneskin* or *ironskin* spell, the dagger will use up one charge and still do damage (just as if it were a *magic missile*). Further, a *mental dagger* acts as a +2 weapon for purposes of hitting creatures that may only be harmed by magical weapons.

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

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

## Mount

In Dark Sun campaigns, substitute the following table for that found in the **Player's Handbook**.

### Caster Level Mount

1st-3rd	Kank, riding
4th-7th	Crodlu, riding
8th-12th	Inix
13th-14th	Mekillot (and howdah at 18th level)
15th+	Roc (and saddle at 18th level)

## Monster Summoning

In Dark Sun campaigns, use the following tables when casting this spell.

### Monster Summoning I

Id12	Monster(s) Summoned
1	Animal, domestic, aprig
2	Animal, domestic, sygra
3	Animal, herd, kip
4	Animal, herd, jankx
5	Boneclaw
6	Bat, huge
7	Bat, common (triple normal number)
8	Beetle, fire
9	Kank
10	Kes'trekel
11	Rat, giant (3d4 appear)
12	Player's choice



## Monster Summoning II

Id12	Monster(s) Summoned
1	Centipede, giant
2	Gorak
3	Erdlu
4	Hej-kin
5	Jhakar
6	Silt runner
7	Snake, normal venomous
8	Spider, large
9	Spider, silt
10	Tari
11	Zhackal
12	Player's choice

## Monster Summoning V

Id12	Monster(s) Summoned
1	Antloid, desert, dynamis
2	Boneclaw, greater
3	Belgoi
4	B'rohg
5	Cat, psionic, tigone
6	Dagorran
7	Fordorran
8	Inix
9	Kirre
10	Spider, mountain
11	Tembo
12	Player's choice

## Monster Summoning III

Id12	Monster(s) Summoned
1	Ankheg (3 HD)
2	Antloid, desert, worker
3	Beetle, agony
4	Erdland
5	Floater
6	Gith
7	Lirr
8	Rasclinn
9	Sand howler
10	Scorpion, gold
11	Snake, constrictor
12	Player's choice

## Monster Summoning VI

Id12	Monster(s) Summoned
1	Ankheg (8 HD)
2	Ant lion, giant
3	Cha'thrang
4	Crodlu, heavy
5	Dragonne
6	Elemental (any, 8 HD)
7	Feylaar
8	Pulp bee
9	Scrab (leader)
10	Spider, crystal
11	Spider, phase
12	Player's choice

## Monster Summoning IV

Id12	Monster(s) Summoned
1	Antloid, desert, soldier
2	Bog wader
3	Cat, psionic, tagster
4	Cilops
5	Crodlu
6	Dune freak (anakore)
7	Pterrax
8	Razorwing
9	Slig
10	Spider, giant
11	Tul'k
12	Player's choice

## Monster Summoning VII

Id12	Monster(s) Summoned
1	Braxat
2	Cloud ray
3	Drake (any)
4	Drik, high
5	Dune reaper, warrior
6	Elemental (any, 12 HD)
7	Giant, desert
8	Klar
9	Megapede
10	Nightmare beast
11	So-ut (rampager)
12	Player's choice



## Nurturing Seeds

(Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Permanent

Area of Effect: Up to 10 items

Saving Throw: None

This spell renders up to 10 cuttings or seeds dormant and suitable for transport. They are then taken to an area where inclement weather, lack of moisture, or other problems have kept plants from growing. When planted, like magic seeds, they take root and can be used to start new patches of vegetation, anchoring the soil, creating an environment suitable for more plants to survive.

Although the spell guarantees that the plants will survive under even the harshest conditions in their new home, this sort of land reclamation is a slow affair. Patches of new plants in a heretofore hostile area can't be made too large too soon or they won't grow and spread. Such patches can be treated no more than once per month with spelled seeds or cuttings. In a month, a patch of ground up to 10 square feet might be successfully maintained. If the plants don't fall prey to a defiler or hungry animal, a patch as large as 120 square feet could be created in a year. Other natural hazards, such as storms or battles might also destroy the plants.

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

## Obsidian Death

(Necromancy)

Level: 8

Range: 70 yards

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: One individual

Saving Throw: 1/2

This spell channels the energy of the Black through an obsidian orb that contains spell levels. These spell levels are usually placed in the orb with spells such as *empower orb*, *spell deferment* and *steal energy*. Using the stored energy, the wizard causes damage to a living being. *Obsidian death* causes 1d8 damage for every spell

level stored in the orb. Targets of the spell are allowed a saving throw vs. death magic. If successful, they take only half damage from the spell. Anyone killed outright by the damage is completely turned to ash.

The material component for the spell is the obsidian orb, which shatters.

## Open the Gray Portal

(Alteration/Evocation)

Level: 7

Range: 100 yards

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hour/level

Area of Effect: Special

Saving Throw: None

This spell opens a conduit to the Gray, imbuing nearby corpses with undead energies or summoning denizens of the Gray to serve the caster for the duration of the spell. If the former use is chosen, the wizard may animate four times as many undead bodies as he has levels of experience. These undead have the following statistics:

**Gray Zombies:** AC 16, HD 4, hp 26, MV 9, #AT 1 claw +3, Damage 1d6, immune to cold, poison, *charm*, and *hold* spells.

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

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

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

## Orb of Power

(Alteration/Enchantment)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 obsidian orb

Saving Throw: Special

This spell allows the caster to endow an obsidian orb with the potential to store spell or life energy. The caster may have a number of endowed orbs equal to his Intelligence bonus. The spell doesn't empower the orb; it simply makes it capable of storing such energy.

The endowed orb remains able to store energy indefinitely, but once energy has been placed in it and used, the orb must be endowed again with this spell. It is the prerequisite to using obsidian in any other spell.

Obsidian orbs shaped by those with gem-cutting proficiency are the most desirable for spellcasting, and are worth 100 cp each. Those of lesser quality must save as glass vs. crushing blow or be destroyed by the spell.

The material components are the orb to be endowed with potential and a pinch of fine powder.

## Pact of Darkness

(Conjuration/Summoning)

Level: 9

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: One creature

Saving Throw: Neg.

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

Shadow giants cannot be summoned in areas of absolute blackness. The spheres do not need to be endowed or empowered with life or spell energy - the obsidian alone is enough for the shadow giant's purposes.

The material components for the spell are the obsidian spheres and a drop of the caster's blood.

## Phantom Steed

On Athas, this spell creates a kank-like creature with the same abilities listed in the **Player's Handbook**.

## Plant Growth

This spell has no effect on a *tree of life*. Since a defiled area has no vegetation left, this spell has no effect if cast there.

## Plant Renewal

(Alteration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Permanent

Area of Effect: One plant

Saving Throw: None

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

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

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

The material component is a drop of water.

## Protection from Time

(Abjuration)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 1 week

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one inch. The barrier moves with the recipient and protects him from

the adverse effects of time. This spell can be cast on any living creature, but multiple spells are not cumulative. The recipient does not age during the spell's duration, though this won't have a noticeable effect on his life span unless many such spells are cast in series; the recipient should keep track of how many *protection from time* spells have been cast on him so the DM can add one week to his total natural life span for each. A significant number of such spells can postpone aging effects for the recipient.

When confronted with a magical aging effect (such as a *wish* spell or a hit by some powerful undead creatures), the recipient gets a saving throw versus spell to avoid the effect (or an additional save if one is already allowed).

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

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

The material component is a gold hourglass filled to capacity with diamond dust (minimum 7,500 cp value).

## Psionic Channeller

(Enchantment, Alteration)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 1 day per Size level

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell is used to grant a vessel the power to move through silt using an obsidian engine. The spell creates a magical web of thread-sized conduits that covers the entire ship and culminates at the obsidian engine. These conduits are invisible and have no truly physical substance, though they can be seen with either the *wizard sight* or *true seeing* spells.

This spell is cast on a flawless, symmetrical piece of obsidian (of the appropriate size) for one day per Size level of the skimmer. The wizard must keep in constant physical contact with the obsidian during the casting time, as these psionic conduits “grow” slowly from the engine itself and eventually cover the entire ship.

The material component is the piece of obsidian to be enchanted.

### Psionic Dampener

(Alteration)

Level: 4

Range: 5 yards/level

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: One individual

Saving Throw: Neg.

Use of this spell allows the caster to disrupt the target’s psionic activities. The target is allowed a save to negate the spell. Regardless of success, the target immediately knows that the spell was cast and who cast it.

If the spell is successful, the target is unable to expend PSPs for its duration. The spell lasts until the wizard stops concentrating, either voluntarily or involuntarily. The affected psion can otherwise function normally. If the affected psion moves out of range, the spell is broken and he can again use PSPs normally, even if he re-enters the spell’s range.

The material component for this spell is any small object within a blown glass sphere.

### Psionic Override

(Alteration)

Level: 5

Range: 5 yards/level

Components: V, S, M

Casting Time: 5

Duration: 1 round +1 round/level

Area of Effect: One individual

Saving Throw: Neg.

This spell allows the wizard to turn psionics used against him back upon the psion. If the wizard so protected makes a save vs. paralysis when a psionic power is used against him, he reflects that power back at its manifester.

The manifester is then allowed a saving throw vs. death magic with a -2 penalty to resist the effects of his own mindbending. Whether the wizard is successful in reflecting the psionics back onto their source or not, no psionic attempts made by that individual against the caster will get through for the duration of the spell.

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

### Psionic Tracer

(Divination)

Level: 4

Range: 5 feet/level

Components: V, S, M

Casting Time: Special

Duration: Special (1 round/level maximum)

Area of Effect: 1 creature

Saving Throw: Special

When the spell is cast on an individual receiving any form of psionic contact, the individual instantly becomes aware of the location of the psionic creature initiating the contact. The psionic creature receives a saving throw vs. spell. If the saving throw is unsuccessful, its identity is revealed (see material components). If the saving throw is successful, the creature’s identity is not revealed, and it becomes aware of the attempt to trace it.

If the psionic creature maintains contact with the target, its location can be monitored until contact is broken. If psionic contact is not broken first, the *psionic tracer* lasts up to one round per level of the caster.

Note that the range is for the wizard’s initial casting; the psionic tracing has no distance limit. Only one contact can be traced or monitored at a time.

Tracing a contact requires concentration. The tracing individual can move at half speed and converse, but cannot attack or cast other spells while actively tracing; moving at full rate, casting spells, engaging in melee, or receiving damage prevents tracing but does not end the spell. The *psionic tracer* allows a tracing wizard to teleport to the psionic creature’s location as if it was a place “studied carefully”.

A wizard with this spell prepared can cast it instantly in response to a psionic attack. A previously declared action can be changed to the casting of this spell. An immediate initiative roll is made. If the caster wins, the spell succeeds. If the caster loses, the incoming psionic attack disrupts the spell.

The material component of this spell is a small, platinum mirror. The image of the psionic creature is revealed in the mirror if its saving throw fails; a silhouette appears if save is successful.

## Psychic Reversal

(Enchantment/Charm)

Level: 6

Range: Special

Components: V, S, M

Casting Time: Special

Duration: 1 round/2 levels

Area of Effect: The caster

Saving Throw: Special

When this spell is cast, a line of magical force connects the wizard to any one creature psionically attacking or contacting the wizard, regardless of range. The psionic creature must save vs. spell at a -2 penalty or be disoriented for 1d6 rounds, during which no psionics other than psionic defence powers can be used.

The force also acts as a conduit for any enchantment/charm spell of 5th level or less that the caster has available (including scroll spells). These spells are cast normally, but range is ignored; the conduit allows the dweomer to reach the target creature regardless of distance. The creature is permitted any saving throw a subsequent spell allows.

A wizard with this spell prepared can cast it instantly in response to a psionic attack. A previously declared action can be changed to the casting of this spell. An immediate initiative roll is made. If the caster wins, the spell is cast normally. If the caster loses, the incoming psionic attack disrupts the spell.



The material component is a small, silver, u-shaped tube of fine craftsmanship (500 cp). The tube is consumed in the casting of the spell.

## Ranike Cloud

(Evocation)

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 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 insectoid creatures, including thri-kreen, that come in contact with it. Once engulfed in the cloud, such creatures 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 place 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.

## Raze

(Alteration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 5 rounds

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell duplicates the life-draining effects of defiling. The spell may be cast by a defiler or a preserver, though a defiler causes more damage with it.

The spell causes a large area of vegetation to give up its magical potential and turn to ash. Unlike normal defiling, *raze* affects all vegetation within the radius of the spell, regardless of terrain. The area of effect for a preserver is one yard per level of the caster. For a defiler, it is five yards plus one yard per level of the caster (in lieu of normal defiling damage). The ash created is a mixture of black and gray, completely devoid of life or life-giving elements. Nothing will grow there for half a year, leaving a barren circular scar on the ground.

The material components for this spell are a handful of defiled ash (either from a previous *raze* spell or from normal defiler magic) and a pinch of salt.

## Reincarnation

In Dark Sun campaigns, substitute the following table for that found in the **Player's Handbook**.

DI00 Roll	Incarnation
01-08	Aarakocra
09-11	Dwarf
12-19	Elf
20-27	Half-elf
28-29	Half-giant
30-40	Halfling
41-47	Human
48-58	Kenku
59-70	Mul
71-77	Nikaal
78-81	Pterran
82-89	Tarek
90-96	Thri-kreen
97-00	Yuan-ti

## Rejuvenate

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: Special

Area of Effect: 5-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* dispels the ground's sterility, making it immediately capable of supporting vegetation. The spell may also be cast on any ground short of solid rock, including sand, rocky sand or soil, and dust.

The area of effect extends away from the caster, so he must stand in the middle of the area he wishes to revitalise. Once cast, the soil is enriched and moistened, and a blanket of fine grass emerges instantly.

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

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

Defilers can't cast *rejuvenate*.

## Scapegoat

(Enchantment/Charm)

Level: 4

Range: 20 yards

Components: V, S, M

Casting Time: 4

Duration: 1 round/level

Area of Effect: 20-foot radius

Saving Throw: Special

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

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

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

## Semipermanency

(Alteration)

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 round

Duration: Special

Area of Effect: Special

Saving Throw: None

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

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

*comprehend languages*  
*detect evil*  
*detect invisibility*  
*detect magic*  
*infravision*  
*protection from cantrips*  
*protection from evil*  
*protection from normal missiles*  
*read magic*  
*tongues*  
*unseen servant*

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

*enlarge*  
*fear*  
*gust of wind*  
*invisibility*  
*magic mouth*  
*prismatic sphere*  
*stinking cloud*  
*wall of fire*  
*wall of force*  
*web*

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

*alarm*  
*audible glamor*  
*dancing lights*  
*distance distortion*  
*solid fog*  
*teleport*  
*wall of fire*

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

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

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

## Shadow Shroud

(Conjuration/Summoning)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 round

Duration: 1 turn/level

Area of Effect: Caster

Saving Throw: None

This spell turns an ordinary cloak into a shadow cloak that conceals the caster. While he wears it, he is like an insubstantial shadow. He can't be seen for what he is as those around him mistake him for their own shadow or the shadow of a nearby object. The cloak doesn't render the wizard inaudible, and he must take care not to attract attention to himself through undue noise. If he enters an area of complete darkness, the spell ends. There must be some light for shadows to exist.

Aside from its usefulness in remaining unseen, the shadow cloak allows the wizard to enter the Black (but not the Hollow) and interact with its denizens. So long as he exits the Black before the spell expires, the wizard may freely return to the Prime Material Plane.

The wizard must determine how to keep any shadow denizens from attacking him when he is in the Black. Should he be attacked, he may save vs. death magic to slip away unharmed and instantly return to Athas. Should he fail, he suffers the same consequences as anyone attacked by denizens of the Black.



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

## Spawn Heritage

(Divination)

Level: 2

Range: 30 feet

Casting Time: 2

Components: V, S, M

Duration: 1 round/level

Area of Effect: 10-foot radius

Saving Throw: None

On Athas, elves who dwell on the coast of the Sea of Silt traffic in spell components and mystic powders. Tentacles of the silt spawn are used for both; however, different types of silt spawn are needed for different spells and powders. This spell reveals the type of silt horror the spawn will become.

The spell requires a bit of dried hide from an adult silt horror. The spell will only reveal if the silt spawn is of the same type as this bit of dried flesh. The more types of dried silt horror hide the caster is holding, therefore, the more types of silt spawn can be identified with this spell.

Although the silt spawn is a delicacy among the giants of the Silt Sea, the tentacles are not, being hard and rubbery with a bitter flavour. The giants trade the tentacles to the elves.

## Spell Deferment

(Alteration/Enchantment)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 day

Area of Effect: 1 object

Saving Throw: None

When cast on an endowed obsidian orb (see *orb of power*), *spell deferment* allows the wizard to implant a 1st- through 3rd-level spell within it, storing it for later use. In effect, this “hangs” the spell so that it may be used in one segment as if from a magical item. Because the spell has already been cast, so to speak, such a deferred spell can’t be disrupted.

Any material components for the spell that is to be stored must be expended at the time *spell deferment* is cast. The spell is held within the obsidian orb, making it into a one-use magical item. The wizard may call forth the spell with either a command word or a gesture, as determined when he casts the *spell deferment*. No one else may call forth the spell. The spell may be set off accidentally, however, if the wizard is harmed by a damaging spell or from a crushing blow – either of which might break or shatter the orb. If the wizard carrying the orb is subjected to such damage, the orb must make a saving throw vs. spells or crushing blow (whichever is appropriate). If the save is successful, the orb is unharmed. If the saving throw fails, the orb is shattered and whatever spell was stored within is released, with the wizard as the central focus for the spell.

The material components for this spell are an endowed obsidian orb and whatever components are required for the spell to be stored.

## Sphere of Entrapment

(Abjuration/Evocation)

Level: 4

Range: 40 yards

Components: V, S, M

Casting Time:

Duration: 4 rounds

Area of Effect: 1 spellcaster

Saving Throw: Neg.

When cast, a translucent sphere appears around an opponent spellcaster. It looks and functions much like a *minor globe of invulnerability*, but has the properties of both that spell and its reverse. Unless the target spellcaster makes a successful saving throw vs. spells, the slightly shimmering sphere takes form around him and remains for 4 rounds.

Once inside the *sphere of entrapment*, the wizard can’t physically leave its confines. If he casts any spells of 1st through 3rd level, the effects of the spell are turned back upon him, as if they had rebounded off the inside of the sphere.

While the wizard is so confined, no spells of 1st through 3rd level from the outside can harm him, bouncing off the outside of the sphere just as if the wizard were protected by a *minor globe of invulnerability*. The sphere has no effect upon spells of 4th level or higher from within or without.

The sphere may be entered physically at any time by those wanting to engage the trapped wizard in melee. It has no effect on magical weapons, nor on magical items which produce effects which would be of 4th level or higher. A trapped wizard might be able to use a wand or ring, however, depending on the spell effects they produced.

Should the trapped wizard utilise an *anti-magic shell* or *globe of invulnerability*, or should another wizard with either of these spells cast upon himself enter the area of the *sphere of entrapment*, the sphere is immediately dispelled.

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

### Spiderstrand

(Evocation)

Level: 4

Range: 30 yards

Components: V, S, M

Casting Time: 4

Duration: 1 round/level

Area of Effect: Special

Saving Throw: Special

With this spell, the caster causes a single strand of strong spider web to shoot forth from his hand. The web becomes part of the caster for the duration of the spell or until he wishes to detach it; he need not hold on to the strand with the casting hand, leaving it free for casting other spells, but he can't hold anything with that hand.

The strand itself is roughly half an inch in diameter and is very strong and sticky. The length of the strand is one yard per level of the caster. The strand holds up to 2,500 pounds without breaking. Any creature wishing to break the strand must pass a bend bars roll.

If the strand is shot at an inanimate object, such as a wall or ceiling, the wizard automatically hits. The strand sticks to its target and can only be torn loose by putting more than 2,500 pounds of tension on it or by a successful bend bars roll.

If the strand is shot at a creature, the target receives a saving throw vs. spell to avoid it. If hit, the creature becomes wrapped up by the excess length. See the table below for how much strand is required to immobilise or impede creatures of different size.

Creature Size	Yards To Immobilise	Yards to Impede
Tiny	1	1
Small	2	1
Medium	3	2
Large	5	3
Huge	10	7
Gargantuan	—	30

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

Every yard of the *spiderstrand* must be broken individually. Each such attempt to break the strand requires a bend bars roll. Only one creature can be so entangled per spell.

### Steal Energy

(Necromantic)

Level: 5

Range: 120 yards

Components: V, S, M

Casting Time: 5

Duration: Concentration

Area of Effect: One individual

Saving Throw: Neg.

This spell uses an endowed obsidian orb (see *orb of power*) to leech away power from another mage. The energy stolen goes into the obsidian for use by the caster. Energy is taken from the other wizard at a rate of one spell level per caster level per round. For example, if a 12th-level caster uses *steal energy* against another mage and that mage fails to save, the caster may pull up to 12 levels worth of spell energy per round from the other wizard and store it within the obsidian for later use. Energy drained is taken from lowest level spells first.

The victim is allowed a save vs. death magic to avoid the effects of this spell. The caster must concentrate to drain life energy; if his concentration is disrupted, the caster gains no energy that round but retains the energy he drained during previous rounds. If all of a wizard's spell energy is stolen, he may not cast any spells until he replenishes it by resting for eight hours.

Energy stored in obsidian may be utilised in lieu of personal energy, either to power spells the caster has prepared, or as energy siphoned off by the rival wizard.

The material component for the spell is the obsidian used to store the stolen energy.

## Stoneiron

(Enchantment)

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 penalties and 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.

## Touch the Black

(Conjuration/Summoning)

Level: 3

Range: 60 yards

Components: V, S, M

Casting Time: 3

Duration: 1 round/level

Area of Effect: 40-foot cube

Saving Throw: 1/2

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

All within the cube are chilled to the bone whether they successfully save or not, and are at a -2 penalty to their attack and damage rolls for the next 1d4+1 rounds. Those within the cube are unable to see through the blackness; the caster is able to make them out as dim shadows within it.

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

## Transmute Rock to Mud

The mud created by this spell is of a magical nature - no water can be obtained from it.

## Transmute Sand to Stone

(Alteration)

Reversible

Level: 4

Range: 10 yards/level

Components: V, S, M

Casting Time: 4

Duration: 2d6 days

Area of Effect: One 10-foot cube/level

Saving Throw: Special

This spell turns a volume of sand into an equal volume of sandstone. The caster can choose any simple shape he desires, provided no single portion is smaller than one cubic foot and none of the shape exceeds the range of the spell. The spell does not confer the ability to move the sand or stone created; the stone occupies the space where the sand was at the time of casting.

Persons standing with their feet in the sand at the time of casting must break themselves free, though a saving throw versus paralysis is allowed to jump free, if possible. The fact that an area of sand has been turned to sandstone is not readily apparent even after the spell has been cast. Viewers may have to make an Intelligence check to notice that there is stone where there was once sand. Though not an illusion, the magically created sandstone quickly breaks down into sand particles over a period of 2d6 days.

The reverse of this spell, *transmute stone to sand*, allows the caster to change any type of stone (sandstone, granite, gems, clay brick, concrete, and so forth) to sand. Stone items such as weapons become useless. Floors turned to sand may cause those standing on them to lose their balance and fall (a Dexterity check avoids this effect). Supporting stones in buildings so affected can easily cause a structure to collapse.

The material component is sand ground between two pebbles (or sand from an hourglass for the reverse).

## Transmute Water to Dust

In Dark Sun campaigns, this spell has no reverse.

## Vampiric Youthfulness

(Necromancy, Alteration)

Level: 9

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Permanent

Area of Effect: Special

Saving Throw: Neg.

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

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

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

## Wakefulness

(Enchantment/Charm)

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 2

Duration: 8 hours

Area of Effect: One creature

Saving Throw: Neg.

With this spell, the recipient can postpone sleep. For the spell's duration, the recipient feels awake and energetic, but immediately becomes exhausted when the spell's effects wear off; he must then sleep for eight hours or

suffer a -2 penalty to all attack rolls and saving throws until he does. Multiple *wakefulness* spells cast on one recipient cause him to remain awake for eight hours per spell, but he must get eight hours of sleep per spell after they have worn off to eliminate the attack and save penalty. Recipients who don't sleep can't recover spells.

Recipients of this spell can continue to march or adventure normally. A recipient can't naturally doze off while under the influence of this spell.

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

The material component is a tiny glass bell.

## Wall of Ice

Like the *ice storm* spell, the ice created disappears three turns after the conclusion of the spell.

## Wall of Iron

In Dark Sun campaigns, the duration of this spell is one turn per level of the caster.

## Ward

(Alteration/Divination)

Level: 2

Range: 30 yards

Components: V, S, M

Casting Time: 1 hour

Duration: 1 year

Area of Effect: 30-foot radius or 1 creature/level

Saving Throw: None

This spell creates a powerful psychic bond between the caster and an area of land or a non-humanoid creature, allowing the wizard to know what is happening to that chosen area or creature even when he is far away.

The wizard can't see what is taking place in the area and has no way of knowing what has befallen a warded creature. He does get a sense whether the land or beast is healthy or not. If warded land is defiled or a warded creature is killed, the wizard instantly knows it, though he has no knowledge of who performed such deeds.

The material component is a drop of the wizard's blood smeared on the creature or area to be warded.

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

## Ward's Revenge

(Abjuration/Enchantment/Charm)

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 round

Duration: One month/level

Area of Effect: One individual

Saving Throw: None

*Ward's revenge* is cast on a defiler. Whenever they tap land warded by the caster with the *ward* spell, the land fights back by destroying the defiler's prepared spells. The more lush the area targeted, the more spells lost:

**Barren and infertile** terrain strip the target of one spell level per caster level.

**Fertile and abundant** terrain strip two spell levels per caster level from the target.

**Lush** terrain strips three spell levels per caster level from the target.

Spell levels equate to spells lost, with the lowest-level spells being removed first. Spells lost may not be prepared again for 24 hours.

The material components are a handful of earth and a pinch of ash from a previously defiled plot of land.

## Watchful Eyes

(Enchantment, Divination)

Level: 7

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

Each spell enchants up to 100 items. The caster must touch each item during casting. A caster 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.

*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.

## Woodiron

(Enchantment)

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, that weapon 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, even with normal wooden weapons. One Large, two Medium, or three Small weapons can be affected by this spell.

Wooden shields are also affected, gaining a +1 AC bonus. Weapons and shields are fireproof for the spell's duration. Missiles of wood enchanted in this manner lose their dweomer as soon as they hit a target; otherwise, the spell lasts for its full duration. It is also used in the manufacture of regular magical weapons and shields.

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