

Game Accessory

Dragon Kings

by Timothy B. Brown

This incredible addition to the DARK SUN™ campaign setting presents the most powerful characters, magic, and psionics ever!

For intermediate through advanced players, ages 10 and up.



DRAGON KINGS



High-level characters, psionic enchantments, armies, war vehicles, rogue skills, psionic disciplines, advanced beings, and campaign material for Athas and other AD&D® worlds.

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Foreword

As I put the finishing touches to this volume, it occurs to me that it has been more than two years since design on the DARK SUN™ campaign began in earnest. For two years, pretty much every day saw a new idea pop up, another fall by the wayside, and a dozen questions get answered. In this book, I'm committing to paper the last of the original concepts we envisioned so long ago. For Athas, it is the end of the beginning.

But where is the DARK SUN setting going, and how does this book fit into that scheme?

The overriding design philosophy for support products is simple: concentrated campaign development. If you're waiting for maps of the entire world of Athas, or campaign supplements that take us to the far side of the Sea of Silt and beyond, don't hold your breath, 'cause they're not coming. Not for a while. We're concentrating on what's in the boxed set: the Tyr Region and its seven city-states. We've barely touched that plot of sand, game development-wise, and it will take quite a while to fill it up with slave tribes, merchant houses, elven raiders, and more. The DARK SUN campaign's future is bright, but for now it's strictly bounded within the existing campaign map.

Then why a hardbound rules book devoted to higher-level characters? *Dragon Kings* serves two purposes—one obvious, one not.

First, *Dragon Kings* lets characters advance as high as 30th level in all classes. They get wondrous new abilities, possibly even new bodies, when they reach such heights of experience. We originated all these concepts early on in the design of the DARK SUN universe, but we kept them out of the original rules for two reasons. First, they wouldn't all fit. Second, we didn't want to give away the secrets revealed in the first DARK SUN novel, *The Verdant Passage*. (If you haven't read the novel yet, be warned that this book spoils its surprises!)

The second, less obvious reason to present rules for the highest-level characters is rooted in overall campaign development. I'm a firm believer that the

macro-forces of a campaign world should set the tone for even the lowliest adventures—sort of a “trickle-down” theory, if you will. In a science-fiction world, the ambitions of powerful corporations, star-spanning empires, and malevolent alien races set the stage for adventure. In the DARK SUN world, the sorcerer-kings, advanced beings, and other powerful characters set the tone. Characters beyond 20th level are the movers and shakers of Athas—their every move leaves a wake of adventure possibilities. To present a plausible DARK SUN campaign, a DM must understand that world's most influential NPCs and their incredible powers.

Why more powerful magic? Well, why not! Massive spells can help drive a campaign just as easily as powerful characters. I think of fantasy novels I've read that are centered on the casting of a single, incredible magical spell, one that takes years to prepare and wipes out entire cities or nations. Whole adventures can revolve around casting such magic or preventing its casting.

The existing 9th-level AD&D® game wizard spells do the same old stuff, just bigger and better: They protect the wizard from being killed by a bigger monster. To me, it's just not epic. Casting a spell that erases a mountain range—now that's magic!

Do I expect lots of DARK SUN campaigns to become high-level campaigns? Do I want player characters unleashing 10th-level spells at one another as soon as they open this book?

No. But I do expect players to have something more to strive for, and I expect DMs to have everything they need to evolve a complete array of powerful NPCs for their little corner of Athas.

Obviously, use of player characters who have advanced beyond 20th level dictates a somewhat different role-playing style. These characters are usually people of great reputation who have many fantastic accomplishments to their credit and can challenge any foe or situation. More mundane adventures, such as searching for small treasures or taking jobs as mercenaries, become less important to the mega-characters.



Their attentions should instead turn to more city- or region-sweeping epics, such as the search for lost ancient civilizations, struggles between large armies or nations, or quests for lost magical knowledge that can win a throne! Encourage high-level characters to use their talents toward lofty ends—what’s the point of advancing to 25th level if all you’re going to do is pen scrolls all day?

Note, though, that in the DARK SUN™ world, no one gains fantastic levels anonymously. In the FORGOTTEN REALMS® campaign setting, a wizard might go from 20th to 30th level and hardly be noticed by the general populace, but I wanted something different for Athas.

No DARK SUN world character can escape the consequences of superior experience. With the exception of the rogues, high-level characters become victims of their own success. Fighters find themselves heading huge armies, like it or not. Fledgling dragons and avangions have nothing but enemies, and psionicists must either join an exclusive organization or be hunted by it. In terms of game balance, is this fair? Given that each class has unique advantages, it all evens out in the end. And if not, well, nothing on Athas is particularly fair!

It has been a massive undertaking. I thank Zeb Cook, William W. Connors, and J. Robert King for their valuable input, and Troy Denning and James Lowder for literary advice. Thanks also to Jim Ward for his assistance and to Allen Varney for his editorial expertise.

Let the games begin!

Timothy B. Brown
January, 1992

Table of Contents

Legends of Athas	4
Introduction	7
Warriors	12
War Vehicles	
Heavy Chariot	24
Light Chariot	25
Cliff Glider	27
Mekillot Ram	29
Undead War Beetle	31
Silt Skimmer	33
Wizards	36
Priests	54
Rogues	68
Psionicists	74
Appendix 1: New Wizard Spells	82
Appendix 2: New Priest Spells	116
Appendix 3: New Psionic Disciplines	138
<i>Monstrous Compendium</i> Entries	
Dragon	154
Avangion	156
Elemental, Character	158

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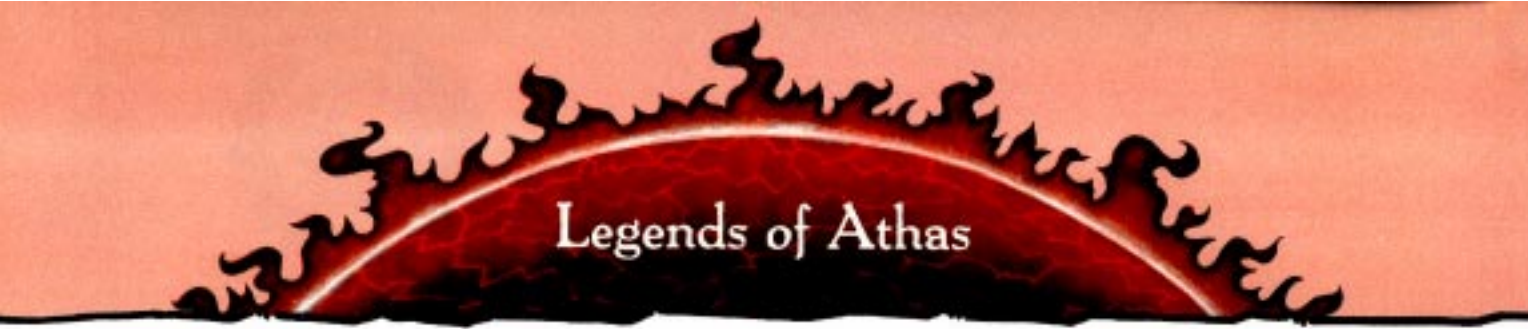
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Legends of Athas

Athas has no gods, but despite this—or perhaps because of it—it has legends and myths aplenty. Every village, oasis, and city-state neighborhood spawns its collection of tales. Most carry valuable lessons for survival, such as ways to survive with little water or avoid predators. Some, propagated by the templars, give instruction in polite conduct. Many more, whispered in secret, tell how a hero gained revenge against a templar or sorcerer-king.

A few legends are even funny, for when not struggling to survive, every Athasian enjoys laughter. The humor, though, is almost always cruel, a jest at the expense of some detested rival race or class.

Some typical legends follow.

The Drunken Half-Giant

In a village south of Raam lived a half-giant named Junnai, a youth of great size whose sole love was ale. His fellows knew him as a drunkard. But the pleasant half-giant pulled his weight in a fight, so no one bothered him about his constant inebriation—no one but his brother, Trundai.

“Stop your drunken ways, brother,” Trundai said.

But Junnai replied, “I drink two tankards of ale at the inn every evening, brother. And I shall do so until the inn runs dry!”

“Then at least cut down, dear brother, and drink but one this evening,” Trundai suggested. Out of love for his brother, Junnai agreed. That evening he drank just one tankard of his beloved ale before heading home.

But when an elven runner found Junnai sitting, sobbing along the road back to his village, he stopped briefly to enquire. “Normally I can find my way by taking the middle road of the three blurry roads I see,” Junnai said. “But this evening I drank but one tankard of ale, so I see only two fuzzy roads before me.”

“I see,” said the elf. “I can help you see the third road, friend. Here, drink this.” The elf handed

Junnai a bottle of brew. The half-giant quickly and gratefully downed the elf’s gift, squinted along his path, and continued home.

The next morning, Trundai searched for the missing Junnai. He found him face down on the road, poisoned, his possessions stolen, the tracks of an elf all around.

Drake and Maiden

Outside Makla village stands a temple ruin, burned during one of many elven attacks. All that remains is the charred statue of the small sect’s founder. Worshippers abandoned the temple, all save one, an old man of great wisdom. When he died, his daughter continued to visit the temple daily out of respect for her father.

One day, as she visited the temple, a great sandstorm blew up. Hating to see the statue damaged further, she wrapped her own shawl around it while waiting out the storm. A drake happened by, and (as this was back in the days when drakes were quite intelligent and polite) he stopped to observe.

When the storm let up, he inquired of the daughter, “Damsel, why do you give your own robes to the image, an image of simple stone, that cannot feel the sting of airborne sands?”

The daughter was startled but composed herself before replying. “If it were but stone, mighty drake, then how could it answer my prayers and those of my fat her?”

Never had the drake heard such wisdom, not even from the spirits that counseled it. The drake returned often to visit the daughter on her daily trips, and in time came to love her. So taken was he that he sought out a wizard to alter his form. Then he went to visit the daughter as a human.

The daughter shared his love, and the two founded a village of their own beyond the mountains. Their offspring, it is said, share the wisdom of their mother and the ferocious strength of their father. To this day, any child who displays both attributes is



often termed a “drake’s child.”

Arkhold’s Devastation

The dwarves of Balic say the ruins of Arkhold were once a farming village. Its troubles started in a Year of Priest’s Vengeance, when Thorlin, a ruler of uncommon power and cruelty, claimed to hear “the high voices from the moons.” He said the two moons, Rul and Guthay, commanded him to visit them and receive their wisdom.

Thorlin flew into the sky with a magical device of some kind—variously, a jozhal-drawn chariot, a net carried by air elementals, or (one of the most bizarre touches in Athasian mythology) a spoon. He returned a year later with “a wild and burning eye.”

Thorlin urged the villagers to burn their crops in great bonfires, then sacrifice all livestock. This, he said, would bring prosperity to the village. So it was done.

After the devastating famine that followed, survi-

vors left for all parts of Athas. Nothing remains of the village of Arkhold except ruins. So say the dwarves.

Uncle Tontor: A Wyrm’s Tale

Elf merchants around the Lost Oasis believe (or claim to believe) that no one has ever seen young or small silk wyrms. No one, they say, has ever seen them breed or reproduce, despite repeated (usually fatal) attempts. The mystery has prompted many tales. One concerns Old Uncle Tontor, a mythical old human known for nosiness about other people’s affairs. As the elves tell it, Tontor grew curious to learn how silk wyrms reproduce. None too bright, he tried to disguise himself as one, dyeing his skin green and wearing limp cloth wings. Then he crept out to “a fearsome deep cavern” where wyrms roosted.

Uncle Tontor entered the cavern, trying as far as possible to look and sound like a wyrm. His bum-





Legends of Athas

bling attempts attracted the attention of "King Snakewing" (in village folklore, monarch of the wyrms). Ordinarily the wyrms would have killed the old man on the spot. But King Snakewing had recently fed well on a hundred humans and was feeling tolerant. He ordered his minions to carry the old man away into the sky.

Despite the human's whining protests, "a hundred silken snakes" lifted Uncle Tontor and carried him to the moon Guthay. There Uncle Tontor saw that the moon was really a colossal egg, from which all the silk wyrms hatched, fully-grown.

Then the wyrms deposited Uncle Tontor unceremoniously on the underside of Athas. (Elven folk-

lore once held that Athas is flat.) He had to swing hand-over-hand to the edge of the world, crawl up over the side, and walk all the way home; this journey lasted a whole king's age, 77 years. When Tontor arrived back in the village, even older and more irascible than before, his descendants did not recognize him. Always nosy, Uncle Tontor asked them, "What happened to your renowned ancestor, the great Tontor?"

They replied, "What, that old coot? Our grandparents said he went mad and thought he'd turned into a snake. He slithered into the hills, and nobody ever saw him again."



Introduction

This book gives rules that allow existing AD&D® game characters to advance to 30th level in all classes; new spells for wizards and priests; and new psionic disciplines. *Dragon Kings* also covers important campaign matters like the role of followers and the sensory effects of magic. All this material is meant for the DARK SUN™ campaign, but it adapts easily to any AD&D campaign.

The book also offers much material specific to the world of Athas, like new vehicle types, new BATTLESYSTEM™ armies, and the debut of a shadowy organization of powerful psionicists: the Order. You need the DARK SUN campaign set to use this information.

This Introduction summarizes two systems specific to the DARK SUN world that apply to both wizards and priests: psionic enchantment and advanced beings. More information appears later in this book in the sections devoted to these classes.

Psionic Enchantment

Beyond the horizons of routine magic are whole seas of power that cannot be tapped naturally. The unaided mind, regardless of intelligence, cannot comprehend, let alone command, such tremendous energy. But psionics can “tune” the mind for greater mastery of magic. The combination produces the most powerful magic available in a DARK SUN campaign.

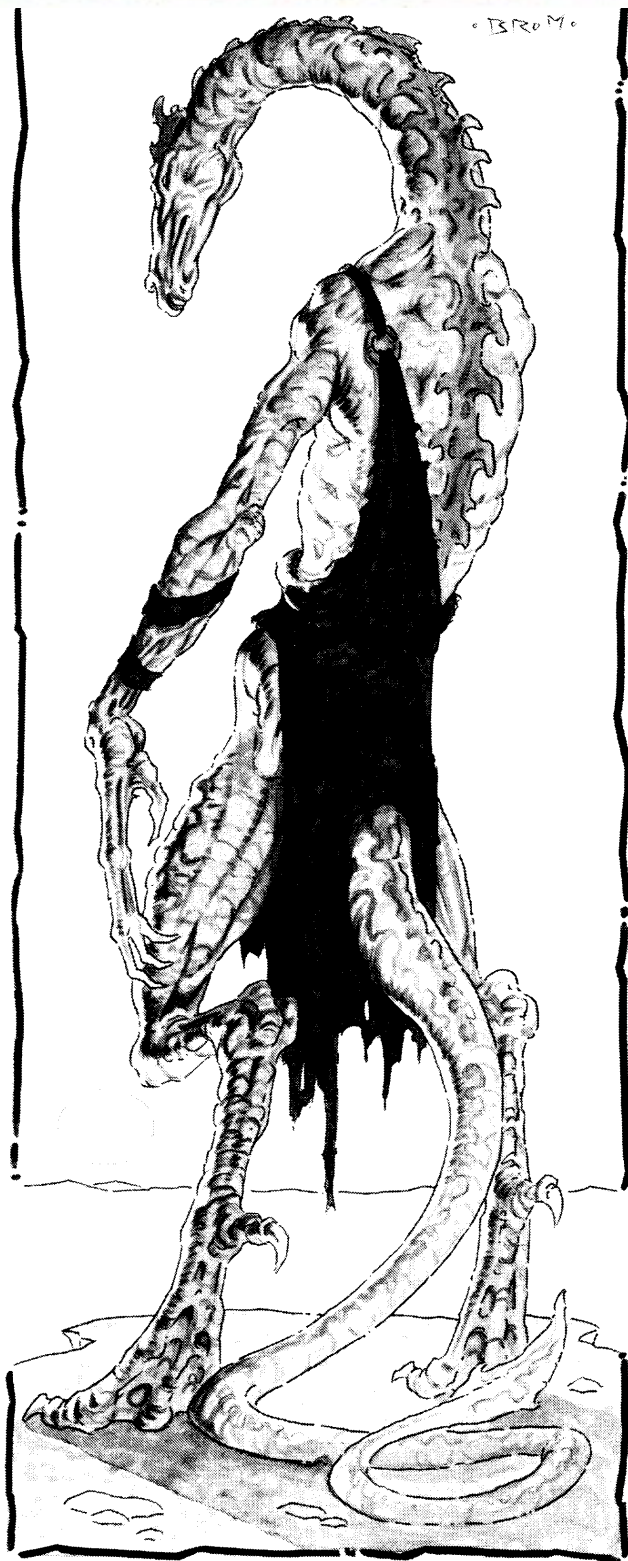
Psionic enchantment is magic, not psionics. As stated in the *Complete Psionics Handbook*, “Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters. . . . Psionics is the complete opposite of this. The psionicist shapes, controls, harnesses, and utilizes natural forces that infuse his own being.” Psionics and magic are separate forces.

In psionic enchantment, psionics is a means toward an end, a catalyst in the magical process. Wizard spells beyond 9th level and priest spells beyond 7th level are too difficult for the unaided mind to





Introduction



comprehend. Only through psionic disciplines can the mind handle this magic.

In game terms, psionic enchantments are new spells for the highest-level wizard and priest characters who are also psionists. For wizards, psionic enchantments are 10th-level spells. For priests, psionic enchantments are 8th-, 9th-, and 10-level. These spells become available based on the character's level, given on spell progression tables later in this volume.

There is no separate science or discipline for use of psionic enchantments. A spellcaster who reaches 20th level as a psionist is always ready to negotiate psionic enchantments.

The enchantments are spells of great scope, at times dwarfing the effects of those normally available to wizards and priests. Whereas existing spells focus on the individual and immediate surroundings, psionic enchantments can affect entire cities or armies or alter the face of Athas itself.

Such extraordinary magic requires careful preparation for weeks, months, and even years as the spellcaster puts the magical wheels into motion. Gathering components becomes an exacting task in itself, often calling for grand and dangerous quests. The caster must become intimately familiar with the target, be it a tract of desert he wishes to make bloom or the personal background of an army he wishes to erase from existence. Many spells have durations directly proportional to preparation time. Psionic enchantments have a separate "Preparation Time" line in their game statistics.

Characters can research new psionic enchantments beyond those listed. Often, a wizard performs such research amid ancient ruins, studying old tomes and tablets, building on the work of long-dead sorcerers. Such research takes at least one year, though a lifetime can pass without results.

The Advanced Beings

In addition to the awesome magical spells they



can wield, the highest-level spellcasters also undertake a drastic mental and physical change. These advanced beings are among the most powerful creatures on Athas, devoted to either good or evil, foci of dramatic events and epic struggles.

In game terms, many spellcasters leave their human forms behind when they advance beyond 20th level, slowly transforming until at 30th level they complete the change into an advanced being.

Only defilers, preservers, and clerics may transform into advanced beings. To do so, the character must achieve 20th level in both the spellcasting and psionicist classes. At this high level, the character abandons the distinction between the two classes, becoming 21st-level in an advanced form. Details appear in the class chapters in this book.

Each class metamorphoses into a different advanced form. Defiler/psionicists become dragons. Preserver/psionicists become avangions, extremely delicate creatures of tremendous magical power. A defiler or preserver cannot advance past

20th level without becoming an advanced being.

Cleric/psionicists can become elements. Having united with the powerful magics of an elemental plane, the cleric slowly eliminates the three other elements in the body in favor of the purest forms of the fourth. At 21st level, the cleric is, in effect, an elemental, who grows in magical and psionic power at higher levels. Unlike wizards, the cleric can instead choose to retain a human body when advancing beyond 20th level.

Racial level limits: Most player character races cannot achieve the highest levels in the spellcasting classes. Human characters, unlimited in their advancement in any class, can advance to become dragons, avangions, or elementals. The only demi-humans that can do so are the half-elves, and even they can become only dragons.

Catching Up

A character must achieve 20th level in both the





Introduction

spellcasting class and the psionicist class before transforming to an advanced form. Coordinating the two classes works differently for dual-classed and multi-classed characters.

Human dual-classed: Only human characters may be dual-classed. In order to become an advanced being, the human first achieves 20th level in either class, then switches from that first class to the second, advancing in it to 20th level. The human must then adventure for 500,000 additional experience points beyond 20th level to become a 21st level advanced being. The human must abide by all rules regarding dual-class advancement presented in the *Player's Handbook*.

Half-elf multi-classed: A half-elf character who wishes to become a dragon must begin play as a defiler/psionicist. Upon earning a total of 6,500,000 experience points, the character can become a 21st-level dragon.

Having become an advanced being, the character can never again opt for a dual-class; the advanced classes can never be combined. He can never freely reduce experience to zero and begin the campaign again in a new character class. For the advanced beings, there's no going back.

The Sorcerer-Kings

The sorcerer-kings of the Seven Cities are, in game terms, defiler/psionicists who have begun the transformation to dragon form. Each sorcerer-king's ambitions and approach to changing physical form are unique. Each is described here in broad terms.

Balic: Andropinis of Balic is, in fact, a 21st-level dragon. He retains enough of his original human form, however, that he can be seen in public without drawing suspicion. Those who have suspected his true nature have been executed.

Draj: The more pompous Tectuktitlay of Draj is actually a 22nd-level dragon, having used his own blood-soaked arena to further his metamorphosis.

Tectuktitlay's form is markedly inhuman—he retains human appearance through a vigilant psionic illusion.

Gulg: The oba is a 21st-level dragon, though still virtually human in appearance. With her attentions fixed on her city's ancient enemy Nibenay, Lalali-Puy has not metamorphosed further.

Nibenay: The Shadow King secludes himself for a reason—he is a 23rd-level dragon. In his rare appearances he masks his form with illusion, then steals away to continue his transformation. Nibenay's senior templars know of their master's true form.

Raam: Abalach-Re, herself a 21st-level dragon, is confused by her situation. The nature of her powers has led the Great Vizier to a mistaken conclusion about their source—thus her invention of the fictitious “higher being” whom she compels Skeptical citizens to worship.

Tyr: The tyrant Kalak has been slain. His unique approach to dragon status is discussed below.

Urik: Hamanu is a 21st-level dragon who sees himself as the ultimate ruler of the Tyr region. By force of arms, he may succeed, but not without further power gained through metamorphosis.

Ancient Origins

Essentially, the seven sorcerer-kings are the first defilers who matched their great magical skills with ultimate psionic power. When they attained this level of magic is unclear—though rumors about their age range into the thousands of years, they are probably much older than that. On attaining the first stage toward dragon form, the seven delved deeper into research to understand what they had begun.

Each had mysteriously become the focus of unlimited elemental magic. Though they couldn't tap this power themselves, the sorcerer-kings could impart that power to their followers, the templars. The end result was clear, but why this transference of power



became possible remains a mystery, even to the sorcerer-kings.

In actuality, with the casting of their first metamorphosing spells, the sorcerer-kings each attracted the attention of a very powerful and rare creature—a living vortex. With spidery fingers firmly anchored in all the elemental planes and the prime material plane, the living vortex is a continuous conduit of magical energy. The sorcerer-kings are, until their deaths, a source of elemental magical power funnelled directly to them by their living vortex, a creature they don't even realize exists.

With the passage of centuries, the living vortices have become extinct. Therefore, no future dragons will gain the ability to transfer elemental magic to templars. The original sorcerer-kings will take that privilege with them to their graves.

Having achieved magical mastery, the sorcerer-kings began their suppression of other wizards. They reserved wizardly magic for themselves, and fledgling mages were hunted and killed. In the centuries since they took power, no other mage has risen in power to challenge the sorcerer-kings.

Kalak's Gamble

Kalak was certainly the most ambitious of the sorcerer-kings. As such, he wasn't satisfied with the possibilities of staged metamorphosis toward dragon form. Impatient, he sought ancient tomes and magical texts that might afford him a shortcut. Kalak wanted to attain pure dragon form in one grand action.

Essentially, Kalak attempted to condense all the destructive force that would normally be parcelled into ten smaller steps into one gigantic deed. He built the great ziggurat to focus his powerful spell, with its attached arena where he would trap the life energy of thousands of spectators.

Would Kalak's scheme have worked? Nearly slain at the arena by a halfling spear through his chest, the sorcerer-king's plans were cut short. Since the survival of a single stage of dragon metamorphosis is uncertain, Kalak might have died anyway. Events have robbed us of that knowledge, which is probably for the best.

Game terms: In game terms, Kalak tried to go from 21st-level to 30th-level dragon all at once. He failed. No magic allows another DARK SUN™ game character to attempt this feat. The only path from human to dragon form has ten distinct steps.

Warriors





Brothers and Champions

Many decades past, a noble family of Urik presented twin sons to the sorcerer-king Hamanu. "Use these children as you see fit, lord," said their mother, "and may all your campaigns be glorious." Hamanu took the children and sent them to be trained for combat.

Years passed, and the boys grew to men. But Hamanu wanted no rivalries in his ranks, so he ordered the pair to fight to the death. The stronger would lead his armies. And one clearly was the stronger, more learned in spear and lance than his twin. But the impending duel made his heart heavy, and he devised a plan.

The stronger brother sought out a wizard in the wilderness and paid handsomely for his services. The wizard performed two spells. First, he charmed the weaker brother, erasing his memory. The stronger put his brother on a caravan bound for Raam, forever out of his life but away from harm. Second, the wizard cast an illusion on a simple gith. Hamanu witnessed the stronger brother killing his weaker brother and was satisfied, though in truth only a gith had lost its life. The stronger brother became the leader of Hamanu's armies, and in time he all but forgot the brother he had saved.

Years later, in a war against Raam, the stronger brother led his triumphant host to the gates of that city. Around it massed an army of slaves and undead, but Hamanu called for combat by champions. The stronger brother rode out on his armored crodlu, and to meet him rode a champion covered in the black chitin armor of his city. When the other champion removed his helmet, the stronger brother looked in shock upon his twin's face.

He saw no recognition in his brother's eyes—the wizard's magic still held his memory. In his ear, the stronger brother heard Hamanu's voice saying, "You have deceived me once, but I will let you live. Twice I shall not tolerate." On the blast of the mekillot horn, battle was joined. The stronger brother

ran his twin through, letting blood and his own tears nourish the desert sands.

Warriors Beyond 20th Level

Athasian warriors gain greater powers when they advance beyond 20th level. As leaders of vast armies or as individual combatants of renown, high-level warriors can reshape the Tyr Region and beyond.

Fighter

Human, half-elven, and mul fighters may advance beyond 20th level. Fighters gain a new level for every 250,000 experience points above 3,000,000. They gain 3 hp at each level above 20.

A fighter can create entire units of elites upon reaching 21st level. A single unit of followers is of at least 5th level and (in BATTLESYSTEM™ game terms) can have no more stands than the fighter's level. The unit's equipment, mounts, or special characteristics have no effect. Training to elite status takes 30 uninterrupted days. At the end of that time, the unit gains certain advantages during battles governed by BATTLESYSTEM™ rules: Its AD rises to the next higher die (AD 6 becomes AD 8, etc.); its AC is reduced one point; its hits are increased 3 points; and its ML is raised 4 points. Individual characters within the unit gain no benefit; the elite status applies only to the unit as a whole. New characters recruited into the unit are not considered elites. A fighter may train unlimited numbers of elite units.

A fighter continues to gain followers beyond 20th level. He gains another unit of followers with 1d20 + 10 stands and of 1d10 + 2 levels; it is 50% likely to be special in nature.

Also, the fighter gains a powerful individual follower who is sympathetic to his cause. The new follower must have been impressed by the fighter's accomplishments before he attained his new level. The DM determines the exact follower. Some examples include a high-level preserver, cleric, or ranger;



Warriors

a belgoi champion; or a wayward half-giant. If necessary, use the Ranger's Followers table from the DARK SUN™ Rules Book (page 25) to determine the fighter's follower.

Gladiator

Only human, dwarf, half-elf, and mul gladiators may advance beyond 20th level. Gladiators gain an additional level for every 250,000 experience points above 3,000,000. They gain 3 hp at each level above 20.

A gladiator's armor optimization continues past 20th level. It is -4 at 20-24th level, -5 at 25-29th level, and -6 at 30th level.

A gladiator continues to gain followers past 20th level, one unit per level, of 1d20 + 10 stands and of 1d10 + 2 levels; the unit is 50% likely to be special. Gladiators do not gain individual followers.

Ranger

Only human characters can advance beyond 20th level as a ranger. Rangers gain an additional level for every 300,000 experience points above 3,600,000. They gain 3 hp at each level above 20.

A ranger gains more followers at every level beyond 20th. There are 2d6 followers per level, rolled individually on the Ranger's Followers table in the Rules Book.

A ranger can use clerical scrolls or clerical magical items at 21st level. He can use any item listed without limitation.

A ranger can write clerical scrolls at 24th level. He can write scrolls only for spells he already knows. For rules for making scrolls, see *DMG*, page 85.

Warriors in the Campaign

Warrior characters have the greatest impact on a DARK SUN campaign through force of arms. With their own incredible fighting skills and armies of followers at their command, high-level warriors

confront mammoth creatures and whole nations armed with obsidian and steel.

Arrival of Followers

Followers are warriors impressed with the character's prowess and accomplishments. Work the arrival of followers into the unfolding campaign. Players shouldn't simply roll up a new unit and add it to a roster on their character sheet, with no regard for the present campaign situation. The tables in the DARK SUN rule book serve as DM guidelines.

When it's time for new followers to arrive, ask, "What potential source of followers has this warrior impressed recently? Who did he probably impress the most?" The answers narrow the possibilities and make the followers' arrival more realistic.

Another approach is to roll up or otherwise create the warrior's next unit of followers well in advance. Then bring them into the campaign as allies or foes, long before the warrior character should be "looking" for them. By careful planning, the DM can make the character "earn" his next followers, either by joining them or gaining control of the unit through role-playing.

More Uses for Followers

A DM can fall into a terrible trap with followers. Large forces can pull the campaign focus away from the player character and onto the clash of armies.

But tens or even hundreds of warriors don't have to direct the campaign toward large-scale warfare, at least not from the viewpoint of the warrior character. Some further uses for followers:

Incredible monsters: Some monsters, such as drakes and emerging dragons, can lay waste to dozens of low-level warriors at a time, especially when caught out in the open. If a warrior isn't careful, monsters of great power can whittle his units of followers down in a short time. A warrior might use his units to flush out and engage these huge creatures rather than take the risk alone.



Credible monsters: Large numbers of smaller monsters can be equally devastating. Even when monsters are disorganized, clearing them or keeping them away from a stretch of land can keep large numbers of troops busy. A warrior may divide up one or more units into patrols to keep an area clear of monsters, and losses among such patrols can be quite high.

Loans or tribute: When a warrior finds no pressing need for his soldiers, others certainly need them. A warrior can make money hiring out followers as mercenaries, or he can gain favors by loaning troops where needed. To keep a sorcerer-king at a distance, a warrior might give followers as tribute to serve under the tyrant. Of course, using followers as tribute will cause unrest among the remaining followers, unless the warrior convinces them he has some ulterior motive.

Construction: Though not trained for it, followers can be construction workers. Field fortifications are well within their talents, especially if led by high-level fighters. More complicated tasks such as buildings or permanent structures are also possible, provided the soldiers get instruction from skilled artisans. Long periods spent in construction can hurt overall morale, however, as the followers become impatient for the glory of battle.

Independent missions: A warrior can send his followers on missions where he won't be directly involved, but the risks to the unit are many. Sending them out of the owning character's direct command is dangerous—it strips the player of control over his PC and opportunities for role-playing. However, a unit with clear instructions might indeed perform a task without (or despite) great losses.

For instance, a warrior may want a unit to patrol the road from Altaruk to South Ledopolus and back, scouting for threats and dangers. The warrior gets his information when the entire unit comes back intact, or when the few survivors straggle back to his camp. When he's not there to make decisions for them, his unit's attrition is likely to be high.

Getting Away From It All

Some stories work best when the warrior leaves his followers behind ("billeted") for extended periods of time, but the effect on the followers might be drastic.

Accomplishments: While the followers are billeted, it is unlikely that they will accomplish anything. It is not in a soldier's nature to work hard when not involved in combat. They may carry out or ignore specific instructions at the DM's discretion. Worse, they might earn the wrath of locals by letting field fortifications fall into disarray, fighting among themselves, etc.

Impatience: A warrior can expect to leave his followers for a period of one week without incident. After that, each unit has a non-cumulative chance of 5% per week to abandon their posts. No matter what the warrior's reputation, a unit may get weary of waiting and seek another champion.

Challenge Combat

The practice of single combat between representatives of larger forces is generally accepted on Athas, though attitudes vary greatly. Whether at the head of a large army or merely one in a party of adventurers, a warrior may wish to initiate a challenge or be prepared to answer one from another warrior character. The combat is known commonly as "combat by champions." Calling for combat by champions is called a "challenge."

Before a battle begins, one warrior may challenge the opposing side. The opposing side can turn down the challenge, or it can accept and choose its own warrior. Once accepted, the outcome of the battle is decided by single combat between the two champions, according to the unspoken creed.

The Unspoken Creed

Warriors fight challenges with the weapons of warriors. Weapons of magic or the mind violate the



Warriors

challenge. The loser's forces leave the field.

Though individual races may have their own additions, this creed is held as law throughout Athas. Once accepted, the combat is to the death. Violating the challenge through cowardice or deception has dire consequences.

Depending on the situation, a warrior's followers may see him in a new light upon being challenged. They may see him as foolhardy if he accepts a challenge he likely would lose, or as a coward if he declines a challenge he might win. Of course, a warrior who wins a challenge gains tremendous respect from his followers.

Use of magic: Magic is strictly prohibited. If it is found, the challenge is breached.

Use of psionics: Psionics is also prohibited but is more difficult to detect. If it is detected, the challenge is breached.

Use of mounts: Mounts may be agreed upon before combat begins. Breaking this agreement breaches the challenge.

Choice of weapons: Athasian combat does not require identical weapons. If they are agreed upon in advance, any deviation breaches the challenge.

Any breach usually causes both sides to attack immediately, regardless of the ongoing challenge.

Races and Challenges

Each race has its own attitudes toward combat by champions.

Human: A human warrior's acceptance of a challenge depends mainly on his ability to succeed. A human usually weighs what he knows of the other champion and army, then decides the course of action that most likely leads to success.

Slave tribes: Since they are usually short on troops, combat by champions is an ideal option for most slave tribes. Slave champions tend to be former gladiators.

Sorcerer-kings: A sorcerer-king may send out a champion before a battle if it amuses him at the mo-

ment. He may also ignore the creed if the outcome of the challenge doesn't suit him.

Dwarf: A dwarf will only challenge or accept challenges that directly relate to his focus. In fact, if the dwarf believes that this battle helps fulfill his focus, he will want to be a champion. If the battle is a nuisance, a dwarf will rarely take notice enough to have an opinion.

Elf: Elves are noted as blatantly untrustworthy, especially when it comes to challenges. It is widely known that an elf will attempt to cheat in a challenge and that his followers seldom observe the unspoken creed. Elven treachery with champions has spawned the phrase "reliable as an elven challenge" in common parlance.

Half-elf: Eager to prove themselves to human and elven opponents, half-elves often far too quickly give or accept challenges. A half-elf is likely to take on a much more powerful warrior if victory might mean acceptance by either side of his parentage. Half-elves are known for accepting tribute when they win a challenge.

Half-giant: A half-giant's attitudes toward challenges change with his alignment. Half-giant warriors are often chosen to accept challenges from within an army.

Halfling: The notion of challenges and combat by champions is foreign to the halflings of the Forest Ridge, so they never offer a challenge. Pragmatic to the core, a halfling rarely accepts a challenge, because his ego doesn't come into play.

Mul: Muls are usually the first to suggest that a battle be settled with champions. They are also first to complain against the creed when their champion is slain.

Thri-kreen: The mantis warriors make challenges only to one another, and then the combat is governed by strict rules—no weapons. Thri-kreen warriors will not challenge "meat" animals (the other player character races), nor will they accept such challenges.



Gith: Gith armies are too disorganized to accept a creed. An issued challenge might cause the gith ranks to pick multiple champions who would first fight it out among themselves.

Non-Warrior Characters

Characters of different classes (wizard, priest, rogue, and psionicist) can accept challenges, but they must adhere to the letter of the creed. They cannot use magical or psionic powers, but must instead use weapons, armor, and strength to defeat the opponent.

Breaching a Challenge

A warrior (other than an elf) who violates the creed damages his reputation severely. His followers may abandon him, and he may gain no new followers for years, or until he sets right his terrible wrong. Other warriors seek the violator to slay him. Even the peace kept by the templars allows for the

wanton killing of challenge violators.

Keep in mind that there is no stigma attached to a warrior who uses magic, psionics, or deception outside a challenge to overcome his enemies. However, once a challenge is accepted, a champion must fight as a warrior alone.

Challenges in the Campaign

Combat by champions is an excellent tool for bringing grand battles back down to the character level. No matter what the troop strength, magical and psionic aids, trains of supplies, plans, tactics, morale, etc., the struggle comes down to the swings of weapons between two powerful warriors.

Challenges can also even the odds. When the PCs are surrounded by superior numbers, they can offer challenges to save their skins. The reverse is also true; no matter how large the PCs' armies are, proper role-playing can put them into a situation where they must accept a challenge. Their sure thing can come down to a single combat.





Army Lists

The major races and cultures of Athas can raise armies for both offensive and defensive posturing. The exact elements of each army can be determined using these lists, intended for BATTLESYSTEM™ campaign play.

Army Size: The exact size of a given army is measured in “units,” and should be determined by the DM. A small army, from a single tribe, for instance, might have only two to four units; a large army from an aggressor city-state may have dozens of units.

Leaders: The possible leaders for each army are listed, followed by a parenthetical mention of their restrictions.

Troops: Each separate troop type has its size (in stands) and all BATTLESYSTEM information. The number of units of a single troop type in an army cannot exceed the percentage shown.

Allies: Possible allied troops that can be a part of the army are also listed.

Psionics in BATTLESYSTEM™ Games

Units and leaders can have psionic points. A leader’s points equal his level. If a unit is listed as being psionic, it gets one point per stand. The maximum range of all psionic attacks is 12”.

During Step 5: Magic, psionic points may be “aimed” at enemy units or leaders. The target must make a morale check if at least one point per target stand (for units) or one point per level (for leaders) is aimed at it. If double or more than that number is applied, the morale check is made at -2.

All morale checks due to psionics are performed simultaneously. Shaken or routed units cannot use psionic points.

Elf

Elven armies exist throughout the Tyr region. Ill-tempered and easily offended, elven tribes readily jump to the call of arms.

Leaders

Elf Chieftain (1 per army)
AD 8 AR 5 Hits 4 CD 12” MV 12”
Level 15 fighter.

Elf Champion (1 per 4 units)
AD 8 AR 5 Hits 3 CD 9” MV 18”
Level 10 fighter. Level 5 psionist.

Elf Skyminder (1 per army)
AD 4 AR 9 Hits 2 CD n/a MV 18”
Level 15 psionist.

Elf Sorcerer (1 per 6 units)
AD 4 AR 3 Hits 2 CD 3” MV 18”
Level 10 wizard:
4 1st, 4 2nd, 3 3rd, 2 4th, 2 5th.

Troops

Elf Dunehunters 12 stands (40%)
AD 6*6 AR 8 Hits 1 ML 12 MV 12
Range 2” /4” /6” (javelins)

Elf Dunerunners 12 stands (80%)
AD 6 AR 9 Hits 1 ML 12 MV 18
Irregular only.

Elf Phalanx 18 stands (20%)
AD 6 AR 8 Hits 1 ML 13 MV 12

Zombie Infantry
AD 8 AR 9 Hits 2 ML n/a MV 6
Irregular only. Cause horror, -1.

Skeleton Infantry
AD 6 AR 8 Hits 1 ML n/a MV 12
Irregular only. Cause horror, -1.

Allies

Half-giant Hero (1 per 3 units)
AD 12 AR 6 Hits 7 ML 14 MV 15



Gith

Savage gith hordes are the scourge of the tablelands and mountain passes. Often units within a gith army are severely factionalized, and may disregard orders from the overlord commander without warning. This and their generally poor morale have more than offset their seemingly overwhelming numbers.

Leader

Gith Overlord (1 per army)

AD 12 AR 6 Hits 5 CD 9" MV 9"

Level 10 psionist. Level 15 fighter.

Gith Tribal Chieftain (1 per 2 units)

AD 12 AR 7 Hits 4 CD 9" MV 9"

Level 5 psionist. Level 10 fighter.

Gith Tribal Shaman (1 per 3 units)

AD 4 AR 9 Hits 2 CD 3" MV 9"

Level 5 psionist. Level 5 cleric:

3 1st, 3 2nd, 1 3rd.

Troops

Gith Levy Infantry 24 stands (80%)

AD 6 AR 9 Hits 2 MV 9 MV 9

Psionic. Irregular only.

Gith Infantry 18 stands (50%)

AD 8 AR 9 Hits 2 ML 12 MV 9

Psionic.

Gith Archers 18 stands (25%)

AD 8*6 AR 3 Hits 2 ML 12 MV 9

Range 5"/10"/15"

Psionic.

Gith Pike Infantry 18 stands (10%)

AD 8 AR 9 Hits 2 ML 13 MV 9

Psionic. Three ranks can attack.

Allies

There are no races on Athas who regularly ally with the gith.

Slave Tribes, Mountains

Hidden away in their rocky fortresses, the mountain-dwelling slave tribes are almost impossible to root out. When they venture with their armies down through the foothills, they rely on brute strength of arms in battle.

Leaders

Slave Tribe General (1 per army)

AD 8 AR 4 Hits 6 CD 15" MV 12"

Level 15 fighter.

Gladiator Hero (1 per army)

AD 8 AR 5 Hits 5 CD 12" MV 12"

Level 10 gladiator.

Halfling Skyminder (1 per 3 units)

AD 4 AR 8 Hits 1 CD n/a MV 6"

Level 15 psionist.

Wizard Renegade (1 per 6 units)

AD 4 AR 6 Hits 3 CD 3" MV 12"

Level 10 wizard:

4 1st, 4 2nd, 3 3rd, 2 4th, 2 5th.

Rock Shaman (1 per army)

AD 6 AR 6 Hits 2 CD n/a MV 12"

Level 10 cleric:

4 1st, 4 2nd, 3 3rd, 3 4th, 25th.

Troops

Trained Infantry 8 stands (30%)

AD 8 AR 7 Hits 2 ML 12 MV 12

Untrained Infantry 16 stands (80%)

AD 6 AR 9 Hits 1 ML 11 MV 12

Cliff Gliders 8 stands (5%)

AD 8 AR 6 Hits 2 ML 13 MV 18 Glide

Allies

Aarakocra 6 stands (10%)

AD 8 AR 8 Hits 2 ML 11 MV 6/36



Warriors

Slave Tribes, Tablelands

The tribes of the plains tend toward speed and mobility for their armies, relying on raids and quick strikes for their military successes.

Leaders

Slave Tribe General (1 per army)
AD 8 AR 4 Hits 6 CD 15" MV 12"
Level 15 fighter.

Gladiator Hero (1 per army)
AD 8 AR 5 Hits 5 CD 12" MV 12"
Level 10 gladiator.

Tribal Skyminder (1 per 3 units)
AD 4 AR 8 Hits 3 CD 3" MV 12"
Level 10 psionicist.

Wizard Renegade (1 per 6 units)
AD 4 AR 6 Hits 3 CD 3" MV 12"
Level 15 wizard: 5 1st, 5 2nd, 5 3rd, 5 4th,
5 5th, 2 6th, 1 7th.

Troops

Heavy Charioteers 6 stands (20%)
AD 12+8 AR 5 Hits 8 ML 14 MV 15

Light Charioteers 8 stands (80%)
AD 12*6 AR 7 Hits 6 ML 13 MV 18
Range 6" / 12" / 18"

Kank Cavalry 8 stands (25%)
AD 12 AR 7 Hits 3 ML 14 MV 18

Trained Infantry 6 stands (20%)
AD 8*6 AR 7 Hits 2 ML 12 MV 12
Range 2" / 4" / 6" (javelins)

Untrained Infantry 12 stands (80%)
AD 6 AR 9 Hits 1 ML 11 MV 12

Allies

Half-giant Hero (1 per 3 units)
AD 12 AR 6 Hits 7 ML 14 MV 15
Level 10 fighter.

Sorcerer-King's Horde

When the rulers of the Seven Cities wage wars, they bring with them an odd conglomeration of fanatical templar soldiers and unwilling captive levies. Their ranks are highly magical, raising undead replacements on the march and on the field. The exact character of each city's army is slightly different, but they all conform to this basic form.

Leaders

Templar Overseer (1 per army)
AD 12 AR 3 Hits 6 CD 15" MV 12"
Level 15 cleric: 6 1st, 6 2nd, 6 3rd, 6 4th,
4 5th, 2 6th, 1 7th.

Templar Centurion (1 per 3 units)
AD 8 AR 4 Hits 5 CD 9" MV 12"
Level 10 cleric:
4 1st, 4 2nd, 3 3rd, 3 4th, 2 5th.

Templar Animator (1 per undead unit)
AD 4 AR 8 Hits 3 CD 6" MV 12"
Level 10 cleric:
4 1st, 4 2nd, 3 3rd, 3 4th, 2 5th.

Templar Taskmaster (1 per slave unit)
AD 6 AR 7 Hits 2 CD 6" MV 12"
Level 5 cleric:
3 1st, 3 2nd, 1 3rd.

Defiler Master (1 per 8 units)
AD 4 AR 6 Hits 3 CD 3" MV 12"
Level 15 defiler: 5 1st, 5 2nd, 5 3rd, 5 4th,
5 5th, 2 6th, 1 7th.

Defiler Subordinate (1 per 5 units)
AD 6 AR 6 Hits 2 CD n/a MV 12"
Level 5 defiler:
4 1st, 2 2nd, 1 3rd.

Troops

Heavy Charioteers 6 stands (10%)
A D 2d12 A R 4 Hits 8 M L 15 M V 15

Light Charioteers 8 stands (10%)
A D 12*6 A R 6 Hits 6 M L 14 M V 18
Range 2" / 4" / 6" (javelins)



Heavy Kank or Crodlu Cavalry	8 stands (10%)	Skeleton Archers	8 stands (20%)
AD 12 AR 6 Hits 4 ML 12 MV 12		AD 6*6 AR 8 Hits 1 ML n/a MV 12	
Medium Kank or Crodlu Cavalry	8 stands (20%)	Range 5" / 10" / 15" . Irregular only.	
AD 8 AR 7 Hits ML 11 MV 15		Cause horror, -1.	
Light Kank Crodlu Cavalry	8 stands (25%)	Zombie Infantry	12 stands (40%)
AD 6*6 AR 9 Hits 2 ML 11 MV 18		AD 8 AR 3 Hits 2 ML n/a MV 6	
Range 5" / 10" / 15"		Irregular only. Cause horror, -1.	
Templar Hvy Infantry	10 stands (20%)	War Mekillots	2 stands (5%)
AD 8 AR 6 Hits 2 ML 12 MV 12		AD 8*6 AR 6 Hits 8 ML 11 MV 9	
Human Slave Infantry	12 stands (80%)	Range 2" / 4" / 6" (javelins from howdah)	
AD 4 AR 9 Hits 1 ML 9 MV 12		War Inix	4 stands (10%)
Irregular only.		AD 12*6 AR 7 Hits 5 ML 12 MV 15	
Dwarf Slave Infantry	6 stands (80%)	Range 2" / 4" / 6" (javelins from howdah)	
AD 6 AR 9 Hits ML 11 MV 12		Undead War Beetle	2 stands (5%)
Irregular only.		AD 12 +8*6 AR 7 Hits 8 ML n/a MV 9	
Skeleton Infantry	12 stands (30%)	Range 5" / 10" / 15" (bows from interior)	
AD 6 AR 8 Hits 1 ML n/a MV 12		Cause horror, -3.	
Irregular only. Cause horror, -1.			





Warriors

Thri-kreen

The Great Alluvial Sand Wastes and the scrub plains around the Great Ivory Plain teem with savage armies of thri-kreen. They raise armies to wage wars against each other for mastery of land or to strike out against the city-states in search of plunder and food.

Leaders

Thri-kreen Chieftain (1 per army)

AD 12 AR 4 Hits 7 CD 12" MV 18"

Level 5 psionist. Level 15 fighter.

Thri-kreen Elder (1 per army)

AD 4 AR 7 Hits 3 CD 3" MV 18"

Level 10 psionist.

Thri-kreen Champion (1 per 3 units)

AD 12 +8 AR 4 Hits 6 CD 3" MV 18"

Level 10 fighter.

Thri-kreen Shaman (1 per 6 units)

AD 6 AR 7 Hits 3 CD 3" MV 18"

Level 10 cleric:

4 1st, 4 2nd, 3 3rd, 3 4th, 2 5th.

Troops

Thri-Kreen Gythka Infantry 12 stands (80%)

AD 12 AR 7 Hits 3 ML 14 MV 18

Thri-Kreen Chatkcha Infantry 6 stands (80%)

AD 12*6 AR 7 Hits 3 ML 14 MV 18

Range 6" / 12" / 18"

Thri-kreen Guards 6 stands (20%)

AD 12 +8 AR 5 Hits 5 ML 16 MV 18

Allies

Human Slave Infantry 18 stands (15%)

AD 4 AR 9 Hits 1 ML 7 MV 12

Irregular only

Human slaves who fail morale even once automatically rout.

Gith Infantry 12 stands (25%)

AD 8 AR 9 Hits 2 ML 12 MV 9

Undead Legion

The wastelands breed wandering hordes of long-dead armies that at times seek still more lives to take. Some take seemingly aimless treks, while others are raised and controlled by more powerful undead or evil necromancers.

Leaders

Grand Necromancer (1 per army)

AD 4 AR 6 Hits 3 CD 3" MV 12"

Level 15 defiler: 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 2 6th, 1 7th.

Necromancer Subordinate (1 per 5 units)

AD 6 AR 6 Hits 2 CD n/a MV 12"

Level 10 defiler:

4 1st, 4 2nd, 3 3rd, 2 4th, 2 5th.

Undead Commander (1 per army)

Undead Champion (varies)

Characteristics to be determined by the DM.

Troops

Skeleton Infantry 12 stands (30%)

AD 6 AR 8 Hits 1 ML n/a MV 12

Irregular only. Cause horror, -1.

Skeleton Archers 8 stands (20%)

AD 6*6 AR 8 Hits 1 ML n/a MV 12

Range 5" / 10" / 15". Irregular only.

Cause horror, -1.

Skeleton Cavalry 8 stands (15%)

AD 10 AR 8 Hits 2 ML n/a MV 18

Cause horror, -1.

Skeletal Beasts 6 stands (15%)

AD 8 AR 3 Hits 3 ML n/a MV 12

Irregular only. Cause horror, -1.

Zombie Heavy Infantry 8 stands (40%)

AD 8 AR 7 Hits 3 ML n/a MV 6

Irregular only. Cause horror, -1.

Zombie Med. Infantry 12 stands (60%)

AD 8 AR 3 Hits 2 ML n/a MV 6

Irregular only. Cause horror, -1.



Other Creatures

The other combative beasts and creatures of Athas can, at times, take sides in the struggles to dominate their world. Depending on the situation, these may also become part of 8 BATTLESYSTEM™ game. Unless otherwise stated, these are individual creatures.

Ankheg

AD 12 AR 6 Hits 3 ML 10 MV 12, Br 6

Underground movement.

Behir

AD 12 AR 7 Hits 5 ML 14 MV 15

Lightning bolt, AD 12 every other turn.

Belgoi 4 stands per unit

AD 10 AR 8 Hits 3 ML 11 MV 12

Psionic.

Braxat

AD 12 AR 5 Hits 4 ML 15 MV 15

Level 6 psionist.

Breath weapon AD 12, 1" range.

Dune Freak (Anakore)

AD 8 AR 9 Hits 2 ML 11 MV 9, Br.5

Underground movement.

Gaj

AD 10 AR 6 Hits 4 ML 14 MV 12

Level 8 psionist.

Giant, Athasian

AD 12+8 AR 7 Hits 5 ML 15 MV 15

Level 5 psionist (beast-headed only)

Jozhal

AD 8 AR 6 Hits 3 ML 11 MV 18

Level 4 psionist.

Scorpion, Giant

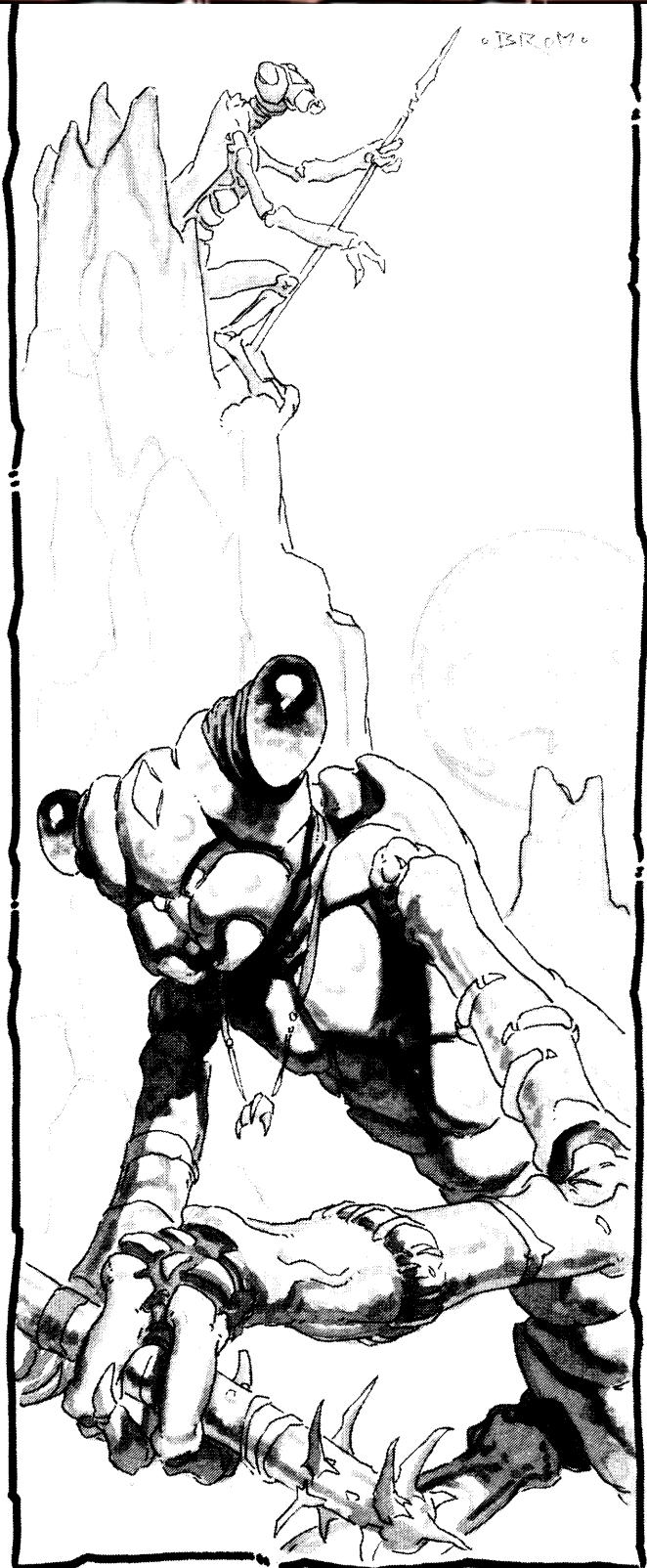
AD 12 AR 6 Hits 3 ML 10 MV 15

Poison sting.

Tembo

AD 10 AR 7 Hits 3 ML 18 MV 15

Level 5 psionist. AR 4 vs. nonmagical missile weapons.



War Vehicles

The vehicles on the following pages enhance both adventures and BATTLESYSTEM™ games.

Chariot, Heavy

Considered the elite shock elements of the sorcerer-kings' armies, massed heavy chariots have a well-deserved reputation for destructiveness.

Construction

The basic body of the heavy chariot is leather, stiffened and stretched over a frame of wooden beams. The two axles, fire-hardened wood greased with animal lard, support four spoked wheels. A leather overlay often protects the spokes.

The frame's front is further protected with bone or chitin plates, often with protruding spikes to discourage skirmishers from boarding. The frame holds a large chitin roof suspended above the chariot. More chitin armor or spikes can be applied over the wheels or along the chariot's sides or rear.

Most heavy chariots also have a leather sail, deployed when the wind is at its back. Charioteers insist that the sail lightens the load on the drawing animals, but the sail lends no speed to the vehicle. When not in use, the sail is drawn down onto the chitin roof.

A single wooden pole, attached in a pivot-mount, juts from the front of the frame. The animal harnesses attach to this pole, which is usually fashioned into a wooden or bone point.

Four kanks or four crodlu pull the heavy chariot. The animals are most often harnessed in two pairs, but can be arranged four-abreast with an additional mounting bar.

A heavy chariot costs 600 cp (without animals).

Crew

The heavy chariot requires a single driver who manages the animals from the front position in the chariot's frame. The vehicle can also carry up to

three man-sized combatants, who need spend no time operating the chariot. The chariot is large enough to allow them a generous supply of missile weapons.

Tactics

The driver of the chariot can attack with single-handed melee weapons, but suffers a -4 penalty to his attack rolls. The combatants suffer a -1 penalty to missile attack rolls while the chariot is moving. The combatants are restricted when firing forward—their field of fire begins at 15 degrees to either side of straight forward.

The heavy frame of the chariot gives the driver and combatants 75% hard cover, making all missile attacks against them suffer a -7 penalty on attack rolls. When in melee with those outside the chariot, the driver and combatants are considered on higher ground (-1 bonus to initiative rolls).

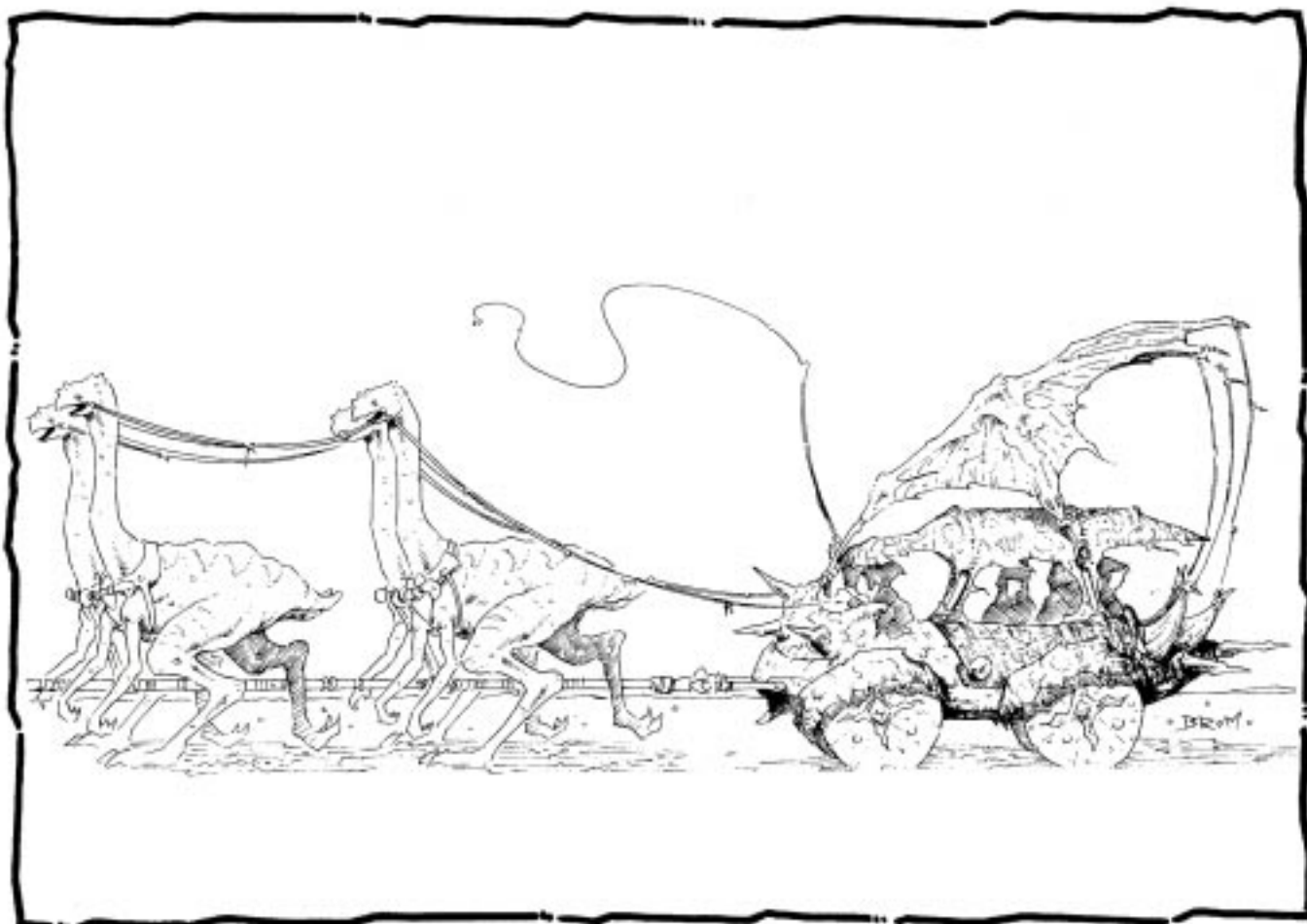
Sudden turns may cause the chariot to flip or break an axle. Whenever the heavy chariot is moving faster than half speed and attempts to turn more than 45 degrees, the driver must make an animal handling proficiency check to avoid irreversibly damaging the vehicle. Those inside must also make Dexterity checks to avoid 2d6 points of damage when the vehicle careens and tips.

If one animal is slain, the chariot is reduced to 1/3 speed. If two or more animals are slain, the heavy chariot cannot move.

BATTLESYSTEM™ Game Tactics

The heavy chariot is sturdy enough to charge directly into ranks of troops. However, since animal casualties after such a charge are high, heavy chariots usually chase down routed units instead.

Often, heavy chariots function as harassment troops against massed infantry formations. The chariots move within missile range and pick away at the slower forces. Heavy chariots work best when there is little opposing cavalry.



Large formations of heavy chariots often keep extra animals and riders nearby. Their sole purpose is to replace fallen animals before the slowed chariots are overrun.

In BATTLESYSTEM™ game play, every hit beyond 2 on a heavy chariot slays one of the three combatants (one at 3 hits, another at 4, and the last at 5). When conducting missile fire, each heavy chariot model counts all living combatants as firing.

Heavy Chariots

AD 2d12 AR 4 Hits 8 ML 15 MV 15

Heavy Scythed Chariots

AD 2d12+8 AR 5 Hits 8 ML 15 MV 15

Heavy Chariots with Javelinmen

AD 2d12*6 AR 4 Hits 8 ML 15 MV 15

Range 2" / 4" 16" .

Heavy Chariots with Archers

AD 2d12*6 AR 4 Hits 8 ML 15 MV 15

Range 5" / 10" / 15" .

Chariot, Light

Far faster and more maneuverable than its heavier counterpart, the light chariot is a weapon of lightning quick assaults and reconnaissance. The sight of light chariots on the horizon has been the harbinger of impending combat for centuries.



War Vehicles

Construction

The body of the light chariot is a single concave piece of stiffened leather or chitin. One wooden axle supports two spoked wheels; as on other chariots, spokes are protected within leather sheaths.

The light chariot body is open and offers no protection from the very rear. The sides and front of the chariot's frame are built up with further leather, bone, or chitin plates, extending three to four feet from the base. Spikes are also applied as proof against elf skirmishers, who have been known to run after and board chariots on a wager.

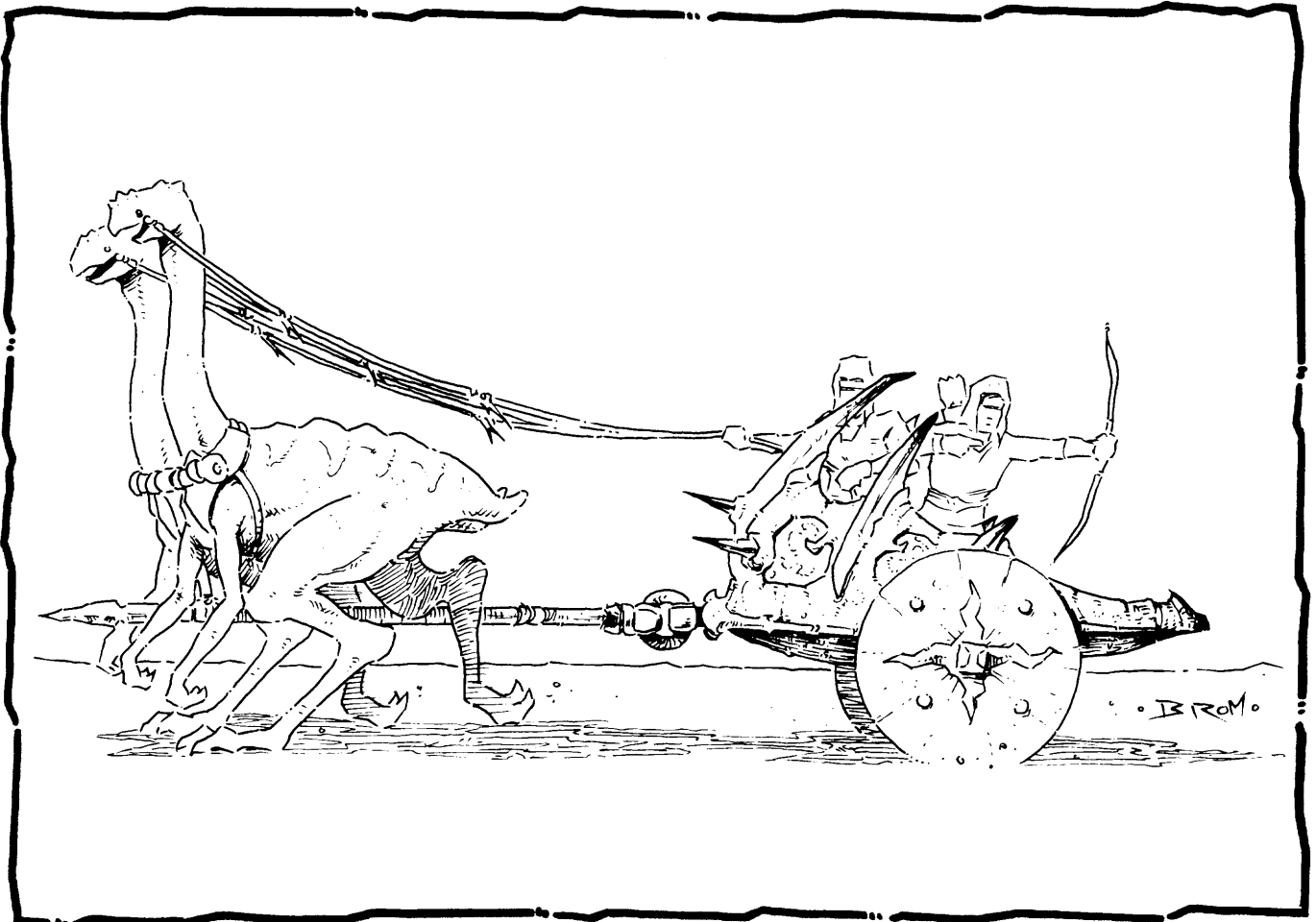
The chariot's two animals (either kanks or crodlu)

are harnessed to a long pole extending from the front of the vehicle's body. The mounting is pivotal, allowing great maneuverability at relatively high speeds. The pole tapers to a wicked point.

A light chariot costs 250 cp (without animals).

Crew

The light chariot requires a single driver who manages the animals from the front position in the chariot's frame; the driver must stand while operating the chariot. The vehicle can also carry a single man-sized combatant; he can concentrate on melee and missile fire while the driver maneuvers the char-





iot. The chariot is large enough to allow the combatant a generous supply of missile weapons.

Tactics

The driver of the chariot can attack with single-handed melee weapons, but suffers a -4 penalty to his attack rolls. The combatant suffers a -2 penalty to missile attack rolls while the chariot is moving. The combatant can fire missile weapons in all directions out of the light chariot.

The chitin and leather protection of the light chariot gives the driver and combatant 50% hard cover; all missile attacks against them suffer a -4 penalty on attack rolls. In melee with those outside the chariot, the driver and combatants are considered on higher ground (-1 bonus to initiative rolls).

Sudden sharp turns may cause the light chariot to flip or break an axle. Whenever the chariot is moving at full speed and attempts to turn greater than 45 degrees, the driver must make an animal handling proficiency check to avoid flipping. Those inside are thrown from the vehicle; they must make dexterity checks to avoid 3d6 points of damage from the fall.

If one animal is slain, the chariot is reduced to 1/3 speed. If both are slain, the light chariot cannot move.

BATTLESYSTEM™ Game Tactics

The light chariot is rarely used in organized formations. Deployed as skirmishers, light chariots are most often used for screening, harassment, scouting, and pursuit.

In its screening role, the light chariot rides between two advancing armies as the main forces deploy out of march columns and into battle positions. Skirmishes between opposing light chariots or cavalry are common before larger battles, though casualties are usually few.

Like heavy chariots, light chariots can serve as

harassment forces against infantry formations. But this duty doesn't take advantage of the light chariot's far superior speed, and other skirmishers can easily take over in this role.

As a scout vehicle, a chariot offers long range and redundancy of eyes, ears, and memory to the owning sorcerer-king or general.

In BATTLESYSTEM game play, the combatant is eliminated when the figure takes its third hit. When conducting missile fire, only light chariot models that have a living combatant count as firing.

Light Chariots

AD 12 AR 6 Hits 6 ML 14 MV 18

Light Scythed Chariots

AD 12+8 AR 7 Hits 6 ML 15 MV 18

Light Chariots with Javelinmen

AD 12*6 AR 6 Hits 6 ML 14 MV 18

Range 2" /4" /6".

Light Chariots with Archers

AD 12*6 AR 6 Hits 6 ML 14 MV 15

Range 5"/10"/15".

Cliff Glider

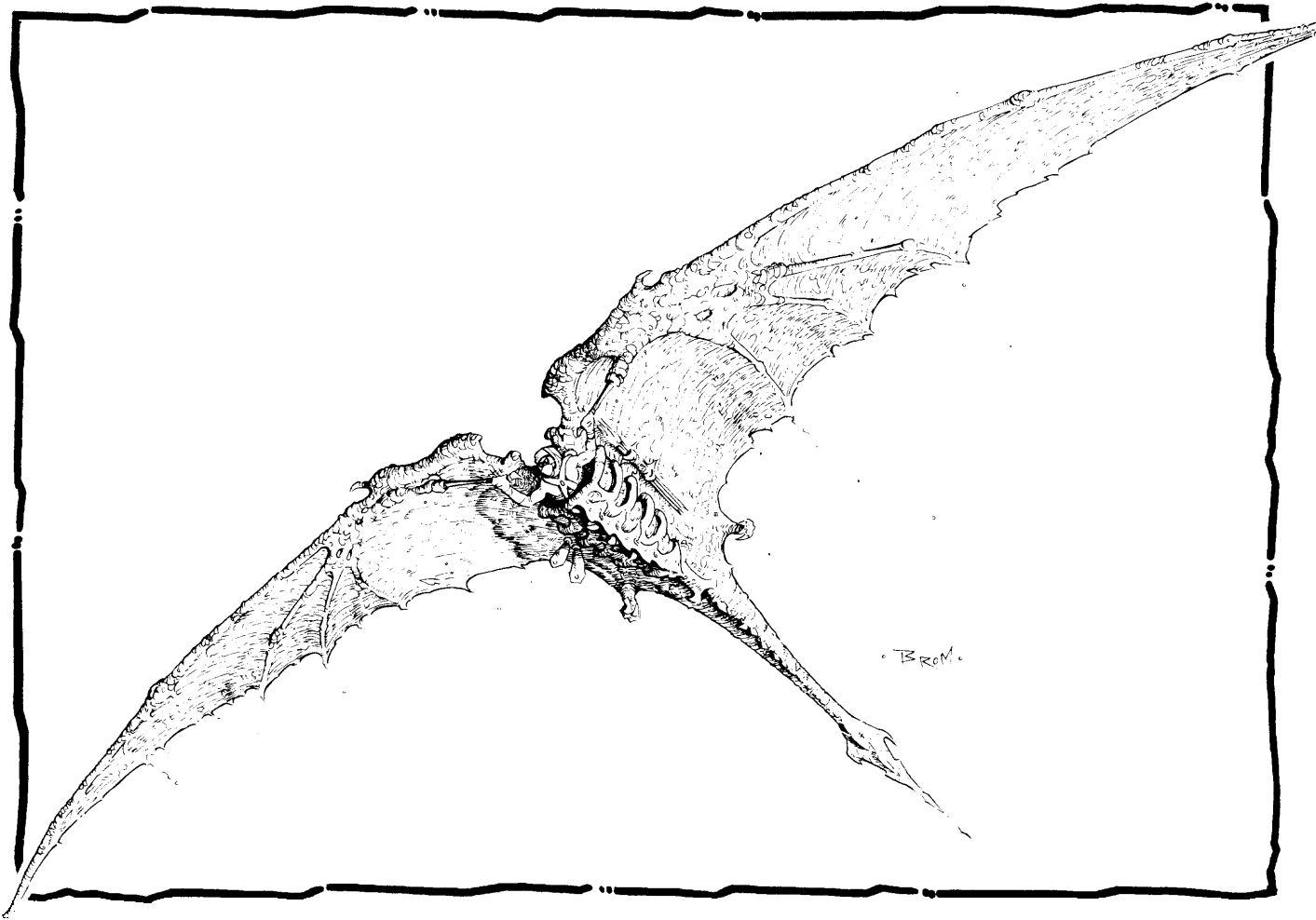
The thermals that rise off the desert floor soar at times in stiff breezes up the face of the Ringing Mountains. Though these winds are unpredictable and treacherous, intrepid mountaineers ride the thermals, having mastered the flight of primitive gliders for reconnaissance and raiding.

Construction

Watching the many varieties of flying lizard-beasts soar between the crags of their mountainous homes, the people of the Ringing Mountains naturally grew fascinated with flight. Without understanding any fundamental principles of flight, the original cliff gliders borrowed quite literally from the natural flyers around them, constructing their equipment from the intact remains of dead flying creatures. This foundation remains unchanged to



War Vehicles



this day.

The first step in glider construction is the procurement of a suitable carcass. Since none of the appropriate creatures are easily bred in captivity, hunters seek raw materials in the mountains, a dangerous task in itself. To ensure that the flyer isn't excessively damaged, hunters use blowguns with poisoned darts. Many different species can be used for glider construction, so their overall shape and appearance varies considerably. Every cliff glider has a personal preference.

The carcass is gutted and cured; wing flaps are stiffened with special oils and baked in the hot sun. The bones on the leading edges of the wings are

fused and reinforced with stiff wooden dowels. The creature's head and midsection are removed, but the ribs remain intact to house the pilot. Finally, levers are mounted to the wings for a modicum of pilot control during flight.

Finished cliff gliders are never for sale. Each is custom built by specialized craftsmen for a specific pilot. Artisans skilled in glider construction are rare.

Crew

A cliff glider holds a single pilot. In flight, the pilot's movements are severely restricted. Usually



the glider can also carry a small supply of missile weapons that the pilot can use.

Tactics

Cliff gliders are most often used in surprise attacks in concert with ground forces. Silent and swift, they are often used in night raids by pilots who have infravision. Once a glider lands, its pilot leaves to fight on foot and reclaim the glider later, if possible. Gliders are more easily replaced than pilots, so they are sometimes abandoned after use.

Once launched, a cliff glider drops 20 feet per round while traveling up to 120 yards forward. The glider must move at least 60 yards per round. It has landed when its altitude reaches zero. For instance, a cliff glider launched from a height of 100 feet lands at the end of the fifth round of flight. The glider cannot turn more than 30 degrees per 60 yards of movement.

While in flight, the pilot can launch missile weapons. All attacks made while flying suffer a -3 penalty to hit. The pilot is considered to have 50% hard cover (-4 penalty to hit).

The glider itself can be targeted from the ground. It is AC 5. If the glider receives 20 points or more damage, it can no longer fly and immediately plummets to the ground. The glider is destroyed, and the pilot suffers falling damage (1d6 for every 10 feet fallen, to a maximum of 20d6).

BATTLESYSTEM™ Game Tactics

Cliff glider movement in BATTLESYSTEM™ games is identical to that described above. Every elevation is 10 feet, so the glider must be launched from at least two elevations above the table.

Once landed, cliff glider units convert to glider infantry with the same number of figures.

Off-board entry: Cliff gliders are sometimes launched from mountain peaks, many elevations above the battlefield, long before an encounter. To simulate this in a scenario, the cliff glider unit(s)

may enter a board edge on a specific turn, already gliding at a specific altitude (5-20 inches). Only the owning player knows when the cliff gliders will arrive, and he places the figures at that time.

Cliff Gliders 8 stands
AD 8 AR 6 Hits 2 ML 13 MV 18 Glide

Cliff Gliders with Javelins 8 stands
AD 8*4 AR 6 Hits 2 ML 13 MV 18 Glide

Range: 2"/4"/6"

Cliff Gliders with Bows 8 stands
AD 8*4 AR 6 Hits 2 ML 13 MV 18 Glide

Range: 6"/12"/18"

Glider Infantry 8 stands
AD 6 AR 3 Hits 1 ML 12 MV 12

Missile weapons optional.

Mekillot Ram

Mammoth war machines occasionally serve in combat against city walls or other strongholds.

Construction

The enormous frame of the mekillot ram is built around its power source— a living mekillot. The 50-60' structure is made of wood and hardened leather, harnessed directly to the animal and supported on eight separate axles. The 16 wheels are wide, to support the vehicle's great weight. The mekillot cannot be removed from the ram and must be fed and watered within its shell.

The structure itself has an open, upper deck, a central weapons deck, rear tower, and forward ram. The ram section is reinforced with bone or chitin plates and various spikes. The 10' ram is most often of bone, carved to a point. The ram thrusts through wooden doors or walls when the vehicle is charged directly forward.

The upper deck holds a heavy catapult and up to 24 soldiers. The central weapons deck can hold as many as 40 more soldiers, but these can only fire toward either side and the rear of the vehicle. The



War Vehicles

20' rear tower carries just one man-sized lookout.

With a single mekillot for power, the ram is very slow. When maneuvering in combat, the mekillot ram is usually fitted with a slave harness and 40 slaves to help pull the vehicle, which doubles its speed. Without slave assistance, the ram cannot move up even moderate slopes.

Crew

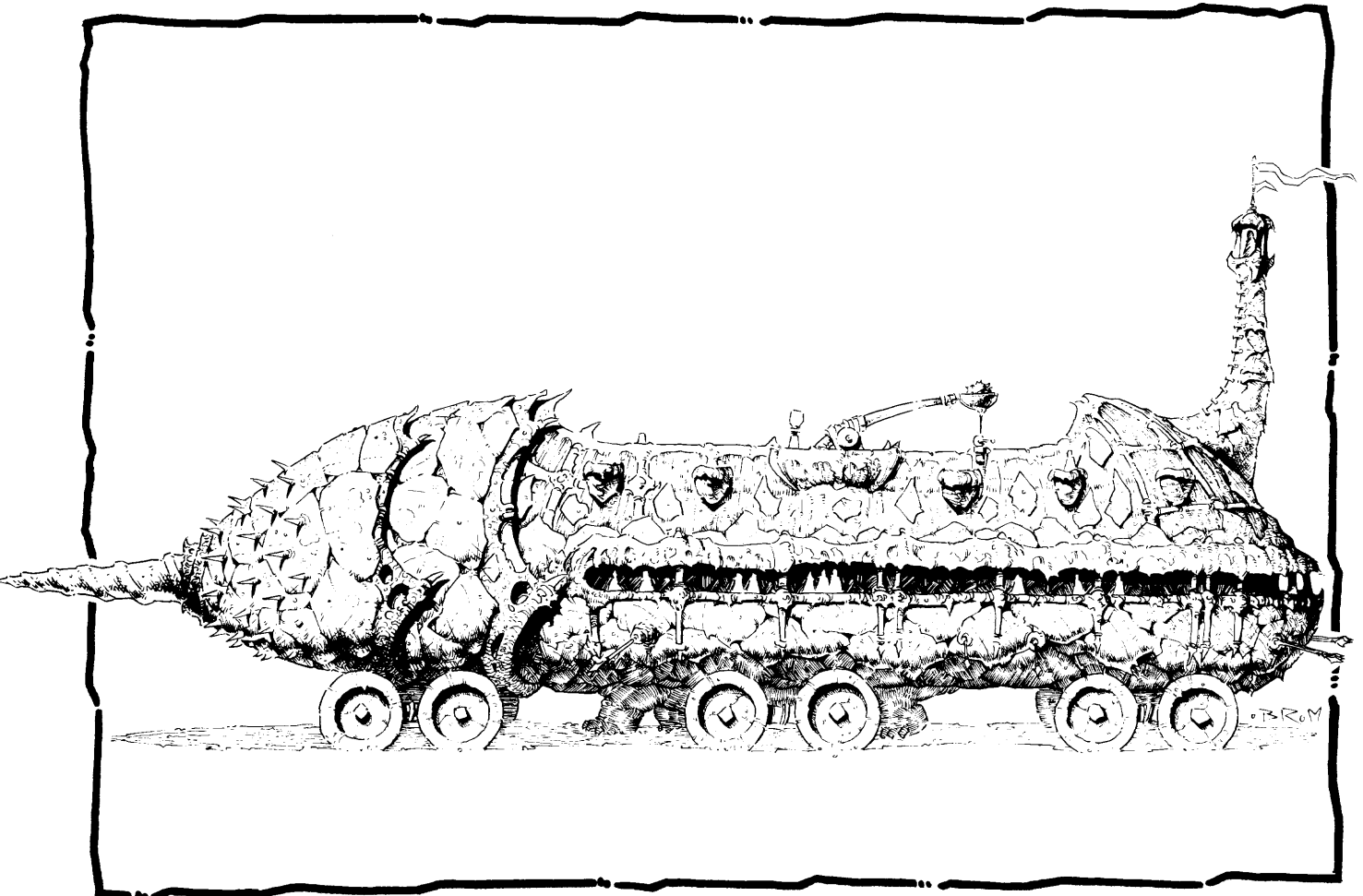
The ram requires a commander, two drivers who tend the mekillot from inside the vehicle, a single lookout, and the six-person crew of the heavy catapult. The drivers makes psionic or magical contact

with the lookout to steer the vehicle. It can support up to 64 additional crew, soldiers usually armed with missile weapons. Also, 40 slaves work the mekillot's harness.

Tactics

The mekillot ram is too slow to charge across the open field of battle. However, if supported on either side with other troops, formations of rams can form pivotal strongpoints in an army's line.

Soldiers in the vehicle gain 75% hard cover (-7 penalty to hit). The vehicle is so large it must be boarded from underneath, with ladders from the





outside, or from the air before melee can begin.

When striking a structure, the ram inflicts 5d10 points of structural damage. Anything mobile can easily dodge the ram.

The ram can take 220 points of damage before it can no longer move. The mekillot within can take 60 points of damage before dying; this also stops the vehicle. The mekillot ram makes structural saving throws as hard wood.

BATTLESYSTEM™ Game Tactics

Each mekillot ram model should be on a base 40 mm wide and 80 mm deep. It represents one mekillot ram. Riding inside each ram figure is a complete unit of archers or javelineers. When inside the vehicle, the figures for these are kept off the board. However, the soldiers can disembark from the ram in a single turn, provided the ram makes no other movement, and then operate as an independent unit. Whether in the vehicle or on their own, the soldiers get their own missile or melee attacks in the appropriate phase.

As the ram takes hits, the soldiers inside take hits. For every 4 hits on the ram, the soldier unit takes 1 hit. When the ram takes 14 hits, the heavy catapult can no longer fire.

When slaves pull the ram, they are represented by a unit of four slave figures. It takes one complete turn for the slaves to be harnessed to the ram. Thereafter the ram moves 6" per turn.

Flying units can land on the mekillot ram. Attacking units must immediately engage soldiers on the ram. If there are no soldiers, the crew of the catapult is automatically defeated.

Mekillot Ram 2 stands
AD 2d12 AR 6 Hits 24 ML 15 MV 3

Catapult Range 18" / 36", Rate 3.

Ram Archers 6 stands
AD 6*6 AR 8 Hits 1 ML 12 MV 12

Range 5" / 10" / 15"

Ram Javelineers 6 stands

AD 6*6 A R 8 Hits 1 M L 12 M V 12

Range 5" / 10" / 15"

Mekillot Ram Slaves 4 stands

AD 4 AR 9 Hits 1 ML 7 MV 12

Ram moves 6 with slaves.

Undead War Beetle

For centuries the twisted sorcerer-kings have delighted in bizarre weapons of destruction.

Construction

The undead war beetle must be found and slain, prepared for battle, and then raised as a lifeless, animated creature.

The large and durable carcasses of giant rezhatta beetles from the Great Ivory Plain are best suited to the process. Hunting parties sent to procure rezhatta often suffer heavy casualties—the beast must be poisoned to preserve the specimen, but its thick carapace deflects most missile weapons. The common practice is to surround a rezhatta, engaging it from the front while the poisoner scrambles below to pierce the underbelly, a tactic fraught with danger. The corpse is loaded onto a large wagon and pulled to the site of preparation.

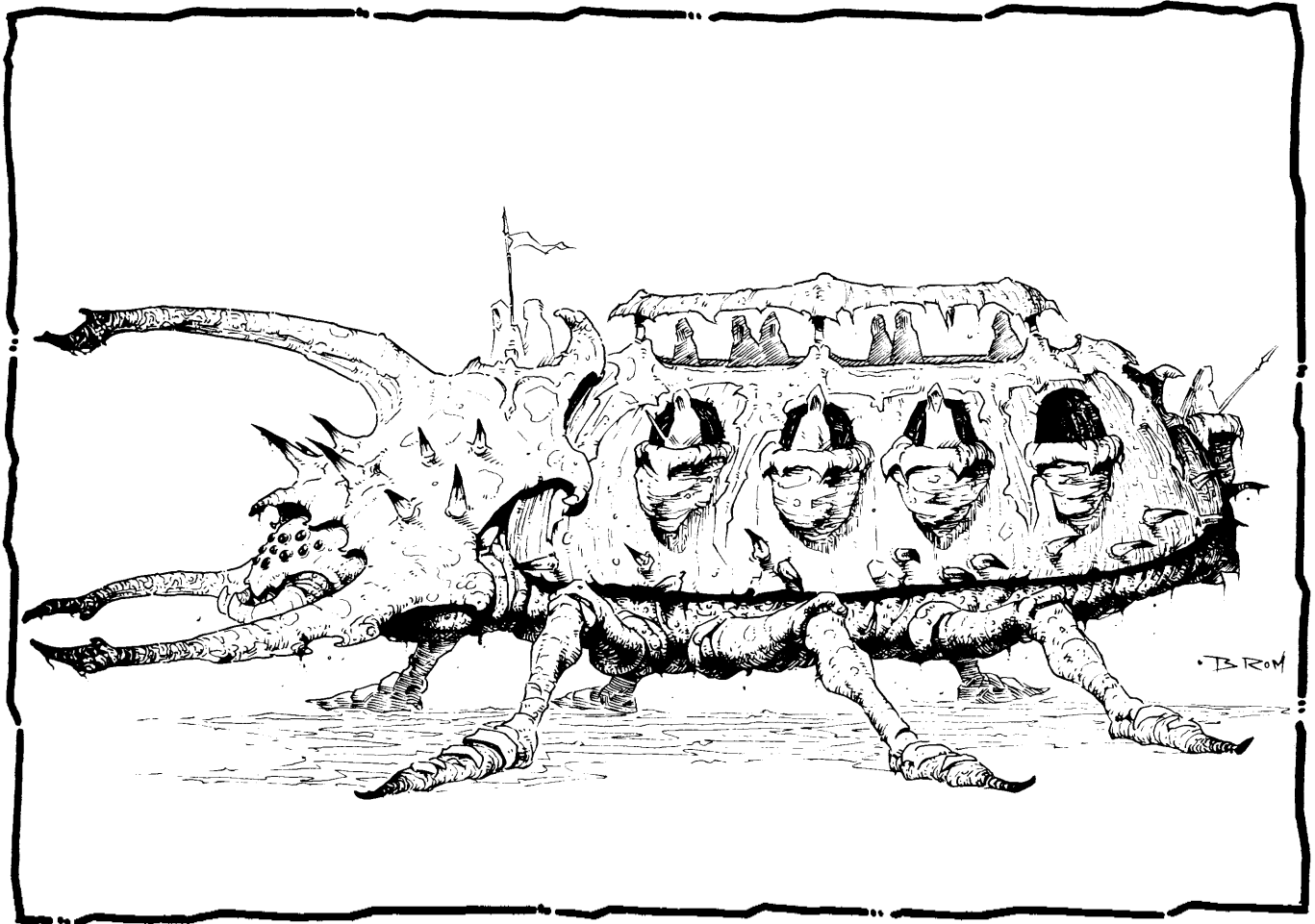
First, workers pry the carapace off the beetle and hollow out its insides. They discard its internal organs but leave its limbs and jaws intact, so these can function normally after reanimation. The workers cut and reform the carapace's top to provide a covered upper deck and nine individual weapon's ports. Inside the carapace there is sufficient room for missile ammunition, but little else.

Once ready, the entire beast is assembled and animated. Since the rezhatta is originally a 3 HD creature, raising it as a zombie requires an *animate dead* spell cast by a 10th-level priest or wizard. The caster must then stay with the beetle to command it.

Despite extensive drying, the undead beetle rots and falls apart after 2d10 + 20 days.



War Vehicles



Crew

The undead war beetle cannot function without the priest or wizard that raised it. Spellcasters are seldom knowledgeable in battle tactics, so a driver/commander sits with him just behind the beast's neck. The upper deck can hold nine armed combatants, and nine more can occupy the ports.

Tactics

In undeath the war beetle retains much of its original speed. It usually transports soldiers to a specific battle site, where they disembark and join the beetle in combat.

Soldiers in the beetle have 75% hard cover (-7 penalty to hit). Missile fire from the moving war beetle suffers a -5 penalty. When the beetle is not moving, missile fire still suffers a -2 penalty.

As an animated creature, the beetle can still attack with its mandibles, THAC0 11, causing 1d12 +6 points of damage. It has AC 3 and can take 50 points of damage.

BATTLESYSTEM™

Game Tactics

An undead war beetle model has a base 30 mm wide and 60 mm deep. The model represents one beetle. Riding inside each beetle figure is a small



unit of archers or javeliners. When inside the vehicle, the figures for these are kept off the board. However, the soldiers can disembark from the beetle in a single turn, provided the beetle makes no other movement, and they operate as an independent unit. Whether in the vehicle or not, the soldiers get missile or melee attacks in the appropriate phase.

The spellcaster who animated the beetle can still cast other spells while controlling it, but if he leaves the war beetle, it can no longer move or attack—it will not engage units that attack it.

Undead War Beetle

AD 12+8 AR 7 Hits 8 ML n/a MV 9

Cause horror, -3.

Undead War Beetle Archers 2 stands per beetle

AD 6*6 AR 7 Hits 1 ML 12 MV 12

Range 5" / 10" / 15"

Necromancer

1 per beetle

AD 4 AR 8 Hits 3 ML 13 MV 12

Level 10 priest

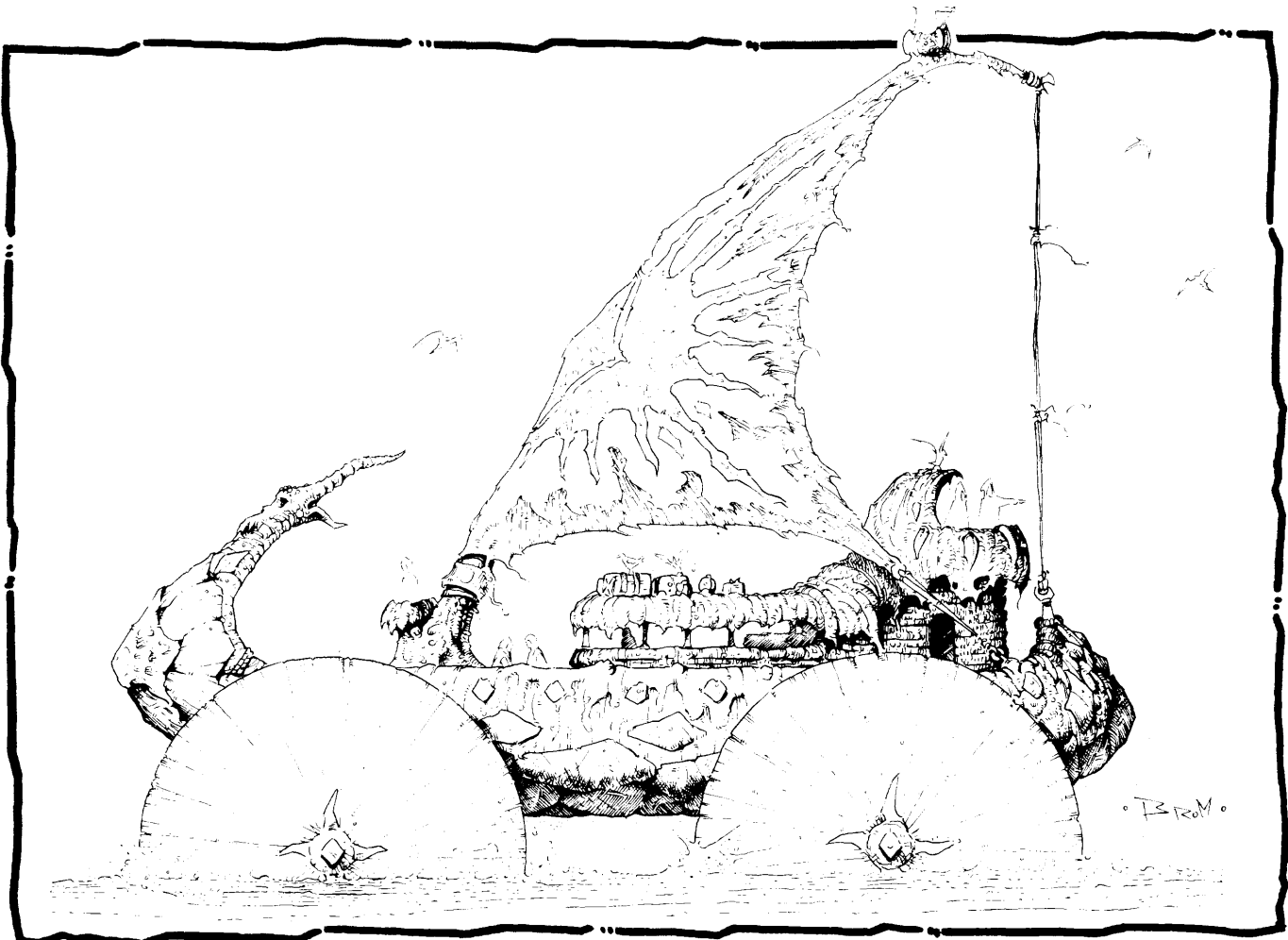
4 1st, 4 2nd, 3 3rd, 3 4th, 2 5th

or Level 10 wizard

4 1st, 4 2nd, 3 3rd, 2 4th, 2 5th

Silt Skimmer

Those who have mastered the lanes of shallow silt





War Vehicles

beyond the shore of the Great Sea can earn vast income. An intrepid captain who can maneuver a skimmer across the estuaries cuts many weeks from caravan travel times and collects hefty profits for the goods and passengers delivered. Of course, travel across the Sea of Silt is not without its perils.

Construction

Regardless of specific design, a silt skimmer is built around its massive wheels. Each is more than 25 feet in diameter, very wide at its center, tapering to a hardened, fine point at its edge to slice through the talcumlike silt. Some wheels are built with an endless staircase in their hollow interiors; slaves or undead walk forever up the staircase, turning the wheel beneath their feet.

The main motive power is the single large sail, mounted to a large mast and secured aft. The sea winds can be relentless, and many a skimmer's mate agrees that "if it weren't for the silt holdin' us down, we'd sail into the air for sure!" Experienced crews can tack against the wind to progress.

A skimmer can manage fair speeds in less than five feet of silt, and can still move through depths of 10 or even 12 feet.

A fully laden skimmer can usually manage between six and eight miles per day. If completely lightened of cargo and unnecessary weight, the skimmer can add another four miles. Magic, such as enhanced winds or levitation, can lighten the vehicle and increase its speed.

The frame of the skimmer is made of the lightest materials possible—light woods and thin leather and cloth—giving it the reputation for fragility. Heavy chitin or bone armor is out of the question, for the added weight would halt the skimmer. Designs vary, but a typical skimmer can be 50 feet long and half as wide with an outer deck and enclosed bridge.

The bridge is packed with cargo on a voyage. Flimsy as it is, a skimmer can manage better than

two tons of cargo for a trek across the sea. On all but the calmest days, the open deck is no place for living things, so the enclosed bridge has sealable windows, canvas or leather flaps that keep out the seemingly perpetual gales of choking silt. The great helmsman's wheel is here, connected by ropes to the forward axle. The vehicle can only make the most gradual turns in the silt; its tightest turn circle is more than a mile across.

A skimmer costs 150 to 250 gold pieces.

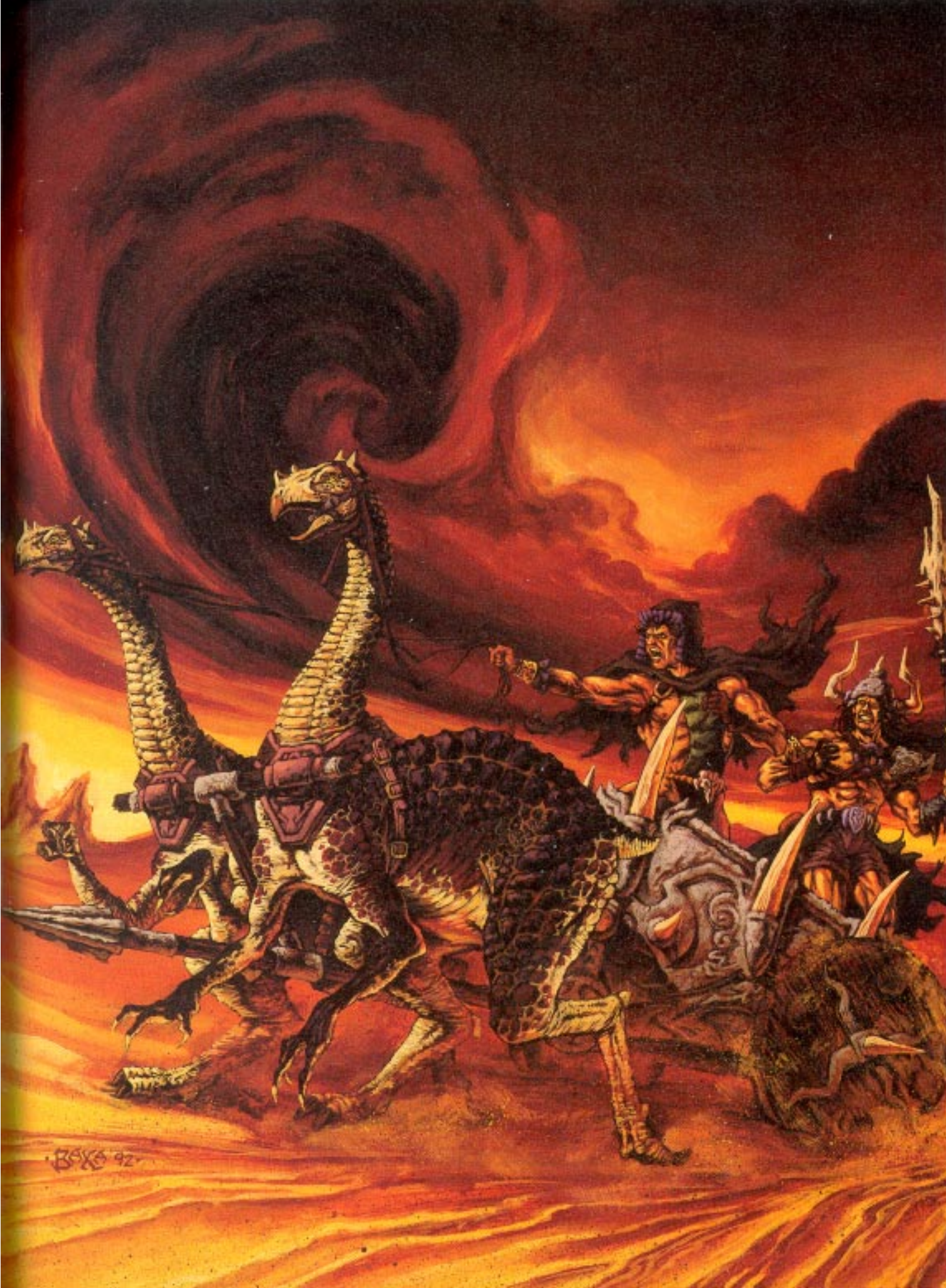
Crew

To keep the weight down, the skimmer travels with a captain and (usually) no more than six crewmen, who work the rigging and keep lookout. Additional crew work ships that have staircase wheels.

Spellcasters and psionicists: The many dangers of silt travel force skimmer captains to rely heavily on spellcasters and psionicists. They can probe the area, keep the skimmer on course, and note enemies at great distance. The speed of magic and psionics against silt-borne foes gives the captain precious seconds that separate an intact skimmer from a pile of broken sticks and cloth. It is widely known that the crew of any successful skimmer includes powerful spellcasters and psionicists. Otherwise, the ship wouldn't be so successful.

Combat

Though they never stray far from the sight of land, skimmers must regularly deal with a number of air- and silt-borne opponents. Crew can use missile weapons or cast spells from the deck, but not the bridge. They have, at best, 50% hard cover (-4 penalty to hit).



Box 92

Wizards





Throkat's Return

Some citizens of Balic tell an ancient legend about a foe of their sorcerer-king, Andropinis. A powerful wizard named Throkat spoke openly against the Dictator and his evils, yet managed to foil his templars at every turn. They never brought Throkat to justice before their master. The wizard continued this way for years, turning many to his side, inciting rebellion in the city and beyond its walls.

Then one day Throkat simply disappeared.

Many who followed his teachings thought him dead. Others believed he may have reached a higher plane of existence—until exactly one year later, he returned as suddenly as he had left.

News of his return spread through the warrens like wildfire. His followers flocked to a bluff outside the city where he waited for them, shrouded. But when all were assembled, he lifted the shroud away from his face. A panic swelled through the crowd. Throkat had changed—evil had taken over his body. No longer human, he had transformed into a horrid demon. At first the crowd recoiled; then they hurled the first stones. They destroyed the Throkat-monster and burned its remains in a pyre. Andropinis, it is said, looked on with great satisfaction.

Justified by this ancient myth, many Balicans today believe all magic outside the sorcerer-king's direction is fraught with evil. Those who practice it are doomed to bring tremendous evil down upon themselves and, consequently, on those nearby.

Wizards Most Powerful

Whether defilers or preservers, wizards in DARK SUN™ campaigns can advance up to 20th level, provided they are either humans or (in the case of defilers) half-elves. At 20th level, these characters can then choose to either stay at that level regardless of later experience earned, or undergo a bizarre and painful metamorphosis from humanoid to advanced being—either dragon or avangion. Once begun, the metamorphosis cannot be stopped

except by death.

All of the sorcerer-kings of the Seven Cities are at least 21st-level dragons. Though many of these defilers have pursued these powers for centuries, they are only now becoming dimly aware that especially powerful preservers can undertake a process similar to the humanoid/dragon metamorphosis. Many are still skeptical.

The Wizard Spell Progression Table applies to both defilers and preservers who attain levels greater than 20th. It indicates an additional category of magic beyond 9th level spells. This *psionic enchantment* generates tremendous magical energies that require long preparation time and extremely specific material components. The psionics involved “tune” the caster’s mind for the incredible release of magical energy. The metamorphosis spells that create an advanced being fall in this class.

Dragons

Extremely powerful defiler/psionics gain even greater power if they choose to transform themselves into dragon form. The process is described below.

Prerequisites: Only humans and half-elves can proceed through levels from 21st to 30th level as a dragon. Also, the ability score requirements are stringent: a defiler passing 20th level must have an Intelligence score of 18, Wisdom 16, and Constitution 15.

Dragon Experience Levels

Level	Dragon	Hit Dice
21	0	+10d4
22	400,000	+ 5d4
23	800,000	+ 3d4
24	1,200,000	+ 2d4
25	1,600,000	+ 2d4
26	2,000,000	+ 3d4
27	3,000,000	+ 3d4
28	4,200,000	+ 4d4
29	5,600,000	+ 4d4
30	7,200,000	+ 5d4



Wizards

Wizard Spell Progression

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

After earning the requisite experience points, the defiler must also successfully cast the dragon metamorphosis spell before attaining each new level. (This spell will be the first psionic enchantment cast by the character; he can cast it to advance from 20th to 21st level, even though he technically cannot cast such a high-level spell until he reaches 21st level.) Points from the Hit Dice rolled add to the dragon's hit point total; Constitution modifiers are added per die rolled.

Dragon Metamorphosis Spell

The material components, casting times, and other factors governing the casting of this psionic enchantment appear with its description in the New Wizard Spells appendix. Generally, any divergence from the letter of the spell description or any interference with its casting results in the failure of the spell and the death of the caster.

When the spell is successfully cast, the dragon drastically changes in both powers and physical appearance. Each stage of the metamorphosis is extremely painful; as stated in the spell description, the dragon character must pass a system shock roll or die in the process. Most aspiring dragons lock themselves away and perform their

metamorphoses in secret.

Once a character becomes a dragon (21st level or higher), it gains certain benefits. Dragons are immune to the effects of age and never die of "natural causes." Also, a dragon gains the ability to understand and speak any language. This innate ability functions like a *tongues* spell.

21st-level dragon: A dragon character who reaches 21st level makes the first in a series of ten alterations to its physical form. When completed, the humanoid form of the dragon doubles in mass to 350 pounds. The dragon may retain its original height and simply gain bulk, may grow as tall as 8 feet, or may simply grow more dense. Physical changes are uncontrollable and unpredictable. Though it still retains humanoid characteristics, the dragon's face elongates slightly and its nostrils lengthen. The dragon's spine becomes more pronounced, and rudimentary scales appear on the shoulders and back. THAC0 remains 11.

22nd-level dragon: Here the dragon's physical form changes still further, increasing to around 450 pounds and as tall as 10 feet. Its face elongates further and the first hints of scales appear on its lengthened snout. The dragon's spine becomes still more pronounced, and the stub of a tail appears. The



dragon's THAC0 improves to 10.

23rd-level dragon: The dragon grows to around 650 pounds and gains another foot in height. All limbs lengthen drastically, including fingers and toes. The dragon's neck also lengthens, lifting its now reptilian head and face far above its shoulders; all hair vanishes by this level. THAC0 becomes 9.

24th-level dragon: The dragon's humanoid origins can hardly be recognized. Its weight increases to nearly 900 pounds and it can be as much as 12 feet long. Tough scales, now everywhere but the underbelly and the underside of its limbs, grant a natural Armor Class of 4. The legs become strikingly inhuman, developing huge thighs and a hard-angled, bony calf and taloned foot. At this level the dragon may also hunch severely at shoulder and waist, and can move either upright or on all four limbs at a rate of 15. Its wicked claws give two attacks per round (2d10 damage). THAC0 drops to an 8.

25th-level dragon: Now fully 12 feet long from snout to growing tail, the dragon weighs around 1,600 pounds. Its scales give AC 0 and now have a magical enchantment that allows only weapons of +1 or better magic to hit. The dragon's jaws protrude remarkably, allowing a bite attack that inflicts 4d12 damage. The dragon enters a period of uncontrolled savagery known as its "animalistic period" (described below). THAC0 falls to 7.

26th-level dragon: By this time, the 2,000-pound form is completely hunched but can still stand erect at its full 16-foot height at times. Its scales have improved to AC -2. The hind legs have strengthened, allowing a jump of 5 per round. Also, its great claws now inflict 2d10 + 5 points of damage, with a THAC0 of 5.

27th-level dragon: With this new level, the dragon nearly doubles its weight to 4,000 pounds (2 tons) and a length of 20 feet. Its armor improves to AC -4. With the progressing metamorphosis, it can now use its breath weapon, a cone of superheated sand 5' wide at its base, 50' long, and 100' in diam-

eter at the far end, inflicting 10d12 damage, with a THAC0 of 3.

28th-level dragon: The dragon's weight increases to 10,000 pounds (5 tons), and its length reaches to 25 feet, mostly due to its full-grown tail. The tail can attack (5d10 damage). Also, the dragon's claws now inflict 2d10 + 10 damage each. Hide and scales lend it AC -6 and immunity to weapons of less than +2 magical enchantment. Also, the dragon has a natural magic resistance of 20% at this level. THAC0 drops to 1.

27th-level dragon: The dragon is 30 feet long and 20,000 pounds (10 tons). Wings sprout at this level, but only give 18 (C) flying speed. Armor improves to AC -8 and magic resistance to 40%. The breath weapon inflicts 20d12 damage. At the end of this experience level, the dragon's animalistic period draws to a close, and cold cunning and reason once again take control. At 27th level, the dragon's THAC0 becomes -1.

30th-level dragon: This final stage of the metamorphosis leaves the humanoid form completely behind in favor of a pure dragon, 40 feet long and 50,000 pounds (25 tons). Its wings are fully developed, allowing 45 (A) flying movement. Scales give AC -10 and magic resistance of 80%. attacks improve to 2610 + 15 damage each; breath weapon reaches its maximum 25d12 damage. THAC0 is -3.

Regardless of level, a dragon makes saving throws as a 21+ - level wizard.

Dragons and Psionics

As it advances, a dragon character retains all psionic powers it had previously and gains more. With every level advancement, the dragon gains one additional science and one additional discipline. It also gains psionic strength points for every level advancement, just as described in the *Complete Psionics Handbook*. Effectively, a 21st-level dragon is also a 21st-level psionist, etc.



Wizards



An example of dragon metamorphosis



Dragons and Magic

Dragons must have a unique focus for their powerful, destructive magic: obsidian orbs. An obsidian orb is not inherently magical, but it allows the dragon to cast psionic enchantments.

Orb creation: The obsidian orb must be crafted perfectly, without flaws. Locating a specimen of raw obsidian that can be so worked is often difficult. Once located, a craftsman must take special care in preparation to make a perfect sphere of shining obsidian. Typically, even with slave labor, a sorcerer-king must expend 1,000 gp or more to create a perfect specimen. The finished orb is 1d20 inches in diameter.

Next, the dragon itself must activate the orb. The orb is not enchanted, but is psionically linked to the dragon in a single ritual. The dragon must swallow the orb and let it pass through its body, taking one to three days. When it emerges, the orb is activated for that dragon only. With it the dragon can cast psionic enchantments.

Note: When casting the first dragon *metamorphosis* spell, the ambitious defiler need not have an obsidian orb. However, creating one may very well be its first act on becoming a 21st-level dragon.

A dragon can create any number of obsidian orbs. Rarely is a dragon without an orb. However, before reaching a new level, the dragon must swallow all existing activated orbs as part of the material component for the *dragon metamorphosis* spell. Effectively, an orb only works for the single experience level at which it was created.

Other advanced beings need not have orbs to cast their magic. Lack of an orb does not interfere with the dragon's psionic abilities or its ability to cast spells of 9th level or below.

The Animalistic Stages

From 25th through 29th levels, the ascending dragon goes through a terrible rampaging period. Reason is often superseded by a lust for destruction.

Vegetation and animals that do not directly serve the dragon's purpose are targets for its unending wrath, laid waste in its quest for power and advancement. The savage destruction comes of the incredible pain that wracks its body during these final stages of metamorphosis. No longer human but not yet dragon, its need to end the process nearly drives it mad.

For role-playing purposes, advancing dragons should take an illogical bent toward destruction. DMs should "take over" player character dragons who reach 25th level for the length of the animalistic period. Once it successfully reaches 30th level and reason returns, the character can be returned to the player. In the meantime, the player should use some other character from the character tree.

Magic vs. Dragons

Some magical items in the *DMG* can affect character dragons.

Potion of dragon control: On Athas, dragons are not divided into the colored and metal varieties, so ignore the table presented for this potion. If such a potion fruit is found in a DARK SUN™ campaign, it works against any dragon. Character dragons receive a saving throw against the spell with a -2 penalty, and the potion's control lasts for 5d4 rounds, just as in the *DMG*.

Scroll of protection—dragon breath: The scroll functions against character dragons just as described in the *DMG*.

Sword +2, dragon slayer: In DARK SUN campaigns, this sword functions against any dragon, regardless of its level.

Spells: In *Tome of Magic*, two spells specifically affect dragons. *Dragonbane* functions just as described in that volume. *Age dragon* has no effect on DARK SUN world dragons, since they are effectively immortal.



Wizards

Roleplaying a Dragon

The execution of each *dragon metamorphosis* spell—picking its location, gathering the complicated material components, and its casting—should be role-played as major events. The DM shouldn't simply allow the player to cast the spell in an afternoon. Each casting is an event of epic proportions with ramifications across Athas.

Overall length and weight are given for each level, but the dragon's coloration, scale distribution, facial changes, posture, etc., are left to the player's imagination. The art in the DARK SUN™ boxed set and this volume shows dragons in the middle levels—use these for inspiration. At early stages of metamorphosis, the dragon may still pass as human.

The Dragon of Tyr

The dragon listed in the DARK SUN boxed set is a completely metamorphosed dragon of 30th level. The great dragon is a ferocious creature with tremendous psionic powers.

Because no contenders have challenged the authority of the great dragon in many centuries, common tradition has held that there is only one dragon. In fact, there will be other wizards (both dragons and preservers) advancing beyond 20th level who will contest the great dragon's control of the Tyr region (perhaps the player characters themselves). Also, because the Tyr Region is only a small part of a much larger world, there are probably other dragons extant in distant realms. Whether the great dragon knows of other dragons or is oblivious to them, no one can say.

Avangions

In the entire known history of the Tyr Region there has never been a preserver who has advanced far enough in experience to mimic the metamorphosis of rival defilers.

But it is possible.

The transformation requires a similar process, a series of steps that lead from human to avangion, but whereas the defiler/dragon metamorphosis is characterized by massive destruction and great pain, the preserver/avangion blend is a more serene, peaceful process of light, water, and the life-giving properties of a dying world.

Prerequisites: Only humans can proceed through levels from 21st to 30th as an avangion. Also, the ability score requirements are stringent: A preserver passing 20th level must have an Intelligence score of 18, Wisdom 17, Constitution 15, and Charisma 16.

Avangion Experience Levels

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

As with dragons, avangion level advancement is a two-part process. The avangion must first earn the experience points listed for its next level, then successfully cast the *avangion metamorphosis* spell. (This spell is the first psionic enchantment cast by the character, who can cast it to advance from 20th to 21st level, even though technically the spell is unavailable before 21st level.) Points rolled on Hit Dice are rolled add directly to the avangion's hit point total; Constitution modifiers are added per die rolled.



Avangion Metamorphosis Spell

The *avangion metamorphosis* spell describes the procedures for accurate casting. Deviations or outside influences that cause the spell to fail do *not* result in the caster's death. Instead, the preserver or avangion's experience points are reduced to the minimum of its last level; it cannot attempt to advance until it has re-earned those experience points.

Unlike the equivalent dragon spell, the *avangion metamorphosis* spell sometimes calls for a period of isolation for the caster. If the spell is successful, it returns to its companions in the next step of the conversion, each time closer to its magnificent final form.

Like dragons, avangions are effectively immortal. Avangions also have four spell-like abilities permanently active: *tongues*, *know alignment*, *ESP*, and *detect lies*.

21st-level avangion: This first stage of the change from human to avangion is very subtle. Its physical appearance changes only slightly—more noble features to its face and a silver or golden sheen to its eyes. Armor Class is reduced to AC 9, and the process grants a magic resistance of 10%. The avangion's THAC0 falls to 10.

22nd-level avangion: At this level, the skin takes on the metallic glow of its eyes and the hair turns bright white, but the character is still quite human in appearance. AC improves to 8. Magical protections give magic resistance of 15% and immunity to weapons that aren't of +1 enchantment or better. THAC0 remains 10.

23rd-level avangion: Any concealment of the character's true form is lost with this level and the sprouting of enormous gossamer wings from the back and shoulders. The wings themselves, filmy and nearly transparent, span 20 feet. The eyes become bright silver at this stage, and the skin glitters in the sunlight. Its newfound wings let the avangion fly with MV 24. AC improves to 7 and magic resistance to 20%. THAC0 improves to 9.

24th-level avangion: Now well on its way to true avangion form, the character's original human appearance is increasingly vague. All hair vanishes from the body, and webs of filmy winglike material form between its arms and torso and its fingers and toes. Its existing wings form multiple folds but can be extended to a 25-foot span. The avangion's natural Armor Class improves to AC 6, and its magic resistance becomes 25%. Also, it can only be hit by weapons of +2 or better enchantment. The avangion's THAC0 remains 9.

25th-level avangion: With this level, the avangion's human form decreases drastically, becoming lost in the wispy folds of its wings, which can now extend to a 30-foot span. The character's jaw retracts and its eyes grow on its oval head. Its arms and legs grow far thinner and can no longer support its weight—the character can no longer walk, but instead floats and flies at all times. The character can no longer wield hand-held weapons or make any physical attacks of its own. However, the avangion's magical nature continues to improve. Armor Class becomes 4, and magical resistance rises to 30%. THAC0 becomes 8.

26th-level avangion: The avangion becomes a far more mobile yet graceful creature. Its incredible, shining wings now span up to 40 feet, with its central body nearly lost in their folds—the avangion can now fly with a MV of 36. AC improves to 2, magic resistance becomes 40%, and only magical weapons of +3 or better enchantment cause it damage. THAC0 remains 8.

27th-level avangion: The character's original human form is nearly lost. The creature has only a torso and head, nearly lost in the endless folds of its gossamer wings that now span 50 feet when fully extended. The avangion's increasingly magical nature gives it AC 0, 50% magic resistance, and immunity to weapons of less than +4 magical enchantment. THAC0 becomes 7. Also, enlightenment associated with its incredible power gives a +1 bonus to its Wisdom score.



Wizards

28th-level avangion: The avangion first takes on its aura at this level, a radiance of brilliant light that extends 90 feet from it in all directions. The aura acts as a permanent *protection from evil* spell and dispels all magical darkness within it. The avangion's wingspan increases to 65 feet, and its movement rate improves to MV 48. Only weapons of the finest enchantment, +5, can strike the avangion's physical form. AC improves to -2 and magic resistance climbs to 60%. THAC0 remains 7. At this level, the avangion receives another +1 bonus to Wisdom.

29th-level avangion: The aura grows to a 150' radius. In addition to previous effects, the aura acts as a *ray of enfeeblement* on all evil creatures within it. Armor Class improves to -4 and magic resistance to 70%. Physically, the avangion grows still more—its wings, now with an 80-foot span, nearly envelop its torso and head. From a distance it appears as a cloud of interwoven wings. The Wisdom score increases by 1 at this level.

30th-level avangion: Now in its final form, the avangion's cloud of overlapping wings can extend to 90 feet. The incredible aura extends to a 200' radius and, in addition to existing effects, acts as a permanent *globe of invulnerability*. Mobility increases to MV 60, Armor Class to -6, and magic resistance to 80%. At its final stage of transformation, the avangion gains an additional 2 points of Wisdom.

Regardless of level, an avangion saves as a 21 + - level wizard.

Role-playing an Avangion

Avangions go through no animalistic stage and never lose their mental faculties. On the contrary, as an avangion progresses through the metamorphosis, its intellect increases, marked by the increases allowed for its Wisdom score (to a maximum of 25).

The avangion is the first of its kind in recorded history, a focus of change toward good, the most powerful good character that a player can have.

Naturally, avangions and dragons are arch-enemies who plot endlessly against each other's interests.

Advanced beings are extremely powerful, but large numbers of lesser creatures can still bring them down. The downfall of dragons is their inability to work in a team. In contrast, avangions will certainly attract followers in campaign play, though they must leave these people for intervals during their metamorphosis.

Psionic Enchantment

For wizards, psionic enchantments are 10th-level spells. These spells are described in Appendix 1 of this book.

Defiling psionic enchantment: When dragons cast psionic enchantments, they defile the land in the same manner as a 9th-level spell, as given on the Defiler Magical Destruction Table. However, in addition to destroying plant life, the enchantment can also injure or destroy living creatures.

When a 10th-level defiling spell is cast, all living creatures (except the caster) within 30 yards of the caster are affected, regardless of terrain. In game terms, the creatures take 1d6 damage for every level of the caster above 20. This damage cannot be naturally healed, though magical healing repairs it.

The affected creature has effectively had a portion of its living tissue turned to ash. The ash is distributed evenly throughout its body; if more than half the victim's hit points are lost to defiler magic, much of its skin falls away as ash. If the victim is reduced to zero hit points, its entire body is turned to ash and he is killed. The DM may decide that no character killed in this way can be resurrected.

The *Wish* Spell

Psionic enchantments are more difficult to learn and master than even 9th-level spells. The spells themselves are very specific in preparation and effect, and are usually tied to historical or present-day conditions on Athas.



Yet the 9th-level *wish* spell, by its very nature, can recreate any spell effect, without lengthy preparation time. Granted, psionic enchantments don't automatically age the caster one year as a wish does, but sometimes their preparations last more than a year anyway. Why, then, would anyone undertake a psionic enchantment?

The DM has several options:

1. **Wishes are supreme.** The *wish* really can duplicate any psionic enchantment without major problem. Spellcasters become much more powerful.

2. **Wishes work less well.** The DM may decide that a *wish* cannot duplicate any spell above 9th level. Alternately, the *wish* duplicates the spell, but it takes the enchantment's listed preparation time to work.

3. **Wishes don't work.** The DM may remove the *wish* spell from the campaign and subsume its effects as various new psionic enchantments.

4. **Wishes draw attention.** As in option 1, the *wish* works, but it is inherently perilous. It achieves

the desired effect, but grand yet subtle dangers present themselves as watchers elsewhere note the spellcaster. These include elemental powers, spirits of the land, the Order (see the "Psionicists" section), and advanced beings who don't like presumptuous meddlers in their reality. Immediate and long-term dangers to the caster are many.

The *Tome of Magic* in DARK SUN™ Campaigns

Wild mages: These are perfectly acceptable in DARK SUN™ campaigns. The rules for them presented in the *Tome of Magic* apply on Athas. A wild magician must be either a defiler or preserver, like any mage.

There are no elemental wizards on Athas. The magic of the elements is reserved for the priest classes and for rangers.

Wizard spells: Unless otherwise stated here, all wizard spells presented in the *Tome of Magic* vol-





Wizards

ume can be used in DARK SUN™ campaigns. Those that work differently are listed here.

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

Summon lycanthrope: This spell cannot be used; there are no lycanthropes on Athas.

Claws of the umber hulk: No umber hulks live on Athas, but this spell works as described. It requires a different material component (DM's choice).

Homunculus shield: Though there are no homunculi on Athas, this spell still works.

Some material components for these spells may not be appropriate to Athas (for instance, those calling for metal). Exercise judgment in changing these material components to better suit a DARK SUN campaign.

Sensory Effects of Spellcasting

The stealthy preserver crouches low behind the stone walls of the ruins, fumbling through his belt pouch for his material components, peering cautiously around for signs of the approaching gith marauders. Breathless, he draws out his precious components and begins his chant and hand motions. Verbal, somatic, and material components are all in play, but what's really happening? What are the sensory effects associated with casting a spell?

On Athas the casting of magical spells often draws unwanted attention. The sensory effects of casting and the ways a wizard might cover, expand, or mimic them are acutely important. These sensory effects relate directly to detection; the greater the effects during casting, the greater the chance the wizard is found out. Of course, when a wizard wishes to dramatically announce his spellcasting abilities, the greater the effects the better.

Understand the distinction between casting a spell and the spell itself. While casting a *lightning bolt*, for instance, the wizard combines verbal, so-

matic, and material components to produce aural, visual, and possibly other effects. Once these casting effects are completed, the bolt itself has a sensory character all its own.

Sensory effects of casting are peculiar to each wizard. A wizard has some ability to alter the sensory effects of the spells themselves. With these tools, both player and nonplayer character wizards can tailor their own personal styles, marks of distinction that are completely their own. Also, in a world where wizards are outlaws, secreting their powers away from the general population, intrigue and deception become important tools in rooting them out.

This section explores the use of psionics and magical items to mimic spell effects, and of cantrips to simulate casting effects. These rules are optional. They adapt easily to any AD&D® campaign, not just those set on Athas.

Specific Effects

All spells have both a visual and aural effect during casting. Middle-level (4th- to 6th-level) spells may also have effects that appeal to the senses of touch, smell, and taste. High-level spells may have additional (sometimes grand) effects.

Here are some possible effects. More appear on the tables that follow. Players and DMs should feel free to create others.

Visual effects: Streaks of sparkling multicolored light emerge from the vanishing material components, follow the movements of the spell's somatics (if any), then settle on the subject of the spell. The sparkling lights slightly illuminate the caster and target of the spell for the spell's entire casting time. Brightness is determined by spell level; color varies by spell and by caster. Other possible effects include glowing rings of light, heatless flames, and so on. A visual effect cannot substitute for an existing spell such as *light* or the various illusions.

Aural effects: Along with any verbal components, a shimmer like that of tiny, metal wind chimes ac-



companies the caster's words, rising and falling with the spell's somatics. The jingling emanates from the caster's location, rising from silence to its maximum volume and back to silence over the casting time. Volume is determined by spell level. Other possible effects include a roaring wind, thousands of slithering snakes, etc.

Olfactory/taste effects: For spells with olfactory sensory effects, an odor unique to the caster or the spell permeates the air. The smell may be pleasant, such as flowers or perfumes, or quite unpleasant, such as rotting meat. For spells with taste sensory effects, creatures near the caster taste a foreign flavor: food, candy, or something arbitrary—dust, metal, blood, etc. Intensity of the smell or flavor is determined by spell level.

Tactile effects: Creatures near the caster feel something brush up against them. The nature of the sensation can be soft and pleasant, such as feathers, or abrasive, such as grit or jagged bone. Intensity of the sensation is determined by spell level.

Additional effects: A wizard may tailor a spell to have additional effects. Unusual static electricity may arise in the vicinity. Small animals may stand still or slowly back away and hide during casting. This category is broad and open-ended.

Grand effects: Spells of especially high level may cause grand effects in casting. The ground may tremble, rocking tables and tipping over bottles. The weather may temporarily change, clouding over ominously, wind picking up or stopping, temperature growing abnormally hot or chill.

Sensory Effects of Casting

Spell Level	Visual/ Olfact/		Add'l	Grand
	Aural	Tact		
1-3	Yes	No	No	No
4-6	Yes	Opt	Opt	No
7-9	Yes	Yes	Opt	Opt
10	Yes	Yes	Opt	Yes

Opt: Optional.

Sensory effects for casting are particular to each wizard. The effects themselves remain constant for each sensory category, no matter what the spell level.

Detection of Spellcasting

When a wizard casts a spell, there is a basic chance that any casual observers will notice. In situations where casting a spell might bring unwanted attention, each such observer should be allowed to make a Wisdom check. (For characters whose attribute scores aren't already known, assume a Wisdom score of 10). Modify the check based on the situation—a few sample modifiers are presented here.

Positive modifiers

- Absolute silence at time of casting, +2
- Casting Variation proficiency successfully used, + / - 4
- Careful attention by observer, +8
- Observation made in darkness, +4
- Spell also has olfactory/tactile/taste effects, +3
- Spell also has additional effects, +3
- Spell also has grand effects, automatic detection

Negative modifiers:

- Minor distractions (conversation, eating, etc.), - 2
- Major distractions (brawl, storm, etc.), -6
- Observation made in full daylight, -4
- Loud noises at time of casting, -3
- Somatic Concealment proficiency successfully used, -3

To qualify as an observer, a character must be within easy sight of the caster, performing no delicate tasks, and within the range given on the following Sensory Intensity Table. An observer paying careful attention to the wizard's actions may be at any distance within eyesight.



Wizards

Sensory Intensity Table

Spell Level	Visual/ Aural	Olfact/ Tact	Add'l	Grand
1-3	20	—	—	—
4-6	30	20	10	—
7-9	40	30	20	40
10	60	40	30	60

Number: Radius in yards from the caster that the sensory effect is observed.

—: The sensory effect is not present or not ordinarily detected.

New Proficiency: Sensory Alteration

Sensory Alteration, an optional proficiency available only to wizards, is based on Intelligence, takes a check modifier of -2, and requires two proficiency slots. Use it if sensory effects of casting are important in the campaign.

Wizard characters who have this proficiency can increase or decrease the sensory effects of casting by lengthening the casting time of the spell. The casting time must be doubled to use the proficiency. On a successful check, the wizard makes the change. Increasing the effects triples the range at which they are normally detected—they become almost impossible to ignore, especially in an enclosed area like a room or cavern. Decreasing the effects reduces the range to one-quarter (rounded down). This proficiency applies to all sensory effects in play, including additional and grand effects.

Tailoring Wizard's Style

Each wizard in the campaign, whether preserver or defiler, has a standard set of sensory effects for spellcasting. This becomes a signature for those observant enough to sense it.

Player character wizards: Let player characters choose their own sensory effects for casting. At lower levels they need only adopt a particular visual

and aural effect. When they gain access to higher-level spells, they will choose olfactory, tactile, taste, additional, and even grand effects for casting. Once chosen, the effects cannot change. "Additional" effects are optional, both when being chosen and, once chosen, in any given casting.

NPC wizards: NPC wizards should have their own sensory effects for casting. Once determined, an NPC wizard's sensory effects cannot change. Make them up or choose them from these tables.

Visual Sensory Effects

Color (roll 1d10 or choose):

- 1 Red
- 2 Orange
- 3 Yellow
- 4 Green
- 5 Blue
- 6 Purple
- 7 Violet
- 8 Silver
- 9 Gold
- 10 Rainbow spectrum

Optional effects (roll 1d10):

- 1 Images of bladed weapons
- 2 Images of wild birds or animals
- 3 Images of ghostly humanoids
- 4 Flames without heat
- 5 A distinct glowing rune
- 6 Lights radiate from wizard's eyes
- 7 Lights radiate from wizard's entire face
- 8 Lights swirl over wizard's head
- 9 Lights plume up over wizard toward sky
- 10 Lights radiate in a horizontal plane from hands

Aural Sensory Effects

Roll 1d20 or choose:

- 1 Chimes, high pitched
- 2 Chimes, low pitched
- 3 Faraway chanting
- 4 Faraway drums
- 5 Loud, intense heartbeat





Wizards

- 6 Horrible moaning
- 7 Ecstatic shouting
- 8 Distant thunder
- 9 Hunting horns
- 10 Metallic clanging
- 11 Sounds of mass battle
- 12 Low maniacal laughter
- 13 Raging torrent of water
- 14 Raging wind sounds
- 15 Low earthquake rumble
- 16 Sounds of erupting volcano
- 17 All sounds echo loudly
- 18 Noises sound slowed-down or speeded-up
- 19 Sounds shifted up or down one octave
- 20 Chorus of whispers; nonmagical sounds in vicinity are muted

Olfactory/Taste Sensory Effects

Roll 1d20 or choose:

- 1 Wildflowers
- 2 Local spices
- 3 Exotic perfumes
- 4 Pine needles
- 5 Perspiration
- 6 Strong alcohol
- 7 Chalk dust
- 8 Ozone
- 9 Burning rubber
- 10 Sulfur (rotten-egg smell)
- 11 Formaldehyde (sickly sweet smell)
- 12 Sickening smell of rotting flesh
- 13 Sickening smell of thri-kreen ichor
- 14 Thick, overpoweringly sweet taste
- 15 Delicate flowery flavor
- 16 Taste of favorite beverage
- 17 Taste of least favorite beverage
- 18 Intense sour taste
- 19 Intense salt taste
- 20 Intense bitter taste

Tactile Sensory Effects

Roll 1d10 or choose:

- 1 Prickling of skin
- 2 Tickling in throat
- 3 Goosebumps all over
- 4 Cold or warm breeze
- 5 Feathery touch all over
- 6 Brief drowning sensation
- 7 Chest feels tight
- 8 Clammy flesh
- 9 Itchy feeling
- 10 Static crackle, hair stands up

Additional Sensory Effects

Roll 1d10 or choose:

- 1 Image of spell's material component floats before observer's eyes
- 2 Strange tracks cover the ground
- 3 Vision of vicious predator in observer's mind (vary vision according to spell's purpose)
- 4 Observer has vivid memory of a recent experience (vary type according to spell's purpose)
- 5 Observer suddenly feels the immensity of the universe
- 6 Observer briefly reverts mentally to ancient past when same spell was used on this spot
- 7 Observer has sudden imaginary vision of own birth or death
- 8 Observer instantly knows spell's incantation
- 9 Clouds temporarily gather or are dispelled overhead
- 10 Air grows thick and hard to breathe, or thin, carrying sound less well

Grand Sensory Effects

Never roll grand effects randomly. Instead, design effects appropriate to the spellcaster's style and character. Make them atmospheric rather than damaging. Grand effects should not have substantial effect on combat in themselves, though they can mimic low-level spell effects. Some examples follow.



- Ground shakes (-1 to Dexterity checks and movement).

- All nonmagical glass in vicinity cracks.
- Desert sand in area temporarily fuses into glass.
- Those near wizard glimpse another dimensional plane.
- Everyone in vicinity learns target's name.
- Target's close relatives elsewhere on Athas suddenly feel fearful or giddy (vary feeling according to spell's effect).

- For next hour, wizard's companions see all creatures as walking, talking skeletons. (This is well suited to necromantic magic.)

More (and more powerful) ideas appear in the Wild Surge Results Table of the *Tome of Magic* rulebook (pp. 7-8). Avoid its comical, dangerous, or minor effects.

Sensory Variation of Spells

A wizard may alter not only sensory effects of casting, but also sensory elements of the spell effects themselves, within limits.

If a wizard learns a spell from another wizard (that is, copies it directly from that wizard's spell book into his own), then the sensory elements of the spell are exactly like those of the tutor wizard. If the tutor wizard's *lightning bolt* spells are bright white with associated thunder, then so are the student wizard's *lightning bolts*.

However, a wizard who researches a spell independently can alter the sensory elements of the spell as desired. For instance, the wizard's *lightning bolts* can be blood red and have a tremendous electrical crackle. The wizard must make these decisions when writing the spell in the spell book, and any changes are peculiar to that spell only. To change the sensory elements of a known spell, the wizard must research the spell from scratch.

Altering the sensory elements of a spell's effects never alters how the spell functions. Unique sensory

elements never mask or disguise a spell—even a blood-red *lightning bolt* is still obviously a *lightning bolt*.

Specialist Effects

The DM may wish to create special casting effects for specialist mages when employing spells from their school of magic. These possibilities provide a starting point.

Abjurers: Cause a golden sheen to settle around the area of effect.

Conjurers: Spell leaves behind a hint of chill air.

Diviners: Magic brings a whiff of ancient dust or aged tablets to the air.

Enchanters: Shimmering, almost electrical charge to the air during spellcasting.

Invokers: Unnatural wavering in vision, like a mirage without heat.

Necromancers: Stench of rotting flesh left behind after spellcasting.

Transmuters: Shadows around the caster are frozen, forcing them to catch up to the new situation after casting.

Illusionists: Can adopt any of these, disguising their specialty as is their calling.

Any effects are possible, but they should always be regular, for they provide clues to the players. The effect's duration is a matter for role-playing—specialist effects are a tool for the DM to parcel out a tiny bit of information to attentive players, so make it last as long as necessary.

Wizards from opposing schools may find each others' special sensory effects objectionable, even obnoxious or threatening.

Deception

Nonwizard characters who want to pass themselves off as wizards, in particular as preservers, must simulate two separate effects: sensory effects of casting and the spell effect itself. There are several ways of doing this, including cantrips or illusions,



Wizards

magical items, and psionics. Obviously, *detect magic* might thwart any pretender's plans.

Cantrips or illusions: A *cantrip*, cast either from a magical device or another wizard, can simulate any aural and visual effects of casting. With a *cantrip*, therefore, a pretender can create a believable set of sensory effects for any spell up to 6th level. Magical items enchanted to cast *cantrips* can be used by any character class. The item is usually designed to be activated inconspicuously or mentally.

Illusions such as *phantasmal force* can create visual effects; *improved phantasmal force* can create visual and aural effects; *spectral forces* and *advanced illusion* can simulate most other sensory effects. Illusions cannot usually simulate grand effects. Illusions must be cast from a device or by another wizard on behalf of the pretender.

Magical items: Other magical items can simulate actual spell effects. The spell effect is created by the magical item, but the pretender must mimic sensory effects of casting using a *cantrip*, illusion, or psionics. Magical items do not usually produce sensory effects, though many exceptions exist.

Psionics: Psionics can simulate both spell effects and sensory effects of casting. A careful psionist can impersonate a wizard with a proper combination of disciplines and sciences.

Defiler Deception

A defiler masquerading as a preserver has a most difficult task, but it is not insurmountable. The lifeless ash created with every spell cast can be masked, either through illusions or psionics. A defiler may use magic from enchanted items as well, never actually creating ash by his own casting; in this case, he is considered a nonwizard pretender as described above.

Illusions: Only intricate illusion spells can mask the destructive ash caused by a defiler's magic. Especially wary audiences, such as members of the Veiled Alliance checking out a potential new member, certainly disbelieve everything they see.

Psionics: These powers can also cover the ash residue of defiler magic. Again, however, wary audiences may attempt to verify such "magical" spells with *detect magic*.

Familiars on Athas

Athasian wizards prefer to maintain anonymity, so use of familiars is quite common. Of the possible familiar creatures (bat, beetle, black cat, pseudodragon, rat, scorpion, and snake), only the black cat and pseudodragon are universally recognized as the companions of wizards. The others are so common to Athas that they generally go unnoticed. Additionally, so many nonwizards travel with animal companionship on Athas that the practice draws little attention.

Other creatures for familiars: Any Athasian creatures of roughly animal intelligence and 2 HD or less can become familiars. On Athas, these creatures tend to run a little larger than on other worlds.

Psionics and familiars: A wizard communicates with a familiar through empathy, identical to the telepathic devotion of the same name. However, empathy between the wizard and a familiar does not require the psionic devotion, nor does it use strength points. No power check is needed.

A familiar may have additional psionic powers. There is a base 30% chance that a familiar is a wild talent (rolled at random), and a base 5% chance that it has powers equal to a 1st-level psionist with 25 psionic strength points (the familiar never advances in level). A familiar with psionic powers gladly uses them at the behest of its wizard.

Hideaways

In public, Athasian wizards look and act much like their peers, careful not to draw attention by their appearance, actions, or peculiar lifestyle. But wizards do lead different lives, lives of intense and often secretive study. Whether preservers or defilers, wizards can seldom hide their true nature in their hideaways.



A wizard's hideaway, or secret place of study, is usually *warded* magically or physically, hidden and visited in secret. Beyond the city walls, those who wield magic are afforded a bit more tolerance, but not much more. A rural wizard must be as wary of superstitious locals as his urban counterparts are of the sorcerer-king's treacherous templars.

Any wizard's hideaway is filled with books, scrolls, parchments, and all the material elements crucial to his craft. Spell components may be strewn among the debris of a thousand failed experiments. Familiars and simple pets are often kept, many the unwilling subjects of magical tinkering. A defiler's hideaway is absolutely devoid of plant life.

Specialist wizards have additional fixtures pecu-

liar to their magic. Abjurers often paint runes and designs upon the floor, walls, and ceiling. Conjurers inscribe similar designs, but these are often scorched and half-destroyed. Diviners are especially interested in books and scrolls, and they may own accurate maps of the stars and moons. An enchanter may have many intricate items being readied for magical endowment. Invokers often possess documents and recorded legends of powerful beings from whom they might call for power. The quarters of a necromancer reek of the dead and are decorated with bones, limbs, and the leavings of the unliving. Transmuters surround themselves with their accomplishments or the burnt, charred remains of alteration magic gone awry.



Priests





Hamanu's Hunter

As the templars of Urik tell it, centuries ago, a templar of tremendous wisdom served King Hamanu. As a judge in the sorcerer-king's court, the templar, Xamres, established a code of justice that still governs Urikite templars.

In one case, the first son of the noble family Kronn, a youth named Rotlees, had a fondness for hunting and a blatant disregard for authority. So headstrong was he that he often entered Hamanu's gardens to hunt game birds. Hamanu was furious, but wished no trouble with the house of Kronn, so he ordered Xamres to set things right.

Xamres pondered for a time, then sent guards to arrest Rotlees when he entered the gardens. When the guards brought Rotlees forward for sentencing, the wise templar said, "Poaching in the king's gardens is strictly prohibited, young Rotlees, even for you. The normal punishment is death!" The boy quaked in his sandals.

"However," Xamres continued, "the prolific game birds of the gardens are getting out of hand, spoiling its beauty. Therefore, I sentence you, Rotlees, to continue your hunting in the gardens for the rest of your natural life."

All sides liked the solution, and Rotlees joyously carried out his sentence. In time, the duties passed to the second son of each generation in the Kronn family. He became a hunter and a personal retainer of Hamanu himself.

Clerics Beyond 20th Level

Clerics gain an additional level for every 225,000 experience points above 2,700,000. They gain 2 hp at each level above 20.

A cleric gains major access to the Sphere of the Cosmos at 21st level.

A cleric can expand his powers to a para-elemental plane at 21st level. The para-elemental plane must be connected to his elemental plane of worship:

Elemental Plane

Earth
Air
Fire
Water

Connected Para-Elemental Planes

Magma and Ooze
Ice and Smoke
Magma and Smoke
Ice and Ooze

The cleric may ignore and gate material from his chosen para-elemental plane just as he can for his plane of worship.

A cleric can expand his powers to a quasi-elemental plane at 23rd level. The quasi-elemental plane must be connected to his elemental plane of worship:

Elemental Plane

Earth
Air
Fire
Water

Connected Quasi-Elemental Planes

Minerals and Dust
Lightning and Vacuum
Radiance and Ash
Steam and Salt

In each case, the first quasi-elemental plane listed is between the elemental plane and the positive material plane, while the second is between the elemental plane and the negative material plane. A cleric of good alignment must choose the first quasi-elemental plane. An evil cleric must choose the second listed. A neutral cleric can choose either.

The cleric may ignore and gate material from his chosen para-elemental plane just as he can for his plane of worship.

A cleric can expand his powers to the remaining para-elemental plane at 25th level. For example, a cleric who worships the elemental plane of fire can ignore and gate materials from both connected para-elemental planes, magma and smoke, when he reaches this level.

A cleric can expand his powers to the remaining quasi-elemental plane at 27th level. For example, a cleric who worships the elemental plane of fire can



Priests

Priest Spell Progression

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

ignore and gate materials from both connected quasi-elemental planes, radiance and ash, regardless of alignment. The cleric can master the quasi-elements from planes opposed to his alignment.

The Two Paths of the Cleric

Only human clerics may advance beyond 20th level. When the cleric reaches 2,700,000 experience points, he must make a decision; he can either continue to advance as a cleric, in which case he can attain 21st through 30th level, or, in the case of a cleric/psionicist, he can abandon his human form and begin the transformation to an elemental. The character cannot do both. The owning player must inform the DM which path the character wishes to take. Once it's chosen, the character can never switch.

Only an elemental gains the ability to cast psionic enchantments. A cleric who advances beyond 20th level, even one who is also a psionicist, cannot cast such spells.

Elementals

Once the character has made the decision to pursue transformation to elemental form, he continues to gain experience through 20th level as a cleric.

When he reaches 3,000,000 experience points, that total is reduced to zero and he becomes a 21st level elemental. No multi- or dual-classed cleric can opt to become an elemental.

Prerequisites: Only human characters who have attained 20th level as both a cleric and psionicist can proceed as a character elemental. In addition, the ability score requirements are more stringent: the character must have a Wisdom score of 15 and a Constitution score of 15 before transformation can begin.

Elemental Experience Levels

Level	Elemental	Hit Dice (d8)
21	0	+ 2
22	300,000	+ 2
23	600,000	+ 2
24	1,000,000	+ 3
25	1,500,000	+ 3
26	2,000,000	+ 3
27	2,750,000	+ 4
28	3,500,000	+ 4
29	4,250,000	+ 4
30	6,000,000	+ 5

An elemental need not cast a special spell to



attain each progressive level. The elemental's hit points are added to his hit point total along with any bonuses due to the Constitution score.

The exact elemental form taken is that of the original cleric's focus of worship. For example, an earth cleric transforms to an earth elemental, and an air cleric becomes an air elemental. The discipline necessary to specialize in one form of elemental magic prohibits crossover from one elemental form to another.

Character elementals continue to age *while in human form*. While they are in elemental form, time has no effect. Once the character reaches permanent elemental form at 30th level, time will not hinder his physical abilities. Character elementals have no innate spell-like abilities.

Elemental Transformation

A character elemental's transformation is quite different from that of the other advanced beings. The character can attain full elemental form even at the lowest levels, though only for a limited time. The amount of time the character can spend as an elemental increases with levels, as does the relative power of his elemental form.

During play, the character will either be fully elemental, or fully human. Since there is no gradual change between the two forms, it is not termed a metamorphosis, but rather a transformation.

The Character Elemental Table shows what elemental form the character can take, how long it will last, and any Hit Die rerolls that are appropriate.

Making the Switch

A character elemental must assume his elemental form exactly once per day, no more or less. Lower-level elementals retain human form for all but a short period each day. Higher-level elementals can only retain human form for half the day or less. At 30th level, the elemental can never assume human form again.

From human to elemental form: The character must decide when during the day to take on elemental form. For this purpose, a game day begins and ends at midnight. If the character fails to decide, his body naturally transforms at the last moment possible. For instance, a 24th-level cleric who hasn't transformed earlier will transform to an elemental two hours before midnight.

The transformation takes one round. During this round the character's body becomes ethereal. Only weapons that can affect ethereal bodies harm it—for those weapons, use the character's human defenses (Hit Dice, Armor Class, magical protections, etc.). The elemental cannot perform any other action during that round.

Hit dice: Each time the character assumes ele-

Character Elemental Table

Level	Hit Dice/Variety	HD Rerolls	Time	Summons
21	8 HD Standard	—	1 turn	—
22	12 HD Standard	—	3 turns	—
23	12 HD Standard	1,2	1 hour	—
24	16 HD Standard	—	2 hours	—
25	16 HD Standard	1,2	4 hours	—
26	10 HD Greater	1,2,3	6 hours	Lesser
27	10 HD Greater	1,2,3,4	8 hours	Lesser
28	14 HD Greater	1,2,3	12 hours	Lesser
29	14 HD Greater	1,2,3,4	16 hours	Greater
30	18 HD Greater	1,2,3,4	24 hours	Greater



Priests

mental form, the player must roll its Hit Dice. At some levels, the character is entitled to Hit Die rerolls for certain numbers. For example, at 26th level the elemental character rolls 10 Hit Dice and has rerolls on 1, 2, and 3. The player rolls ten 8-sided dice, getting 1, 2, 2, 3, 4, 5, 5, 6, 8, and 8. The four dice that rolled 1, 2, 2, and 3 are rerolled until they don't read 1, 2, or 3. They finally come up 4, 5, 6, and 7. The elemental's hit points total 58.

From elemental to human: The character has no control over this transformation. It takes place after the character has spent the entire duration in elemental form. The transformation takes one complete round, during which the character can take no other action. The character takes on an ethereal form for the round, so attacks that don't reach into the ethereal cannot harm him. Those attacks that can penetrate the ethereal plane must be targeted against his elemental form (Hit Dice, Armor Class, magic resistance, etc.). Once the transformation is completed, the character reverts to his original human hit points.

Damage in either form: Damage taken in one form is erased after transformation—one of the benefits of being an elemental. A character in human form whose hit points drop to 1 still “rolls” completely new hit points for the elemental form. On the return to human form, he is completely healed of damage. A character who is reduced to 0 hit points in either form has been killed, however.

Summoning, Controlling, Stealing

Normally, a character elemental cannot be summoned, but it can be controlled, and that control can be stolen. A summoning spell merely calls other, less willful elementals from the appropriate plane. Theoretically, a special spell could summon a specific elemental, even a character elemental. But such magic does not presently exist—the spell must be created under the rules governing magical research.

Devices that can control or govern the actions of elementals can affect characters. Only magical items can be used to control character elementals.

Bowl commanding water elementals, brazier commanding fire elementals, censer controlling air elementals, and stone of controlling earth elementals: When properly employed, these devices can control a character elemental of the appropriate type. The character gets a saving throw to ignore the effects. Otherwise, it is controlled, just as described in the *Monstrous Compendiums*. Once freed, the character can attack or ignore the controller as it wishes.

Ring of Elemental Command: Rings attuned to the character's elemental plane can be used to full effect against it. The ring wearer can be held at a 5' distance or even possibly *charmed*.

Scroll of protection –elementals: Characters can be affected by such scrolls just as noted in the *DMG*.

Summoning Other Elementals

A character elemental gains the ability to summon lesser elementals at 26th level, and to summon standard elementals at 29th level.

Lesser elementals: The character gains the special ability *conjure lesser elemental*, identical to the spell of the same name presented in the *Monstrous Compendium*. It may use this ability once per day for every level above 25th.

Standard elementals: The character gains the special ability *conjure elemental*, identical to the spell of the same name in the *DARK SUN™* Rules Book, once per day at 29th level and three times per day at 30th level.

These elementals are automatically controlled, and their control cannot be stolen from the character elemental. They obey the character's every thought while on the prime material plane.

Urgent Elemental Business

The highest level character elementals (those from



27th through 30th level) are powerful enough in their own right to be important personages on their elemental plane. Therefore, from time to time, those planes call for their services, and they must return and remain there until their business is concluded.

Every 60 days, the DM should roll 1d20 for every character elemental in the game. A roll of 1 indicates that the elemental's services are called for on its home plane. Any other roll means the character can continue on Athas unmolested.

A character elemental who is called away has 5d6 days to report. It is gone from Athas for 1d100 days. In the meantime the DM removes the character from play, and the player uses another character from the character tree.

Athasian Elementals

Complete data on Athasian elementals appears in the *Monstrous Compendium, DARK SUN™ Appendix, Terrors of the Desert*. That work refers to information on elementals presented in *Monstrous Compendium Volume 1*. Because character elementals take the form and abilities of those elementals, keep the appropriate *Monstrous Compendium* pages handy.

Templars

In the DARK SUN™ campaign, the only PC class that cannot advance beyond 20th level is the templar. In service to a sorcerer-king, a templar can never get more powerful than 20th-level. Additional experience points do not bring more spells, hit points, or powers.

Also, since templar characters typically lose their magical powers upon the death of their sorcerer-king, some may wish to abandon the class for another. Any human templar can opt to become dual-classed, provided he has a 17 or more in the prime requisites of his new class. Demihuman templars and human templars who do not meet these requirements must take more drastic measures.

They can immediately reduce their experience point total to zero and start the campaign over in any new class for which they qualify.

Former Templars

All of Tyr's templars lost their source of spell powers and many their political positions with the death of Kalak. Many who found themselves especially friendless upon his assassination in turn lost their lives to those they had persecuted over the years. Others found work with Tithian, the new king of the city, as administrators, bureaucrats, and soldiers. Those left outside that circle, however, were left with two options: employment with another sorcerer-king, or complete abandonment of templarhood.

The campaign should be crawling with templars who previously worshipped Kalak of Tyr. Their motivations and powers are now very different, depending on their new positions. If other sorcerer-kings die or become ineffective in your campaign, similar suggestions apply to his former templars.

Tithian's templars: Despite Kalak's death and the subsequent rioting and disorganization, Tithian realized, correctly, that only Tyr's templars could maintain many services. The bureaucracy that had run the city for centuries remains largely in place since there is no suitable substitute available. Further, Tithian was himself a templar, and his own friends within those ranks have served him well as the central administrators under his rule.

Still responsible for many of the same functions, Tyr's templars now perform their duties without the benefit of spells. As a substitute for magic lost, the templars have promoted within their ranks those with useful psionic powers, and they have hired the services of other psionics to help maintain order. Ironically, large numbers of former slaves have taken service with the templars, selling their psionic powers to those who kept them in bondage for years. To a lesser extent, templars are engaging the services



Priests

of both defilers and preservers, but this practice is kept very quiet –centuries of magical oppression die hard.

The loss of spell powers, however, has become the great equalizer among the backstabbing templars of Tyr. Formerly low-level templars find they are nearly as powerful as high-level adversaries—without magic, one templar is pretty much the same as the next. Sudden parity with their superiors has bred dangerous ambitions among templars eager to advance through the ranks.

Kalak's templars in other cities: Templars who instead fled to other city states, to other sorcerer-kings, more often than not found the point of a sword. Templars who were already in power there had no wish to instate new rivals in their order. New-comers who weren't killed outright upon arrival were either enslaved or, for the fortunate, simply turned away.

Only those templars who managed to gain an audience with the new sorcerer-king and who had something to offer found an open hand. Many who fled to Urik, for example, offered their knowledge of Tyr and its organization in return for a new sorcerer-king to worship. Others found they could buy their way in, bribing other templars to speak kindly for them to their leader.

With psionics and magic to keep them in line, all templars new to their city from Tyr are unquestionably loyal, or they hide it very well. Since most have had personal contact with their new sorcerer-king, they have special favor, at least for the moment, but they have drawn the scorn of the existing templar hierarchy. Once a new templar falls from favor with his sorcerer-king, even slightly, he is at great risk of retribution from jealous rivals.

Ex-templars: Those who have shed the finery of their templar past have had a difficult time. When recognized, they are often tortured or killed. They are never welcome in Tyr, so they have been forced to wander to new locations. Ex-templars start advancing again in a new character class, but they be-

gin at 1st level. Few ex-templars reveal their true identities; most have few friends.

Druids Beyond 20th Level

Human druid characters may advance beyond 20th level. A druid gains an additional level for every 500,000 experience points above 2,000,000. He gains 2 hp at each level above 20. Though his progression through levels is slow, the special abilities he gains are powerful.

A druid can communicate telepathically with any creature on his guarded lands at 21st level. The communication can be for any duration and over any distance, provided the creature is on the druid's guarded lands (note that the druid need not be on the guarded lands at the time of communication). Language barriers do not interfere with this communication.

A druid can summon an entire species within his guarded lands at 23rd level. The druid must first shapechange to the species desired, then telepathically call for others to join him. All able creatures of that species which reside on the druid's guarded lands will immediately move to his location at their best possible speed. Once clustered, the group of animals will obey the druid's every command, provided he remains in the midst of them. The creatures will readily leave the guarded lands at the druid's bidding. The number of creatures so summoned is not restricted: the druid may command hundreds of mekillots, thousands of vipers, or literally millions of insects. The druid cannot call for just a portion of the species –it's all which occupy his guarded land or nothing. When the druid resumes his original form, the species followers return to their homes.

A druid gains major access to all spheres of priestly magic at 24th level.

A druid can call upon the spirit of the land and its powers at 25th level. The spirit will appear to consult or lend aid on the druid's command. How-



ever, a druid can never call upon the spirit without just cause, to protect or enhance the lands. Any selfish or personal reasons will anger the spirit so that he might attack the druid instead! For more information about the spirits of the land, consult the *Monstrous Compendium, DARK SUN™ Appendix, Terrors of the Desert*.

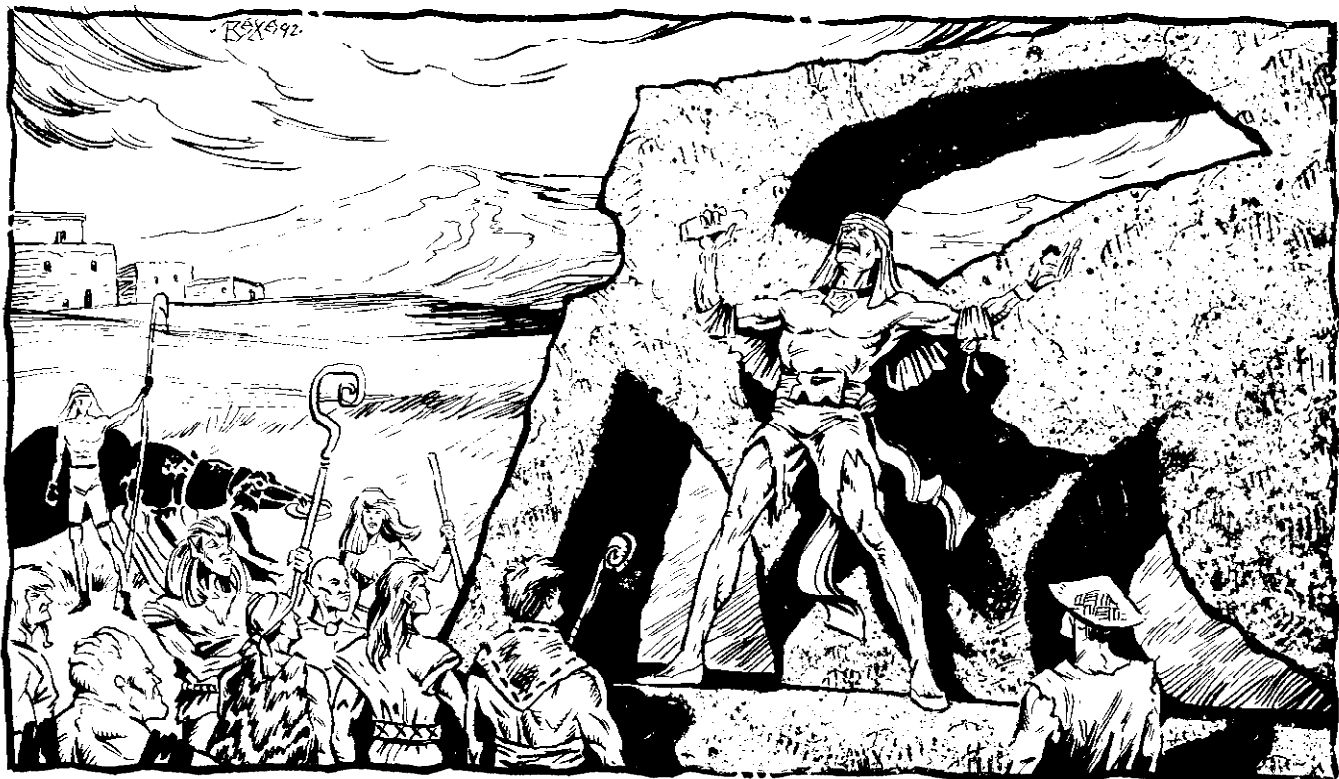
A druid can hide his guarded lands when he reaches 26th level. Provided the druid is on his guarded lands, he can cast an illusion that only he and those he designates can see through. Creatures who have more Hit Dice or levels than the caster may save vs. spells to disbelieve. Otherwise, travelers on the guarded lands are convinced they are somehow lost, and that these subtle illusions are in fact miles from the lands they seek. The druid can create any physical illusion he cares to, from lush jungles to sterile wastelands. The druid can cast this illusion at any time, but he must concentrate to maintain it.

A druid can teleport throughout his guarded

lands at 27th level. Provided the druid is teleporting between points wholly within his guarded lands, he can teleport any number of times. Since the druid is intimately familiar with every step of his lands, there is no chance of missing his proposed target spot.

A druid can close his guarded lands at 28th level. He creates an impenetrable barrier around the edges of his lands, in the shape of a dome that rises 1,000 feet higher than the highest point. The nature of the barrier is up to the imagination of the druid—an array of spinning blades, a field of pure force, a curtain of flame and magma. In any form, the barrier can only be crossed by creatures of more Hit Dice or levels than the druid, or by creatures that the druid has so designated. The barrier works in both directions: those inside cannot get out, and those without cannot get in.

A druid absorbs defiler damage on his guarded lands at 30th level. Whenever the druid is on his lands, defiler magic cast there does not destroy the lifegiving properties around the caster; the ground is





Priests

not turned to ash. Instead, the energy is tapped directly from the druid, no matter where he is. Every ten spell levels of defiler magic cast on his guarded lands drains 1 hp from the druid, protecting the land. However, defiler magic will not kill the druid—it cannot take his last hit point. When the druid is so wounded, defiler magic takes its normal toll on the lands.

Whenever defiler magic is cast on his lands, the druid gets a mental sense of exactly where the spell was cast. When not on his lands, the druid still gets the general impression that defiler magic is being cast there, but he gets no indication of the exact location.

Priest Spells Beyond 7th Level

Priests who advance beyond 20th level gain not only additional spells of levels 1 through 7, but also begin accumulating the ability to cast spells of levels eight through ten. These are far-reaching, powerful

spells affecting large areas, but are essentially gained in the same manner as lower-level spells—the priest requests them from the powerful beings of the elemental planes.

Preparation time: In addition to the normal list of game statistics preceding priest spells, 8th-through 10th-level spells list a preparation time. The priest must fulfill this requirement before the spell can be cast. If the priest must perform a specific task during preparation time, or if he can spend only a certain amount of time per day actively preparing, these are noted in the spell description. Unless otherwise stated, if the priest is interrupted for even one day during the preparation time, the spell will fail. Preparation must be started over.

Often the preparation time directly governs the duration of the spell. In such cases, the preparation time is optional; the priest can spend just as much time as he wishes preparing for the spell, within the restrictions listed with the spell.

Typically preparation time does not take every





hour of the day. During the remainder of the day, the priest can perform other tasks, including adventuring, research on other spells, even preparation for other high-level spells (within restrictions; see below). Spell preparations may somewhat restrict the priest's range of movement. If these restrictions aren't strictly adhered to, the preparation time to date is void and the spell will fail if cast.

Unless otherwise stated, the priest casts the spell on the last day of preparation time. If the priest waits more than a day afterward to cast the spell, those days are subtracted from the preparation time already accumulated.

Casting multiple spells above 7th level: The preparation times for spells higher than 7th level are so long that priests rarely actually cast more than one in a day. If, however, the priest manages to conclude the preparation times for multiple spells of 8th level or higher on the same day, use the Priest Spell Progression Table's numbers as the maximum he can cast per day (see page 56).

More significantly, the Progression Table's figures for 8th-, 9th-, and 10th-level spells limit the number the priest can prepare at any one time. The priest must also be able to devote the preparation time to each spell. For example, a 24th-level priest could be preparing two 8th-level spells and one 9th-level spell at the same time, provided all three preparation times add up to 16 hours or less (assuming the priest needs to sleep eight hours per day). If he finishes his preparation time and casts one of the 8th-level spells, he can then begin preparing for another 8th-level spell immediately.

A priest may use magical means to get better use of his time; it is perfectly legal to use time spells to get more than 24 hours out of a day.

The Tome of Magic

All of the spells from *Tome of Magic* can be used in DARK SUN™ campaigns. They are organized as follows. (Note that some spells belong to more

than one sphere.)

Sphere of Earth: *Caltrops* (3rd), *clear path* (5th).

Sphere of Air: *Aura of comfort* (2nd), *zone of sweet air* (3rd), *weather stasis* (4th), *cloud of purification* (5th), *breath of life* (7th), *uncontrolled weather* (7th).

Sphere of Fire: *Log of everburning* (1st), *aura of comfort* (2nd), *blessed warmth* (4th), *fire purge* (4th).

Sphere of Water: *Weather stasis* (4th), *cloud of purification* (5th), *uncontrolled weather* (7th).

Sphere of the Cosmos:

First-level spells: *Analyze balance*, *anti-vermin barrier*, *call upon faith*, *courage*, *emotion read*, *know age*, *know direction*, *know time*, *mistaken misdeeds*, *morale*, *personal reading*, *ring of hands*, *sacred guardian*, *speak with astral traveler*, *thought capture*, *weighty chest*.

Second-level: *Calm chaos*, *create holy symbol*, *dissension's feast*, *draw upon holy might*, *emotion perception*, *frisky chest*, *hesitation*, *idea*, *lighten load*, *mind read*, *moment*, *music of the spheres*, *mystic transfer*, *nap*, *rally*, *sanctify*, *zone of truth*.

Third-level: *Accelerate healing*, *adaptation*, *astral window*, *choose future*, *create campsite*, *efficacious monster ward*, *emotion control*, *extradimensional detection*, *helping hand*, *invisibility purge*, *know customs*, *line of protection*, *memory read*, *miscast magic*, *moment reading*, *random casualty*, *rigid thinking*, *slow rot*, *squeaking floors*, *strength of one*, *telepathy*, *telethaumaturgy*, *thief's lament*, *unearthly choir*.

Fourth-level: *Addition*, *age plant*, *body clock*, *chaotic combat*, *chaotic sleep*, *circle of privacy*, *compulsive order*, *defensive harmony*, *dimensional folding*, *focus*, *fortify genius*, *inverted ethics*, *join with astral traveler*, *leadership*, *mental domination*, *modify*, *memory*, *probably control*, *rapport*, *solipsism*, *tanglefoot*, *thought broadcast*, *tree steed*, *uplift*, *weather stasis*.

Fifth-level: *Age object*, *barrier of retention*, *blessed abundance*, *champion's strength*, *chaotic commands*, *consequence*, *disguise*, *easy march*,



Priests

elemental forbiddance, extradimensional manipulation, extradimensional pocket, grounding, illusory artillery, impeding permission, meld, memory wrack, mindshatter, repeat action, shrieking walls, thoughtwave, time pool, unceasing vigilance of the holy sentinel, undead ward.

Sixth-level: *Age creature, crushing walls, disbelief, dragonbane, gravity variation, the great circle, group mind, land of stability, legal thoughts, monster mount, physical mirror, reverse time, seclusion, skip day, Sol's searing orb, spiritual wrath.*

Seventh-level spells: *Age dragon, divine inspiration, hovering road, illusory fortifications, mindkiller, shadow engines, spacewarp, spirit of power, tentacle walls, timelessness.*

Quest spells: All the quest spells from the *Tome of Magic* are in the Sphere of the Cosmos.

Material components: Many of the spell components presented in *Tome of Magic* are inappropriate to the DARK SUN™ campaign setting. Some items, especially those made of metal, are prohibitively expensive and disrupt the balance between the spell's power and the expense incurred to cast it. **Here are some examples of how to change the material components to better suit the world of Athas.**

Analyze balance: The material component of this spell can be coins of any variety, including common ceramic coins.

Courage: The material component of this spell could be a carved cube of bone or chitin.

Draw upon holy might: Because water is so precious on Athas, any vial of water suffices as a material component.

Frisky chest: Three feathers from different animals are an acceptable material component.

Hesitation: The material component can be any fragment of chitin.

Idea: As with *analyze balance*, any coin will suffice.

Alter the material components of other spells accordingly.

The Planes Beyond

Though markedly different in their approaches to life on Athas, all three priest classes draw their magical spells from the elemental planes. Powerful sorcerer-kings and templars have contact with beings on those planes, and the beings can channel magical energy to the desert world of Athas. The relationships of the various planes, the creatures there, and their interest in Athas can be important to high-level characters in a DARK SUN campaign.

The Big Picture

For this discussion, the planes can be divided into five categories: the prime material plane, the ethereal plane, the inner planes, the astral plane, and the outer planes.

Athas resides on the *prime material plane*. Actually, it is on but one of many alternate prime planes, but these alternates have no impact on Athas. All standard play in DARK SUN campaigns takes place on the prime material plane.

Adjacent to the prime material plane is the *ethereal plane*, a realm of proto-matter — material items in the ethereal plane pass easily through one another since nothing there is truly solid. Within the ethereal are many floating demiplanes, islands of solid matter with their own character, but, again, these have no impact on Athas.

From the viewpoint of a person in the prime material plane, the various *inner planes* lie beyond the ethereal. The inner planes represent the material building blocks of the universe. The *elemental planes* of earth, air, fire, and water are each realms dominated by their element. The *positive energy* and *negative energy* planes are also storehouses of fundamental power in the inner planes. The *para-elemental planes* are regions of mixed materials where the elemental planes border on one another. Where the elemental planes instead border on the positive and negative planes of energy there are



quasi-elemental planes. All of the elemental, para-elemental, quasi-elemental, positive, and negative energy planes are part of the inner planes. None of the inner planes is particularly aligned to good or evil, and in fact the creatures there display a marked indifference toward affairs outside their particular plane. Why some powerful beings of the inner planes have become so interested in Athas as to lend spell energy to its priests is explained later.

Also connected to the prime material plane, but not directly connected to the ethereal or the inner planes, is the astral plane. The astral is largely a void, with only floating bits of solid matter and the silver cords of travelers to break the monotonous emptiness. The cords are links between a traveler's physical body and his astrally projected form (as per the *astral spell*.)

Again, from the prime point of view, the *outer planes* lie beyond the astral. These so-called planes of power are vast realms with terrain and material forms not unlike the prime material. Each separate

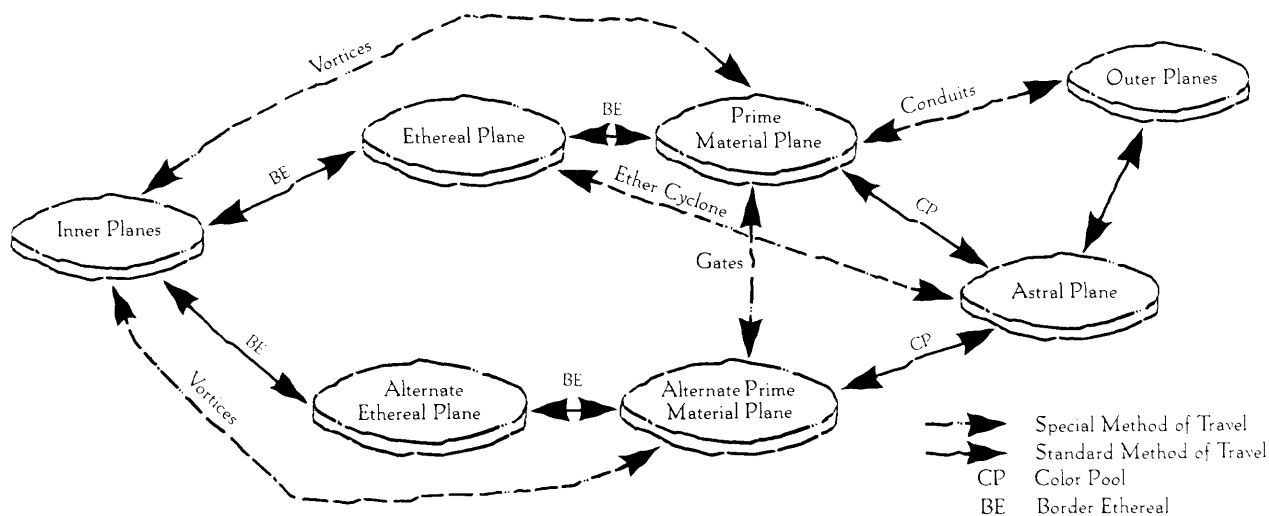
outer plane is strongly aligned—both good and evil creatures there have designs on the prime material plane. The distinctions between the many outer planes is unimportant to this discussion; suffice to say that outer planar creatures tend to be highly polarized (either extremely good or terribly evil).

Mapping the Planes

The prime material plane is directly connected to both the ethereal and the astral planes; travelers can readily employ magic that will take them from Athas to either of these destinations.

The ethereal plane is surrounded by the *border ethereal*, an overlap between it and the prime material or the inner planes. A traveler at the border ethereal can see into both planes (ethereal and prime material) and walk fully into one or the other from the border area. With the appropriate magic, a traveler could walk from the prime material into the ethereal and then beyond into one of the inner

Schematic Diagram of the Planes





Priests

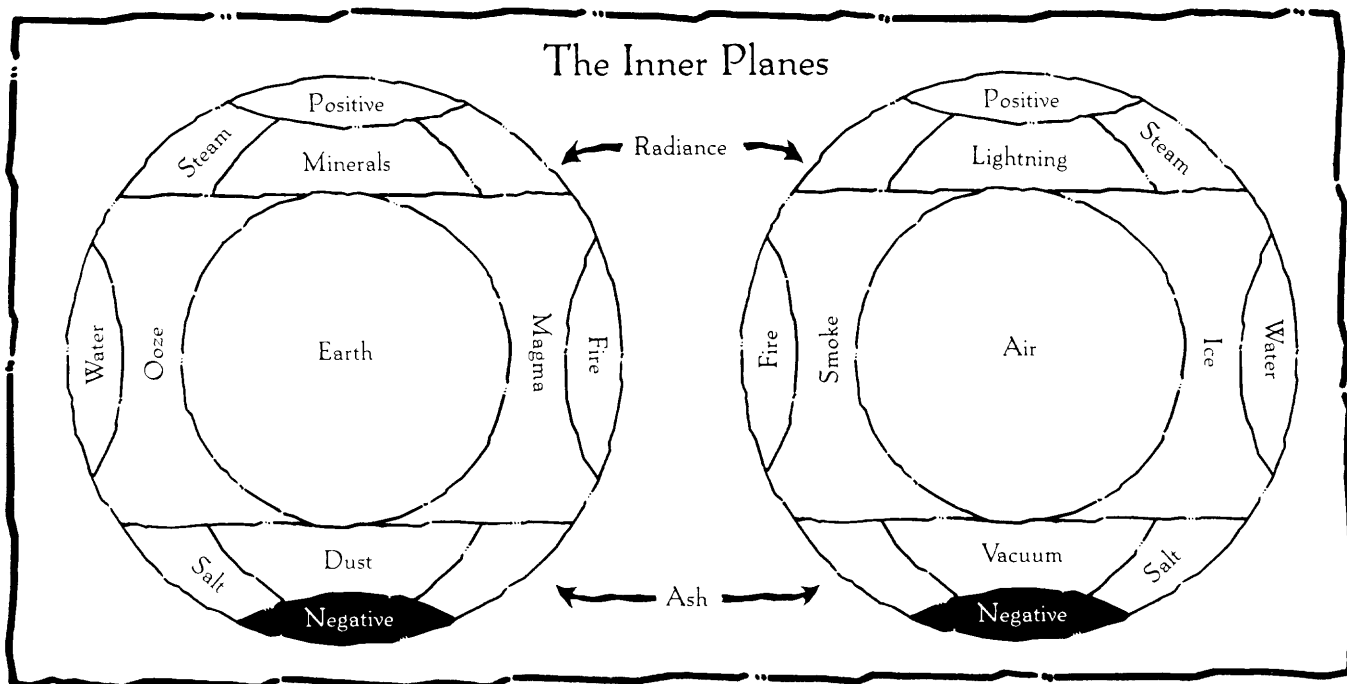
planes; he would pass through the border ethereal twice on his journey.

The inner planes are also connected to the prime material plane via vortices. Commonly known types of vortices are free-standing and temporary. A free-standing vortex to the elemental plane might be in the heart of a volcano, for instance. A temporary vortex is most often a spell such as *plane shift*. Less commonly known or acknowledged are the *living vortices*, creatures of great power, described later.

Going the "other way" from the prime, if you will, a traveler can journey through the astral plane. The *astral spell* allows him to leave his physical form on the prime while his astral form moves through that plane. His astral form, its silver cord trailing behind it, can then travel to other locations on the prime material plane or it can move to the first levels of the outer planes. Within the unending grayness of the astral the traveler can find color pools, gateways to alternate prime material planes and to the first layers of the many outer planes.

The direct paths from the prime material to the outer planes are called *conduits*. Anchored firmly at two locations, one on the prime and one in an outer plane, these wormhole conduits ferry beings back and forth regularly. On the prime, fixed locations such as temples are ideal anchors for conduits. Jealous of the unique relationship between the elemental planes and the prime material, some dark powers of the outer planes have fabricated living conduits that masquerade as living vortices, so that they might meddle further in the affairs of the tiny world of Athas.

Character travel: An Athasian character's most common means of travel to and from the various planes are spells, psionic powers, and magical items. *Plane shift* and *astral spell* are the most common personal spells available to a character. With the former, he can travel bodily to any other plane. The *astral spell* is somewhat more limited, however, allowing the caster to take an astral form on that plane or form a second physical body on a distant





outer plane—anything happening to these other bodies can have disastrous effects. When using materials from the *Tome of Magic* in a DARK SUN™ campaign, a character can use the spell *join with astral traveler* to journey there. Psionically, a character can employ several psychoportive disciplines and sciences, such as summon planar creature and astral projection, to utilize the other planes. Magical items such as *oil of etherealness* or *ethereal armor* allow a character to walk through the ethereal plane, even to the inner planes beyond.

Some creatures have spell-like abilities that allow them to walk the planes, and some artifacts are in fact gates to other planes. The DM administers these.

Character communication: Direct communication with beings in the elemental planes can be accomplished with *commune* spells and similar divination magic. Clerics, druids, and rangers have indirect contact with the elemental planes every time they draw upon the magical energies there for spells.

It is extremely rare that a creature from the elemental planes initiates contact with the prime material plane.

Communication with characters on the astral plane can be accomplished through the 1st-level priest spell *speak with astral traveler* (from the *Tome of Magic*).

Clerical Organization

Athasian clerics are typically loners. While some wander and others stay more or less in one spot, all clerics are considered to worship the elements on their own terms, alone, and they seldom preach to others. Exceptions are rare but not unknown.

Associates: Many clerics keep in touch with others who worship the same elemental sphere. Contact is irregular—there are no scheduled meetings—but lore, rumors, and even spell-knowledge are commonly exchanged. Clerics are seldom secretive about their plane of worship (their garb and life-

styles tend to give it away, anyway), so they are easy to find if sought.

There is no such contact between clerics who worship different elemental spheres, yet there is no animosity, either. The worship of the elements is similar, but clerics of different spheres have little in common and even less to talk about.

Congregations and worshippers: Some clerics also encourage laymen to worship the same favored elemental plane. The cleric gains no special benefits from these worshippers—he simply feels he is better serving his element on the prime material plane by collecting a flock of worshippers.

For example, shamans among elves and halflings encourage special worship to the elemental planes. Clerics of the earth might advocate the construction of rock sculptures, those of the air the burning of incense. Water clerics may hold special water rituals during marriages or at funerals, while fire elementals might encourage cremation after death.

Worshippers gain essentially nothing from their devotion to the elemental planes. As indifferent as they are, the powerful beings of those planes find it bothersome enough just keeping track of their clerics on Athas.

From within a congregation, a cleric may find young worshippers who wish to become clerics themselves. Normally, Athasian clerics do not gain followers simply for advancing through levels, but congregational followers who wish to become clerics are perfectly acceptable. In such an instance, if the NPC's ability scores meet the minimum for the cleric class (Wisdom score of 9 or better), he can in time become a first level cleric under the original cleric's direction. If his Wisdom score is deficient, a period of time passes before the prospective cleric "washes out." The training time is 3d4 weeks.

The size of a congregation on Athas is usually quite small. A cleric may have a flock of up to twice his level in worshippers. He may never have more than three prospective clerics in training.

Rogues





Gotho's Dealings

It is said that a templar's ambitions are every bit as large and hidden as a dragon's lair. A thief who penetrates that lair can gain great power.

When the templar Junithu of Nibenay sought the services of the entertainer Gotho the Inestimable, the latter accepted graciously. He stayed at the templar's house for many days, performing for his family and guests. Then Junithu sent Gotho as a gift to the merchant house of Ryol. The Ryol house accepted Gotho into their compound. He carried his lute, his costumes, and his orders to steal the great Star Ruby, a gem of great price recently brought in by a caravan from the north.

Master Ryol, though, was no fool, and he confronted Gotho about his mission. Gotho refused to talk – that is, until Ryol offered a price better than Junithu's, and then the truth flowed like precious water. Ryol made a counter-proposal, that Gotho return to Junithu's house and assassinate him. Upon presenting the body, Master Ryol promised a fortune in silver and jewels.

Two days later, a large package arrived in the Ryol compound. Master Ryol opened it in private to find the corpse of the templar Junithu within. Later that night, he met with Gotho, presented the entertainer with his rewards and an escort to leave the city.

But the next morning, a living Junithu, flanked by several guards, presented himself at Ryol's gates. Flabbergasted, Master Ryol fled to his chambers, only to find that the package contained the dead body of one of the Shadow King's concubines – the illusion placed on it had worn off. Guards kept Ryol and Junithu from flying at each other's throats, but accusations flew. They brought suit against one another in Nibenay's royal court. The sorcerer-king, wanting to be certain he punished the guilty party, decided to execute them both.

Gotho the Inestimable did not return to Nibenay for many years.

Rogues Beyond 20th Level

Human and half-elf characters can advance beyond 20th level as bards. Only human characters can advance that high as thieves. At these advanced levels, rogues do not become beings of another nature. They do, however, gain new abilities.

Rogue Experience Levels

Level	Thief/Bard	Hit Dice (d6)
21	2,500,000	10+22
22	2,800,000	10+24
23	3,150,000	10+26
24	3,500,000	10+28
25	3,900,000	10+30
26	4,300,000	10+32
27	4,750,000	10+34
28	5,200,000	10+36
29	5,700,000	10+38
30	6,200,000	10+40

The rogue gains 2 hit points per level beyond 20. A rogue's THAC0 never improves beyond 11.

Rogue Illusionists: All rogues, both bards and thieves gain the ability to cast spells from the illusionist school when they attain 21st level. They are essentially wizards, specifically preservers, with the usual restrictions for spell books and memorization. However, rogue illusionists have no weapon or armor restrictions. They are not specialist mages, so they do not gain the specialist advantages. Further, they are not subject to the 16 minimum Dexterity score for specialist illusionists.

All spellcasting rules that apply to wizards also apply to rogues. They use components, memorize new spells out of their own spell books, and so on.

Rogue illusionists are preservers. They do not cause defiling damage when they cast their spells.



Rogues

Rogue Spell Progression

Level	Spell Level						
	1	2	3	4	5	6	7
21	2	1	—	—	—	—	—
22	3	2	1	—	—	—	—
23	4	3	2	1	—	—	—
24	4	4	2	2	—	—	—
25	5	4	3	2	1	—	—
26	5	5	4	3	2	—	—
27	5	5	5	4	3	1	—
28	5	5	5	5	4	2	—
29	6	6	5	5	5	3	1
30	6	6	6	6	5	4	2

Here are the available illusionist spells.

1st-Level: *audible glamor, cantrip, change self, Nystul's magical aura, phantasmal force, spook, ventriloquism.*

2nd-Level: *blindness, blur, fool's gold, hypnotic pattern, improved phantasmal force, invisibility, Leomund's trap, mirror image, misdirection, whispering wind.*

3rd-Level: *illusionary script, invisibility 10' radius, phantom steed, spectral force, wraith form.*

4th-Level: *fear, hallucinatory terrain, illusionary wall, improved invisibility, minor creation, phantasmal killer, rainbow pattern, shadow monsters, vacancy.*

5th-Level: *advanced illusion, demi-shadow monsters, dream, major creation, seeming, shadow door, shadow magic.*

6th-Level: *demi-shadow magic, eyebite, mirage arcana, mislead, permanent illusion, programmed illusion, project image, shades, veil.*

7th-Level: *mass invisibility, sequester, shadow walk, simulacrum.*

Bards Beyond 20th Level

In addition to learning illusionist spells, bards at high levels also learn how to use and create magical

scrolls. They can also brew a limited number of potion fruits.

Bards do not add to their list of poisons beyond 20th level.

Scroll use: Beyond 20th level, a bard can read any wizard or priest scroll and cast the spells which are upon it. The bard can determine what spells are on the scroll just by looking at it.

Penning scrolls: A bard who reaches 23rd level can create scrolls, subject to all the restrictions for wizards. The bard must copy each spell from his own spell book or from another scroll he already owns. Unfortunately, bard-created scrolls tend to be less reliable than those made by wizards: the bard can only add his level beyond 20th.

Brewing potions: At 21st level, bards learn to enchant magical potion fruits. But as their knowledge of the broadest spectrum of magical powers is limited, so too is the number of potions they learn to produce. At 21st level and every level beyond that, roll on Table 89: Potions and Oils (in the *DMG*) to see what type of potion fruit the bard learns to brew. The bard must write the recipe into a spell book. If that book is ever lost, so too is the formula. If a duplicate is rolled, then the bard has learned a second method to create the same potion fruit. If "DM's Choice" is rolled, let the player choose the potion.

The bard does not need a laboratory for potion brewing. As with potions for wizards, roll percentile dice secretly to determine if the potion fruit has "taken." The base chance is still 70%. Improve the chance 1% for every 100 cp worth of ingredients and every level of the bard above 20th.

Thieves Beyond 20th Level

At their highest levels, thieves gain a new category of abilities and can improve their Dexterity scores.

Dexterity improvement: On gaining a new level, a thief may forego the usual 30 discretionary percentage points and instead add 1 point to his Dexterity score. A thief can raise his Dexterity score to a max-



imum of 21 this way. The increase is immediate and affects all aspects of play, from Armor Class and missile fire to all thief abilities.

New thief abilities: At 21st level, all thieves gain six new skills with base scores, as modified by a character's race and Dexterity score. The thief can immediately apply discretionary percentage points to these new abilities at 21st level and at all subsequent levels.

Thieving Skill Base Scores

Skill	Base Score
Detect Magic	5 %
Detect Illusion	80 % (10 %)*
Forge Document	10 %
Bribe Official	5 %
Dig Tunnel	15 %
Escape Bonds	10 %

* A thief's Detect Illusion skill starts at 10% if the character chooses it at first level (see "Variable Thief Skills" below).

Thief Skill Racial Adjustments (Optional)

Skill	Dwrf	Elf	Half-		Mul
			Elf	HlfIng	
Detect Magic	-5%	+10%	+5%	-	-
Detect Illusion	+5%	-	+5%	+5%	-
Forge Document	-	10%	-	-	-
Bribe Official	-5%	+15%	+5%	-5%	-
Dig Tunnel	+10%	-10%	-5%	-	+10%
Escape Bonds	-	-	-	+10%	-

Thieving Skills Armor Adjustments

Skill	No Armor	Armor
Detect Magic	-	-
Detect Illusion	-	-
Forge Document	-	- 5 %
Bribe Official	+ 5 %	- 1 0 %
Dig Tunnel	+ 5 %	- 1 5 %
Escape Bonds	+ 5 %	- 1 0 %

Thief Skill Dexterity Adjustments

DEX	Det Mgc/Ill	Frge Doc	Bribe Offcl	Dig Tnnl	Esc Bnds
9	-	-15%	-	-10%	-20%
10	-	-10%	-	- 5 %	- 1 5 %
11	-	-5%	-	-	- 1 0 %
12	-	-	-	-	- 5 %
13	-	-	-	-	-
14	-	-	-	-	-
15	-	-	-	-	-
16	-	+5%	-	-	-
17	-	+7%	-	-	+ 5 %
18	-	+10%	-	+ 5 %	+ 1 0 %
17	-	+15%	-	+10%	+12%
20	-	+17%	-	+15%	+15%
21	-	+20%	-	+ 2 0 %	+ 1 7 %
22	-	+22%	-	+ 2 5 %	+ 2 0 %

Skill Explanations

Detect Magic: A skilled thief learns to sense the magical properties of an object—the faint glow or vibrations peculiar to enchantment. If allowed to examine (and touch) an object for a full turn uninterrupted, the thief can check to see if he detects magic.

The DM should make all the die rolls for this skill. If the result is less than or equal to the thief's skill level, the thief accurately determines whether or not the object is enchanted. He does not learn the level or nature of the enchantment, only that one exists. If the roll fails and the result is greater than 70 plus the thief's level, the DM should present erroneous information—magical items appear non-magical, and vice versa.

Note that extremely large objects (entire rooms, walls, dunes, etc.) may, at the DM's discretion, require more time to examine or be simply too much for the thief's skills.

Detect Illusion: As masters of illusions themselves, high-level thieves can use this skill to detect suspected illusions. This skill is not automatic, like a



Rogues

gem of seeing or similar magic; the thief must state that he is using the skill and spend an entire uninterrupted round viewing the suspected illusion.

Other characters must make a saving throw vs. magic to disbelieve an illusion, modified for the situation. A thief can instead roll against this skill. Failure means that the thief believes the illusion is genuine. Success means that the thief knows the illusion is a fraud.

Sudden illusions cannot be so detected. Nor can illusions which the thief cannot examine for an entire round.

Forge Document: The thief uses this skill to mimic the handwriting of another character or creature, or to re-create a common form or document. In either case, success depends upon the thief's skill, his familiarity with the original, and the examiner's level of scrutiny.

A thief attempting to forge should have an example of the original on which to base his work. Without such an example, the thief suffers an automatic -10% penalty on every skill roll. Having a wide variety of examples can actually improve the process, granting as much as a +5% bonus (DM's option).

Every time the forgery is examined, the thief makes a skill roll. A forged pass allowing a slave to travel by night, for instance, might be examined by several different guards through the course of an evening. The skill roll is made every time. An examiner inspects documents in a manner that reflects his reaction to the holder.

Friendly— Gives document only the slightest glance. Bonus +15%.

Indifferent— Gives document a cursory glance. Bonus +5%.

Cautious— Takes time to look over the document. No bonus or penalty.

Suspicious— Scrutinizes the document carefully. Penalty -10%.

Hostile— Questions everything; may even call a genuine document a forgery! Penalty -20%.

The observer's reaction should be determined us-

ing Table 59: Encounter Reactions, in Chapter 11 of the *Dungeon Master's Guide*. An observer looking at a forgery that isn't accompanied by a character should still roll his reaction, as if confronted by an indifferent player character.

Special situations abound. The observer might know for certain that the document could not be real, or that it is highly irregular. Guards are more cautious when they suspect trouble. A discovered forgery may or may not point back to the forger, but it certainly reflects poorly on the holder.

The thief's forging skill extends to paper and papyrus, stone tablets, signet rings, etc.

Bribe Official: A thief uses this skill to sway the reactions of NPC's with small gifts of coin or merchandise. Success depends on the thief's skill, the NPC's initial reaction, and the ceramic piece value of the bribe offered.

When a bribe might be necessary, roll the NPC's reaction in secret, noting the exact roll and reaction. If the reaction is friendly, the NPC probably does what the player character wishes without any bribe at all. If the reaction is not friendly, the rogue may try offering a bribe.

The original reaction die roll must be modified enough (through bribery) to make the reaction friendly. For instance, if the roll was 15 (cautious), and 7 is the highest number to receive a friendly reaction, the roll must be modified by 8. Determine the station of the NPC using the table below, then roll the dice indicated. The number of ceramic pieces indicated by the roll is the minimum bribe per -1 modifier.

Continuing the previous example: If the NPC is a soldier, the DM could roll 3d8 to get 20 cp—so the thief must offer a total of 160 cp (20 x 8) to have a chance of success. Of course, only the DM knows the initial reaction die roll, bribe die roll, and exact station of the NPC, though the thief may be able to guess the first and last.

Once the thief arrives at the ceramic piece value of his bribe, he rolls against his skill. Failure indi-



cates that the bribe did not work and the NPC's reaction immediately changes to hostile. A successful roll means the bribe worked, provided enough coinage was offered. If not, the bribe failed.

Bribery Table

NPC Station	Bribe
Peasant or Slave	2d4 cp
Freeman or Soldier	3d8 cp
Merchant or Officer	5d10 cp
Noble or General	5d100 cp

Bribes may also be material goods. Determine the coin value of the item, then consider whether or not the NPC might want it. The bribe may include services; role-play such situations carefully.

A bribed NPC will usually perform reasonable services within the confines of his job or station. A bribed guard will not attempt to assassinate the sorcerer-king, for instance, but he may look the other way while several characters pass through his gate.

Unusually corrupt NPCs may accept a bribe and then betray the character anyway. Reserve this option only for the most dramatic story situations.

Dig Tunnel: As a part of his career, a thief can learn the fine art of tunnelling. Success depends on the thief's skill, the material being tunnelled, and the availability of tools.

The Tunnelling Table shows the time required to dig through 10 feet of ground with adequate digging equipment. Having no tools doubles the time for sand/loose earth or packed earth, and quadruples it for rock. Having sufficient unskilled help can speed the process by two hours per 10 feet regardless of material.

At the end of every 10 feet, make a skill check. Failure means the tunnel collapses. It can be re-dug at the loose-earth rate.

Tunnelling Table

Type of Earth	Modifier	Time
Sand/Loose Earth	- 10 %	5 hours
Packed Earth	0	10 hours
Rock	+ 10 %	30 hours

A thief's tunnelling skill is limited to shafts no more than a few feet long. It cannot double for mining skill.

Escape Bonds: Through contortion and raw skill, a thief can learn to free himself from even the most difficult bonds. The skill lets the thief break free from tied rope or leather bonds, manacles, chains, straight jackets, or any restraining device.

The thief must make a successful escape roll against every item binding him. For instance, if he's bound at the wrists and at the ankles, he must make two successful rolls to get free. Locked items do not also require an open locks roll. One failure means the bond cannot be slipped by that thief.

Normally, this skill takes five rounds per roll. The thief can hurry his attempts but suffers a -5% penalty per round omitted (minimum 1 round).

Variable Thief Skills (Optional Rule)

At first level, a thief character can choose any 8 of the 14 available skills: bribe official, climb walls, detect noise, detect magic, detect illusion, dig tunnel, escape bonds, find/remove traps, forge document, hide in shadows, move silently, open locks, pick pockets, and read languages. He begins the game with the base score for those skills, as modified for race and Dexterity, plus the 60 discretionary points allowed for 1st-level thieves.

A human thief character who attains 21st level immediately gets the remaining six skills at their base level.

Psionicists





The Brown Elf

Ledopolitan elders maintain that several generations ago, a village woman bore a child whose intellect was vast beyond his years and whose mental powers were accordingly strong. While still a babe he spoke every language and gained a mischievous mastery of telekinesis. Of course, he did this all as an unwanted orphan – born to a human mother and a long-departed elven father, the half-elf boy appropriately found no love in the village, living on scraps of garbage and what he could steal.

One day, an intolerant shopkeeper, no doubt a recent victim of one of the boy's pranks, sought the strongest psionics in the village to control the adolescent. But the entire village went wide-eyed with panic when the boy dealt back more than he took, even from the greatest masters in Ledopolus. Enraged, the boy turned his youthful anger full-force on the villagers, killing and maiming, lashing out with all the ferocity that fifteen years of scorn had burned into him. Those he didn't kill he enslaved, controlling their minds to do his wicked bidding.

But within the month, a stranger appeared at the edge of town, a shrouded elf whose brown wrappings indicated loyalty to no tribe. The elf made no sound, yet the half-breed boy sensed him and appeared. Their mental struggle took only an instant. Then the stranger left, leaving behind the shattered village, its newly awakened (and very confused) inhabitants, and the corpse of the evil half-elf boy. Thankful, the villagers sent out their fastest riders to reward the solitary elf, but they never found nor heard from him again.

Psionics Beyond 20th Level

All character races are unlimited in their progression as psionics. Beyond 20th level, psionics characters gain more sciences and devotions, plus more psionic strength points and hit points, just as they did at lower levels. Psionics characters never become advanced beings.

Psionics Experience Levels

Psionics Level	Experience Points	Hit Dice (d6)
21	3,300,000	9 + 2 4
22	3,600,000	9 + 2 6
23	4,000,000	9 + 2 8
24	4,400,000	9 + 3 0
25	4,800,000	9 + 3 2
26	5,200,000	9 + 3 4
27	5,600,000	9 + 3 6
28	6,000,000	9 + 3 8
29	6,500,000	9 + 4 0
30	7,000,000	9 + 4 2

Psionics Power Progression

Level	Total Sciences	Total Devotions
21	12	22
22	14	30
23	16	33
24	18	37
25	20	41
26	22	45
27	24	50
28	26	55
29	28	60
30	30	70

High-level psionics gain 2 hit points at every level. They know all disciplines and have all defense modes. They gain psionic strength points according to the Inherent Potential Table (*Complete Psionics Handbook*, Chapter One), just as at lower levels.

The Order

Psionics is a cornerstone of Athasian life and society. In the wilderness, a creature's psionic powers are often as important as its physical strength and speed. In civilization, psionics is a tool for advancement and political survival.

To the purist, the true student, psionics is a gift that is given to all but understood by very few. The



Psionicists

uncounted wild talents are the mindless masses of Athas, granted by nature a basic psionic trick that they barely understand and bandy about with all the care of a mekillot in a tent city. They are mere animals—indeed, less than animals, for the purists regard animals with psionic abilities as noble beasts.

Only when one pursues the psionic sciences and disciplines in earnest does he gain even a glimmer of understanding. The search for psionic mastery is the noblest of all endeavors, but most who find its strengths use them for their own selfish ends. That is not how nature intended the mind's precious powers be used. So says the purist.

The Order is a rigid organization of the highest-level psionicists on Athas. They are dedicated to these two precepts: Psionics should only be studied for its own sake, and psionic talents should only be used to preserve the natural order.

Psionics for its own sake: To members of the Order, psionics is not merely a tool or a means toward an end. Psionics is a higher understanding, an area of study that purifies the mind and strengthens the spirit. A purist of the Order believes that he gains more awareness of the universe with every new science or discipline he masters, with every new iota of psionic strength that he can muster.

Psionics to preserve the natural order: In the doctrine of the Order, psionics is a part of the natural order, used by animals and primitives to survive against the harsh environment and against each other. Animals have retained this philosophy, but intelligent races have perverted psionics, polarizing it along with their moralities. Nature knows no such moralities. To a member of the Order, ambitions and ideals can only interfere with the purity of psionics. The use of psionics to further such ambitions, whether good or evil, is a crime against the natural order. Psionicists who use their talents to further causes of extreme good or extreme evil are criminals who must be located and stopped.

Organization

The Order has an organization that is at once loose and rigid. It is rigid in the sense that members fill different roles depending on their level of psionic mastery, that there can be only so many members at the upper levels, and that each member must adhere to the doctrines of the Order as a whole. Its organization is loose, however, because there are no regular meetings (physical meetings, that is) and because each member operates independently within his given role.

The Order is organized into two major sections, the lower and upper orders.

The lower orders: All psionicists in the lower orders are of levels 21 through 26. Lower-level psionicists cannot petition for entry. Those of level 21, 22, and 23 are *entrants*, while those of level 24, 25, and 26 are *mediators*. As the most junior of the lower order, entrants perform most necessary day-to-day interactions with the rest of Athas. Mediators make decisions about Athasian affairs; they usually send entrants to deal with perceived problems. Though the number varies, there are usually around 30 entrants and 10 mediators in the Order at any one time.

The upper orders: This elite body, consisting solely of psionicists of levels 27 through 30, is structured in sixes, according to the six psionic disciplines. There are six *cerebral masters*, one assigned to each discipline, and beneath each of these are six *psychologists*. There are always exactly 42 sapient beings in the upper orders.

Entering the Order

Once any creature attains 21st level as a pure psionicist, his mind attracts the Order's attention. Mediators send one or more entrants to investigate the new psionicist and learn his motivations. If the new psionicist is of neutral alignment, they approach him to join the Order as a new entrant. If his alignment is either good or evil, or if he refuses to join the Order, he is marked for death. Ultimately,



this practice allows three types of psionicists above 20th level on Athas: the *unapproached*, members of the Order, and the *renegades*.

Unapproached: Characters who have recently risen to 21st level but who haven't yet been contacted by the Order are considered unapproached. They operate unaware that the Order is watching and evaluating them. The Order will contact them before they reach 22nd level.

Members: Once taken into the Order, a character still acts as an independent entity. He can still operate with other character—psionicists and otherwise—and he may range the entire span of Athas unhindered. However, he must adopt the Order's agenda, described below.

Renegades: High-level (21+) psionicists of either good or evil alignments, or who have refused to join the ranks of the Order, must proceed in the campaign as renegades. Renegades have committed no special crimes against anyone else on Athas, and so need not fear the common people. However, the Order hunts them relentlessly, sending entrants and even beast servants against them until they are destroyed. Provided he can avoid the Order's wrath, a character can advance as a renegade to any level of experience.

It is also possible that a member of the Order may commit a breach of the agenda, becoming a renegade at a much higher level.

Agenda

Members of the Order are the self-appointed champions of psionic purity. As they see it, the upper orders pursue psionic purity, whereas lower orders root out heretical psionicists.

The Order defines "psionic heresy" as the use of powerful psionics for causes of extreme good or evil. Powerful psionics are powers used by a psionicist of greater than 20th level; below that level, the Order regards psionicists as hardly more than children, who cannot be held responsible for their actions.

The attitudes of such low-level characters toward law or chaos do not concern the Order.

Characters using other powers (armies, elemental or wizardly magic, etc.) to further their good or evil ends also do not concern the Order. Only the use of powerful psionics draws the Order's attention. The Order is not interested in supporting neutrality as such—they only seek psionic purity as they have defined it.

All members of the Order must uphold this agenda. They must personally confront heresy according to their roles; they must pursue greater psionic mastery themselves; and they cannot personally use their psionic powers for any purpose that is completely good or evil.

Roles

Within the Order, each classification of psionicist has specific functions and means of advancement. There is very little room for deviation within this scheme. Radicalism can lead to disbarment, leaving the radical a hunted renegade.

Entrants: The bottom rank of the lower order, entrants are the enforcement arm of the organization. They wander Athas in search of psionic heresy, which they must report to their mediator contacts. They may act upon such heresy only after receiving specific instructions from the mediators.

Advancement from entrant to mediator: This is a matter of time and, in game terms, experience levels. An entrant automatically becomes a mediator upon reaching 24th level.

Mediators: Mediators must collect information on psionic heresy and delegate the responsibility for eliminating that heresy. Mediators only occasionally involve themselves personally with the destruction of psionic heresy, calling on entrants to perform the actual hands-on work. Mediators only rarely inform the upper orders about their activities; they are ultimately responsible for the suppression of heresy. The upper orders dislike such interruptions.



Psionicists

Advancement from mediator to psiologist: Bridging this gap is more difficult, since it is the leap from the lower orders to the upper. Since the upper orders have a fixed number of members, a mediator of merit must often wait for a position to open up. A mediator gains merit by reaching 27th level, but he continues to gain experience as a mediator until a psiologist position becomes available. This may be immediately after many years. The position that becomes available dictates his specialty discipline in the upper orders.

Psionists: The junior members of the upper order are concerned with physical research into psionics. They concentrate on their specialized discipline. They study psionic beasts, ancient records and ruins, and the use of psionics by all intelligent creatures. They must convey their findings to the other five psiologists in their discipline and to their cerebral masters, but they choose their own research projects and work methods.

Advancement from psiologist to cerebral master: This promotion is a matter of seniority within a specialty discipline. When a cerebral master dies, the most senior psiologist takes his place. Experience level has no effect. A 27th level psiologist might become a cerebral master, though this is unlikely.

Cerebral masters: The six cerebral masters devote their lives to personal psionic growth. Basing their research in their own minds, they meet only with other members of the upper orders, and then only occasionally. Their solitary existence calls for minimal contact with the world; they renounce all but the necessities of life. A cerebral master might be mistaken for an elderly vagabond. A cerebral master chooses his own "home," then rarely leaves it.

Because it takes many years to become a cerebral master, and because any psionic means of life extension would be unacceptable to the Order, cerebral masters tend to have only short tenures in their positions. Naturally long-lived characters—such as dwarves, elves, and halflings—last longer. No thri-kreen has ever become a master.

Within the Order, a character knows the identities of all members of his station, and he has up to three contacts in the next higher level. For instance, a mediator is acquainted with all mediators and entrants, and up to three psiologists, but no cerebral masters.

Psionic Beastmasters

Members of the Order have no special affinity for druids, though their outlooks on life seem compatible, at least on the surface. To the Order, the druid's devotion is misguided by faith. To the few druids who know of the Order, the psionicists' obsession with only one facet of nature's richness is equally misguided.

The Order does, however, hold psionic beasts as the most noble creatures on the planet. Psionic creatures with animal intelligence use their powers for only the purest ends—survival. Members of the Order often study or even revere psionic animals. Some members of the Order find work with psionic animals both comforting and mutually beneficial.

Beast mastery: Available only to psionicists above level 20, this telepathic devotion appears in Appendix 3. DMs should understand its powers and limitations fully before using beastmasters within the Order.

Roles and the beastmasters: Any member of the Order may use beasts, provided they help him in his role. Entrants and mediators, for instance, use their beasts to seek and stamp out psionic heresy. Psiologists and cerebral masters use their beasts to further their research and understanding of psionics.

Renegades as beastmasters: Renegades may also use beast mastery, and their use of psionic animals is unrestricted. Animals have no concept of the Order or its agenda.



The Order in a Campaign

Though its members are individually powerful, the Order is very small, and its effect on Athasian life and culture is minimal. Concentrating as it does on its version of psionic purity, the Order leaves other great forces on Athas unmolested. In fact, the only characters who will likely ever encounter the Order are psionics who progress beyond 20th level.

Legends of powerful psionics and their exploits are fairly common, but actual knowledge of the Order is extremely rare. Members of the Order seldom bring attention to themselves, since the activities of the common folk don't warrant their interference. That there exists some higher organization of mysterious, powerful psionics is an uncommon rumor. Its nature, members, and agenda are the subjects of wild and inconsistent speculation. Even the sorcerer-kings aren't completely certain about the Order—some acknowledge its existence, but none has a clear idea of its mission.

The player characters may meet a member of the Order in their travels, though they may never identify him as such. Members of the lower orders are wanderers, so making the acquaintance of one is not out of the question. The DM may, in fact, introduce an entrant or mediator NPC into his campaign, especially if one of the player characters is an advancing psionics. Reintroducing the NPC when the player psionics reaches 21st level lends background color to the encounter.

A member of the Order appears very knowledgeable. Little about the characters he meets, the cities he visits, or the apparently secret plots he discovers comes as a surprise to him. He can identify characters by name, and he knows something of their backgrounds. And though he may raise suspicions, he never stays around long enough to be found out.

Often a member of the Order travels with beasts under his control. Having animal companions is not unusual on Athas, so this practice won't itself draw

suspicion. Astute characters might notice that the member's beasts are all inherently psionic, but that alone won't pinpoint him as a member of the mysterious Order.

Before a player character psionics reaches 22nd level, he must deal with the Order as either a member or a renegade. A member must act within his role toward the agenda of the Order as a whole. Failure to do so results in expulsion, which means a death sentence from the organization.

The Order and the Sorcerer-Kings

Since the sorcerer-kings are, in fact, advanced psionics, the Order does keep abreast of their activities. There are entrants in all seven cities, observing the sorcerer-kings and their use of psionics. However, from the Order's viewpoint, the sorcerer-kings are an established element of Athasian life, and their use of psionics is likened to that of a noble psionic animal. The Order is not at odds with the sorcerer-kings in any way.

The Order and the Advanced Beings

Emerging dragons and avangions also attract the attention of the Order. Since their psionics are inherently corrupted with magic, the Order does not perceive them as a threat to the purity of psionics. However, this matter is still debated among the cerebral masters. For the time being, the Order only monitors the activities of the advanced beings. Because they seem to be emerging as natural enemies, dragons and avangions will most likely prey on each other. This satisfies the Order's concern over preserving the natural order.

The Order has no interest in the affairs of character elementals.

DARK SUN™ Campaign Wizard Spells

1st Level

Affect Normal Fires
Alarm
Armor
Audible Glamer
Burning Hands
Cantrip
Change Self
Charm Person
Chill Touch
Color Spray
Comprehend Languages
Dancing Lights
Detect Magic
Detect Undead
Enlarge
Erase
Feather Fall
Find Familiar
Friends
Gaze Reflection
Grease
Hold Portal
Hypnotism
Identify
Jump
Light
Magic Missile
Mending
Messaging
Mount
Nystul's Magical Aura
Phantasmal Force
Protection From Evil
Read Magic
Shield
Shocking Grasp
Sleep
Spider Climb
Spook
Taunt
Tenser's Floating Disc
Unseen Servant
Ventriloquism
Well of Fog
Wizard Mark

2nd Level

Alter Self
Bind
Blindness
Blur
Continual Light
Darkness, 15' Radius
Deafness
Deppockets
Detect Psionics (in DSRB)
Detect Evil
Detect Invisibility
ESP
Fleming Sphere
Fog Cloud
Fool's Gold
Forget

Glitterdust
Hypnotic Pattern
Improved Phantasmal Force
Invisibility
Irritation
Knock
Know Alignment
Leomund's Trap
Levitate
Locate Object
Magic Mouth
Melf's Acid Arrow
Mirror Image
Misdirection
Protection From Cantrips
Pyrotechnics
Ray of Enfeeblement
Rope Trick
Scare
Shatter
Spectral Hand
Stinking Cloud
Strength
Summon Swarm
Tasha's Uncontrollable Hideous Laughter
Wakefulness (in DK)
Web
Whispering Wind
Wizard Lock

3rd Level

Blink
Clairaudience
Clairvoyance
Delude
Dispel Magic
Explosive Runes
Feign Death
Fireball
Flame Arrow
Fleet Feet (in DSRB)
Fly
Gust of Wind
Haste
Hold Person
Hold Undead
Illusionary Script
Infravision
Invisibility, 10' Radius
Item
Leomund's Tiny Hut
Lightning Bolt
Melf's Minute Meteors
Monster Summoning I
Non-Detection
Phantom Steed
Protection From Evil, 10' Radius
Protection From Normal Missiles
Secret Page
Sepia Snake Sigil
Slow
Spectral Force
Suggestion
Tongues

Vempiric Touch
Water Breathing
Wind Wall
Wraithform

4th Level

Charm Monster
Confusion
Contagion
Detect Scrying
Dig
Dimension Door
Emotion
Enchanted Weapon
Elevation
Evard's Black Tentacles
Extension I
Fear
Fire Trap
Fire Shield
Fire Charm
Fumble
Hallucinatory Terrain
Ice Storm
Illusionary Wall
Improved Invisibility
Leomund's Secure Shelter
Magic Mirror
Massmorph
Minor Creation
Minor Globe of Invulnerability
Monster Summoning II
Otiluke's Resilient Sphere
Phantasmal Killer
Plant Growth
Polymorph Self
Polymorph Other
Psionic Dampener (in DSRB)
Rainbow Pattern
Rary's Mnemonic Enhancer
Raze (in DSRB)
Remove Curse
Shadow Monsters
Shout
Solid Fog
Spider Strand (in DK)
Stoneskin
Transmute Send to Stone (in DSRB)
Vacancy
Well of Fire
Well of Ice
Wizard Eye

5th Level

Advanced Illusion
Airy Water
Animal Growth
Animate Dead
Avoidance
Bigby's Interposing Hand
Chaos
Cloud kill
Cone of Cold
Conjure Elemental

DARK SUN™ Campaign Wizard Spells

Contact Other Plane
Demi-Shadow Monsters
Dismissal
Distance Distortion
Domination
Dream
Extension II
Fabricate
False Vision
Feeblemind
Hold Monster
Leomund's Lamentable Belaborment
Leomund's Secret Chest
Magic Jar
Major Creation
Monster Summoning III
Mordenkainen's Faithful Hound
Passwall
Rejuvenate (in DSRB)
Seeming
Sending
Shadow Door
Shadow Magic
Stone Shape
Summon Shadow
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Force
Wall of Iron
Wall of Stone

6th Level

Ant-Magic Shell
Bigby's Forceful Hand
Chain Lightning
Conjure Animals
Contingency
Control Weather
Death Fog
Death Spell
Demi-Shadow Magic
Disintegrate
Enchant an Item
Ensnarement
Extension III
Eyebite
Geas
Glassee
Globe of Invulnerability
Guard and Wards
Improved Haste (in DK)
Improve Slow (in DK)
Invisible Stalker
Legend Lore
Lower Water
Mass Suggestion
Mirage Arcane
Mislead
Monster Summoning IV
Mordenkainen's Lucubration
Move Earth
Otiluke's Freezing Sphere
Pert Water

Permanent Illusion
Programmed Illusion
Project Image
Reincarnation
Repulsion
Shades
Stone to Flesh
Tenser's Transformation
Transmute Water to Dust
True Seeing
Veil

7th Level

Banishment
Bigby's Grasping Hand
Charm Plants
Conjure Greater Elemental (in DK)
Control Undeeds
Delayed Blast Fireball
Doom Legion (in DSRB)
Drawmij's Instant Summons
Duo-Dimension
Finger of Death
Forcecage
Limited Wish
Mass Invisibility
Monster Summoning V
Mordenkainen's Magnificent Mansion
Mordenkainen's Sword
Phase Door
Power Word, Stun
Prismatic Spray
Reverse Gravity
Sands of Time (in DK)
Sequester
Semipermanency (in DK)
Shadow Walk
Simulacrum
Spell Turning
Statue
Teleport Without Error
Vanish
Vision

8th Level

Antipathy-Sympathy
Bigby's Clenched Fist
Binding
Clone
Create Tree of Life (in DSRB)
Demand
Glassteel
Incendiary Cloud
Mess Charm
Maze
Mind Blank
Monster Summoning VI
Otiluke's Telekinetic Sphere
Otto's Irresistible Dance
Permanency
Polymorph Any Object
Power Word, Blind
Prismatic Wall
Protection From Time (in DK)

Screen
Serten's Spell Immunity
Sink
Symbol
Trap the Soul

9th Level

Astral Spell
Bigby's Crushing Hand
Crystalbrittle
Energy Drain
Foresight
Gate
Imprisonment
Meteor Swarm
Monster Summoning VII
Mordenkainen's Disjunction
Power Word, Kill
Prismatic Sphere
Shape Change
Succor
Temporal Stasis
Time Stop
Vampiric Youthfulness (in DK)
Weird
Wish

10th Level (all in DK)

Abrasion
Advanced Domination
Defiler Metamorphosis
Defiling Stasis
Defiling Regeneration
Dome of Invulnerability
Enchanted Armaments
Enslave Elemental
Immediate Animation
Just Sovereign
Life Extension
Magical Minions
Magical Plague
Mass Fanaticism
Masquerade
Mountain Fortress
Pact
Preserver Metamorphosis
Prolific Forestation
Prolific Vegetation
Pure Breed
Raise Nation
Recruitment
Reverse Loyalties
Rift
Rolling Road
Undead's Lineage
Wall of Ash

Italicized spells are reversible

Bold spells are modified in the DARK SUN™ Rules Book (in DSRB) presented in the DARK SUN Rules Book (in DK) presented in this book

Appendix I: New Wizard Spells





Second-Level Spells

Wakefulness (Enchantment/Charm)

Reversible

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

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

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

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

Fourth Level Spells

Spider Strand (Evocation)

Reversible

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

With this spell, the caster causes a single strand of strong spider web to shoot forth from his hand. The web becomes part of the caster for the duration of the spell or until he wishes it to detach itself from him; he need not hold on to the strand with the casting hand, leaving it free for casting other spells, but he cannot 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 will hold up to 2,500 pounds without breaking. Any creature wishing to break the strand must roll a half bend bars roll (since the strand is tougher than steel).

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 half bend bars roll. If the strand is shot at a creature, the target receives a saving throw versus spell to avoid it. If hit, the creature becomes wrapped up by the excess length. For instance, a bugbear standing 10 yards away, struck with a strand from a 15th-level wizard, is wrapped in five yards of the strand.

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

An immobilized creature cannot move, attack, or cast spells; a gargantuan creature cannot be immobilized. An impeded creature moves at half rate and attacks only half as often, with a -2 penalty to the attack roll.

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



Appendix I: New Wizard Spells

The reverse of this spell, *weaken webs*, allows the person touched to move freely through webs either naturally or magically created (even those made from a *spider strand* spell).

The material component for this spell is the webbing gland from a spider that was at least as large as the caster's hand (or, for its reverse, a pair of tiny shears).

Sixth-Level Spells

Improved Haste (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

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 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* 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)

Range: 90 yards +10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: Thirty 10' 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 do attack with a -8 penalty for nonstandard 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' 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 10 gp value).

Seventh-Level Spells

Conjure Greater Elemental (Conjuration/Summoning) Reversible

Range: 30 yards

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Appendix I: New Wizard Spells



This spell allows the caster to summon a single greater elemental from, in the case of priests, their sphere of major access, or in the case of wizards, from any plane. The Hit Dice of the elemental are determined randomly.

Roll	Hit Dice
01-65	10
66-90	14
91-00	18

This spell is otherwise identical to the fifth-level priest spell, *conjure elemental*. Greater elementals are described in the *Monstrous Compendium*, DARK SUN™ Appendix, *Terrors of the Desert*.

Sands of Time (Alteration)

Reversible

Range: 10 yards
 Components: V, S, M
 Duration: 1 round
 Casting Time: 8
 Area of Effect: Up to 10 cubic feet/level
 Saving Throw: Neg.

With this spell, a wizard can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be so reversed depends upon the level of the caster.

Sands of Time Table

Level	Time Reversed	Effects on Papyrus	Wood	Soft Stone	Hard Stone	Metal
9	30 days	Faded				
10	1 year	Fragile				
11	2 years	Brittle	Faded			
12	5 years	Crumbled	Fragile			
13	10 years	Dust	Brittle			
14	20 years		Crumbled	Paint		
15	50 years					
16	100 years		Dust	Etching		
17	200 years			Relief	Paint	
18	500 years			Form		Paint
19	1,000 years			½	Etching	
20	2,000 years			¾		Etching
21	5,000 years			Dust	Relief	
22	10,000 years					Relief
23	20,000 years				Form	
24	50,000 years					Form
25	100,000 years				½	
26	200,000 years					½
27	500,000 years				¾	
28	1,000,000 years					¾
29	2,000,000 years				Dust	
30	5,000,000 years					Dust



Appendix I: New Wizard Spells

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

Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; etching means carved letters or pictures are worn away; relief indicates that deeply carved letters or images are severely eroded; form indicates that time has eroded away all but the basic form of the original stone or metal. The fractions $\frac{1}{2}$ and $\frac{3}{4}$ tell when the item has lost that amount of its original mass. Dust means the original item is completely gone, eroded away to nothing.

A 18th level wizard could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use the table as a guide for other objects that don't exactly fit into these categories.

The reverse of this spell, *accelerate erosion*, allows the wizard to speed up erosion on any nonliving material object. In the example above, the 18th-level wizard could turn a clean piece of papyrus to dust or turn a new staff of wood into crumbled pieces or erase a painted map from a wall of soft stone.

The material components for this spell are a tiny hour glass (during the spell, the sands run up) or, for the reverse, a miniature sundial that timed the passage of at least one year.

Semipermanency (Alteration)

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

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

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

comprehend languages

detect evil

detect invisibility

detect magic

infravision

protection from can trips

protection from evil

protection from normal missiles

read magic

tongues

unseen servant

The wizard casts the desired spell upon himself (only) and then follows with the *semipermanency* spell. This application of *semipermanency* can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell.

Appendix I: New Wizard Spells



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 glamer
dancing lights
solid fog
wall of fire
distance distortion
teleport

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 cannot 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 gp minimum).

Eighth-Level Spells

Protection from Time (Abjuration)

Range: Touch
Components: V, S, M
Duration: 1 week
Casting Time: 1 round
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 lifespan 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 lifespan 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. If the so-called "neg 10 rule" ("Hovering on Death's Door," *DMG*, page 75) is being used, the recipient does not automatically lose one hit point each round after falling to 0 or below. Also, for purposes of magical resurrection through *raise dead* or reincarnation spells, time since death for the recipient's dead body does not start accumulating until after the *protection from time* spell has ended.



Appendix I: New Wizard Spells

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 golden hourglass filled to capacity with diamond dust (minimum 75 gp value).

Ninth-Level Spells

Vampiric Youthfulness (Necromancy, Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 9

Area of Effect: Special

Saving Throw: Neg.

With this spell, the caster makes himself younger by leeching the life energy out of another creature.

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

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



Appendix I: New Wizard Spells



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

Psionic Enchantments

Tenth-Level Spells

Many of these spells call for elaborate preparation, rare material components, and conditions that must be met prior to or during casting. Often, meeting these requirements calls for small adventures in and of themselves. The DM's involvement is critical to the role-playing of these powerful spells.

Defilers and 10th-level spells: These defiling spells leech life not only from plants but from living creatures. All living creatures within the radius of effect (which is the same as for 9th-level spells) take 1d6 points of damage per spell level (save for half damage). Some spells call for a number of Hit Dice of living creatures as part of the material components for the spell. These creatures are destroyed with the casting of the spell, just like other spell components—no saving throw is allowed.

Abrasion (Evocation)

Range: 90 yards
Components: V, S, M
Preparation Time: 10 days
Duration: 120 days
Casting Time: 10 turns
Area of Effect: Special
Saving Throw: None

With this spell, a wizard can cause the ground to vibrate violently, turning the gravel and sand into deadly abrasives. During the preparation time, the caster must enchant and mix the spell components, spending at least eight hours per day in isolation.

The spell can be cast in the following terrains: rocky badlands, stony barrens, sandy wastes, salt flats, and boulder fields. Once cast, the wizard shapes the area of effect, which totals ten 100 yard by 100 yard squares, plus five additional squares per level of the caster above 20th (a 25th level wizard could, therefore, lay them end to end, making a barrier 100 yards wide and 3,500 yards, or just over 2 miles long). The area of effect can be shaped, in any way desired, out of these building blocks. Any vegetation there will remain unaffected.

Any creature that puts his full weight against the affected area of ground will suffer damage. On the first round of contact, it will inflict 1 point of damage. On the second, it will inflict 1 point of damage per Hit Die. On the third and subsequent rounds, it will inflict 1d3 points of damage per Hit Die. Especially tough hide or footwear may postpone damage for one or, at most, two rounds. By the nature of the damage, after suffering half of their total hit points in damage a creature will be unable to free himself (at the DM's option).

The material components for this spell are sands caught in a driving wind, and fragments of bone from creatures blasted clean in sandstorms. These must be mixed during the preparation time.

Advanced Domination (Charm)

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

This spell lets the wizard control the actions of any person of the player character races (human, dwarf, elf, half-elf, half-giant, halfling, mul, or thri-kreen). During the preparation time, the wizard must be in constant contact with an item once



Appendix I: New Wizard Spells

owned by the intended victim, an item that is somehow emotionally prized by that character. For instance, a letter from a loved one, the character's first metal weapon, a family heirloom, etc., would suffice. (Emotional attachment to the item is up to the DM). The time spent procuring the item does not count toward the preparation time; the wizard can undertake any activity during that time, provided he carries the item on his person.

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

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

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

Defiler Metamorphosis (Alteration/Evocation)

Range: 0

Components: V, S, M

Preparation Time: Variable

Duration: Permanent

Casting Time: Special

Area of Effect: The caster

Saving Throw: None

Defilers who have earned sufficient experience points to advance to the next stage of their dragon metamorphosis must successfully cast this spell. Once cast, the defiler mutates his physical form

drastically, each time becoming less human and more dragon.

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

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

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

Appendix I: New Wizard Spells



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

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

Final (30th level): The final stage of dragon metamorphosis requires no preparation time and a single material component; the slain body of a good creature defeated in single combat; the victim must be intelligent, have at least 20 Hit Dice, and be capa-

ble of casting 9th-level Wizard spells or 7th-level Priest spells. The spell must be cast over the fallen victim within one hour of his defeat; the casting time is merely one turn.

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

Additional information about travel between the planes is discussed in the chapter on the elemental planes. More information about life-leeching by high-level defiler magic can be found in the chapter on wizards.

Defiling Regeneration (Necromancy)

Range: 100 yards

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

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

During the preparation time, the defiler must prepare each of the creatures he plans to empower with regenerative abilities. He must decorate their faces and hands with nonpermanent tattoos and their armors with special symbols of evil magic. The caster must have access to the creatures for the entire preparation period.

Upon casting, the defiler can empower creatures with Hit Dice equal to five times his level with a form of regeneration. Only living, corporeal creatures can be affected. The creatures regenerate 2 hp per round, including the round in which they are



Appendix I: New Wizard Spells

first wounded, for the duration of the spell. Even those slain regain consciousness when they regenerate up to 1 hp. The spell lasts for a number of days equal to the caster's level. When the spell expires, the tattoos and symbols vanish.

The magical energy driving this regeneration is taken directly from the land, just like defiling magic. During regeneration, the ground where the creatures were wounded becomes spotted with ash. A typical combat site leaves a few ashen footprints behind. The site of a major battle may be completely destroyed, turned to ash as the creatures regenerate lost hit points.

Any character of good alignment under the effect of this spell must attempt to have the magic *dispelled* before he takes damage—he must avoid combat damage at all costs. Failure to do so, or a willingness to accept the spell as an asset, is cause for an alignment change.

The material components for this spell are inks and dyes made from the blood of regenerating creatures. Only defilers can cast this spell.

Defiling Stasis (Alteration)

Range: 0

Components: V, S, M

Preparation Time: 7 days

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: Hemisphere, 100-yard radius

Saving Throw: None

This spell pushes defiling damage far away from the caster for a period of time. The damage still occurs, but at a point more remote from the defiler himself. It can be used to protect an area against defiling damage, or by a defiler to push his damage out of sight.

The wizard must contact the spirit or spirits of the land within the radius he wishes to affect. Since it is unusual for a user of wizardly magic to contact a

spirit, the process takes quite a bit of time—every waking moment for the entire preparation time. There is no actual speech contact established with the spirits, only a level of understanding that the wizard wishes to protect the area from defiling damage.

When cast, a hemisphere centered on the caster becomes temporarily immune to defiling damage. All such damage called for within the hemisphere is redirected to the closest points immediately outside of it. *Trees of life* within the hemisphere cannot be drawn upon for defiling magic—that energy, too, is redirected outside. The hemisphere is 100 yards in radius. The caster need not remain inside the hemisphere. The spell in no way inhibits the effectiveness of defiler magic within its boundaries.

There is no force field or visible barrier at the edge of the hemisphere. However, once defiling magic is cast within it, the area immediately outside forms a large circle of ash that can be identified by knowledgeable characters.

The material component for this spell is a small glass bubble with no air inside it.

Dome of Invulnerability (Abjuration)

Range: 0

Components: V, S, M

Preparation Time: 3 days

Duration: 1 day

Casting Time: 1 turn

Area of Effect: Variable

Saving Throw: None

This spell creates an enormous mobile magical sphere around the caster. The sphere itself acts exactly like a *globe of invulnerability*, preventing any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. This includes innate spell-like abilities and effects from devices. Any spell can be cast out of the magical sphere, and these pass from the caster to the subject without effect upon the globe.

Appendix I: New Wizard Spells



During the preparation time, the caster must fashion a perfect crystal ball, which takes every hour of the three days. Upon casting, the dome appears in a hemisphere over the caster's head, to a radius of 10 yards per level beyond the 20th. Everyone within the dome receives its benefits, whether friendly or antagonistic toward the caster. The dome does not extend below the ground—magic cast from below the dome is not affected. The dome moves with the caster, always centered on his position. However, if the caster flies off the ground, the dome collapses instantly. Also, *dispel magic* cast by a higher-level caster eliminates the dome.

The material component for this spell is the crystal ball, which takes no less than 500 cp worth of materials to make.

Enchanted Armaments (Enchantment)

Range: 30 yards

Components: V, S, M

Preparation Time: 7 days minimum

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

With this spell, a wizard can temporarily enchant a large number of weapons against a specific foe. During the preparation time, the wizard must spend at least one hour with each weapon to be enchanted, scratching a special symbol onto its blade or handle.

The weapons can be of any variety and made from any materials, but they must all be within range at the time of casting. The wizard must choose a single named foe, being specific as to race and origins (such as "the elves of the Jura Dai" or "the gith mercenaries of Rithgar's horde"). The caster cannot choose "all elves" or "all of Rithgar's horde" as named foes for this spell. The weapons all gain a magical +2 enchantment for the





Appendix I: New Wizard Spells

duration of the spell against the named foe *only*. This bonus applies to all attack and damage rolls and allows the weapons to inflict damage on creatures normally affected only by magical attacks. In BATTLESYSTEM™ game terms, the attacking unit should roll the next higher AD (AD4 becomes AD6, etc.). The weapons receive no benefit or penalty against other creatures.

The weapons remain enchanted until one of the following occurs: the named foe is completely destroyed; half of those wielding the weapons are killed or otherwise taken out of action; 30 days have passed since casting. Once the spell's duration has run out, all the enchanted weapons turn to dust immediately.

The material components of this spell are a powdered braxat's horn (rumored to be magical, but it really isn't) and the weapons themselves.

Enslave Elemental (Conjuration/Summoning)

Range: 120 yards

Components: V, S, M

Preparation Time: 30 days

Duration: Special

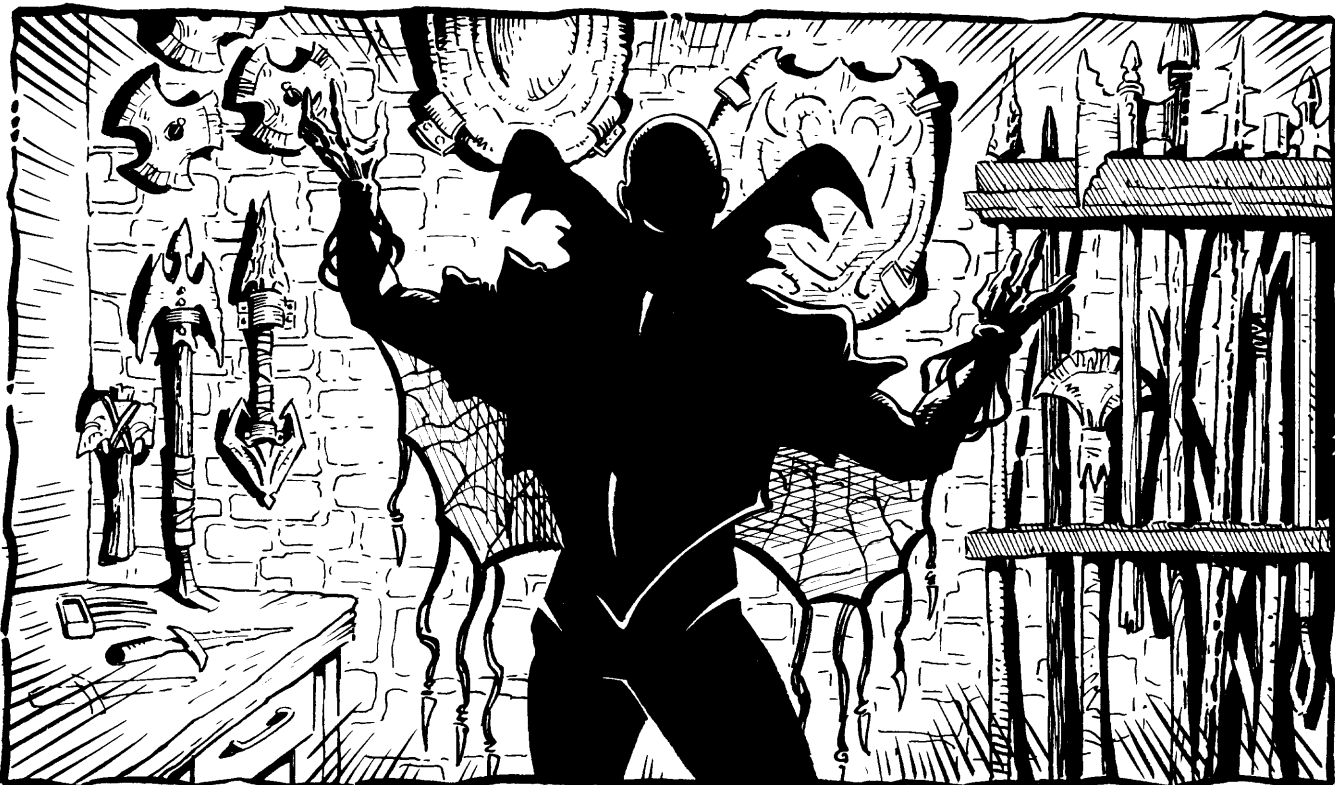
Casting Time: 5 turns

Area of Effect: One elemental

Saving Throw: Neg.

With this spell a wizard can both summon and then enslave an elemental. The caster can enslave an earth, air, fire, or water elemental as desired. The strength of the elemental summoned depends upon the caster's level: at 21st through 25th levels, the elemental has no more than 8 Hit Dice, whereas at 26th level and above the caster can enslave a 20 HD greater elemental (from the *Monstrous Compendium DARK SUN™ Appendix, Terrors of the Desert*).

Before an elemental can be enslaved, the caster must personally witness destruction wrought by that



Appendix I: New Wizard Spells



creature. The wizard may conjure the elemental, himself, or simply witness it in the service of another. In either case, the wizard must gather a bit of material evidence from that destructive force for himself—a sliver of charred wood burnt by a fire elemental, the teeth of a creature drowned by a water elemental, etc. Once procured, the wizard must begin the preparation time for the spell, during which he must fashion the material into an amulet—this takes at least six uninterrupted hours per day for the entire 30 days. Once completed, the wizard must don the amulet and cast the spell before the next double moon (within 1d100 days).

Upon casting, the elemental arrives, under the complete control of the wizard. He need not concentrate to maintain control and the elemental performs every bidding. If the elemental ever strays beyond the range of the spell, it continues to perform its last orders forever. If the amulet is removed from around the wizard's neck, the elemental attacks him immediately. If the wizard is ever killed or the amulet destroyed, the elemental is freed and returns to its plane. The amulet has no magical protection and saves versus crushing blows as the material from which it is made.

In addition to the amulet, the wizard must have the material component called for in the *conjure elemental* spell: burning incense for an air elemental, soft clay for earth, sulphur or phosphorus for fire, water and sand for a water elemental.

Immediate Animation (Necromancy)

Range: 120 yards
Components: V, S, M
Preparation Time: Variable
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

With this spell, a wizard can animate a large number of dead creatures into zombies, provided those creatures died in combat within one hour before the casting of the spell. All dead creatures must be in range at the time of casting. The number of Hit Dice animated is 400 per level beyond the 20th (400 at 21st level, 800 at 22nd, etc.) Creatures so animated lose all magical and psionic abilities, but retain all physical characteristics. Creatures become zombies of equal Hit Dice to their living counterparts (i.e., a 6 Hit Die thri-kreen becomes a 6 Hit Die zombie thri-kreen). Once slain as zombies, the corpses are considered too damaged to be animated a second time.

Preparation time for this spell is optional. However, every day spent in preparation prior to casting increases the number of creatures he can animate: Hit Dice equal to the caster's level per day of preparation. During preparation time, the caster must spend all 24 hours locked away in a dark place with but a candle, pouring over ancient necromantic tomes.

The material components for this spell are gathered weapons, from the fallen warriors, that have their enemies' blood on them. It is a common practice on Athas to loot the bodies of their weapons, if possible, so this component may not be readily available among the slain warriors.

Just Sovereign (Illusion)

Reversible

Range: Touch
Components: V, S, M
Preparation Time: Variable
Duration: Special
Casting Time: 1 day
Area of Effect: 1 mile radius
Saving Throw: Special

With this spell, a wizard can pacify a subject population or unit of soldiers, making them believe their leader is far kinder than his previous actions would



Appendix I: New Wizard Spells

suggest. This spell only functions against a group of creatures who already feel that the subject of the spell is their leader, regardless of what they feel about him. A torturous warrior-king might have this spell cast upon him, but someone without subjects gains no benefit from its magic.

The number of people so pacified is 200 Hit Dice per level of the caster above 20th. Once cast, the entire group must be evaluated to obtain an average saving throw vs. spell. For example, if the entire group is made up of 1st-level warriors, then their save is 17. If there are fifty 1st-level warriors and fifteen 10th-level warriors, the average is $(50 \times 17) + (15 \times 11)/65 = 15.62$ or 16. The group then saves as a whole, either all passing or all failing. All of the subjects must be within the area of effect at the time of casting.

During the preparation time, the caster must spend time in the presence of the subject (or in isolation if he plans to cast it upon himself). The length of time spent in preparation is optional, but the du-

ration of the spell is equal to three times the preparation time.

Once successfully cast, the leader's subjects will selectively forget incidents of torture or abuse, long forced labors, and other unpleasant events. They will see their leader as a good creature, worthy of respect, hard work, and reverence. In specific game terms, the leader receives an automatic +5 bonus to all NPC reactions when those NPCs are part of the affected subjects. They will gladly do the leader's bidding and can usually be counted on to double their efforts, be it construction, farming, etc. A military unit will never rout or fall back when in the leader's presence.

The reverse of this spell, *evil despot*, forces the subjects of a leader to believe he is very cruel and unjust, regardless of his past performance. With this spell, the subject of the spell is allowed a saving throw—failure means the subjects within the area of effect immediately find him repulsive for the duration of the spell. The leader suffers a -5 penalty to



Appendix I: New Wizard Spells



NPC reactions among the affected population. Workers stop working, they may tear down the things they have already built, and military units refuse to fight and rout off the field when led by their hated leader.

The material component for this spell is an item of at least 1,000 cp value that was won for the leader by his subjects' efforts.

Life Extension (Necromancy, Alteration)

Reversible

Range: 0

Components: V, S

Preparation Time: 77 days

Duration: Permanent

Casting Time: 10

Area of Effect: Special

Saving Throw: None

With this spell, the caster can extend maximum age. Every character has a maximum age created from the Age tables in the DARK SUN™ Boxed Set (or from the *Player's Handbook*), but only the DM knows what that value is; a player may have some idea of when his character is approaching its maximum game age, but only the DM knows exactly what that is. For instance, a player can calculate that an Athasian human character will live to at least 82 years of age (the base maximum of 80 plus the minimum roll of 2d20), but *some time* in the next 38 years, the character will die of old age.

This spell increases a character's maximum age by one king's age: 77 years. The character usually does not suffer normal aging effects during this time, but this can vary according to circumstances, activities, and magical or psionic effects.

The material components for this spell are extensive. The recipient must surround himself with the trappings of his youth. His personal trappings might include clothing or equipment used as a youth, letters previously received or sent, soil from

his homeland, tears shed by his mother, etc. Collection of these components may be very difficult, involving a long journey to the caster's homeland, or they may prove impossible if the caster is an orphan or has no traceable roots.

Magical Minions (Conjuration)

Range: Touch

Components: V, S, M

Preparation Time: 150 days

Duration: Permanent

Casting Time: 1 turns

Area of Effect: Undead creature touched

Saving Throw: Neg.

This spell lets the wizard create a force of identical creatures who, in essence, become physical extensions of himself. The wizard can observe through their senses and use his powers through them, no matter where they are.

During the preparation time, the wizard must assemble the potential minions. Any creature can serve as a minion, provided it is of the same alignment as the caster and has a minimum of 15 Intelligence. The wizard can enchant a number of identical minions up to one third of his level, rounding down. For a good wizard, the minions must be willing subjects. Evil wizards can secure their minions through *domination* or other means. Minions and wizard must be locked away for the entire length of the preparation time, bonding personally, magically, and psionically.

Upon casting, the minions become tools of the wizard for the rest of their lives. If destroyed and raised, the raised form is no longer a minion of the wizard. The minions retain their physical form and attributes, including hit points, THAC0, Armor Class attacks, etc. They also retain any spell-like abilities they once had. They retain their raw intelligence and their original ability to make decisions—the minion's free will is not lost, so he can undertake



Appendix I: New Wizard Spells

long-term functions without direct supervision.

However, the minions lose all magical and psionic powers. The wizard controls all such powers in the new union of beings. All material possessions are distributed by the controlling wizard—unless an item is given to the minion by the wizard, or unless the wizard gives the minion specific instructions to obtain and use it, the minion ignores it.

The wizard has complete overriding control of his *magical minions*. Through concentration, he can know everything that the minion knows—its location, situation, and emotional state. The wizard can see through the minion's eyes and use its other senses. His instructions to the minion will be carefully fulfilled. When the wizard is not concentrating, he knows nothing of his minions, but they can contact him empathically if they wish.

The wizard can cast magical spells and use psionic powers through his minions, no matter what the physical distance between them. Minions are especially deadly opponents since it is the wizard who must employ the various components, not the minion. Once the wizard casts a spell through a particular minion, the spell immediately works without action on the minion's part. Similarly, psionic checks are made and strength points spent by the wizard, but the effects can be channeled through the minion with but a thought. When these things are done, range and area of effect are measured from the minion's viewpoint, not the caster's. The minion cannot act in its own right while the wizard is using it this way. The connection does not work between different planes.

The strong link between wizard and minions can be dangerous as well. When a minion is destroyed, the wizard must save vs. death magic or be stunned for 1d6 turns. The wizard also loses experience points equal to ten times the minion's XP value. The wizard cannot gain further experience points until the minion is either replaced or its death is avenged. The loss of a minion disrupts the casting time or preparation time of all spells in develop-

ment.

Also, opponents can use a minion to locate and psionically attack the wizard. If the minion's mind is controlled through domination or similar magic, psionic powers can be launched through it against the wizard, regardless of distance.

A wizard can have only one set of minions at a time. If all are slain, he can start a new set after a period of three years. No minion can serve more than one wizard.

The material components for this spell are possessions, once prized by the minions that are no longer needed in the wizard's service.

Magical Plague (Alteration)

Range: 0

Components: V, S, M

Preparation Time: 60 days

Duration: Special

Casting Time: 1 turn

Area of Effect: Circle, radius 10 yards/level

Saving Throw: Special

With this spell, the wizard creates a spreading magical virus that disrupts one chosen school of magic. The casting wizard is never affected by his own plague.

The preparation time must be spent studying the school of magic to be plagued. The wizard must spend at least eight hours per day studying. If the wizard is already a specialist in the school to be plagued, the preparation time is cut to 30 days.

Upon casting, all other wizards within the area of effect must make a successful saving throw or become infected with the magical disease. The area is a circle with radius of 10 yards per level of the caster. Even a wizard who saves successfully becomes a carrier and may infect other wizards at a later date. Only wizards can become infected or carriers—other character classes are unaffected.

Infected wizards have great difficulty casting

Appendix I: New Wizard Spells



spells within the school chosen. If the wizard attempts to cast such a spell, there is a base percentage chance equal to his level that it succeeds. Otherwise the spell fails, but it still counts against the wizard's total spells for the day. A wizard specialist in that school of magic receives double the normal chance for success. Whether infected or merely a carrier, a given wizard is affected by this spell for a number of days equal to the caster's level.

Infected wizards and carriers can pass the plague to other wizards they contact. Any other wizard who comes within 10 yards of an infected or carrier wizard must save vs. spell or become infected, himself, with a -4 penalty if the wizards actually touch. Those who save become carriers. If a wizard successfully saves against this plague once, he need never save against it again.

Wizards with the plague take on an ashen, sunken appearance, and they tend to tire more easily than usual. Carriers exhibit no symptoms. Diagnosis is only possible through divination magic, though an infected wizard certainly knows something is wrong. Carriers are unlikely to realize their condition.

Using magical plague in a campaign: The DM should not track the movements of large numbers of NPC wizards with the plague. Only important NPCs and PCs should be tracked and appropriate saving throws made to determine the spread of the disease.

Like any physical plague, centers of population are more at risk. The magical plague will likely spread through a city or village rapidly, so it runs its course in roughly double the caster's level in days from the time it arrives there. In a city, most of the magicians will have the plague at the same time, virtually erasing one school of magic from the area. With constant trade and travel, a magical plague eventually reaches every city and village in the Tyr region, probably within 120 to 240 days. In the wilderness, contact is far less frequent. One tribe probably won't spread the plague to another, though all

wizards within an infected tribe will catch it at the same time.

As the PCs adventure in the wilderness or in urban areas, they will occasionally encounter remnants of the plague up to a year after it is cast, no matter where they travel in the Tyr Region.

The material components for this spell are the accumulated spell components of five other spells from the desired school of magic, combined with rodent hairs.

Masquerade (Enchantment/Charm)

Reversible

Range: Touch

Components: V, S, M

Preparation Time: Variable

Duration: 1 day per caster level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

With this spell, the caster can make the most powerful individuals in a community believe that the spell recipient is their leader. Preparation involves studying the community to be affected by living among them. The number of individuals convinced is a function of their Hit Dice or levels, the caster's level, and the preparation time: For every three days of preparation time, the caster can convince five Hit Dice or levels per caster level.

The individuals affected are chosen out of the community in descending order of Hit Dice or levels (highest are convinced first, then second highest, etc., until the total Hit Dice or levels have been accounted for). Whether or not the rest of the community believes the spell recipient is their leader depends on the situation. If all the most powerful people in a small village say he's the leader, the entire village might go along with it. However, if a very few powerful people in a large city proclaim the recipient as their new leader, the rest of the population



Appendix I: New Wizard Spells

might ignore them or incite civil violence. Often, the rightful leader is affected by the spell, helping to legitimize the deception. The spell is inherently fraught with dangers.

The reverse of the spell, *impostor*, has the opposite effect, convincing the most powerful people in a community that their leader is a fraud. Again, the situation dictates events, but those affected are absolutely convinced they are right.

The material component for this spell is a small golden mask fashioned in the likeness of the rightful leader of the community (500 cp minimum value) or, for its reverse, a golden statuette with two faces (1,000 cp minimum value).

Mass Fanaticism (Enchantment/Charm)

Reversible

Range: 300 yards
Components: V, S, M
Preparation Time: Variable
Duration: Variable
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

With this spell, the caster magically bolsters the combat morale of a large group of creatures. The wizard must know, in advance, exactly what group of creatures he will affect before preparation.

During preparation for the spell, the wizard first spends a minimum of 15 days living among the creatures, (*e.g.*, travelling with elven raiders, working with slave tribe farmers, hunting with thri-kreen, etc.). Next, he procures (earns, is given, steals) a single item symbolic of the entire group (*e.g.*, the fineries from a recent plunder, the first grains from the harvest, the chieftain's chatkcha, etc.). The preparation is complete after he gains this symbolic object.

Upon casting, all individuals in the chosen group become fearless in battle. In game terms, their

NPC base moral number is raised to 18. Note that this spell in no way charms them into performing acts of combat that they would not normally. There is no limit to the number of individual creatures that can come under the influence of this spell, provided they are of one cohesive group (one tribe, one army, one village) and the symbolic object applies to each individual. The effect lasts for one full day, plus one more day for every two days the caster spent in preparation beyond the necessary 15. In BATTLESYSTEM™ game terms, the caster can affect an entire army for combat.

The reverse, *mass cowardice*, requires the same preparation time and symbolic object. Upon casting, the group falls to a base morale number of 4 for all combat situations.

The material components for this spell are the symbolic object and a tiny bar of iron, or, for the reverse, the object and the feathers of a small, flightless bird (usually found only in the Forest Ridge, and even quite rare there).

Mountain Fortress (Conjuration)

Range: 0
Components: V, S, M
Preparation Time: 10 days
Duration: Special
Casting Time: 1 turn
Area of Effect: Variable
Saving Throw: None

With this spell, the wizard conjures a heavily protected mountain fortress where there was nothing but empty land before. This spell can only be cast on an area of desolate plains—sand wastes, salt flats, even boulder fields; the spell cannot be used to destroy buildings or creatures.

During the preparation time, the caster must bury the gem material component at least 90 feet below the surface exactly where the spell is to be cast. The burial means can be magical, psionic, or



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Appendix I: New Wizard Spells

physical. For the entire ten-day period, the wizard must remain at that location without interruption. The spell can be cast as long as one year after the preparation time is over, but until cast, the spell counts against the caster's total 10th-level spells in preparation. After a year, the gem disappears and preparation must begin again.

Upon casting, a roughly circular area, 90 yards in diameter around the caster, rises slowly to an elevation of 30 yards +10 yards per level above 20th. The resulting cylinder has sheer, hard stone cliffs. The fortress appears on top of the new mountain, complete with stone walls and barricades and multiple buildings surrounding a central, four-story tower. If the caster is 23rd-level or higher, the ground 30 yards surrounding the cylinder is also magically dug with trenches and pits and strewn with caltrops. If the caster is 26th-level or higher, the entire fortress complex is covered with heavy netting and pikes to ward off attacks from the air.

The fortress remains until one of the following conditions is met: the caster leaves the fortress; a force of no less than 50 Hit Dice of creatures antagonistic to the caster manages to take the central tower by force; 100 days have passed since casting.

Conditions in the fortress are spartan. When the fortress is created there is enough water and food to last 100 1 HD creatures for 100 days. Additional food can be brought to the fortress, of course.

The exact layout of the fortress and its fortifications is up to the caster, instantaneously translated from his imagination to physical form on casting. The means of entry is up to the caster. Regardless of design, the fortress can protect up to 1,000 man-sized creatures. A newly-conjured fortress has no inhabitants.

The material component for this spell is a gem worth at least 1,000 cp, mined within ten miles of the casting site.

Pact (Summoning)

Range: 300 yards

Components: V, S, M

Preparation Time: Variable

Duration: Variable

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell lets the caster call on an outer planar creature of the same alignment. The act of casting the spell gives the outer planar creature magical energy to use on its home plane, which fulfills the wizard's portion of the pact. The planar creature is then obligated to serve the wizard on the Prime Material plane to fulfill its portion of the pact. Before preparation begins, the wizard must select the type of creature desired, and its alignment must be identical to the caster's.

During preparation, the caster contacts the desired creature using *contact other plane*. The contact must be made once per day for every 1,000 experience points of the outer planar creature. The wizard makes an insanity check with each casting, though there is a -1% per day cumulative modifier as better contact is established (minimum 1% chance of insanity per casting). A wizard who goes insane during preparation must start over when and if he regains sanity. The wizard ignores the knowledge and veracity rolls when using *contact other plane* in this way; no information is gained. Since the wizard shouldn't know how many experience points various creatures are worth, he casts the spell every day until the DM tells him he's done.

When cast, the outer planar creature appears at the wizard's location, ready to follow commands within limits. First, the creature only aids the wizard when furthering the cause of their alignment; for example, a chaotic evil creature will only obey chaotic evil orders while on the prime. Second, the creature will not take actions that endanger it (in its opinion).

Appendix I: New Wizard Spells



Third, the creature's attitudes toward order and chaos may affect how it honors the *pact*.

Creature's Alignment	Chance to Break Pact
Lawful	0 %
Neutral	5 %
Chaotic	25 %

Check every day to see if the creature breaks the pact. If it does, it may attack the wizard, remain on the Prime Material plane to pursue its own missions, or simply return home. If the creature never breaks the pact, it remains in the wizard's service for 101 days.

If for any reason the caster is forced to change alignment while the pact is still in force, the creature immediately takes steps to slay the wizard.

Note: Outer planar creatures are described in the *Monstrous Compendium, Outer Planes Appendix*.

For example, a defiler (Intelligence 19) wishes to contact a glabrezu (a true tanar'ri) in order to make a *pact*. The wizard must cast *contact other plane* every day for 44 days, because the glabrezu is worth 44,000 experience points. The chance of insanity depends on the glabrezu's Intelligence (less than 19, so the chance is 35%) and the wizard's Intelligence (-20%), yielding a 15% chance. On the second day, this drops to 14%, then to 13% on the third, 12% on the fourth, etc. Provided the wizard survives all 44 castings without going insane, the glabrezu arrives to do his bidding for 101 days or until it decides to break the pact.

The material component for this spell is a relic (at least 100 years old) that was used by an important historical figure of the caster's alignment.

Preserver Metamorphosis (Alteration/Evocation)

Range: 0

Components: V, S, M

Preparation Time: Variable

Duration: Permanent

Casting Time: Special

Area of Effect: Caster

Saving Throw: None

A preserver who earns sufficient experience points to advance to the next stage of avangion metamorphosis must first successfully cast this spell to complete the change. The preserver changes physical form drastically upon the spell's completion, each time bridging approximately one-tenth the gap between human and avangion form.

The preserver may begin preparation at any point on the way to the next next level, building structures, gathering components, studying, etc. However, the spell cannot be cast before all necessary experience points are earned. Though the experience points have been earned, the preserver gains no benefits of the new level until after the *preserver metamorphosis* spell is cast.

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

Low (21st, 22nd, and 23rd level): A preserver feels a calling within when he has earned 75% of the experience needed for the next level. The preserver leaves the company of his fellows and seeks isolation. The preparation time for the spell constitutes the entire period necessary for the preserver to earn the final 25% of those experience points, adventuring completely alone. If the preserver earns any experience points with the aid of another character, all experience points are lost down to the minimum required for the current level. Failure to gain experience in a solitary fashion, in the DM's judgment,



Appendix I: New Wizard Spells

means the spell may fail when cast. For low-level metamorphosis, the preserver must spend the isolation period gathering physical remains of the enemies of life, usually those of high level defilers—their bodily remains, destructive belongings or artifacts, ash from their spellcasting, etc. These items are evidence of devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. The casting time is six hours. Any interruption results in spell failure. The preserver may have other characters present during casting.

Middle (24th, 25th, and 26th level): At intermediate levels, the preserver again hears a call for isolation when 75% of each level's experience points have been earned. During this preparation time, the preserver must attain absolute isolation; any contact with intelligent beings who aren't foes to be defeated negates the spell preparation, and the wizard reverts to the 75% base line of the isolation period. The material components at the middle levels are gifts gathered from no fewer than three powerful good creatures during isolation. The powerful creatures realize the consequences of contact for the preserver, so they leave the gifts to be found after the preserver achieves extremely dangerous or important goals.

The material component for the spell (not consumed in casting) is a single tree or bush personally saved by the preserver from defiler magic destruction. The casting time is 12 hours. At the time of casting, there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High (27th, 28th, and 29th level): Unlike previous level advancements, the preserver feels no calling toward isolation at high levels. On the contrary, at 75% experience point level, the wizard instead collects a core group of companions no fewer than eight in number and of at least 10 levels or Hit Dice each. All the companions must be of good alignment. The preserver must spend the preparation time with these characters, earning the remaining

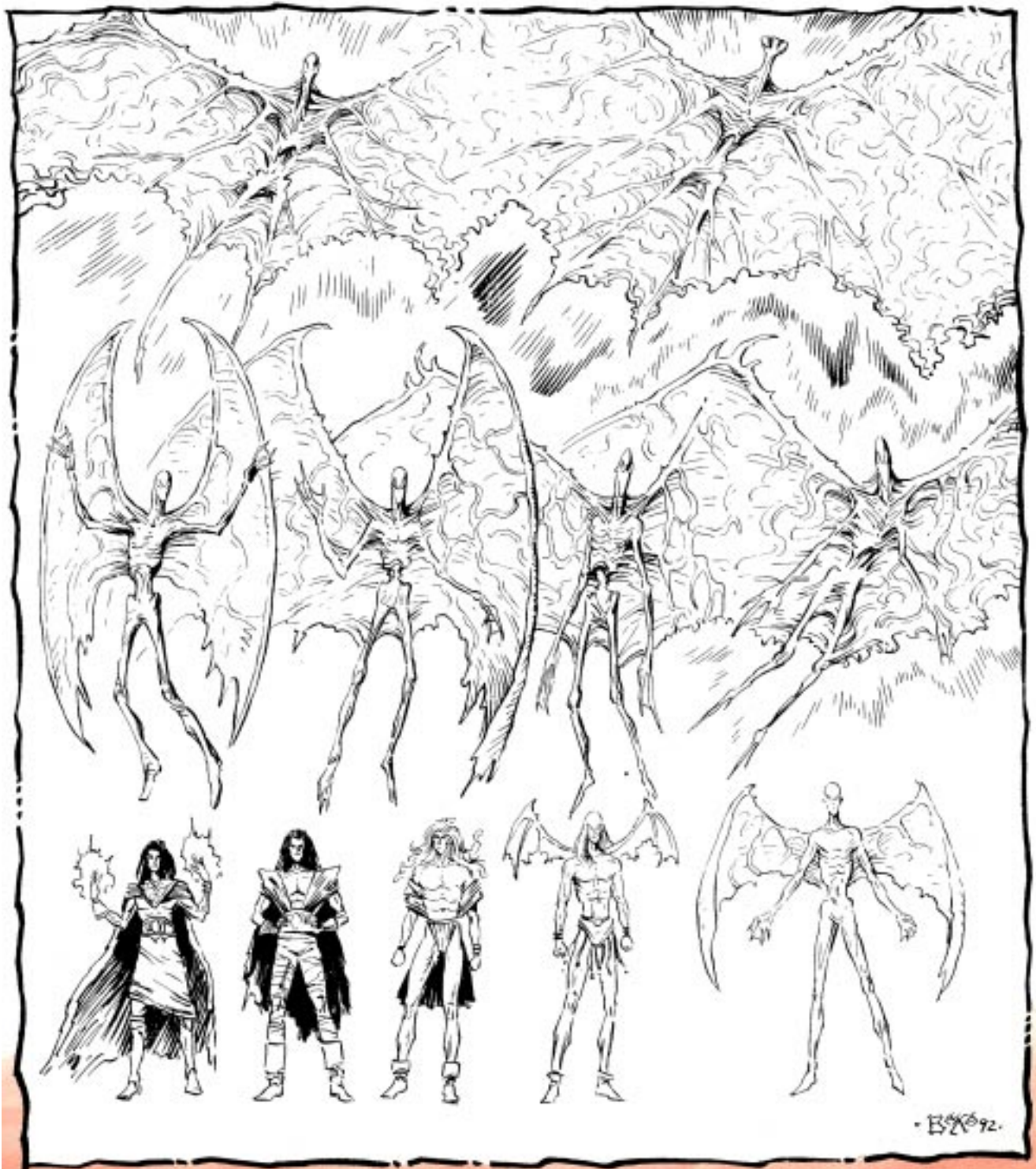
25% of experience in the company of at least one of these companions—failure to do so forces the preserver to revert to the current level's 75% base line of experience. The material components are a single gift from each of the companions in the core group. During the casting of the spell, the preserver must have the aid of a single companion for the entire length of the ceremony. If the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver—new companions must be found for the 27th, 28th, and 29th levels.

Final (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrubgrass, forests, or any combination) at least five miles in diameter. The preparation time for the spell equals the time it takes the preserver to create these lush lands. At the time of casting, the lush lands must be free of evil creatures.

The material components for the spell are a diamond of no less than 10,000 gp value with which to capture the life-giving qualities of sunlight, a stone tomb large enough to hold the preserver's body, and a perfectly sealed glass case built around the tomb. The casting time is one round. Upon casting, the preserver/avangion, diamond, and stone tomb disappear, bound for planes unknown. The DM then secretly rolls 2d12—this is the number of months before the return of the preserver, in final avangion form, to the glass case. If the glass case is damaged in the meantime, the avangion is lost to oblivion. Only the DM knows how long the final stage takes. The player uses another character from the character tree in the interim.

Upon casting, the preserver must make a system shock roll or die from physical stress. Any interruption or mistake during the casting of the spell causes the preserver to lose experience points down to the minimum of the last level—they must be earned again before trying *preserver metamorphosis* anew. This spell can only be cast by preservers.

Appendix I: New Wizard Spells



• ESN 92.



Appendix I: New Wizard Spells

Prolific Forestation (Alteration/Conjuration)

Reversible

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

With this spell, a preserver causes a grove of trees to magically appear. During the preparation time, the wizard must devote eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult to obtain. The wizard must carve the staff perfectly smooth with a diamond dagger, and he cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies according to the caster's level. The wizard may choose to affect a smaller radius if desired. The terrain must have no other trees; if it does, the spell fails. To cast the spell, the wizard thrusts the diamond dagger into the ground at the center of the circle, then moves with the staff to the circle's edge. The wizard then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the wizard walks a perfectly circular path, eventually returning to where he started. The wizard must walk (not run, fly, or levitate) but may use magical means to speed that walk. Interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle has been disturbed, the spell fails, so a wizard often places a guard over it. When the circle is completed, the spell is cast. The table shows the distance that must be walked, based on the area of the spell.

Caster Level	Max Radius	Rough Circumf	Time to Walk	Trees in Grove*
21	10 yards	63 yards	1 round	15
22	20 yards	125 yards	1 round	62
23	30 yards	188 yards	2 rounds	140
24	45 yards	282 yards	3 rounds	315
25	60 yards	377 yards	4 rounds	560
26	70 yards	565 yards	5 rounds	1,260
27	120 yards	754 yards	7 rounds	2,250
28	180 yards	1131 yards	10 rounds	5,040 trees
29	240 yards	1507 yards	13 rounds	9,000 trees
30	480 yards	3016 yards	26 rounds	36,000 trees

* approximately; can vary as much as 20%

The forest consists of mature trees, one to four feet in diameter, spaced three to six yards apart. The thick forest canopy towers 90 to 120 feet. This spell creates no brush or undergrowth for the forest; its floor is the same terrain type as before the spell was cast. The spacing of the trees hinders the movement of huge or gargantuan creatures; smaller creatures can move through the forest unhindered.

Unlike the *prolific vegetation* spell, the trees created have magical protection against natural destruction for one year per caster level. Natural fires, lightning, lack of water, and harsh weather do not kill them. Defiler magic still destroys them normally, as can any attack that would affect normal trees. Only a preserver can cast this spell.

The reverse of this spell, *deadwood*, can only be cast by a defiler. During the preparation time, the defiler must spend at least four hours per day among the trees he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of living trees to be affected. Upon casting, all the trees within the circle are immediately stricken dead. Trees will not grow within the circle for a number of years equal to twice the caster's level.

The material components for this spell are the staff and the diamond dagger. Both disappear when

Appendix I: New Wizard Spells



the spell is cast. The material component for the reverse is a skull carved from a rotten tree stump.

Prolific Vegetation (Alteration/Conjuration)

Reversible

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Permanent

Casting Time: Special

Area of Effect: Special

Saving Throw: None

This spell causes shrubs and grasses to grow over a wide area of previously barren terrain. During preparation, the wizard must devote eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult to obtain. The wizard carves the staff perfectly smooth with an obsidian dagger, and he cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies according to the caster's level. The wizard may choose to affect a smaller radius if he desires. The terrain must be virtually barren of plant life; if not, the spell fails. To cast the spell, the wizard thrusts the obsidian dagger into the ground at the center of the circle, then moves with the staff to the circle's edge. The wizard then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the wizard walks a perfectly circular path, eventually returning to where he started. The wizard must walk (not run, fly, or levitate) but may use magical means to speed the walk.

If the time to complete the circle requires the wizard to stop to sleep, there is no penalty, provided the wizard then awakens to continue the walking journey, but other interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle has

been disturbed, the spell fails, so a wizard often places a guard over it. When the circle is completed, the spell is cast.

The table shows the distance that must be walked, based on the area of the spell.

Caster Level	Max Radius	Rough Circumf	Time to Walk*
21	90 yards	566 yards	5 rounds
22	180 yards	1131 yards	1 turn
23	300 yards	1 mile	2 turns
24	540 yards	2 miles	3 turns
25	800 yards	3 miles	5 turns
26	1,250 yards	4.5 miles	7 turns
27	1.25 miles	8 miles	2 hours
28	6 miles	38 miles	9 hours
29	12 miles	75 miles	18 hours**
30	25 miles	157 miles	38 hours**

* time is for a human in clear terrain and weather conditions

** requires multiple marching days

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs much like the scrub plains. The vegetation will not emerge from solid stone, but it arises from any soil, no matter how rocky, sandy, or dry. Though the spell duration is listed as permanent, the vegetation created is normal and retains no magical enchantment. It remains until and unless it dies from lack of moisture, brushfire, erosion, etc. If this spell is cast in conjunction with an *alter climate* spell (q.v.), the vegetation can grow and last longer. Only preservers can cast this spell.

The reverse of this spell, *sparse vegetation*, can only be cast by defilers. During preparation, the defiler must spend at least four hours per day wandering the scrubland he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of scrub grass to be affected. Once cast, all the scrub, bushes, and weeds



Appendix I: New Wizard Spells

within the circle immediately die. Plants will not grow within the circle for a number of years equal to the caster's level, though growth of trees is not affected.

The material component for this spell is the staff and the dagger. Both vanish after the caster has walked the circumference. The material component for the reverse is a small bag made from woven straw, filled with salt from the sweat of slave farmers.

Pure Breed (Divination, Alteration)

Range: Touch

Components: V, S, M

Preparation Time: 120 days

Duration: Permanent

Casting Time: 10 turns

Area of Effect: Creature touched

Saving Throw: Neg.

With this spell, a wizard can change any half-breed character (half-elf, half-giant, or mul) into a pure breed of either part. The caster can change a half-elf into either a human or an elf, a half-giant into either a human or a giant, or a mul into either a human or a dwarf. During the preparation time, the caster and subject must be in constant proximity and can have no more than one visitor at a time and no more than one per 30-day period. If the subject is unwilling, the caster must somehow restrain him during the preparation, and even then he is allowed a saving throw to negate the effects.

Once cast, the subject is most likely switched to a pure breed of his choice. There is a 10% chance (-1% per caster level beyond 20th) that the character will be transformed into the other pure breed. Either way, the character must make a successful system shock roll to survive the process. Survivors subtract the Racial Ability Adjustments (Table 2, page 3 of the *Rules Book*) for their previous half-breed race and add those for their new pure breed race. The character automatically learns a new

tongue appropriate to his new race, if necessary. If his character classes conflict with the racial class and level limits (Table 3, page 4 of the *Rules Book*), the character's level in that class must be either lowered to the maximum given or the class is lost if the class is not allowed. Powers and hit points must be reduced accordingly. All other abilities for the new race are enforced; those for the old are lost. New height and weight measurements should be rolled. Finally, the character's age should be checked against the new race's aging effects table; modifiers for middle, old, and venerable age should be checked. If the character is effectively younger in his new race, he should negate previous ability score modifiers. If the character is beyond the maximum age range in his new race, he is extremely frail and likely to perish within the year. The character's psionics are unchanged.

There can be no giant player characters. If a half-giant becomes a giant, that character becomes an NPC immediately.

For example, a 28-year-old half-elf bard with Str 14, Dex 15, Con 11, Int 13, Wis 13, and Cha 10 is transformed to a pure breed elf. He subtracts his half-elf racial ability adjustments (bringing him to Dex 14 and Con 12) and then adds those for elf, making him Str 14, Dex 16, Con 10, Int 14, Wis 12, and Cha 10. Since he cannot be an elven bard, the character loses all experience points and must begin again at first level in some new chosen class. At 28, he is still a young elf and suffers no aging effects for another 22 years.

This spell gives the character no social background in his race. An elf, for instance, has no tribe; a human has no city or village allegiance. These may prove to be hindrances. To all means of detection, the character will appear to have always been of the pure breed race.

The material components for this spell are personal items or dust from the grave of the character's parent of the desired race. These items may prove difficult to obtain.

Appendix I: New Wizard Spells



Raise Nation (Necromancy)

Range: 90 yards
 Components: V, S, M
 Preparation Time: 60 days
 Duration: Permanent
 Casting Time: 10 turns
 Area of Effect: Special
 Saving Throw: None

With this spell, a wizard can animate the skeletons of any long-dead civilization. Before the preparation time can begin, the wizard must locate an appropriate site of ruins. There need not be complete skeletons around the ruins (the skeletons will assemble from powdered fragments if that's all that remains of them), but there can be no creatures living at the site and it must have been abandoned for at least 100 years. During the preparation time, the wizard must spend all his waking hours searching the ruins, learning everything he can about them, readying the site for his necromancy.

Once cast, a number of skeletons will animate according to the general size of the ruins site. The DM will know the extent of the ruins, and he should use these guidelines modified for any special circumstances he envisions.

Size	Number of Skeletons
Outpost	10-40
Village	40-400
City	200-2,000
Great City	1,000-4,000

The skeletons are completely under the command of the caster, but are no smarter than any other skeletons. They have no knowledge of their past lives or civilization—they are merely animated to serve the wizard. The skeletons remain so until they are all destroyed. The skeletons never venture further than 75 miles from their ruins.

Once cast on a set of ruins, this spell can never be

successfully cast there again by any wizard. There is a 10% chance that this is the case for any given ruins site, and there is no way for the caster to know if such a spell has been cast without some sort of divination magic.

The material components for this spell are any number of items originally from the ruins site that have been well preserved by time; these items must total at least 1,000 cp in present day value.

Recruitment (Summoning)

Range: 0
 Components: V, S, M
 Preparation Time: 10 days
 Duration: 20 days
 Casting Time: 1 turn
 Area of Effect: Variable
 Saving Throw: Neg.

With this spell, the wizard summons all living creatures around him who have ever drawn blood in anger. During preparation, the caster must take the ground bones of fallen warriors and sprinkle them where the spell is to be cast, out to the radius given below.

Level	Radius
21	60 yards
22	30 yards
23	120 yards
24	180 yards
25	240 yards
26	360 yards
27	480 yards
28	300 yards
27	1 mile
30	2 miles

Upon casting, all creatures within the circle that have ever drawn blood in anger as hunters or warriors, must save or immediately come under the effects of the spell. They immediately gather their



Appendix I: New Wizard Spells

weapons and come to the caster, awaiting his every military instruction for the duration of the spell.

The affected creatures usually cannot form military formations unless an entire formation is caught within the area of effect. The creatures cannot perform any actions other than combat. They cannot be forced to build things or carry things other than their own personal equipment. They do not fight among themselves, regardless of previous dispositions, and they serve the caster without fail.

The material component for this spell is at least 100 pounds of ground bones of fallen warriors, which must be apportioned during preparation. A humanoid creature has about 25 pounds of bone; larger creatures have 25 pounds per Hit Die.

Reverse Loyalties (Charm)

Range: 60 yards

Components: V, S, M

Preparation Time: 7 days

Duration: 21 days

Casting Time: 1 turn

Area of Effect: 25 HD/level

Saving Throw: None

This spell acts like a mass *charm person* spell, though its effects on each individual are more restricted. The subject group must consist of bipedal human, demihuman, or humanoid of man-size or smaller, such as humans, dwarves, elves, half-elves, halflings, and muls; all of whom hold loyalties to one leader. During preparation, the wizard locks himself away and studies the history and background of the target group's original leader. Though the spell is cast on the followers themselves, the wizard researches their leader's background.

Upon casting, the spell effect expands in a circle from the point of casting until creatures equal to the area of effect are enchanted or until there are no possible subject creatures left. The maximum distance is 300 yards.

Unlike the *charm person* spell, the spell recipients regard the caster as the object of their loyalties. They accept logical military orders from the caster. For instance, they will break formations and turn on their former leader. They do nothing obviously fatal to themselves. Their loyalties have been magically switched, but are not magically maintained—if the caster takes actions that make him less worthy of these newfound loyalties, the subjects of the spell may desert. Even if the caster performs well as their new leader, the spell recipients can save according to their Intelligence, just as for a *charm person* spell (note that creatures with Intelligence of 12 or less get no chance to save before the spell naturally ends). When individuals within the subject group make their saves, they desert but cannot convince others still under the spell to desert. Each subject has full memory of actions taken under this spell.

The material component for this spell is a fully dried anakore's heart.

Rift (Alteration, Conjunction/Summoning)

Range: 0

Components: V, S, M

Preparation Time: 120 days

Duration: 1 night

Casting Time: 10 turns

Area of Effect: Sphere 360 yards around caster

Saving Throw: None

With this spell, the wizard magically brings the Negative Material plane closer to the Prime Material plane, creating a rift between the two centered upon himself. The wizard must first study undisturbed for at least four hours per day for four months, reading scrolls and books about the planes. Upon casting, all undead within the area of effect gain nine times their original hit points as "phantom" points for the duration of the spell. For instance, a 5 hp zombie gains an additional 45 phantom hit points for the entire night. In combat,

Appendix I: New Wizard Spells



the phantom points are taken off first, then the actual hit points are lost until the undead creature is slain.

The area of the rift moves with the caster, possibly placing some undead out of the sphere or encompassing others as he moves. Phantom hit points are gained immediately upon entering the sphere, and then only once per creature per casting. The caster has no control over which undead receive the benefit of the phantom hit points; all undead in the sphere are so affected.

The material component for this spell is an obsidian goblet containing ground bones from a dead necromancer.

Rolling Road (Alteration)

Range: 0
Components: V, S, M
Preparation Time: 7 days
Duration: Special
Casting Time: 1 turn
Area of Effect: Variable
Saving Throw: None

With this spell the caster creates a short stretch of smooth road that extends in front of him wherever he travels.

During preparation, the caster must take the material components, dust from previous roads he has travelled, and mix them for at least four hours every day. After casting the spell, the wizard must continue to sprinkle this mixed dust in front of him as he travels.

The road itself is always 30 yards wide and extends 10 yards in front of the caster. It extends behind him for 30 yards for each level above 20th. The road crosses any land, including sand, forest, and mountain. In the case of the former two, the road appears in front of the caster, pushing obstacles like trees and rocks aside. For mountains, obstacles are likewise removed, but the road is just as steep as the

original terrain, and could still be impassable. The magical road does not create its own firm ground, and cannot be used to cross areas of silt. The road leaves no trace once the caster has passed by.

The road does offer some protection to those on it—natural weather effects do not hinder travel on the road, and those on it do not require food or water while on the road.

The spell's duration is measured in distance, five miles per level of the caster above 20th. The spell does not grant the caster knowledge of direction.

The material component for this spell is at least one pound of dust from three roads the wizard has previously travelled.

Undead's Lineage (Divination)

Range: Touch
Components: V, S, M
Preparation Time: 120 days
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Undead creature touched
Saving Throw: Neg.

With this spell a wizard can divine the history of a single undead creature, thereby gaining tremendous power over that creature. During preparation, the caster must spend at least eight hours per day studying necromancy and tomes about undeath. (The caster must procure such materials before beginning preparation.) Adventures that focus on the undead may work as part of the preparation time, if the DM desires.

The wizard must touch the undead to cast the spell. Once cast, the undead must make a successful saving throw vs. spell with a -3 penalty, or the caster immediately knows all personal history of the creature. This includes, but is not limited to: family history and occupation during life; method of death; method of undeath; and history since attaining undeath.



Appendix I: New Wizard Spells

In game terms, the caster's intimate knowledge of these things gives him complete control over the undead creature. The undead performs any task ordered. In role-playing terms, the wizard learns intimate personal details that may lead to some knowledge of old or even ancient events (DM's option). Extremely powerful undead, such as liches and some vampires, may get another chance to save each week or even after each task, if the DM wishes.

The spell lasts until one of the following things happens: the undead is permanently destroyed; the caster is made to forget the things he has learned (even temporarily); a wizard of higher level casts this spell on the same undead creature (in which case he steals control from the original wizard); or the wizard voluntarily ends the spell.

The drawback to this spell is that while the caster learns of the undead's intimate past, the undead learns much about the caster. If the caster dies with an undead still under this spell, the caster immediately becomes a weaker undead under its control. (Mindless undead such as skeletons and zombies exert no control; the wizard becomes a mindless undead of their type.) The wizard can never be raised by priestly magic. His only rest comes with final destruction, which his new undead master will likely guard against for eternity.

The material components of this spell are an eye, ear, nose, tongue, and finger, each taken from a separate undead creature of the same type as the target.

Wall of Ash (Evocation)

Range: 0

Components: V, S, M

Preparation Time: 5 days

Duration: Special

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: Neg.

This spell creates a barrier of ash that is deadly to living creatures. Touching it can cause great damage, and crossing it causes instant death.

During the preparation time, the wizard must dig or have dug a small trench, one foot wide and one foot deep, in the shape he wants the wall when it is cast. If not personally involved, the wizard must personally oversee the digging of the trench for at least four hours per day during preparation.

The wall can be of any shape, and as long as 30 yards per caster level above 20th. The ash appears in the trench and is piled one foot above the ground. Contact with the ash causes 1d10 points of damage per *segment*, meaning potentially 10d10 points for an entire round. Crossing completely over the ash causes any living creature to die, its life completely absorbed by the deadly ash. The creature must make a successful saving throw vs. death magic with -10 penalty to survive. Jumping or flying makes no difference. Even living creatures attempting to cross through the astral or ethereal planes must save or die. *Dimension door* can be used to cross safely, but *teleport* cannot. Magic, psionics, missile weapons, and other non-living things can cross the ash wall without penalty.

Undead creatures can cross without penalty. Ash golems suffer no saving throw penalty when crossing. The caster and allies are just as subject to damage and death as enemies are.

This spell's material component is a sack of ash collected from the remains of a defiler of the same level of the caster.



DARK SUN™ Campaign Priest Spells

1st Level

Animal Friendship
Bless
Combine
Command
Create Water
Cure Light Wounds
Deep Breath (in DK)
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Elemental Bonding (in DK)
Endure Heat/Endure Cold
Entangle
Faerie Fire
Invisibility to Animals
Invisibility to Undead
Light
Locate Animals or Plants
Magical Stone
Merciful Shadows (in DSRB)
Pass Without Trace
Proof Against Undeath (in DK)
Protection From Evil
Purify Food & Drink
Remove Fear
Sanctuary
Shillelagh

2nd Level

Aid
Augury
Barkskin
Chant
Charm Person or Mammal
Clear Water (in DK)
Detect Charm
Dust Devil
Enthrall
Find Traps

Fire Trap
Flame Blade
Goodberry
Heat Metal
Hold Person
Know Alignment
Messenger
Obscurement
Produce Flame
Resist Fire/Resist Cold
Silence, 15' Radius
Slow Poison
Snake Charm
Speak With Animals
Spiritual Hammer
Trip
Warp Wood
Winds of Change (in DK)
Withdraw
Wyvern Watch

3rd Level

Air Lens (in DSRB)
Animate Dead
Call Lightning
Conjure Lesser
Elemental (in DK)
Continual Light
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Hold Animal
Locate Object
Magical Vestment
Meld Into Stone
Negative Plane Protection
Plant Growth

Prayer
Protection From Fire
Pyrotechnics
Remove Curse
Remove Paralysis
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree
Water Breathing
Water Walk

4th Level

Abjure
Animal Summoning I
Cloak of Bravery
Control Temperature,
10' Radius
Cure Serious Wounds
Detect Lie
Divination
Free Action
Giant Insect
Hallucinatory Forest
Hold Plant
Inbue With Spell Ability
Lower Water
Neutralize Poison
Plant Door
Produce Fire
Protection From Evil,
10' Radius
Protection From Lightning
Protection From Weather
(in DK)
Reflecting Pool
Rejuvenate (in DSRB)
Repel Insects

DARK SUN™ Campaign Priest Spells

Speak With Plants
Spell Immunity
Sticks to Snakes
Tongues

5th Level

Air Walk
Animal Summoning II
Animal Growth
Anti-Plant Shell
Atonement
Commune With Nature
Commune
Conjure Elemental (in DSRB)
Control Winds
Cure Critical Wounds
Dispel Evil
Flame Strike
Good Weather (in DK)
Insect Plague
Ironskin (in DK)
Magic Font
Moonbeam
Pass Plant
Plane Shift
Quest
Rainbow
Raise Dead
Sands of Time (in DK)
Sandstorm (in DSRB)
Spike Stones
Transmute Rock to Mud
Tree Growth (in DK)
True Seeing
Wall of Fire

6th Level

Aerial Servant
Animal Summoning III

Animate Object
Anti-Animal Shell
Blade Barrier
Conjure Animals
Create Tree of Life (in DSRB)
Find the Path
Fire Seeds
Forbiddance
Heal
Heroe's Feast
Liveoak
Part Water
Silt Tides (in DK)
Speak With Monsters
Stone Tell
Transmute Water to Dust
Transport Via Plants
Turn Wood
Unliving Identity (in DK)
Wall of Thorns
Weather Summoning
Word of Recall

7th Level

Animate Rock
Astral Spell
Changestaff
Chariot of Sustarre
Confusion
Conjure Greater Elemental
(in DK)
Control Weather
Creeping Doom
Earthquake
Exaction
Fire Storm
Gate
Holy Word
Regenerate

Reincarnate
Restoration
Resurrection
Silt Cyclone (in DK)
Succor
Sunray
Symbol
Transmute Metal to Wood
Wind Walk

8th Level

Alter Climate
Create Oasis
Forever Minions
Hasten Crops
Reverse Winds
Wild Weather

9th Level

Air of Permanence
Disruption
Mountainous Barrier
Pocket Dimension
Prolific Vegetation
Storm Legion

10th Level

Cleanse
Insect Host
Planar Vassal
Prolific Forestation
Rift
Silt Bridge

Appendix 2: New Priest Spells



Appendix 2: New Priest Spells



First-Level Spells

Deep Breath (Alteration)

Sphere: Elemental (Air)
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

With this spell the caster allows one creature to take a single breath that will last for the duration of the spell. The spell bestows no ability to maneuver or function underwater or while buried in sand, but it does temporarily remove the need to breathe. Once the spell's duration runs out, a character who cannot breathe normally begins to suffocate after 1/3 his Constitution score in rounds (Constitution check each round with a -2 cumulative penalty to postpone damage; 1d6 damage per round after failing a check).

If the *deep breath* spell is cast after a character has already held his breath for a few rounds, it works as though he got a clean gulp of air—when the spell wears off he begins the suffocation procedure fresh. The spell also lets the character avoid the ill effects most gaseous attacks, magical and otherwise.

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

Elemental Bonding (Alteration)

Reversible

Sphere: Elemental (Any)
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

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

The amount of damage healed is 1d4 + 1 points, but there are restrictions. If the damage is from disease or combat, the priest cannot completely heal the recipient with this spell. He only heals the character to within three hit points of perfect health. For instance, if a warrior with 15 maximum hit points has 11 left, an *elemental bonding* spell can only heal 1 point of damage. Other magic can heal the remaining damage. If, however, the wounded character took all damage solely from an elemental, the priest heals all damage with this spell.

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

Proof Against Undeath (Necromancy, Alteration)

Sphere: Cosmos
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: Special



Appendix 2: New Priest Spells

This spell is cast on a dead creature to prevent it from being raised as a skeleton or zombie with an *animate dead* spell. The creature cannot have been dead for a number of days greater than the caster's level; otherwise it has no effect. The size, level, or Hit Dice of the dead creature makes no difference. *Detect magic* will reveal the magical enchantment on the body, and it can be removed with a *dispel magic* spell. This spell has no effect on living creatures or those already animated as skeletons or zombies. Corpses being magically enchanted into some other, more powerful form of undead are granted a saving throw vs. spell (based on the corpse's level and class from his previous life); if it makes this save even once, the corpse can never be raised as any form of undead.

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

Second-Level Spells

Clear Water (Alteration)

Reversible

Sphere: Elemental (Water)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 2

Area of Effect: 1 gallon/level

Saving Throw: None

With this spell, the priest can bring Athasian water closer to its true elemental form. Impurities and imperfections are removed, making it more effective at quenching thirst and nourishing plantlife.

When drunk, a creature requires only half as much cleared water as normal water. An active human character, for instance, needs only 1/2 gallon of cleared water per day to avoid dehydration.



Appendix 2: New Priest Spells



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

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

The material component of this spell is a single drop of distilled water, or, for the reverse, a rotted seed.

Winds of Change (Enchantment/Charm)

Sphere: Elemental (Air)

Range: 30 yards

Components: V, S, M

Duration: 1 day/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

This spell alters the judgement of one victim at random intervals, depending on the direction of the winds. The spell can divert a character from his goal for an extended time without physically harming him.

If the wind changes between east and west, the character's distinction between good and evil alters. Wind that varies between north and south alters his attitude towards law and chaos. In absolutely calm conditions, he becomes true neutral. The character behaves normally from moment to moment and suffers no obvious harm such as starvation or confusion, but he cannot pursue a given goal for long without changing his mind.

The general direction of the wind usually changes every two hours, and often more frequently. The

DM chooses the wind direction either randomly or based on whatever behavior change seems most dramatic or entertaining. Magically altered wind direction can also change the character's attitudes; when the spell effects end, the wind returns to its original direction and speed. Speed of wind has no effect on this spell.

If the victim is a player character, the player should play his altered alignment accordingly, even if it flies in the face of his original goals. If the victim is a non-player character, the DM coordinates the confused behavior similarly.

The material component of this spell is a set of wooden dicing sticks.

Third-Level Spells

Conjure Lesser Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental (Various)

Range: 30 yards

Components: V, S, M

Duration: 1 turn +1 round per level of the caster

Casting Time: 3 rounds

Area of Effect: Special

Saving Throw: Special

With this spell a priest may freely summon a lesser elemental from his own elemental sphere. The lesser elemental does anything in its power to aid the caster. A priest cannot summon an elemental from another sphere (e.g., a water priest cannot summon a fire elemental).

Once cast, there is a 50% chance for one to three 2 HD elementals to appear; a 25% chance for one or two 4 HD elementals; and a 25% chance for one 6 HD elemental. The lesser elementals can be sent back by the caster, one at a time or all at once, at any time. They automatically return to their home plane after the duration of the spell.



Appendix 2: New Priest Spells

Conjured lesser elementals must be controlled by the priest or they simply assume a defensive posture until returned to their plane. Lesser elementals do not attack the priest when uncontrolled. Lesser elementals can be controlled up to 30 yards away per level of the caster. Lesser water elementals are destroyed if they are ever more than 30 yards from a large body of water.

Lesser elementals are described in the *Monstrous Compendium*, DARK SUN™ Appendix, *Terrors of the Desert*.

The spell requires the caster's holy symbol and a handful of material representative of the elemental being's home plane, as follows:

Air: breath of the caster.

Earth: dirt, dust, or other earth.

Fire: any burning object.

Water: liquid water, sweat, saliva, etc.

Fourth-Level Spell

Protection from Weather (Abjuration)
Reversible

Sphere: Elemental (Air or Water)

Range: Touch

Components: V, S, M

Duration: 1 hour/level

Casting Time: 7

Area of Effect: Creature touched

Saving Throw: Neg.

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient, who completely ignores natural (not magical) weather effects. Driving rain, wind, or driven sand do not impede progress. Incredible heat does not affect water intake or dehydration. Natural lightning cannot affect him.

Normal light and darkness are not considered weather effects for this spell. The after-effects of weather—flood waters, muddy ground, or drifted

sand, for instance—impede progress normally.

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

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

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

Fifth-Level Spells

Good Weather (Alteration)
Reversible

Sphere: Elemental (Air or Water)

Range: Touch

Components: V, S, M

Duration: 1 hour/level

Casting Time: 8

Area of Effect: 10' radius/level

Saving Throw: Neg.

Appendix 2: New Priest Spells



With this spell, a priest can create an area of moderate weather. The area affected is a sphere centered on the recipient with a radius equal to 10 feet per level of the caster, but the sphere does not extend beneath the ground. The sphere moves with the recipient. The temperature and level of wind are moderated toward a more comfortable level for the recipient. Temperature is adjusted by as much as 20 degrees, and wind speed by as much as 10 miles per hour. Note that “comfort” is subjective, varying from race to race. For instance, what a thri-kreen finds tolerable is sweltering for a halfling.

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

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

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

The reverse of this spell, *bad weather*, has exactly the opposite effect, moving the outside temperature and wind speed away from the comfortable range.

In the above example, the human would be in a sphere where the temperature was elevated to 120 degrees and the wind speed to 15 miles per hour. Wind speeds in excess of 20 miles per hour cut visibility to half. Creatures made less comfortable by the reversed spell receive a -2 penalty to all morale checks and have their marching speed cut to half for the duration of the spell. A successful saving throw vs. spell negates this effect.

The material component for this spell is a piece of cloth from a casual garment (or, for its reverse, a bleached bone).

Ironskin (Alteration)

Sphere: Elemental (Earth)
 Range: Touch
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 creature
 Saving Throw: None

This spell is similar to the wizards’ *stoneskin* in that the affected creature gains virtual immunity to any attack by cut, blow, or projectile. Physical attacks by weapons (even enchanted ones), natural animal weapons (such as fangs and claws), and hurled projectiles (giant boulders) cannot penetrate *ironskin*. Magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have normal effects. The spell blocks 1d6 attacks, plus one for every two levels of the caster. For example, an *ironskin* from a 13th-level priest would protect against seven to 12 attacks. However, unlike *stoneskin*, only physical attacks that would otherwise have scored a hit on the creature count against that total. Three *magic missiles* can hit and do damage, or a fighter can attack with a sword and fail his attack roll without bringing down the total.

The material component for this spell is a small iron statue worth at least 5 gp.



Appendix 2: New Priest Spells

Sands of Time (Alteration)

Reversible

Sphere: Elemental (Air or Water)

Range: 10 yards

Components: V, S, M

Duration: 1 round

Casting Time: 8

Area of Effect: Up to 10 cubic feet/level

Saving Throw: Neg.

By means of this spell, a priest can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be so reversed depends upon the level of the caster. Consult the table given with the wizard spell of the same name.

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

Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. *Paint* indicates that artificial coloration is gone or unrecognizable; *Etching* means carved letters or pictures are worn away; *Relief* indicates that deeply carved letters or images are severely eroded; *Form* indicates that time has eroded away all but the basic form of the original stone or metal. The fractions $\frac{1}{2}$ and $\frac{3}{4}$ tell when the item has lost that amount of its original mass. *Dust* means the original item is completely gone, eroded away to nothing.

A 15th-level priest could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a

painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use this table as a guide for other objects that don't exactly fit into these categories.

The reverse of this spell, *accelerate erosion*, allows the priest to speed up erosion on any nonliving material object. In the example above, the 15th-level priest could turn a clean piece of papyrus to dust, or turn a new staff of wood into crumbled pieces, or erase a painted map from a wall of soft stone.

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

Tree Growth (Enchantment)

Sphere: Elemental (Earth or Air)

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 8

Area of Effect: Special

Saving Throw: None

Through this spell, a priest can cause a normal tree to grow from a seed to full size in only one round. The tree itself is not magical; only its accelerated growth is a magical effect. The priest must place the seed where he wishes the tree to grow; if this is not already on a soil or earth surface, the tree will seek out soil no more than 1 foot below, even through rock or metal. If the priest wishes to simply drop the seed where he is, he may do so; if he wishes to toss the seed to some specific location within 12 feet, he must make a successful Dexterity check—failure means he missed the exact location, but by no more than 3 feet. During its rapid growth, the tree tries to attain its full size and height, smashing through barriers with a Strength score of 25. Wooden structures splinter; rock walls, ceilings, and foun-

Appendix 2: New Priest Spells



dations split and crumble; even metal barriers bend or split against the massive growth of the tree. Should a structure collapse because of the tree's growth, creatures may have to make saves vs. spell or take damage, at the DM's option. Though rapid, the growth of the tree can easily be avoided by most characters and creatures.

The material component for this spell is the seed itself, which must be undamaged but need not have any magical enchantment prior to the casting of this spell.

Sixth-Level Spells

Silt Tides (Alteration)

Reversible

Sphere: Elemental (Earth or Air)

Range: 0

Components: V, S, M

Duration: 4 hours/level

Casting Time: 9

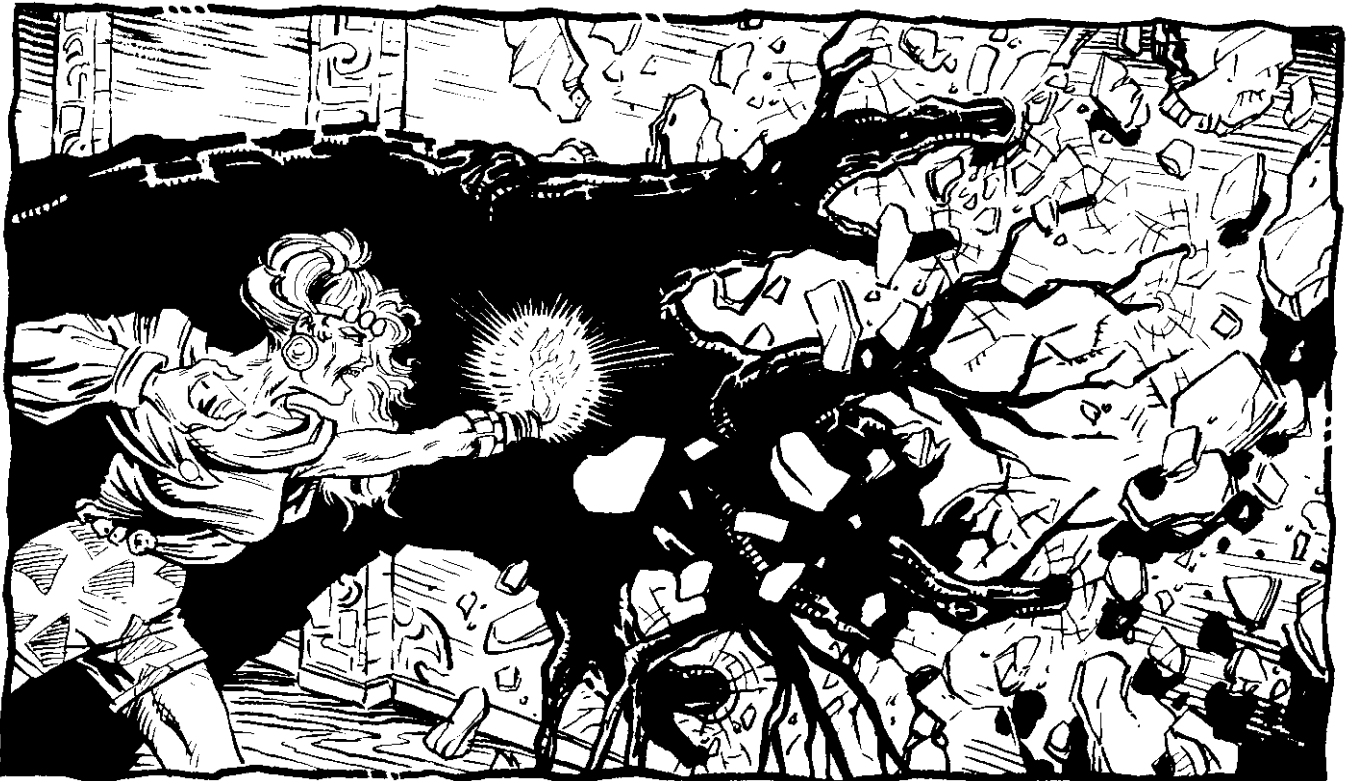
Area of Effect: Special

Saving Throw: None

With this spell a priest can create an area of abnormally low tides in the Sea of Silt. The area of silt affected is a circle with a radius of 10 yards per level of the caster. Within the circle, the silt drops 10 feet below its normal level, which is usually enough to expose the maze of rock walkways common to the coastal areas of the Sea. The spell's area of effect moves with the caster, so he can travel the rock walkways while exposed to the air. Strong winds and the like affect the silt normally.

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

If cast outside the Sea of Silt, this spell has no effect. The material component for this spell is a





Appendix 2: New Priest Spells

small, oval lump of lead that has been cast by moonlight.

Unliving Identity (Necromancy) **Reversible**

Sphere: Cosmos
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: Neg.

A priest employs this spell to give temporary personality and identity back to mindless undead, namely skeletons and zombies. The undead's previous consciousness and identity are restored, including memories, preferences, personality, and alignment. The creature is still undead, but now has the ambitions and thoughts it had as a living being. There is a 1% chance per year that the creature has been dead (not necessarily undead) that it goes immediately mad, unable to accept its undeath and the changes to its world over that time—a mad undead immediately flees, its identity forever lost.

In instances where the history of a particular undead is known, the DM can apply what he knows to the new free-willed skeleton or zombie. However, in cases where the undead's history is unknown, select its former class, alignment, and level according to what best suits the adventure, or decide randomly. *Note: The undead does not retain any of its class or level bonuses; it is still simply a skeleton or zombie.*

Remember, none of this information will be readily apparent for a skeleton, though characters may be able to guess at class from the tattered clothing still worn by a zombie.

The reverse of this spell, *unliving mindlessness*, permanently returns any free-willed skeleton or zombie to its former mindless state, or temporarily makes other undead mindless. The undead creature retains its combat and life-draining abilities, but has

no sense of who it is, was, or what its previous plans were. For the duration of the spell the undead wanders aimlessly, slaying and draining life until destroyed. This spell does not work on lichs, and it affects a vampire only until the vampire feeds again.

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

Seventh-Level Spells

Conjure Greater Elemental (Conjuration/Summoning) **Reversible**

Sphere: Elemental (Various)
Range: 30 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows a priest to summon a single greater elemental from his sphere of major access. Determine the Hit Dice of the elemental with percentile dice:

01-65, 10 HD; 66-90, 14 HD; 91-00, 18 HD.

Greater elementals are described in the *Monstrous Compendium, DARK SUN™ Appendix, Terrors of the Desert*.

This spell is otherwise identical to the fifth-level priest spell *conjure elemental*.



Silt Cyclone (Conjuration)

Sphere: Elemental (Earth or Air)
Range: 120 yards
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

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

The cyclone spins so quickly that its center becomes extremely hot, shooting off balls of searing dust as the whirlwind spins faster and faster. Any creature within 90 yards of the whirlwind must save vs. magic every round or be hit with a 2d12 ball of super-heated dust. Any creature that actually touches the cyclone suffers an attack (THAC0 5) that inflicts 10d6 points of damage. A creature that takes damage from this attack is also thrown 3d6 yards away, suffering another 1d6 points of damage.

The cyclone can be dissipated by an air elemental or other powerful being from the elemental plane of air on command, by dispel magic, or by forcing its base away from the Sea of Silt. The cyclone can be moved by a powerful magical wind (*gust of wind* is insufficient); control weather, *weather* summoning, or *wild weather* spells can move it 10 yards for every 10 miles per hour of wind sustained against it for an entire round.

The material components for this spell are silt from the Sea of Silt and a child's toy top. This spell cannot be cast away from the Sea of Silt.

Psionic Enchantments Eighth-Level Spells

Alter Climate (Alteration)

Sphere: Elemental (Air or Water)
Range: 0
Components: V, S, M
Preparation Time: Variable
Duration: Special
Casting Time: 1 turn
Area of Effect: 40 square miles
Saving Throw: None

The *alter climate* spell lets a priest subtly affect the pattern of weather over a large area for a long period of time. Before casting the spell, the priest must travel in the 40 square miles to be affected, spending at least four hours each day for a minimum of 30 days studying the local weather and experiencing the land's bounty and hardships. Once cast, the spell's duration is equal to five times the number of days the priest spent studying the area.

If the spell is cast to improve the weather, normally scant rainfall is supplemented mildly, and the severity of winds and storms are reduced for the duration of the spell. Existing croplands in the area of effect certainly provide an abundant harvest, and most likely a surplus the locals can sell. Other existing plants are also fruitful, but *alter climate* does not create new plant life. If cast in conjunction with a *prolific vegetation* spell, any barren land (stony barrens, sandy wastes, etc.) grows grass and scrubs (much like scrub plain terrain) after 10 days and for the duration of the spell. The accelerated rainfall levels are very gradual and are spread over the duration of the spell—there is no flash flooding or excessive erosion.

If the caster instead worsens the weather, rainfall is cut to drought levels and the severity of sand and wind storms increases. Crops in the affected area automatically fail, leaving the fields dried and nearly ruined. Other vegetation may also be destroyed, de-



Appendix 2: New Priest Spells

pending on the terrain. Areas of scrub plains become sandy wastes after 30 days, and the land does not naturally recover its scrub covering if the spell lasts more than 300 days. Areas of forest become sandy wastes after 600 days, and the land does not naturally recover its trees or other plant life if the spell lasts more than 1,500 days. Magical vegetation is unaffected.

In either case, the spell's effect on the weather is not immediately apparent. A casual observer may never realize what is happening until after half a year or more has passed.

The material components for this spell are specimens of every type of weather common to the area—a cup of rainwater, a handful of windblown sand, and a piece of a tree or rock split by lightning. These must be collected by the priest during his preparatory study.

Create Oasis (Conjuration)

Sphere: Elemental (Air, Earth, Water)

Range: 0

Components: V, S, M

Preparation Time: Variable

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell creates a lush oasis within the confines of a ring of standing stones of the priest's creation. The maximum radius of the oasis is 30 yards per caster level beyond 20th; a priest may create a smaller oasis if desired. The preparation time is the time required to erect the circle of stones. Each stone must be at least 12 feet tall and no more than 4 feet wide or thick; rough-hewn and oblong; and set into the ground to stand on end. One must be placed every 10 yards around the circumference of the proposed oasis. The table below shows how many stones must be erected for oases of various sizes.

Level	Radius (yds)	Circumf (yds)	Stones	Creatures Supported
21	30	189	19	8
22	60	376	38	31
23	90	566	57	71
24	120	754	76	126
25	150	943	95	197
26	180	1130	113	283
27	210	1320	132	385
28	240	1508	151	503
29	270	1697	170	636
30	300	1885	189	785

Cutting and placing a single stone requires 48 worker-hours, provided stones are readily available in the area and the workers have appropriate tools (chisels, spikes, hammers, rollers). If tools or ready stones aren't available, this time may increase or, at the DM's discretion, the preparation may be impossible. Also, particularly skilled or capable workers (such as dwarves, half-giants, or slaves trained in quarries) may cut the time by as much as half. The priest can erect the stones himself by physical or magical labor, or he may enlist the help of any number of other creatures who share his alignment (if any laborers are not of the priest's alignment, the spell will fail when cast). After the last stone is placed, the priest must cast the spell from the exact center of the ring. Interruptions during the placement of stones do not negate the spell, provided all the stones are in place at the time of casting.

Once cast, the circle inside the stones is instantly transformed into a plant-filled, water-rich oasis. The trees and bushes are laden with nourishing, delicious fruits, and small game birds and animals appear, supported by springs and pools of fresh, cool water. The oasis can also sustain one human-sized creature for every 36 square yards, as shown on the table. Each night, lost animals, fruits, and water are automatically replenished. Defiling magic still causes permanent damage—subtract the damaged area when considering the oasis' ability to support living creatures.

Appendix 2: New Priest Spells



The oasis remains intact until the priest physically moves beyond the ring of standing stones or until he voluntarily ends the spell. Once ended, the oasis and the standing stones vanish, leaving the exact terrain that existed before. The spell also ends if the casting priest is slain.

The material components for this spell are the standing stones themselves, which don't vanish until the spell is broken.

Forever Minions (Necromancy)

Sphere: Cosmos
Range: 30 yards
Components: V, S, M
Preparation Time: 21 days
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

With this spell a priest can guarantee that a number of his followers will automatically animate as zombies when they are killed. The enchantment stays with the followers until they are slain.

During preparation, both the priest and the followers to be enchanted must spend at least eight hours per day in seclusion, in the dark, readying the spell. If a follower misses a day of preparation, the spell cannot work for him. If such a follower is present during the casting of the spell, he is instead immediately slain and does not rise as an undead.

The number of followers that can be so enchanted is measured in Hit Dice; 3 HD per level of the caster is the maximum per casting of the spell. One round after those followers have fallen they reanimate as zombies, just as in the spell *animate dead*. Whether or not they are in the priest's presence, the zombies immediately seek him out and obey his instructions. During casting, the priest can specify an increased time (up to a maximum of one day) between death and reanimation.

Followers who are not slain in the service of the priest do not immediately reanimate. For instance, a follower who secretly works against the priest or who dies on personal business does not reanimate.

Recipients of the spell can already be zombies or skeletons. In the latter case, they reanimate as skeletons. *Forever minions* cannot be cast more than once on a single creature.

The material component for this spell is a wax imprint of every follower's right hand (claw, tentacle, or whatever).

Hasten Crops (Alteration) Reversible

Sphere: Cosmos
Range: 0
Components: V, S, M
Preparation Time: 15 days minimum
Duration: Special
Casting Time: 6 hours
Area of Effect: Special
Saving Throw: None

By using a *hasten crops* spell, a priest can lessen the time necessary to grow grain crops from seed to harvest within a given area. The area of effect is one square mile per level of the caster beyond 21st, but only applies to one grain crop planted in that area; the type of grain must be stated before the spell is cast. During the preparation time for the spell, the priest must spend three hours per day praying over the seeds to be used for the crop, and at least three hours a day travelling and blessing the fields to be planted. This process must continue for at least 15 days. The seeds still have to be planted by the local farmers before the spell can be cast.

On Athas, typical grain crops require a full 120 days to reach harvest, though some crops may take as few as 90 or as many as 150 days. Upon casting, *hasten crops* reduces the normal time it takes to grow the grain crop from seed to harvest by the days



Appendix 2: New Priest Spells

spent in preparation. Minimum growing time is seven days. The spell grants no magical properties or protections to the crop as it is growing—natural or manmade disasters can still wipe it out.

Athas has no major changes in seasonal temperature and rainfall that govern growing seasons. However, when a particular crop must be grown at a specific time of the year, this spell must be cast toward the beginning of that time. During the six-hour casting time, the priest must have the cooperation of at least 100 local farmers and other folk to engage in a planting festival. Portions of the seed crop are burned, a bountiful feast is prepared and eaten, and the locals dance in honor of all the elemental planes that make their agriculture possible.

The reverse of this spell, *blight*, causes existing grain crops to wither and die. The area of effect is the same, and the priest must still indicate which particular grain crop he wishes to affect. Other crops and plants are unaffected. This spell and its reverse cancel each other within the same area of effect.

The material components for this spell are grain seeds taken from some other bumper crop carried in baskets made by the local children. The baskets and grain are burnt in the festival's central bonfire. For the reverse, the material components are a pinch of salt and a bit of molded bread.

Reverse Winds (Alteration)

Sphere: Elemental (Air)
Range: 600 yards
Components: V, S, M
Duration: 10 turns/level
Casting Time: 1 turn
Area of Effect: Hemisphere 600 yards in diameter
Saving Throw: None

With this spell a priest can change wind direction. Because it does not alter the velocity of the winds, this spell is most effective during wind or sand

storms. There are actually two forms of this spell—immediate change and erratic change.

With immediate change, the priest simply chooses the new direction the wind should take. Once cast, the wind ceases completely for one round, then resumes with equal speed in the new direction. Immediate change can move smoke, clouds, fog, and spells with similar effects. Page 127 of the *DMG* lists wind effects.

If the priest desires erratic change, the wind's direction varies wildly, changing drastically several times per round for the duration of the spell. All non-magical missile fire within the area of effect suffers a -5 penalty to hit. (For *BATTLESYSTEM™* games, this means a -2 on every missile AD rolled.) Flying creatures drop by three grades in their maneuverability class (A becomes D, B becomes E). If reduced below E, the flying creature crashes and suffers falling damage (1d6 per 10 feet fallen, maximum 20d6). Erratic change can disperse smoke, clouds, fog, and spells with these effects.

In either case, the spell's area of effect is a hemisphere centered on a point selected by the caster, extending 600 yards in every direction along the ground and 600 yards above it.

The material component for this spell is the breath of a flying creature.

Wild Weather (Alteration)

Sphere: Elemental (Air or Water)
Range: 0
Components: V, S, M
Preparation Time: 1 hour/level
Duration: 1 day/level
Casting Time: 8
Area of Effect: 1 square mile/level
Saving Throw: Special

This spell resembles *weather*, *summoning*, except that the priest can create bad weather that need not be appropriate to the local area. Terrible wind or

Appendix 2: New Priest Spells



lightning storms, torrential downpours, incredible heat or cold, hailstones, even snowfalls are possible. The weather condition created slows and damages all creatures within the spell's area of effect (including the caster). Creatures caught in *wild weather* move at one-third their normal movement rate. Creatures caught in the open take 1 point of damage per turn until they find cover—even going to ground and covering oneself is sufficient cover, but in that case movement is halted.

If the weather created might be considered harmful to the land or its plants and animals, then a spirit of the land may intervene, at the DM's option. The spirit must believe that damage would be unnaturally severe (weather, after all, is a natural phenomenon); spells aimed against other trespassers to its lands rarely interest it. The spirit can save against the spell to negate its effects, saving on a 5 or higher.

The material component for this spell is a large glass bottle with air collected at a location where the weather created is common. The priest must wander through the area to be affected, occasionally uncorking the bottle to release some of the air for the entire preparation time for the spell.

Ninth-Level Spells

Air of Permanence (Alteration)

Sphere: Elemental (Air)
Range: 0
Components: V, S, M
Preparation Time: 30 days
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 30 cubic feet of air
Saving Throw: None

Through this spell a priest can slow the effects of aging on any nonliving item. The item must be

sealed in an airtight container. It is the air that is enchanted, not the item within.

A skilled artisan must construct a container with a volume up to 15 cubic feet; it costs at least 1,000 cp. During the preparation time, the priest must spend six hours per day enchanting the container and drawing sigils and runes on its inner surfaces. The enchantment makes the container airtight against natural decay, though tampering ends the spell.

Once items are placed inside the container and the spell is cast, time effectively stops inside. The items do not age or decay in any way. If the container is broken, the items are unharmed and resume aging at the normal rate, as if nothing had ever happened.

When casting, the priest may also place a *cause blindness*, *cause deafness*, *cause disease*, or *bestow curse* spell on the container. Tampering with the container unleashes the spell on the tampering character(s). Once the container is broken and the *air of permanence* lost, this additional spell is lost, as well.

The material component for this spell is a bottle of air taken from the remains of the lungs of a creature that has been dead at least 100 years.

Disruption (Alteration)

Sphere: Elemental (Air)
Range: 0
Components: V, S, M
Preparation Time: 30 days
Duration: 7 days
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell lets the priest disrupt the magical link between templars and their sorcerer-kings, cutting off their source of spells. That link is a complicated affair, based on magic, psionics, and physical law; it is possible to block it by setting up interference or



Appendix 2: New Priest Spells

“static” in the air, effectively creating an umbrella under which the link cannot exist.

The priest must choose one sorcerer-king and study his activities during the preparation time—only templars who worship that sorcerer-king are affected. The priest must learn of the sorcerer-king’s activities, his organization of templars, and something about his long-term goals. Therefore, the priest must spend the preparation time near the sorcerer-king, either in his city-state or in nearby fields.

The spell creates a series of connected circles, each 5 miles in diameter, one per level of the caster above 20th (each corresponds roughly to a single hex on the Tyr Region map in the DARK SUN™ Boxed Set). The arrangement of the circles is completely up to the caster, but the first must be centered over his location at the time of casting. He could center the first over himself and then stretch the rest in a straight line away in any direction, or he might blanket an area with several connected circles.

Any templar under a circle cannot receive additional spells. Spells he had when he entered can still be cast. Since the spell has no tangible effect, an affected templar may not be aware of it until he receives no spells, and even then may not be certain why that is. The spell blocks the ability to receive spells, but doesn’t block a sorcerer-king from sending; if a sorcerer-king is within the area of effect, his templars outside of it still receive their spells.

Interference with a sorcerer-king and his templars certainly draws their wrath. If the spell is cast within a city, chaos reigns for the duration of the spell as many vital services grind to a halt. Such powerful magic can be traced (psionically and magically), so the caster should have an escape plan.

The material component for this spell is one of the sorcerer-king’s obsidian balls. The priest can obtain it himself or hire others to get it.

Mountainous Barrier (Conjuration/Summoning)

Sphere: Elemental (Earth)

Range: 0

Components: V, S, M

Preparation Time: 1 day

Duration: 1 day

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

With this spell, the priest can call up a ring of enormous mountains. The priest must spend the entire day of preparation time in careful meditation in the vicinity of existing mountains, within the distance shown.

Priest Level	Distance	Radius
23	5 miles	100 yards
24	7 miles	300 yards
25	10 miles	500 yards
26	15 miles	800 yards
27	20 miles	1 mile
28	25 miles	1.5 miles
29	30 miles	2 miles
30	35 miles	2.5 miles

Upon casting, a ring of mountains one mile wide and one mile high appears around the caster, thrusting up from the ground. The radius shown is the maximum; the priest can call for a smaller radius if desired. The inner radius is listed, that from the caster to the point where the mountains begin. Anything on the ground where the mountains erupt must make a saving throw vs. crushing blow (or vs. paralyzation for creatures). Items that fail are destroyed; creatures take 10d6 damage. Creatures that fly gain a +5 bonus on their saves. Mountains will not rise to destroy a community of more than 20 individuals—the ring of mountains forms a gap instead.

While the spell is in effect, the priest can lower

Appendix 2: New Priest Spells



any or all the mountains and raise them again; in all ways, he controls them perfectly.

After the spell's duration is up, the mountains return to the earth as suddenly as they came. The ground appears undisturbed, although man-made structures remain in ruins.

The material component for this spell is rock from a recent landslide.

Pocket Dimension (Enchantment, Alteration)

Sphere: Cosmos

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The caster can fill a *pocket dimension* with materials or creatures and carry it around. Once opened, the portal disgorges its contents into the Prime Material plane.

During the entire preparation period the priest must travel extensively (at least two hours per day) in either the Astral or the Ethereal planes (his choice), because the pocket dimension temporarily exists there. Upon casting, a "portal" opens to the pocket dimension from the Prime Material plane. The portal is an invisible square, 40 feet on a side, standing just at ground level. Anything that passes through the square enters the pocket dimension—it cannot return until the portal is reversed (see below). Anything living can walk through the portal. Inanimate objects must be carried or pushed through. The portal has only one direction—a character who gets one arm halfway through cannot pull it out!





Appendix 2: New Priest Spells

The portal remains open for up to an entire day, accommodating everything that enters during that day. Then it closes to become a clear glass disk, roughly the size of a coin. The glass disk weighs virtually nothing. While the priest has it, everything that passed into the pocket dimension stays there. Time does not pass in the pocket dimension. The disk is specially protected, and does not radiate magic under the scrutiny of *detect magic*. Nothing can interfere with the contents of the pocket dimension; planar creatures cannot enter, and astral and ethereal beings cannot gain access.

When the glass disk is snapped in two, the portal reopens, and everything that went into it re-emerges *in the same order and at the same speed as it entered*. The first thing that entered the pocket dimension is the first to exit. The glass disk has no particular resistance to damage, and may break accidentally.

The material component for this spell is the hide of any planar creature.

Prolific Vegetation (Alteration/Conjuration) **Reversible**

Sphere: Cosmos

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Permanent

Casting Time: Special

Area of Effect: Special

Saving Throw: None

When this spell is cast, the priest causes shrubs and grasses to grow over a wide area of previously barren terrain. During the preparation time, the priest must spend eight hours per day for 30 days fashioning a staff from a *tree of life*, a material component that may be difficult to obtain. The priest must carve the staff perfectly smooth with an obsidian dagger, and cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies with the caster's level. The priest may affect a smaller radius if desired. The terrain must be virtually barren of plant life; if not, the spell will fail. To cast the spell, the priest thrusts the obsidian dagger into the ground at the center of the circle, then moves with the staff to the circle's edge. The priest then walks around the area of effect, dragging the staff along the ground. The staff magically keeps the priest on a perfectly circular path, eventually returning to where he started. The priest must walk (not run, fly, or levitate), though he may use magical means to speed the walk. If the time to complete the circle requires the priest to stop to eat, sleep, and so on, there is no penalty, provided the priest immediately resumes walking; but other interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle has been disturbed, the spell fails, so a priest often places a guard over it. When the circle is completed, the spell is cast. The tables show the distance to be walked based on the area of effect.

Caster Level	Max. Radius	Rough Circumf.	Time to Walk*
24	90 yards	566 yards	5 rounds
25	180 yards	1131 yards	1 turn
26	540 yards	2 miles	3 turns
27	1.25 miles	8 miles	2 hours
28	6 miles	38 miles	9 hours
29	12 miles	75 miles	18 hours**
30	25 miles	157 miles	38 hours**

* for a human in clear terrain and weather

** requires multiple marching days

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs, much like scrub plains. The vegetation does not emerge from solid stone, but it arises from any soil, no matter how rocky, sandy, or dry. Though the duration of

Appendix 2: New Priest Spells



the spell is listed as permanent, the vegetation created is normal and retains no magical enchantment. It covers the land forever or until it dies from lack of moisture, brushfire, erosion, etc. If cast in conjunction with an *alter climate* spell, the vegetation can grow and last longer.

The material components for this spell are the staff and the dagger. Both vanish after the caster has walked the circumference.

Storm Legion (Alteration)

Sphere: Elemental (Air or Water)

Range: 300 yards

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: 5 turns

Area of Effect: Special

Saving Throw: None

With this spell a priest can magically transport a large army via a natural storm system. The storm itself must be of natural, nonmagical origin— either a sand, wind, or lightning storm.

During the preparation time, the priest must carefully measure the winds and the storms of the region, spending at least four hours per day in observation of those conditions. The spell cannot be cast until a natural storm gathers over the subject army.

The number of Hit Dice that can be affected by the *storm legion* spell is determined as follows:

Priest Level	Hit Dice
23	90
24	180
25	300
26	500
27	900
28	1,500
29	2,400
30	3,600

All creatures, living or undead, can be transported by this spell. They must gather around the priest when the spell is cast, in military formations.

Upon casting, the storm's winds and blowing sands dissolve the soldiers within the area of effect. In a matter of a few rounds, their forms are completely gone, their essence removed to the clouds above. All material possessions, magical and otherwise, are dissolved with the soldiers.

The caster is similarly dissolved, but he alone retains consciousness. During their journey, the caster has control over the storm's direction. A storm can usually travel between 10 and 40 miles per hour. Once over the desired target, the spell ends and the caster and army literally rain out of the skies.

Descending as drops of blood, bone, and tissue, the fragments reassemble themselves in ten rounds into the individuals they once were. During this time individuals are completely helpless and vulnerable to attack. Any physical attack made on the incomplete form of a storm soldier destroys it—it will never reform. The caster reassembles similarly, and is just as vulnerable to attack. Once the ten rounds pass, the subjects are in exactly the relative positions they had when taken up into the storm, with the same equipment as before.

If the spell is dispelled while the storm is still in motion, all those carried within are slain. Once cast, the storm cannot be altered by other weather affecting magic.

The material component for this spell is the standard or insignia of an army that was detested during a storm.



Appendix 2: New Priest Spells

Tenth-Level Spells

Cleanse (Invocation)

Sphere: Cosmos
Range: Touch
Components: V, S, M
Preparation Time: 45 days minimum
Duration: Permanent
Casting Time: 1 day
Area of Effect: Creature touched
Saving Throw: None

This spell lets the priest “reset” another character’s alignment after it has somehow changed. The priest invokes the favor of powerful beings within the desired alignment to accept the character who has strayed back into the ranks. Usually a priest is sought out by another character (or that character’s friends) whose alignment has somehow changed. The priest must be of the character’s original alignment.

During the preparation time, the repentant character must try to avoid his present alignment and aspire to his original alignment—most often through inaction, but good role-playing should be a bonus for a player character. Meanwhile, the priest contacts a powerful being of the appropriate alignment. Powerful beings aligned to good/evil or law/chaos exist in the outer planes. Powerful beings of a neutral alignment reside mainly in the inner, elemental planes. Particularly powerful creatures, such as advanced beings, spirits of the land, or other Athasian beings, may also be suitable, at the DM’s discretion.

The priest contacts the being either magically, psionically, or physically three times during the preparation period, once every 15 days after preparation has begun. The contact is brief but probing—the priest must plead his case with the powerful being. Since priest and being are of the same alignment, the contact is never hostile, though it may not be successful. Based on the sincerity of

the character desiring change, the priest’s belief in the character, and the player’s role-playing, the DM decides if the meeting is successful. If not, the priest must make contact again after 15 days. After three successful meetings, the spell may be cast.

After casting, both character and priest place themselves at great risk. If the priest has acted in any way contrary to his alignment, or if the repentant character has not done all he can to “change his ways” during the preparation time, the spell goes drastically wrong. The priest immediately changes alignment to match that of the repentant character, and that character immediately loses half of his accumulated experience to date. Once this has occurred, neither character may employ a cleanse spell ever again. If the DM is convinced that both priest and repentant character have acted properly, the spell works and the character regains his original alignment.

This spell relies on the role-playing of the characters and the DM’s interpretation of events and motivations. The DM plays the part of the powerful being, watching out for the best interest of its alignment. Flagrant disregard for alignment while under this intense scrutiny should cause the spell to fail. Use the three meetings of the preparation period to update the characters on their progress—a series of failed meetings should dissuade them.

The material component for this spell is a magical item usable only by a character of the priest’s alignment. It is destroyed when the spell is cast.

Insect Host (Conjuration/Summoning:)

Sphere: Elemental (Air)
Range: 300 yards
Components: V, S, M
Preparation Time: 7 days
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Appendix 2: New Priest Spells



When this spell is cast, cloud upon cloud of flying, biting insects swarm to the priest to serve him. Unlike *insect plague*, these insects are magically created, so the spell can be cast where there are no natural insects. Each insect is extremely small, barely the size of a pea, but, by the thousands or even millions, they cause horrendous destruction.

During preparation, the priest clearly pictures the insects to be conjured and the kind of destruction they will inflict. This requires secluded concentration for the entire period.

When cast, the priest calls one cloud per level above 15th. Each cloud is roughly a sphere with a radius of five yards and contains many thousands of individual insects. Each cloud has MV 24 and is completely under the priest's control. Each can perform a different task, provided it remains within range of the caster.

Creatures caught within a cloud can see no more than five feet away. Spellcasting is impossible. Each creature sustains 5 hp of damage per round in the cloud, regardless of Armor Class, and invisibility is no protection. All creatures with 4 HD or less automatically run away from the cloud, scattering. All those less than 8 HD check morale to avoid doing the same. The priest cannot affect only selected individuals within a cloud.

A cloud descending on crops devours its volume per turn, wiping out whole fields in a few hours. Forests are likewise ruined. In a city or village, the townspeople panic while the insects destroy all unprotected foodstuffs and all wooden and tarp construction. Several clouds can easily surround a group, or they can block a road.

The *insect host* can be dissipated by *dispel magic*. It can also be blown back with a powerful, magical wind, dispersed for a time by an air elemental, or temporarily held off with smoke, though the latter will only work for a few rounds. Area effect magic such as *fireball* can destroy large numbers of the magical insects, but individual attacks have very little effect.

The material component for this spell is a blown glass model of a locust or other insect, filled with gem dust (100 gp minimum).

Planar Vassal (Summoning)

Sphere: Cosmos

Range: 0

Components: V, S

Preparation Time: Special

Duration: 7 days

Casting Time: 1 turn

Area of Effect: Creature summoned

Saving Throw: None

This spell lets the priest capture an outer planar creature of opposite alignment and force it into temporary servitude. The priest selects the type of creature desired before the preparation time begins. Its alignment must be directly opposite the caster's, as follows: lawful is the opposite of chaotic, good the opposite of evil, and neutral has no opposite. For example, a lawful good priest must select a chaotic evil being. True neutral priests cannot cast this spell.

During preparation, the priest must cast a *gate* spell to call the creature to the Prime Material plane. Because the creature called for may or may not step through the gate—and even if it does, it may immediately attack the priest—the preparation is hazardous. When the creature of opposite alignment arrives, the priest must personally subdue it, without help from others. Once the priest inflicts damage equal to half the creature's hit point total by any means, he can cast the *planar vassal* spell.

Upon casting, the planar creature immediately becomes a discontented vassal of the priest. He grumbles and complains about duties, but performs them, albeit slowly at times. The vassal obeys the letter of all commands but tries to violate their spirit when feasible. The planar vassal has no obligation to protect the priest unless so ordered. Planar creatures with the power to call others of their kind can



Appendix 2: New Priest Spells

be ordered to do so, but those new creatures are in no way controlled by the priest. Once the seven days have passed, the planar creature most likely (75% chance) attacks the priest; otherwise it simply returns to its home plane.

Other planar creatures may notice their associate's absence and come to investigate. Also, once the creature is free again, it plots its revenge—wise priests see to it that their planar vassals are themselves slain carrying out their duties. But those that survive are usually very long-lived and never forget an enemy.

Note: Outer planar creatures are described in the *Monstrous Compendium Outer Planes Appendix*.

Prolific Forestation (Alteration/Conjuration)

Sphere: Cosmos

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

With this spell the priest causes a grove of trees to magically appear. During preparation the priest devotes eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult to obtain. The priest carves the staff perfectly smooth with a diamond dagger, and cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies by the caster's level. The priest may affect a smaller radius if desired. The terrain must have no other trees; if it does, the spell fails. To cast the spell, the priest thrusts the diamond dagger into the ground at the center of the circle, then moves with the staff to the circle's edge. The priest then walks around the area of effect,

dragging the staff along the ground. The staff magically ensures that the priest walks a perfectly circular path, eventually returning to where he started. The priest must walk (not run, fly, or levitate), though he may use magical means to speed that walk. Interruptions lasting more than a single round negate the walking, and it must be started again. If the dagger at the center of the circle has been disturbed, the spell fails, so a priest often places a guard over it. When the circle is completed, the spell is cast. The table shows the distance to be walked based on the area of the spell.

Caster Level	Max. Radius	Rough Circumf.	Time to Walk	Trees in Grove*
27	30 yards	188 yards	2 rounds	140
28	60 yards	377 yards	4 rounds	560
29	120 yards	754 yards	7 rounds	2,250
30	240 yards	1507 yards	13 rounds	9,000

* approximately; can vary as much as 20%

The forest consists of mature trees 1-4 feet in diameter, spaced 3-6 yards apart. The forest canopy, thick with foliage, towers 30 to 120 feet. This spell creates no brush or undergrowth for the forest; its floor is the same terrain type as before the spell. The spacing of the trees hinders the movement of huge or gargantuan creatures; smaller creatures move unimpeded.

Unlike the *prolific vegetation* spell, the trees created have magical protection against natural destruction for one year per caster level. Natural fires or lightning do not affect them; lack of water or other harsh weather cannot kill them. Defiler magic still destroys them normally, as can any directed attack that would affect normal trees.

The material components for this spell are the staff and the diamond dagger. Both disappear when the spell is cast.

Appendix 2: New Priest Spells



Rift (Alteration, Conjunction/Summoning)

Sphere: Cosmos
Range: 0
Components: V, S, M
Preparation Time: 60 days
Duration: 3 days
Casting Time: 10 turns
Area of Effect: Sphere 360 yards around caster
Saving Throw: None

With this spell, the priest magically brings the Negative Material plane closer to the Prime Material plane, creating a rift between the two, centered upon himself. The priest first spends the lengthy preparation time studying undisturbed for at least four hours per day, reading scrolls and books about the planes. Upon casting, all undead in the area of effect gain nine times their original hit points as "phantom" points for the duration of the spell. For instance, a simple 5-hp zombie gains an additional 45 phantom hit points for three days. In combat, the phantom points are taken off first, then the actual hit points, until the undead creature is slain.

The area of the rift moves with the caster, possibly placing some undead out of the sphere or encompassing others as he moves. Phantom points are gained immediately upon entering the sphere, and then only once per creature per casting. The caster has no control over which undead receive the benefit of the phantom hit points; all undead in the sphere are so affected.

The material component for this spell is an obsidian goblet containing the ground bones of a dead necromancer.

Silt Bridge (Alteration)

Sphere: Elemental (Earth)
Range: Touch
Components: V, S, M
Preparation Time: 45 days
Duration: 7 days/level
Casting Time: 5 turns
Area of Effect: Special
Saving Throw: None

With this powerful spell, the priest can temporarily turn a vast area of the Sea of Silt into solid ground. This spell cannot be cast elsewhere.

During the preparation time, the priest must spend at least six hours per day flying over the silt to be altered, sprinkling it with bone dust. Unlike most psionic enchantments, interruptions during a day's activities can be tolerated, provided the priest does spend six hours during each day in preparation.

Once cast, the mixture of bone and silt hardens to form a solid surface. The area solidified is a rectangle 100 yards across, and its length is one mile per caster level above 20th. Multiple castings can create longer bridges.

The hardened area can support any amount of weight, since it is solid from the surface down to the bottom of the Sea of Silt. If it is gouged or attacked, it acts exactly like bone. When the spell duration ends, the bone softens over a period of just three rounds back into its original silt—those standing on it likely disappear beneath the surface.

The material component for this spell is a large amount of bone dust. The caster must assemble at least 50 pounds of bone dust per day of preparation, or 2,250 pounds altogether. Generally, a humanoid creature has 25 pounds of bones. Larger creatures have 25 pounds per Hit Die. The caster need not gather or grind these bones himself, nor does preparation time include this.

Appendix 3: New Psionic Disciplines



Appendix 3: New Psionic Disciplines



Clairsentient Devotions

Environment

Power Score:	Int -2
Initial Cost:	5
Maintenance Cost:	0
Range:	unlimited
Preparation Time:	0
Area of Effect:	na
Prerequisite:	none

This power lets the psionicist get a sensory image of the present surroundings of a particular unliving item. The psionicist need not have any idea where the object is when the power is used, but he must concentrate on a specific, familiar item. For instance, "my friend's metal dagger" is fine, but "the nearest metal dagger" is not.

The psionicist receives an all-round sensory "snapshot" from the item's surroundings: visual, olfactory, aural, and temperature signals. The power itself gives no notion of direction or distance to the item in question, though the character can often deduce its location from the sensory signals.

If the item has been destroyed before the power is used, the check automatically fails. A concealed item (for example, in a pocket) gives a black visual image and insignificant olfactory, aural, and temperature signals.

Power Score— The psionicist receives a full minute of observation, getting all the same sensory images listed above.

20— The psionicist gets images from a similar item, but not the one he wishes.

Feel Moisture

Power Score:	Wis -3
Initial Cost:	5
Maintenance Cost:	1
Range:	0
Preparation Time:	0
Area of Effect:	90-yard sphere
Prerequisite:	none

As its name implies, with this power the psionicist can feel the presence of water within the area of effect. The power dictates all characters, creatures, and plants in the area as having moisture, plus any concentration of one gallon or more. The psionicist can feel the rough nature of the water, plus its direction and distance. The amount and its accessibility depends on the terrain and what the DM knows about the local water supply.

Power Score— The psionicist retains the power without a maintenance cost for the next four hours.

20— The psionicist receives false feelings that most likely don't indicate water.

Predestination

Power Score:	Wis -3
Initial Cost:	20
Maintenance Cost:	5 per year
Range:	Touch
Preparation Time:	1 hour
Area of Effect:	1 creature
Prerequisite:	precognition

This power lets the psionicist predict the general destiny of a single creature. That destiny is based on the current situation only—future actions may change the target's predicted destiny.

Before making the power check, the psionicist must spend a full hour alone with the subject (or isolated if he is using the power on himself). The two converse about the past and present, and the subject makes known his plans for at least the immedi-



Appendix 3: New Psionic Disciplines

ate future. If the subject is not completely honest with the psionist, the power check automatically fails.

The DM makes the power check secretly. If successful, the psionist gains a broad understanding of the target creature's prospects for one year in the future. The DM evaluates the target and give a general statement of one or two words. "Favorable" or "great riches" are appropriate responses, as are "little change" or even "possible death." The power gives no greater detail.

Spending additional power points gives a greater time span, though accuracy is still vague. Each five additional PSPs extends the prediction range by one year.

When the DM does not clearly understand the target's future, broader statements must be applied. The subject creature and the psionist are both aware that these predictions are subject to change. The psionist's impressions are based solely on "plot inertia" generated by past and present events.

Power Score—The psionist may peer twice as far into the future as normal.

20— Character sees either great fortune or certain death (DM's option) regardless of present campaign situation.

Trail of Destruction

Power Score:	Wis -2
Initial Cost:	10
Maintenance Cost:	3
Range:	0
Preparation Time:	0
Area of Effect:	90-yard radius
Prerequisite:	aura sight

Using this power, a psionist can detect the past use of defiling magic in the area. The Athasian winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where

defiling magic has been used within the past month. The sites illuminate for the psionist's eyes only. The psionist gets an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). The psionist learns nothing about the spell type or the caster.

Power Score—The psionist gets a clearer picture of the past events, including the type of spell cast and its effects.

20— The psionist gets an impression of all the defiling magic ever cast in the area, which is so great that he cannot pick out which are more recent.

Weather Prediction

Power Score:	Int -2
Initial Cost:	10
Maintenance Cost:	na
Range:	0
Preparation Time:	0
Area of Effect:	na
Prerequisite:	precognition

With this power a psionist can accurately predict the weather conditions for his present location. The forecast reaches 24 hours into the future, giving the psionist precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. The character also becomes aware of any changes in the weather pattern during that period.

This power only predicts naturally occurring weather, not magically induced conditions.

Power Score— The psionist receives accurate information one week in advance, but for his present location only.

20— The psionist receives completely erroneous information that he believes is accurate.



Psychokinetic Devotions

Compact

Power Score:	Wis -1
Initial Cost:	4
Maintenance Cost:	na
Range:	10 yards
Preparation Time:	0
Area of Effect:	special
Prerequisite:	none

With this power a psionicist can take any nonliving material and compact it into a smaller size. The material retains its original mass, but its substance is compressed. Each use of this power can compact 10 cubic feet of material into one cubic foot of space (volumes smaller than 10 cubic feet are reduced by nine tenths). The material can be gaseous, liquid, or solid, and reacts to temperature changes normally while compacted. It will remain compact for 24 hours. Then it quickly expands to its original size, exerting tremendous force.

When expanding, the material forces its way around existing things. For instance, an expanding boulder on a surface of sand causes no damage, but compacted water poured into the cracks of stone severely damages the stone when it expands. If carefully applied, each cubic foot of compacted materials can cause as much as 25 structural points of damage on expansion. A creature that ingests compacted materials takes 1d20 points of damage per ounce taken in when the material reexpands. Expansion is quick, but not explosive.

As a side effect of compaction, the material receives a +4 bonus to all item saving throws.

Power Score— The material is actually compacted by 20 times instead of the normal 10 times.

20— The material does not compact, but instead becomes extremely hot, possibly destroying itself and causing burn damage to those around it.

Concentrate Water

Power Score:	Con -3
Initial Cost:	10
Maintenance Cost:	0
Range:	0
Preparation Time:	0
Area of Effect:	10-yard sphere
Prerequisite:	telekinesis

This power lets the psionicist collect all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain type.

Sandy wastes, dust sink, or salt flats: 1d3 -2 gallons (minimum 0).

Rocky badlands, stony barrens, or boulder fields: 1d4 -1 gallons.

Mountains or scrub plains: 1d6 -1 gallons.

Verdant belts or forest: 1d8 +1 gallons.

The psionicist must hold the container while using the power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Free-standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most Athasian plants can survive the temporary loss of ground moisture.

Power Score— The distance around the psionicist affected is increased, effectively doubling the amount of water collected.

20— The power also collects a large portion of water from the psionicist's own body, inflicting an immediate loss of half his hit points.



Appendix 3: New Psionic Disciplines

Ghost Writing

Power Score:	Wis -2
Initial Cost:	8
Maintenance Cost:	3
Range:	unlimited
Preparation Time:	0
Area of Effect:	single page
Prerequisite:	molecular manipulation

With this power a psionicist can write messages on blank paper, parchment, or papyrus at a distance. The sheet can lie by itself, among many others, rolled into a scroll, etc. The psionicist must know of the sheet's existence and its present location. (If the sheet is no longer where the psionicist remembers it, the power automatically fails.) The psionicist mentally darkens the sheet in a thin, continuous line, forming, with time and effort, letters, words, and sentences. After a successful power check, the character can form up to five words per round. The psionicist receives no clairvoyance during the power's use—he does not get an impression of whether or not the intended people read his message, only that it has been so written. Anyone can read the message once transmitted.

Power Score—The psionicist can write 15 words per round.

20— The psionicist believes the power is working correctly, but is actually writing gibberish. Initial cost and maintenance points are lost.

Opposite Reaction

Power Score:	Con -1
Initial Cost:	5
Maintenance Cost:	0
Range:	90 yards
Preparation Time:	0
Area of Effect:	single missile
Prerequisite:	project force, ballistic attack

Acting upon a single missile attack, this power blasts energy of equal power from the missile in the opposite direction, presumably striking the attacker. The missile must be physical, not magical. The psionicist must see the missile and use the power as it is being fired. For bow and crossbow weapons, an arrow of force automatically strikes the archer, causing damage as if it were the missile itself. For spears, chatkcha, and other thrown weapons, the missile of force must make a successful attack roll, using the thrower's THAC0, to hit. If it misses, it may strike others standing behind the original thrower, such as ranks in military formation. This power has no effect on the physical missile fired—the missile functions normally. If the physical missile is flaming or magically enhanced, the blast of energy does not gain those attributes.

Power Score— The blast of energy is so great that, in addition to its normal effects, it may break the firing weapon—the bow or crossbow, or the arm of the thrower. Items may save vs. crushing damage. Creatures get a Constitution check to avoid damage.

20— The force is instead added to the original physical missile—if it hits, it inflicts double damage.

Teleport Object

Power Score:	Int -3
Initial Cost:	30 +
Maintenance Cost:	na
Range:	10 yards
Preparation Time:	0
Area of Effect:	na
Prerequisite:	teleport

This power is identical to teleport and teleport other, except that it teleports objects. This is much more difficult for materials than it is for living creatures. The item to be teleported must be a single piece and weigh no more than 100 pounds. Metal is harder to teleport, and costs double its true weight for this calculation. Obsidian is harder still, count-

Appendix 3: New Psionic Disciplines



ing triple. PSP cost and difficulty increase with distance, according to this table.

Distance	Initial Cost	Power Score Modifier
10 yards	30	+1
100 yards	35	0
1,000 yards	40	- 1
10 miles	50	- 3
100 miles	60	- 5
1,000 miles	70	- 7
10,000 miles	100	- 7
interplanetary	200	- 1 1

If the power check fails, the points are still expended and the item is unaffected.

Power Score— The item is temporarily strengthened during teleportation—for the next 2d6 days it survives all item saving throws.

20— Some different item of similar value to the psionist is teleported to oblivion.

Psychometabolic Devotions

Carapace

Power Score:	Int
Initial Cost:	5
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

The psionist can change his own or another's physical form with this power, creating a chitinous exoskeleton. However, because the skin is heavily damaged in the process, this is generally a last resort to keep a character alive.

The process causes great discomfort. The outer layer of skin turns to very hard, insect-like material, with a huge carapace that gives more protection to the back and head. Any clothing or armor must be removed before the power is used—clothing is torn





Appendix 3: New Psionic Disciplines

and ruined, while armor causes the power to fail. Once changed, the character gains a natural AC 2 on his limbs and front and AC 0 on the back and head. Dexterity immediately drops by 10 points, but after ten rounds of getting used to the new joints, the penalty is halved to -5. The character can still be recognized from the front, but his features are contorted and twisted.

Once maintenance is ended, the character painfully transforms. The exoskeleton breaks away over five rounds, taking most of the skin with it. The character emerges bloodied, with hit points equal to level (or 1 if he was already severely wounded) and needing at least a full day's rest.

Power Score— The character suffers no Dexterity loss.

20— The initial transformation is worse than usual—the character must make a system shock check or die.

Forced Symmetry

Power Score:	Int -2
Initial Cost:	12
Maintenance Cost:	0
Range:	20 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	none

With this power the psionicist can force a creature into perfect symmetry in order to temporarily cause or heal damage. Most creatures, including all the player character races, are laterally symmetrical in arrangement; that is, they have two halves that are roughly identical. This power lets the psionicist choose one of the halves and make it identical to (a mirror image of) the other. For instance, a psionicist can choose to make a one-eyed man completely blind or sighted in both eyes with this power.

In terms of existing combat damage, a creature probably has more damage to one half than the oth-

er; the psionicist can take advantage of this and increase the overall damage to the victim, but can no more than double the original damage. In reverse, the psionicist can duplicate the less damaged half, reducing damage possibly to zero. The DM decides how much damage is inflicted or healed. Once employed, the power affects the creature's entire body—selected portions cannot be exempted. After rounds equal to the psionicist's level, the creature resumes its normal form, though all damage inflicted in the meantime remains. Items carried by the creature are unaffected.

This power can have greater effect on creatures that are radially symmetrical (a starfish, for example). The psionicist can pick one portion and make all the others duplicate it, temporarily.

Power Score— The change becomes permanent.

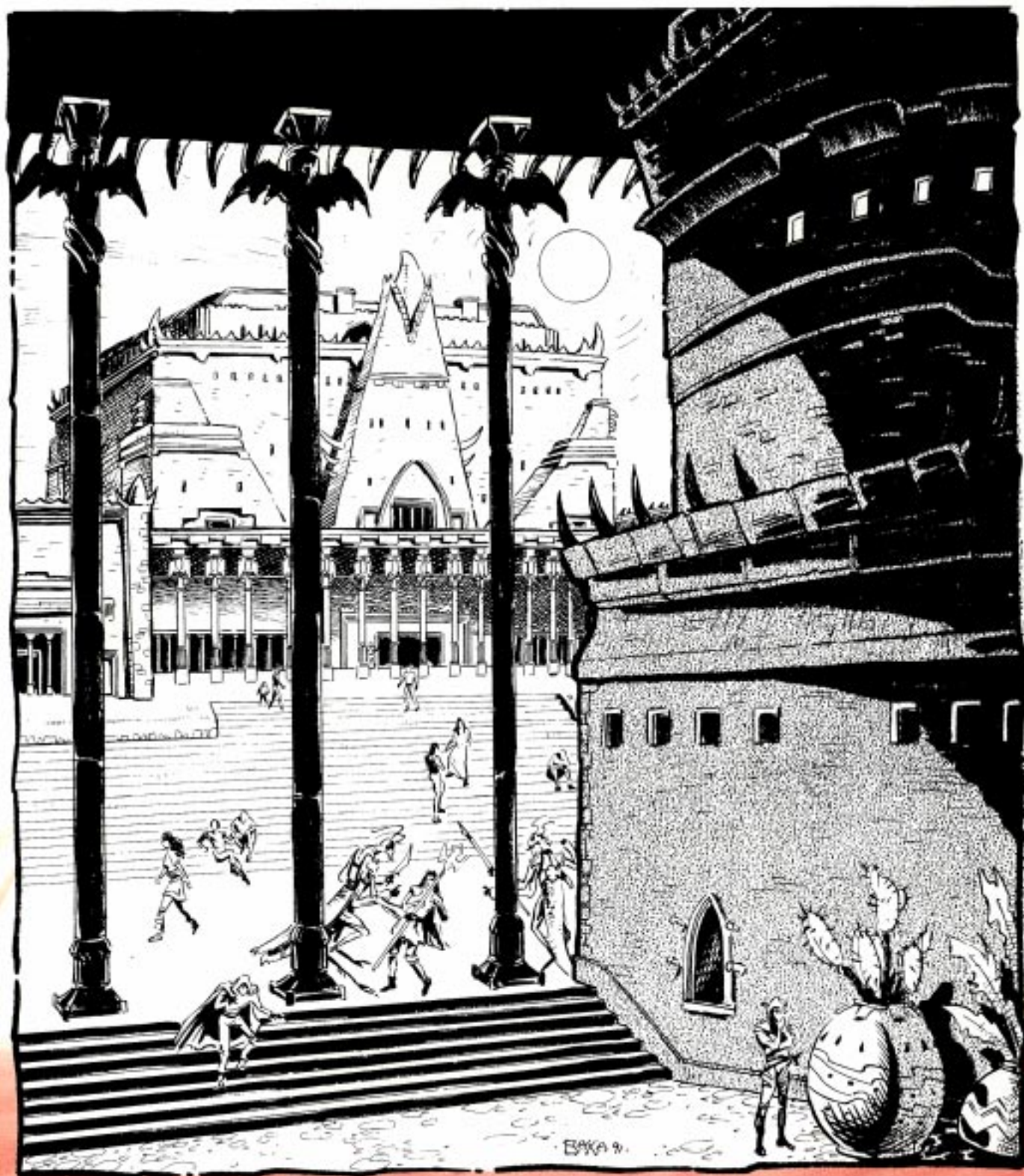
20— The psionicist duplicates the wrong half.

Pheromone Discharge

Power Score:	Int
Initial Cost:	5
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

This power lets the psionicist's skin give off beneficial odors that affect lower insects. Only insects of animal intelligence are so affected, but their impressions of the psionicist can be controlled to a great degree. The psionicist can masquerade as any type of insect, or any class of insect within a society. In a hive, the psionicist can impersonate a worker, soldier, even a queen, changing whenever he likes. Changing his odor to that of another insect species usually draws an attack, which may be useful to the psionicist as a diversion. Any insect of greater than animal intelligence immediately sees the psionicist for what he really is.

Appendix 3: New Psionic Disciplines





Appendix 3: New Psionic Disciplines

The psionicist can also perform rudimentary communication with controlled pheromone releases. He can send rudimentary information but has no means to interpret the answers received.

Thri-kreen regard this power as most distasteful, a savage abuse of psionics against the near perfect order of common insect life.

Power Score— The psionicist can maintain the power without PSP cost for 4d6 hours.

20— The insects are so taken with the psionicist that they cover him with attention, possibly suffocating him if he doesn't receive assistance.

Return Flight

Power Score:	Con	-1
Initial Cost:	3	
Maintenance Cost:	na	
Range:	0	
Preparation Time:	0	
Area of Effect:	single missile	
Prerequisite:	none	

This power lets the psionicist make a single missile automatically return if it misses its target. Any common missile weapon may be affected, from an arrow or crossbow bolt to a spear, chatkcha, sling stone, or even ballista bolt. The maximum weight of the missile is 10 pounds, so most catapult missiles are ineligible. The power relies on the aerodynamics of the missile, so unbalanced objects (chairs, mugs, small characters) don't work.

The psionicist must touch the missile and then fire it within two rounds— otherwise the power is lost. The psionicist must fire the missile, using his THAC0 for the attack roll.

If the missile is usually thrown, it returns to the psionicist's hand if it misses its intended target. If the missile is fired from a weapon, such as a bow or ballista, the missile returns and gently land at the psionicist's feet. This power removes the chance for an accidental hit on other enemies near the intended

target—once the missile fails to hit the intended victim, it veers off for its return flight.

Power Score— The missile continues to home on its target, making a new attack each round with the psionicist's THAC0, without ever returning to the psionicist.

20— The missile automatically misses the target and makes an attack instead on the psionicist, using his own THAC0!

Rigidity

Power Score:	Con	-2
Initial Cost:	8	
Maintenance Cost:	3/round	
Range:	30 yards	
Preparation Time:	0	
Area of Effect:	individual	
Prerequisite:	immovability	

This power stiffens the joints and musculature of the affected creature, slowing it gradually until it can barely function. Only man-sized creatures or smaller can be affected. Most undead, such as skeletons and zombies, are affected, but non-corporeal creatures are not.

The power's effectiveness is measured in stages. The first stage is attained after the initial cost and successful power check. The second stage is reached on the first round that the power is maintained, and the third stage on any rounds maintained after that. After maintenance stops, the creature gradually recovers its agility, one stage per round until normal.

Stage	To Hit Penalty	Init Penalty	AC Penalty
1	+ 1	- 2	- 1
2	+ 3	- 4	- 4
3	+ 6	- 7	- 7

Affected creatures have difficulty communicating physically, and their powers of observation are se-

Appendix 3: New Psionic Disciplines



verely impaired. Spellcasters cannot perform somatic and verbal components if beyond stage one.

Power Score— The power achieves stage three on the victim immediately.

20— The power affects the psionicist instead.

Strength of the Land

Power Score:	Con	-2
Initial Cost:		10
Maintenance Cost:		2/round
Range:		10 yards
Preparation Time:		0
Area of Effect:		individual
Prerequisite:		lend health, share strength

This power lets the psionicist tap into the strength of the local spirit of the land, lending that strength temporarily to one other creature. The affected creature gains 25 “phantom” hit points (the next 25 points of damage taken come off these rather than its own hit points); a +3 bonus to attack and damage rolls, regardless of the weapon used; and an automatic 25% magic resistance. These benefits remain in effect until the psionicist ceases maintenance.

There is always the danger of arousing the spirit itself, especially if its strength is being used for destruction of its domain. The base chance of having to explain oneself to the local spirit of the land is 5%. The DM may modify this chance according to the situation. The encounter itself should be roleplayed.

Power Score—The effects last five rounds after maintenance is cut off.

20— The land has been recently defiled, and has no strength to lend. Initial cost is still spent.

Psychoportive Devotions

Ethereal Traveler

Power Score:	Wis	-4
Initial Cost:		15
Maintenance Cost:		2/round
Range:		0
Preparation Time:		0
Area of Effect:		personal
Prerequisite:		none

With this power the psionicist can psionically teleport himself to the ethereal or to any border ethereal region. With this psychoportation the psionicist simply ceases to exist in the prime material plane and begins to exist in the ethereal, but only in an ethereal form—the psionicist’s physical form is temporarily lost.

In ethereal form, the psionicist cannot be harmed—ethereal objects pass through one another easily. The psionicist cannot, in turn, harm other creatures or objects, or even pick them up or move them about.

The psionicist cannot directly teleport to the inner planes beyond the ethereal, but he can move there in ethereal form by simply crossing the border ethereal. Once he leaves the ethereal he regains his physical form and the power is ended. Otherwise, the power ends when he stops paying maintenance, and his body rematerializes exactly where it was before.

More information on the prime material, ethereal, border ethereal, and inner planes is given in the *Priests* section.

Power Score— The psionicist can maintain ethereal form for 24 hours without paying maintenance.

20— The psionicist collides unexpectedly with a demiplane in the ethereal; the power fails and the psionicist takes 4d4 points of damage.



Appendix 3: New Psionic Disciplines

Telepathic Devotions

Acceptance

Power Score:	Int
Initial Cost:	10
Maintenance Cost:	2/turn
Range:	30 yards
Preparation Time:	0
Area of Effect:	special
Prerequisite:	none

This power lets the psionicist make one or more individuals docile and passive in captivity. The psionicist gains no special control over the creatures, but their strong emotions associated with captivity are nullified.

The power affects the psionicist's level in Hit Dice of creatures, provided they are in range. If more Hit Dice than that are in range, the smaller creatures are affected first (excess Hit Dice are lost). Crea-

tures under this power do not escape, attack, starve themselves, or disobey basic commands (to move, sleep, work, etc.). They are not *charmed* and have no love of their captors.

The creatures remain under the power as long as they stay in range and the psionicist continues to pay the maintenance cost. Especially harsh treatment may cancel out the power's effectiveness. Allow mistreated creatures a saving throw vs. paralyzation in such circumstances.

Power Score— The affected creatures automatically betray their own previous escape plans, and they betray each other to the psionicist.

20— The captive creatures become bent on escape and disrupt their captor's plans until they escape or are slain.





Alignment Stabilization

Power Score:	Wis - 1
Initial Cost:	15
Maintenance Cost:	10/day
Range:	10 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	none

This power lets the psionist keep one half-giant on the same alignment. While stabilized, the half-giant does not change his alignment. The psionist cannot change the half-giant's alignment, only keep it from changing. A half-giant willingly submits to this power if informed about it—at any given instant, a half-giant is convinced that his current alignment is the best possible, and has no argument about keeping it that way. When maintenance ceases, the half-giant most likely won't notice or care.

Power Score— The maintenance cost is only 5 per day.

20— The psionist becomes confused about his own alignment, equivalent to a confusion spell.

Beast Mastery

Power Score:	Wis - 3
Initial Cost:	20
Maintenance Cost:	special
Range:	10 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	none

A psionist uses this power to gain control over psionic beasts. This telepathic devotion is only available to psionists of 21st level or greater.

This power controls only psionic creatures of animal, semi-, or low Intelligence (1-7). It does not affect humanoids or undead. Of the creatures already



Appendix 3: New Psionic Disciplines

presented for DARK SUN™ campaigns, these can be controlled with this power:

From the DARK SUN boxed set:

Silk Wurm

From MC 12, Terrors of the Desert:

Animal, Household—Critic

Antloid, Desert—Dynamis

Beetle, Agony

Cat, Psionic—Tagster and Tigone

Cistern Fiend

Cloud Ray

Drake—Air, Earth, Fire, and Water

Erdland

Floater

Kirre

Megapede

Pterax

Razorwing

Silt Runner

Spider, Crystal

Zhackal

From other Monstrous Compendiums:*

Behir

Wyvern

Goblin Spider (MC 6, Kara-Tur Appendix)

* Only if these creatures are given psionic powers.

Other creatures of the DM's creation can also be controlled, provided they fit this pattern.

On a successful power check, the psionicist gains control over the creature for the rest of that day. The maintenance cost for this power equals the creature's Hit Dice in PSPs per day. The maximum number of creatures the psionicist can control is equal to his level above 20th. Once the power is ended, the controlled creature wanders away toward its natural habitat.

While controlled, the creature uses all abilities as the psionicist wishes. The creature must still eat, and if taken out of its natural environment, it may

perish if not properly cared for. Creature and psionicist share an empathic link (free of cost). If creature and psionicist become separated by more than 300 yards, the power fails.

If a controlled creature is slain, the psionicist suffers its loss severely. He immediately takes hit points of damage equal to the dead creature's original Hit Dice. The psionicist must save vs. paralyzation or be knocked unconscious for 1d20 rounds.

Power Score— The psionicist gains a natural affinity for this creature. If he ever initiates this power for this creature in the future, he need only expend 5 PSPs as an initial cost.

20— The attempt fails and the psionicist can never attempt to control this creature again.

Focus Forgiveness

Power Score:	Wis -3
Initial Cost:	10
Maintenance Cost:	2/hour
Range:	30 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	none

This power acts on one dwarf, temporarily suppressing his overriding need to pursue a focus. While it is maintained, the dwarf forgets his current focus, and even the need to work toward a focus—very un-dwarflike behavior. The dwarf loses all benefits he had for pursuing his focus while under the influence of this power.

If the target dwarf encounters other, focussed dwarves, he considers their behavior bizarre. Other dwarves see him as insane, but the target politely ignores suggestions that he is acting abnormally.

No dwarf willingly submits to this power. If the power check fails or when it is no longer maintained, he most likely reacts with violence toward the psionicist, if he can identify the culprit.

Appendix 3: New Psionic Disciplines



Power Score— The maintenance cost is merely one PSP per hour.

20— Not only does the power check fail, the dwarf knows exactly who the psionicist is and immediately attacks.

Impossible Task

Power Score:	Wis -1
Initial Cost:	10
Maintenance Cost:	S/day
Range:	10 yards
Preparation Time:	special
Area of Effect:	individual
Prerequisite:	none

This power forces the victim to think that a given goal is unachievable, regardless of the reality of the situation. The psionicist must be familiar with the victim and what he is trying to accomplish. The power must be directed at one particular task, something easily described. The task can be simple, like “travel from Tyr to Altaruk is impossible,” or more complicated, such as “further study in magic will be fruitless.” The victim acts accordingly—other characters cannot convince him that his task is possible. If the psionicist cannot narrow down the task effectively, describing it in just a few words, the DM can nullify the effects.

This power can have no effect on a dwarf’s focus. However, other tasks the dwarf is undertaking can be affected.

Power Score— The power lasts for one month without maintenance cost.

20— The victim is instead made to believe that his goal is easily accomplished and redoubles his efforts to complete the task.

Insect Mind

Power Score:	Int -2
Initial Cost:	7
Maintenance Cost:	1/round

Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

With this power the psionicist attunes his mind to be like that of an insect. This makes dealing with insects easier both psionically and personally.

The psionicist does not suffer the -6 penalty for contact with an insect or arachnid mind while this power is maintained. He instead receives a -6 penalty for contact with non-insect minds, and they suffer that same penalty when contacting him.

Also, with a greater understanding of insect thinking, the psionicist gains a +2 bonus to his Charisma score when dealing with insects. Conversely, he suffers a -2 penalty to his Charisma score when dealing with non-insect minds.

This power is commonly used when dealing with thri-kreen. Ambassadors to thri-kreen nations usually bring along a psionicist with this power. The power does not confer the ability to communicate—other powers must be employed. This power can be maintained while other powers are being used.

Power Score— The psionicist gains incredible insight into insect thinking, and gains the benefit of this power without maintenance cost for 24 hours.

20— The psionicist attains insectoid intellect, but is perceived as a drone or worker—insects simply won’t listen and may attack if the psionicist is persistent.

Mysterious Traveler

Power Score:	Wis -1
Initial Cost:	2
Maintenance Cost:	0
Range:	60 yards
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none



Appendix 3: New Psionic Disciplines

This power begins a contagious rumor about the psionicist's whereabouts and direction of travel. The subjects take extraordinary notice of the psionicist— dress, appearance, mannerisms—and spend an entire day remarking about the traveler they have seen. Their memory is entirely accurate except when it comes to his direction and mode of travel. A subject may say he was an “extraordinary elf, who made his way south out of town on the M’k e caravan” to one acquaintance, then insist an hour later that he “ran from town to the northwest.” All characters within the power's area of effect continue these rumors all day, except that characters who personally know the psionicist are unaffected. Unaffected people who hear the rumor may pass it along normally.

The power can throw pursuers off the right track. Used in a city's market, the collective rumors quickly place the psionicist all over town. Used among nomadic elves, the psionicist might be rumored to be anywhere among the Seven Cities in a matter of days.

Power Score— The “mysterious traveler” rumor continues for three full days.

20— People in the area of effect are so taken with the psionicist that they try to follow him for 24 hours.

Reptile Mind

Power Score:	Int -1
Initial Cost:	5
Maintenance Cost:	1/round
Range:	0
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

This power lets the psionicist suppress his higher thinking processes, allowing his primitive, reptilian brain to take over.

While this power is maintained, the psionicist does not suffer the -4 penalty for contacting a rep-

tile mind. He does suffer a -4 penalty when trying to contact non-reptilian minds, as they do trying to contact him.

The psionicist's outward intelligence is severely reduced while the power is maintained. He cannot converse normally, and only responds to stimuli such as hunger, danger, territoriality, and reproduction. Among his reptilian peers, however, he is a genius. The power does not let the psionicist communicate with reptiles; this requires other powers. This power can be maintained while other powers are being used.

Power Score— Reptiles of animal intelligence in the area of the psionicist immediately accept him as their superior. They openly submit to his will for the duration of the power.

20— The psionicist is automatically noticed by all reptiles in the area, regardless of intelligence, and they see him as an intruder on their territory.

True Worship

Power Score:	Wis -1
Initial Cost:	5
Maintenance Cost:	na
Range:	10 yards
Preparation Time:	0
Area of Effect:	individual
Prerequisite:	none

The psionicist can pinpoint the focus of worship for any individual character with this power. The power gives the psionicist different information, depending on the class of the target creature.

Cleric: The power identifies the cleric's elemental sphere of worship.

Templar: The power identifies the sorcerer-king whom the templar worships.

Druid: The power indicates the general nature of the druid's guarded lands, but not their location.

Non-priest: The power correctly identifies the character as such. The psionicist knows the charac-

Appendix 3: New Psionic Disciplines



ter's devotions and faith, if any, and also that he does not worship to gain magical spells.

This spell cuts through most deception. A temple masquerading as a cleric, or a druid wishing to pass unnoticed as such, cannot escape identification. The power does not indicate if the character is dual-or multi-classed, nor does it tell the character's level or alignment.

Power Score— The psionicist knows the focus of worship for all characters within range.

20— Until he gains another level, the psionicist cannot use this power on the intended individual.

Metapsionic Devotions

Hivemind

Power Score:	Wis -1
Initial Cost:	2
Maintenance Cost:	0
Range:	60 yards
Preparation Time:	0
Area of Effect:	personal
Prerequisite:	none

This power is only available to thri-kreen characters, other insects with psionic powers, and other psionicists who use the insect mind telepathic devotion (see above). With hivemind, the psionicist can draw upon the mental energies of a host of his insect comrades to temporarily increase his PSPs.

Thri-kreen can gain PSPs from other thri-kreen of the same pack within range. Other insects gain PSPs from their own kind within range. Characters using insect mind can choose one variety of insect within range to draw upon. All those within range lend an immediate bonus to the psionicist's PSPs, according to their size.

Size	PSPs
Tiny	0.01
Small	0.1
Man-sized	1

Large	2
Huge	4
Gargantuan	8

Smaller insects contribute fewer PSPs, but their numbers often more than make up for this. The PSPs are gained instantaneously; even if the insects move away before they are all used, the psionicist keeps them. The psionicist is taking advantage of the species-mind common among insects; the insects within range do not lose any psionic PSPs when the psionicist uses this power.

Power Score— The psionicist gains double the normal number of PSPs.

20— All other insects within range immediately seek out the psionicist and attack.

Psionic Residue

Power Score:	Wis -3
Initial Cost:	15
Maintenance Cost:	0
Range:	0
Preparation Time:	0
Area of Effect:	30 yards
Prerequisite:	none

This power lets a psionicist collect PSPs after expenditure of PSPs from other characters or creatures. Whenever PSPs are spent, a residue of psionic energy remains in the area, permeating the prime, astral, and ethereal planes in the vicinity. The residue fades after five rounds. When the power is used, the psionicist immediately adds PSPs to his total equal to 1/10 of all PSPs expended by other characters within the area of effect within the preceding five rounds. (Round fractions down.) PSPs expended by the psionicist himself aren't counted.

Power Score— The psionicist gains a bonus 10 PSPs.

20— The psionicist instead gives back 1/10 of the PSPs spent to the characters who spent them.

Dragon of Tyr



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (13-20)
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Fanatic (17-18)
XP VALUE:	Varies

Extremely powerful (20th-level) human and half-elven defiler/psionicists can progress to even greater power if they choose to transform themselves into dragon form. To begin the transformation, the would-be dragon casts a *dragon metamorphosis* spell. This potent incantation is the first use a dragon makes of *psionic enchantment*. Most aspiring dragons lock themselves away and perform their metamorphoses in secret.

After the spell is successfully cast, the dragon drastically changes in both his powers and his physical appearance. Each stage of the metamorphosis is extremely painful. The exact appearance of the dragon differs with the level attained by the defiler, but the defiler will gradually grow in height and weight, take on reptilian features, and, eventually, lose all trace of its humanity. When the metamorphosis is complete, the dragon will be roughly 40 feet long and weigh 50,000 pounds (25 tons), with massive wings and almost impenetrable scales.

Once a character becomes a dragon, he gains certain benefits instantly. Dragons are immune to the effects of time. They no longer age and will never die of "natural causes." Also, a dragon gains the ability to understand and speak any language—this innate ability functions like a *tongues* spell. This is a side effect of the psionic enchantment they employ to transform themselves.

Combat: The exact combat abilities of a dragon differ as it grows in size and power. This information is presented on a chart at the end of this entry, but a brief overview of the creature's general abilities is provided here.

As a dragon advances, it retains all psionic powers it had previously and gains more. With every level advancement, the dragon gains one additional science and one additional discipline. He also gains psionic strength points for every level advancement just as described in the *Complete Psionics Handbook*.

In order to employ the devastating power of *psionic enchantment*, each dragon employs an obsidian orb as a focus. The orb itself is not magical, but is essentially a material component that is required for each psionic enchantment the dragon employs. A dragon can create any number of obsidian orbs and leave them in various places. Rarely is a dragon without an orb. However, before reaching a new level, the dragon must swallow all existing activated orbs as part of the material component for the *dragon metamorphosis* spell. Lack of an orb does not interfere with the dragon's ability to cast spells below 10th level or with psionic ability.

As dragons become more powerful, they can employ their deadly claws in combat. Even at their most rudimentary stage of development, these talons are extremely deadly. Also, the dragon eventually develops a savage set of teeth with powerful jaws, giving it a horrible bite attack. When its tail



grows long enough, it becomes a sweeping bludgeon. Finally, the dragon gains a devastating breath weapon, a cone of superheated sand 5' wide at its base, 50' long, and 100' in diameter at the far end.

A dragon's hide and scales become harder and more invulnerable at each stage of metamorphosis. This is reflected by a sharp improvement in Armor Class, a resistance to non-magical weapons, and overall magic resistance.

These magical items presented in the *Dungeon Master's Guide* can affect character dragons:

Potion of Dragon Control: If such a potion fruit is found in a DARK SUN™ campaign, it works against any dragon. Control lasts for 5d4 rounds.

Scroll of Protection—Dragon Breath: The scroll functions just as described in the *DMG*.

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

Spells: From *Tome of Magic*, two spells specifically concern dragons. *Dragonbane* functions just as described in that volume. *Age dragon* has no effect on DARK SUN dragons because they are effectively immortal.

Habitat/Society: Having attained 20th level, human and half-elven defiler/psionicists can choose to undergo a bizarre and painful metamorphosis from human to dragon. Once begun, the metamorphosis cannot be stopped except by the character's death.

All sorcerer-kings of the Seven Cities are at least 21st-level dragons. Though the monarchs have pursued these powers for many centuries, they are only becoming dimly aware that a similar process can also occur with especially powerful preservers (see *Avangion*). Many are still skeptical.

From the 25th through 29th levels, the ascending dragon goes through a terrible rampaging period, brought on by the incredible pain that wracks its body during these final stages. No longer man but not yet a dragon, its need to end the process drives it nearly mad. Its original reason is superseded by an indomitable lust for destruction. The dragon destroys vegetation and animals that do not directly serve its quest for power and advancement.

Dragon of Tyr



Ecology: Defilers who have earned sufficient experience points to advance to the next stage must successfully cast the *dragon metamorphosis* spell. Once cast, the defiler's physical form mutates drastically, becoming less human and more dragon.

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

Low (21st, 22nd, and 23rd level): The defiler is merely beginning the metamorphosis. The preparation for casting at these levels requires access to ancient documents, tablets, and scrolls that have never *been studied by another defiler*. Such materials must be studied for at least eight hours every day for an entire year. The material components must include vast riches (at least 10,000 gp worth of jewels, gems, coins, or artistic treasures), a huge structure where the transformation might take place, and no fewer than 1,000 Hit Dice of living creatures for the life-leeching process. The riches vanish and the living creatures are slain one heartbeat after the defiler begins casting. The spell is cast from the deep interior of the structure where the caster will actually transform. No other beings may be present at the instant of casting.

Middle (24th, 25th, and 26th level): The preparation time extends to two years. During this time, the caster visits a powerful creature on an elemental plane for three days of every 15. The material components include fewer riches (at least 5,000 gp) but more living creatures (no fewer than 2,000 Hit Dice). A new structure must be built, which can be used for all three middle level transformations.

High (27th, 28th, and 29th level): The high levels of dragon metamorphosis must take place on either an elemental or the astral plane. No structure or riches are required, but the caster must travel to the plane of choice with no fewer than 200 Hit Dice of living creatures from the Prime Material plane. The living creatures must be no fewer than 10 Hit Dice each and must willingly travel to the plane and participate (i.e., die) in the casting. Casting time is 24 hours, and at least three powerful beings from that plane must cooperate for that time.

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

The Dragon of Tyr

The dragon listed in the DARK SUN™ boxed set is a completely metamorphosed dragon of 30th level. The great dragon is a ferocious animal with tremendous psionic powers. Because no contenders have challenged the authority of the great dragon in many centuries, common tradition has held that there is only one dragon.

However, because the Tyr region is actually only a small part of a much larger world, there are probably other dragons in distant realms. Whether the great dragon is aware of other distant dragons, only it knows for certain.

Dragon Ability Charts

Lvl	HD*	A C	THACO	Claws	Bite	Breath	Tail	Move	M R
21	30+10	?	11	Nil	Nil	Nil	Nil	?	Nil
22	35+10	?	10	Nil	Nil	Nil	Nil	?	Nil
23	38+10	?	9	Nil	Nil	Nil	Nil	?	Nil
24	40+10	4	8	2d10	Nil	Nil	Nil	15	Nil
25	42+10	0 ¹	7	2d10	4d12	Nil	Nil	15	Nil
26	45+10	-2 ¹	5	2d10+5	4d12	Nil	Nil	15 ^a	Nil
27	48+10	-4 ¹	3	2d10+5	4d12	10d12	Nil	15 ^a	Nil
28	52+10	-6 ²	1	2d10+10	4d12	10d12	5d10	15 ^a	20%
29	56+10	-8 ²	-1	2d10+10	4d12	20d12	5d10	15 ^b	40%
30	61+10	-10 ²	-3	2d10+15	4d12	25d12	5d10	15 ^c	80%

* dragons use 4-sided Hit Dice

¹ can be hit only by +1 or better magical weapons

² can be hit only by +2 or better magical weapons

^a now has a "jumping" movement rate of 5 (should be 6)

^b now has a "flying" movement rate of 18 (C)

^c now has a "flying" movement rate of 45 (A)

Note: Regardless of level, a dragon saves as a 21 + level wizard.

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

Elemental, Clerical



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Champion (15-16)
XP VALUE:	Varies

A human dual-classed cleric/psionicist who attains 20th level can choose to pursue a strange and mysterious path that ultimately transforms him into an elemental being of tremendous power. Once the cleric begins this alteration, he can never stop it. Only his death prevents him from becoming an elemental being.

The elemental form taken is that of the original cleric's focus of worship. Thus, an earth cleric transforms to an earth elemental, an air cleric to an air elemental, etc. The disciplines necessary to specialize in one form of elemental magic prohibits crossover from one elemental form to another.

During the transformation process, clerical elementals can switch between human and elemental forms. They do not age in elemental form, but they continue to age in human form. A character who reaches elemental form at 30th level can no longer switch and becomes permanently fixed in elemental form.

Combat: A cleric of this power in human form retains the abilities that he had prior to his journey along the road to transformation. Thus, he may cast spells and employs psionic powers as a 20th-level cleric. Any magical items or similar abilities that the cleric had are retained as well.

In elemental form, an individual of this type has the abilities and statistics of either a standard elemental (as described in the *Monstrous Compendium* Volume One) or a greater elemental (as described in the *Monstrous Compendium DARK SUN™ Appendix*). In elemental form, the cleric has access to the spells and psionic powers that he had prior to the transformation, but he gains no benefits from any form of magical object. All abilities are now based on the elemental entry appropriate to the character's level as presented on the table at the end of this entry.

Each time the cleric assumes elemental form, its Hit Dice are rolled anew. As the creature attains greater levels of power, the cleric is entitled to Hit Die re-rolls for certain numbers. For example, an elemental cleric rolls 10 Hit Dice and has rerolls on 1, 2, and 3. Assume that ten 8-sided dice give rolls of 1,2,2,3,4,5,5,6,8, and 8. The four dice that rolled 1,2,2, and 3 are re-rolled until they don't read 1, 2, or 3. If they finally came up 4, 5, 6, and 7, the elemental's hit points would total 58. See the table at the end of this entry for details.

Damage taken in either of the cleric's forms is erased after transformation. A cleric who is wounded down to 1 hit point in human form rolls completely new hit points for the elemental form. When he returns to human form, he is completely healed of damage. If the cleric is ever reduced to 0 hp in either form, of course, he dies.

Normally, an elemental cleric cannot be summoned, though he can be controlled, and that control can be stolen. When summoning spells are employed, other, less-willful elementals from the appropriate plane answer



the call. A special spell could be researched to summon a specific elemental, even an elemental cleric, but such magic does not presently exist—the spell would have to be created under the *rules* governing magical research.

Devices that can control or govern the actions of elementals can affect clerics. Only magical items can control elemental clerics. Four of the most common means of gaining control over an elemental cleric are the *bowls commanding water elementals*, *brazier commanding fire elementals*, *center controlling air elementals*, and *stone of controlling earth elementals*. When properly employed, these devices can control an elemental cleric of the appropriate type. The cleric gets a saving throw to ignore the effects. Otherwise, it is controlled, just as described in the *Monstrous Compendium*. Once freed, the cleric can attack or ignore the controller as desired.

A *ring of elemental command* attuned to the cleric's elemental plane can be used to full effect against the cleric. The affected cleric can be held at a 5' distance or even *charmed*.

A *scroll of protection—elementals* works against elemental clerics just as noted in the *DMG*.

As an elemental cleric gains power, it learns the ability to summon lesser and standard elementals. The first of these new powers, *conjure lesser elemental*, is identical to the spell of the same name presented in the *Monstrous Compendium, DARK SUN Appendix*. Eventually, the cleric gains the special ability, *conjure elemental*, identical to the spell of the same name in the *DARK SUN Rules Book*. The number of times that these powers can be used per day appears on the table at the end of this entry.

These conjured elementals need not be controlled, nor can their control be stolen from the elemental cleric. They obey the cleric's every thought while on the Prime Material plane.

Habitat/Society: The most potent of elemental clerics are powerful enough in their own right to be important personages on their elemental plane. Therefore, from time to time, their services are called for on those planes, and they must return there until their business is concluded.

An elemental cleric's transformation is quite different from that of other advanced beings. The cleric can attain full elemental form even at the lowest levels, though only for a limited time. The time the cleric can

Elemental, Clerical



spend as an elemental and his relative power increase as he becomes more solidly anchored to his chosen elemental plane. At any given time, the cleric will either be fully elemental or fully human. Since there is no gradual change between the two forms, it is not termed a metamorphosis, but rather a transformation.

An elemental cleric must assume elemental form exactly once per day. Less-powerful elemental clerics retain human form for all but a short period during a day. More powerful elemental clerics only retain human form for half the day or less. The most powerful clerics abandon human form altogether.

The cleric may decide when during the day to take on his elemental form. For this purpose, a game day begins and ends at midnight. If the cleric fails to decide, his body transforms at the last moment possible. For instance, an cleric who must assume elemental form for two hours a day but hasn't transformed earlier changes two hours before midnight.

The transformation takes one round, during which time the cleric's body takes on an ethereal form. Only weapons that can affect ethereal bodies can harm him. Successful attacks at this time use his human characteristics (Armor Class, hit points, etc.). The elemental cannot act or defend while transforming.

The cleric cannot control his transformation back into human form. It takes place after the cleric has spent the entire required duration in elemental form. The transformation takes one complete round, during which time the cleric cannot act. The cleric takes on ethereal form for the round, so attacks that don't reach into the Ethereal plane cannot harm him. Those attacks that can do so affect his elemental form (Hit Dice, Armor Class, magical resistance, etc.). As with the transformation into elemental form, the cleric cannot defend himself while in flux. Once the transformation is complete, the cleric reverts to his full human hit points.

Athasian Elementals

Complete data on Athasian elementals appears in the *Monstrous Compendium*, *DARK SUN™ Appendix*, *Terrors of the Desert*. That work refers to information on elementals presented in the *Monstrous Compendium Volume One*. Because elemental clerics take on the form and abilities of those elementals, and can summon them, keep the appropriate *Monstrous Compendium* pages handy.

Elemental Clerics Ability Tables

Lvl	Hit Dice/Variety	HD	Re-rolls	Time	Summons
21	8 HD Standard		–	1 turn	–
22	12 HD Standard		–	3 turns	–
23	12 HD Standard		1,2	1 hour	–
24	16 HD Standard		–	2 hours	–
25	16 HD Standard		1,2	4 hours	–
26	10 HD Greater		1,2,3	6 hours	Lesser (1)
27	10 HD Greater		1,2,3,4	8 hours	Lesser (2)
28	14 HD Greater		1,2,3	12 hours	Lesser (3)
29	14 HD Greater		1,2,3,4	16 hours	Greater (1)
30	18 HD Greater		1,2,3,4	24 hours	Greater (3)

Lvl indicates the level of the Cleric.

Hit Dice/Variety indicates the exact type of elemental form that the cleric will assume upon transformation.

HD Re-rolls indicates Hit Dice roll results that may be re-rolled when generating the elemental form's hit points.

Time is the length of time that the Cleric must remain in elemental form following transformation.

Summons indicates the type of elementals that may be summoned while in elemental form. The number in parentheses indicates the times per day this ability can be used.

Priest Spell Progression

Spells Available by Level

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

Avangion



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (13-14)
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	M to L (6-12')
MORALE:	Fanatic (17-18)
XP VALUE:	Varies

In the entire known history of the Tyr region, there has never been a preserver who has advanced far enough in experience to mimic the metamorphosis of defilers and become an advanced being. But it is possible.

The transformation forces the preserver to pass through a series of steps that lead from human to avangion, but where the defiler/dragon metamorphosis is characterized by massive destruction and great pain, the preserver/avangion blend is a more serene, peaceful process of light, water, and the life-giving properties of the dying world of Athas.

Only humans who are dual-classed 20th-level preservers and psionicists can proceed from 21st to 30th level as an avangion. The transformation is time-consuming and difficult, but ultimately rewarding.

A preserver who transforms into an avangion undergoes a series of magnificent changes. In the earliest stages of this metamorphosis, the avangion retains almost all human characteristics. Closer to the ultimate form, the flesh becomes radiant silver, and wide, elegant gossamer wings sprout. Eventually, the preserver's arms and legs become less and less useful. In the end, the legs are too fragile to support body weight, the arms too delicate for anything but fine manipulation.

Like dragons, avangions are effectively immortal. The passage of long periods of time mean nothing to their physical form. Avangions also have the following spell-like abilities, which are permanently active: *tongues*, *know alignment*, *ESP*, and *detect lies*.

Combat: Avangions are not fond of physical combat. They are generally physically weak and depend upon their powerful magics and potent psionics to defend themselves. Among the most powerful weapons of the avangion is its ability to employ *psionic enchantment*. The spell chart at the end of this entry indicates the magic available to the avangion at the various levels of progression. Further, an avangion has the powers of a psionicist of equal level.

Another powerful ability is the gradual development of a magical aura. This aura is visible as a bright light that radiates from the creature's gleaming body. When it first manifests, the aura acts as a *protection from evil* spell and also dissipates any magical darkness on contacts. Later, it causes all evil creatures within to suffer as if they had been hit by a *ray of enfeeblement*. Ultimately, it becomes an almost impenetrable defensive barrier, acting as a massive *globe of invulnerability*.

Habitat/Society: Unlike dragons, avangions go through no animalistic stage where they lose their mental faculties. On the contrary, as an avangion progresses through the stages of its metamorphosis, its intellect increases, marked by increases in its Wisdom score (presented on the chart at the end of this entry).



These extremely powerful creatures are concerned with adventures of epic proportions—they have the power and influence to do so. They are the first of their kind in recorded history, a focus of change toward good, and perhaps are the most powerful good creatures on Athas.

Advanced beings like the avangion are extremely powerful, but large numbers of lesser creatures can still bring them down. The downfall of many dragons is their inability to work as a team. Avangion certainly attract followers in campaign play, though they must leave these people for stretches of time during their metamorphosis.

Ecology: Avangions and dragons are arch-enemies who seek each other out for battle whenever possible. Clashes between such powerful creatures can have horrible side effects and often end in stalemates. In such battles, the dragon generally takes a wholly offensive tack, whereas the avangion employs more subtle strategies and defensive tactics.

A preserver on the road to becoming an avangion must employ the *preserver metamorphosis* spell at each stage of advancement in level and power. The preserver changes physical form drastically upon the spell's completion, each time bridging approximately one-tenth the gap between human and full avangion form.

The exact material components, preparation time, and casting time depend on what level the preserver is about to achieve (grouped by level into low, middle, high, and final metamorphosis).

Low (21st, 22nd, and 23rd levels): As the next level draws near, a calling within leads the preserver to leave the company of his fellows and seek isolation. For low-level metamorphosis, the preserver must gather physical remains of the enemies of life, usually those of high-level defilers—their bodily remains, destructive belongings or artifacts, ash from their spellcasting, etc. These items must be gathered during the preserver's period of isolation as evidence of a devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. Any interruption results in spell failure. The preserver may have other characters present during casting.

Middle (24th, 25th, and 26th levels): The preserver advancing through these intermediate levels hears another calling for isolation. The material components at the middle levels are gifts gathered from no fewer than three



Avangion

powerful good creatures during isolation. Obviously, the powerful creatures realize the consequences of contact for the preserver, so they leave the gifts after the preserver achieves extremely dangerous or important goals. The material component for the spell (not consumed in casting) is a single tree or bush personally saved by the preserver from defiler magic destruction. The casting time is 12 hours. The preserver must cast the spell in a forest or area of dense vegetation—at the time of casting, there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High (27th, 28th, and 29th levels): Unlike previous eve advancements, the preserver has no calling toward isolation at high levels, but instead must collect a core group of companions, no fewer than eight in number and of at least 10 levels or Hit Dice each. All the companions must be of good alignment. The preserver must spend the preparation time with these characters. The material components are a single gift from each of the companions in the core group. During the casting of the spell, the preserver must have the aid of a single companion for the entire ceremony. If the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver—new companions must be found for each of 27th, 28th, and 29th levels.

Final (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrub grass, forests, or any combination) at least five miles in diameter. At the time of casting, the lush lands must be free of evil creatures. The material components are a diamond, of no less than 10,000 gp value, with which to capture the life-giving qualities of sunlight; a large stone tomb; and a perfectly sealed glass case built around both preserver and tomb. The casting time is one round. Once the spell is cast, the preserver/avangion, diamond, and stone tomb disappear, bound for planes unknown. After many months, perhaps as long as two years, the avangion returns, wholly transformed, to the glass case. If the glass case is damaged in the meantime, the avangion is lost to oblivion.

Avangion Ability Charts

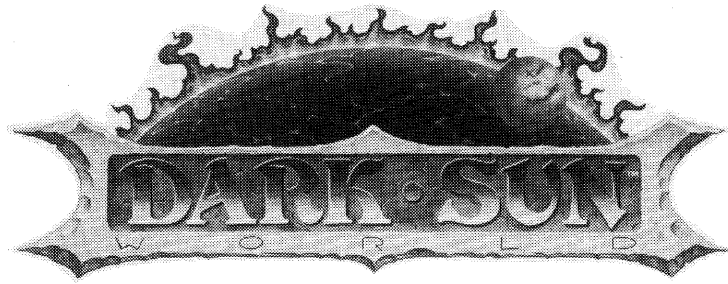
Lvl	HD*	AC	Immune	THAC0	Move	MR	Aura	Bonus
21	10+11	9	—	10	?	10%	Nil	Nil
22	10+12	8	+1	10	?	15%	Nil	Nil
23	10+13	7	+1	9	?	20%	Nil	Nil
24	10+14	6	+2	9	?	25%	Nil	Nil
25	10+15	4	+2	8	? ^a	30%	Nil	Nil
26	10+16	2	+3	8	? ^b	40%	Nil	Nil
27	10+17	0	+3	7 ^c	0 ^d	50%	Nil	+1 Wis
28	10+18	-2	+5	7 ^c	0 ^e	60%	90 ^f	+1 Wis
29	10+19	-4	+5	5 ^c	0 ^e	70%	1 50 ^g	+1 Wis
30	10+20	-6	+5	5 ^c	0 ^h	80%	2 00 ⁱ	+2 Wis

- * avangions use 4-sided hit dice
- ¹ can be hit only by +1 or better magical weapons
- ² can be hit only by +2 or better magical weapons
- ^a now has a "flying" movement rate of 24 (A)
- ^b now has a "flying" movement rate of 36 (A)
- ^c can no longer wield weapons or make any physical attacks
- ^d can no longer walk, must hover or fly at all times
- ^e now has a "flying" movement rate of 48 (A)
- ^f the aura of light acts as a *protection from evil* at this point and dispels any magical *darkness* within its listed radius
- ^g the aura of light gains the ability to affect all evil creatures in its radius with a *ray of enfeeblement*
- ^h now has a "flying" movement rate of 60 (A)
- ⁱ the aura of light gains the ability to act as a *globe of invulnerability*

Note: Regardless of level, an avangion saves as a 21 +-level wizard.

Spells Available

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



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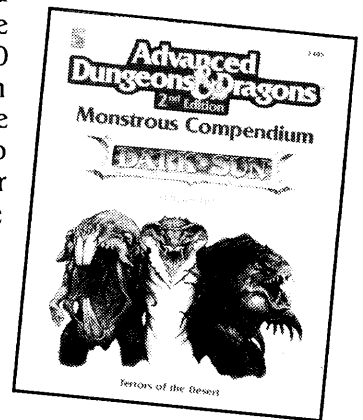
stretches are filled with wild, psionic-powered creatures. Who knows for sure? After all, the likes of them have never before been seen . . . until now.

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by Timothy B. Brown

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