

Chapter Ten

Magic

Magic is renowned and feared throughout the tablelands as a mysterious and powerful force which affects the world of Athas in ways people seldom understand. Different from psionics, which come from within the body and the mind of athasian creatures, magic is a force that comes from without, and that certain people have learned to control and command.

On Athas, as on other worlds, magic is classified into two different categories: Divine magic and Arcane magic. Basically, the main difference between these two types of magic is that the former receives magical powers from higher magical authorities, while the latter learns to wield magic itself by tapping into the life energies of the world. To athasians, this difference is very, very important.

Also, the athasian environment affects the repertoire of spells and powers that spellcasters can use. Indeed, the divine patrons of spellcasters grant very different powers to their followers, depending on their allegiances. Wizards also have a close interaction with their environment.

Because of these realities, magic works somewhat differently on Athas. The following sections detail those differences. However, unless otherwise noted, magic functions as described in the PHB.

Arcane Spells

Arcane magic taps directly into sources of energy in order to shape and affect the world around them. Wizards, as they are known, are the sole practitioners of arcane magic, and they are reviled and feared by the inhabitants of the Tyr Region, for all blame arcane magic for the defiling of Athas and the state in which it is now. This is partly true, as the most common type of wizards are known as defilers, tapping directly into the life energies of their surroundings and draining them to empower their spells. However, though few are aware of this distinction, there are also preserver wizards, which refuse to drain the lifeforce of the world to weave their magic, and only gather as much energy as is needed to cast their spells and leave the environment intact. Finally, some wizards have learned to tap into

other sources of energy, but those few are usually mysterious beings and often misunderstood, even amongst other wizards.

Preparing Arcane Spells

As described in the Wizard entry of Chapter Three: Classes. Otherwise, the preparation of spells is as described in the PHB.

Note that all wizards automatically know the *read magic* spell, and can prepare it as if they has a Spell Mastery feat for that spell.

Arcane Writings

As described in the PHB, except as follows:

Athasian wizards use all forms of writings and encoding to write down their spells, since writing is usually illegal within the City-States, and spellbooks become an obvious sign of being a wizard. See the Craft(spellweaving) skill in Chapter Four for more details.

Adding Spells to Wizard's Spellbook: Athasian wizards only automatically learn one spell per level through research and experimentation, because arcane lore and resources are very rare under the Dark Sun.

Copying Spells: Copying spells into spellbooks (not magical scrolls) does not have any cost on Athas.

Space in Spellbooks: Athasian wizards have learned more efficient ways to write down arcane spells, and spells only need one page per spell level, or about one square foot of material per spell level. Cantrips need only half as much space.

Materials and Costs: There are no special materials or costs which are required to copy and write down spells.

Selling Spellbooks: Though there is no cost to copying or writing down spells in spellbooks, the cost of spellbooks is unchanged, given the great rarity of arcane lore.

Defiling

The most basic way to gather the energy for arcane spells is to tap into the life-force of the plants surrounding the caster. All wizards have this ability, even when they learn to tap into other sources of power. In essence, it is what differentiates arcane magic from divine magic.

However, this process is harmful to the environment, and if the wizard does not control the amount of energy he gathers from the plants, she can draw all of the life force around her, leaving thin black ashes instead of plants, and the ground barren and defiled, never to grow plants again until many decades have passed. This process is called defiling.

Some wizards follow a code which forbids them to defile, and they channel just enough energy to power their spells, tapping into greater amounts of plants and soil, in order to distribute the drain more evenly, so that no region is left defiled. These wizards call themselves preservers, and most of them lead a desperate fight against the rest of their kind: the defilers.

Defiler wizards do not care about the consequences of defiling, and instead embrace its practice because of the great benefits they gain from it. Indeed, the additional power can be used to augment a defiler's spell far more easily than the long and arduous path of the preserver suggests.

There is, however, an unnatural quality surrounding defiling, and those who resort to it too often become surrounded by a malignant aura which can actually be perceived in the natural world. Also, defilers who abuse this process quickly begin to wither themselves, as the process attacks their own life force as well as that of their surrounding.

This defiling taint, as it is called, prevents most defilers from abusing this ability too often. Also, preservers are warned against defiling, even on rare occasions, as the taint may permanently affect them and render them unable to use preserving energies again.

The following section details the effects of defiling.

Defiling Benefits

A wizard who defiles can gain several benefits from it, and all of the following benefits may be added to any spell she casts. The defiler taint points is simply added together for each spell.

However, a wizard cannot gain more defiler points for one single spell than she has arcane caster levels.

Spellcasting: By draining a lot of energy, defilers can replace their own life energy, which preservers use when casting, with the plant-life around them, which is completely drained. This process allows a defiler to cast any prepared spell she has without expending any spell

slot. This use of defiling costs 3 defiler taint points per level of the spell slot which is replaced. Cantrips cast in this manner cost 1 defiler taint point.

Metamagic: One of the main uses for defiling, you may use the extra power drained through defiling to augment your spells with metamagic at no cost for yourself.

First of all, defilers can gather energy more quickly than through preserving, and they can apply metamagic feats to spells without increasing casting time. This costs one defiler taint point to the defiler.

Also, defilers can replace one spell slot worth of metamagic energy by one defiler taint point. This extra spell slot is not wasted by the wizard when casting the spell, and a spell slot one level lower is used instead. The defiler may also choose to defile additional energy, and reduce this extra spell slot to 0.

Note that it costs 5 defiler taint points for a character who wishes to Quicken a spell (1 point not to increase casting time, and four points for the four extra spell slot cost of the Quicken Spell feat).

XP Costs: Instead of sacrificing their own permanent life force, defilers tend to use the life force around them to empower their spells or the magic items they create.

Defiler Taint Points

As a wizard defiles, she becomes temporarily tainted by the dark magic, which generates a unnatural aura around her. If she continues to resort to defiling, her own life-force may become attacked by the process, and she can become weakened severely as an offset of the advantages conferred by the excess energy.

When a wizard uses defiling, she gains a number of defiler taint points, depending on the enhancements she benefits from. These defiler taint points remain with the character until she rests. They then dissipate at a rate of one point for per hour of rest.

The effects of the defiler taint are detailed on the following table. All of these effects stack.

TABLE 10-1: DEFILER TAINT EFFECTS

Points	Effect
1+	-2 to all Charisma- and Wisdom-based skill checks.
11+	-2 to Constitution. Any strenuous activity for more than one minute makes you fatigued.
21+	-2 to all Charisma- and Wisdom-based skill checks. Your alignment falls to neutral if it is good.
31+	-2 to Constitution. You become fatigued, and any strenuous activity for more than one minute makes you exhausted.
41+	-2 to all Charisma- and Wisdom-based skill checks. Your alignment falls to evil if it isn't already.
51+	-2 to Constitution. You become exhausted.
+10	-2 to Constitution for each 10 additional defiler points you gain.

Defiling and the Land

Defiling leaves its worst wounds on the surrounding plant-life. Each time a wizard defiles, she taps into an area of land around herself, defiling a 5ft. radius per level of the spell which she cast plus another 5ft. for every defiler point she gained through casting the spell. Cantrips only defiles the 5ft. square area the defiling is centered on.

Terrain does affect the amount of land defiled however. Abundant terrains reduce the defiled area by half, while lush terrains reduce it to a quarter of the normal defiled radius. On the other hand, infertile terrains double the amount of land defiled, while barren terrains have three times as much land defiled.

The area defiled is left completely devoid of plant-life. Trees, plants and soil alike is turned into fine, black ash. Nothing can grow in defiled terrain until many decades have passed.

Each time the character defiles again, she taps on the area around the land already defiled. Simply increase the radius of the defiled land by half of the radius the additional spell would normally defile.

Finally, defiling can be deadly for creatures of the plant type. Any such creature caught within the radius of defiling automatically suffers 1d8 points of damage per level of the spell plus another 1d8 point of damage per defiler taint point gained through casting of the spell.

Assuming the Taint

True defilers have long ago assumed the taint of defiling. Assuming the taint grants several benefits to defilers, although it marks them as defilers from that point on.

As a full round action, which draws an attack of opportunity, a defiler can make a concentration check against a DC of 20 in order to assume the defiling taint.

When she does so, her defiler taint points are halved and become a taint score. The taint score grants the same penalties as taint points, but doing so greatly reduces the penalties of defiling. From that point on, defiler points and defiler scores are kept separately. If defiler points are later assumed, they are added to the existing defiler score.

A defiler score is more impregnated into the defiler's being however, and each point of defiler score can only be removed with 3 hours of rest.

Also, once a defiler assumes the taint, she may no longer get rid of her last point of defiler score. This marks the character as a defiler, and she always suffers from the penalties associated with that level of taint.

The Road to Corruption

For those who do not wish to assume the taint of defiling, and for preservers who occasionally resort to defiling in the most dire circumstances, there is always the risk of losing control of their ability to gather energy through preserving and becoming defilers permanently.

Each time a character which has not assumed the taint accumulates 11 or more points of defiling, she must make a Fortitude save against a DC equal to 10. If she succeeds, she suffers no effects other than those of the defiler taint points. However, each time she defiles again while her defiler taint points are above 10, she must make a new save with a DC equal to 10 + the number of defiler points added to the spell + 1 for each previous save.

If she fails a save, the spell fails and the caster suffers 1 point of Constitution drain. She also automatically assumes the taint, and becomes a defiler.

The Road to Redemption

It is possible for those who have assumed the taint to be liberated of this burden. The only known way is to convince a druid to cast an *atonement* spell on the defiler, which is not an easy feat, and will surely demand a hefty payment.

Energy Gathering

All athasian wizards need to gather energy before casting a spell. To accomplish this, wizards turn the palm of one hand downwards, fingers outstretched, with the middle and ring fingers held together. The energy is then shaped and released in the form of the desired spell. This process does not increase the casting time.

However, the caster may chose to gather energy beforehand and hold it until she casts a spell later on. Energy gathered in this fashion is a standard action, and the energy can be conserved for a number of rounds equal to her Constitution score.

This method has the advantage of allowing the caster to use metamagic feats with spells without increasing the casting time at the moment of casting the spell.

Divine Spells

Divine magic comes from the elemental forces of the world. However, practitioners of divine magic do not all receive these powers in the same way. Clerics have the most direct access to the elemental forces, as they chose to devote themselves to an elemental or paraelemental patron from which they receive their spells and powers. Druids, which are somewhat rarer than clerics, receive their powers from the Spirits of the Land, which are entities inhabiting the landscapes of Athas which entertain elemental energies and can bestow them upon those who serve the land. The last kind of divine spellcaster is also the most common and the most feared: the Templars. These individuals serve the mighty Sorcerer-kings or Athas, which long ago were granted the ability to channel elemental energies into others, and used this gift to empower their minions and enforcers throughout their realms.

Preparing Divine Spells

As described in the Cleric, Druid and Templar entries of Chapter Three: Classes. Otherwise, the preparation of spells is as described in the PHB, except as follows:

Time of Day: Dawn is usually the chosen time for divine spellcasters to prepare their spells.

Spontaneous Casting: Neither clerics, druids nor templars receive this ability.

Clerical Granted Powers

All athasian clerics undergo a special ritual with the elemental forces to be anointed as a cleric of their patron element. This ritual, known as the Pact, forever marks them as a cleric of their chosen element, and allows them to use the spells and powers of the cleric class. Also, throughout their advancement as a cleric, they are granted several minor powers associated with their chosen elements.

The following sections details the benefits of the Pact and minor powers associated with each elemental patron. Each time the cleric gains a minor power, starting at 2nd level and every 3 levels thereafter, she chooses from the list of powers available to her patron element. Also, if a given power can only be used once per day, the cleric may select this power again later on to increase the number of uses per day by one.

Elemental Air

Pact: Clerics of air gain the following at 1st level.

Wind's Blessing: Your skin becomes cool to the touch, and your movements become noticeably more graceful and lithe. You gain a +1 sacred bonus on all Reflex saves.

Granted Powers: Clerics of air may choose their granted powers from the following list.

Clean Air: Once per day, the cleric may purify the air that she breathes so that she may breathe freely through most harmful conditions. The cleric is unaffected by inhaled toxins, smoke or harmful cloud effects that affect their targets through breathing. This ability lasts for one minute per level of the cleric.

Control Winds: Once per day, as the spell, but only for one round per cleric level. The cleric must be 5th level or higher to select this ability.

Missile Deflection: Whenever you are outdoors, you gain a +1 deflection bonus on Armor Class with missile weapons that can be affected by slight winds.

Missile Stream: Whenever you are outdoors, you gain a +1 circumstance bonus on range attack rolls with missile weapons that can be affected by slight winds.

Protection from Wind: You gain a +4 sacred bonus on saves against wind-based effects and a +2 sacred bonus on saves against spells from the sphere of air.

Refreshing Breeze: Whenever you are outdoors, you are caressed by a refreshing breeze. You gain a +4 circumstance bonus on saves against heat dangers. You also gain a +2 circumstance bonus on Diplomacy checks because of your relaxed composure.

Wind's Embrace: Once per day, as *feather fall* but only on the cleric, and the effect lasts for as long as the entire fall lasts, no matter what the distance is.

Elemental Earth

Pact: Clerics of earth gain the following at 1st level.

Earthen Embrace: Your skin and eyes take earthen tones. You gain a +1 sacred bonus on all Fortitude saves.

Granted Powers: Clerics of earth may choose their granted powers from the following list.

Eliminate Tracks: As pass without trace, but you still leave a scent. This power functions continuously while the cleric walks barefoot on the ground.

Encasement: The cleric can cover herself with loose earth, sand or soil while resting in order to heal at a much faster rate. When resting in this fashion, you recover hit points at twice the normal resting rate.

Endure: When someone attempts to use defiling within 60ft. of the cleric, the cleric may make a fortitude save against a DC of 10 + the level of the spell + the number of defiler taint points gathered by the wizard. If the save is successful, you stop the defiler from gathering any defiler taint points and benefiting from the effects of

defiling. If the defiling was used to augment a spell, the spell is still cast, but its caster level is halved.

Meld into Stone: Once per day, as the spell, but only lasts for one minute per level.

Stoneharden: The cleric's skin hardens and she gains a +1 natural armor bonus. The cleric must be 8th level or higher to select the power.

Stone Shape: Once per day, as the spell.

Strength of the Earth: You gain a +2 sacred bonus on all Fortitude saves and on saves against spells from the earth sphere.

Elemental Fire

Pact: Clerics of fire gain the following at 1st level.

Badge of Flame: Your hair becomes bright red and your eyes become black as coals. You gain a +2 sacred bonus on all Intimidate checks.

Granted Powers: Clerics of fire may choose their granted powers from the following list.

Cleansing Flames: Once per day, the cleric may come into contact with an open flame the size of a small campfire or larger to cleanse her body with sacred energies from her elemental patrons. The cleric is immediately cured of 1d4 points of damage and her body is cleaned of filth and sweat. Also, if the cleric is poisoned or diseased, the cleric gains a new save with a +4 bonus. If the save is successful, the cleric's body is cleansed of the poison and/or the disease. Finally, if the cleric was fatigued, she no longer is, and if she was exhausted, she becomes fatigued instead. This is a supernatural ability.

Control Flames: As a standard action, the cleric can affect a non-magical fire within 60 ft. of herself so that they grow more intense or they be reduced to glowing embers. This effect can double the light radius of the fire or reduce it by half. Also, damage dealt by enhanced flames is considered empowered, or reduced by half if the flame is diminished. Smothered flames grant a +4 bonus on saves to quench it for creatures who have caught on fire. However, fuel consumption remains unchanged when using this ability. The cleric may use this ability at will, but only for as long as she concentrates on the targeted flames.

Enflame: As a standard action, the cleric may create a small match like flame which lasts only a few seconds, but can light on fire very flammable materials. The cleric may use this ability at will at close range (25ft. + 5ft./2 levels).

Flame's Kiss: You gain fire resistance 5. You must be 8th level or higher to select this power.

Protection from Fire: You gain a +4 sacred bonus on all saves against fire effects. You also gain a +2 sacred bonus on saves against spells from the fire sphere.

Searing Fire: All fire spells you cast deal 1 additional point of damage per dice of damage that you deal.

Smoke Surge: Once per day, you can summon a cloud of smoke of 20ft. radius which billows out of a fire source within medium range (100ft. + 10ft./level) of yourself. Anyone caught within the area must make a Fortitude save each round against a DC of 15 +1 per previous check. If they fail the check, they start choking and coughing and become nauseated. If they fail a second consecutive save, they suffer 1d6 points of nonlethal damage. Smoke also obscures vision to 10 feet and grants concealment to all creatures within. The smoke disperses in 4 rounds under a medium wind or in 1 round under a strong wind. However, as long as you concentrate on the fire source, smoke continues to surge forth to maintain the smoke cloud.

Elemental Magma

Pact: Clerics of magma gain the following at 1st level.

Beckoning Pleas: Clerics of magma constantly hear the muttered pleas of their masters to spread the influence of magma. Though they cannot always comprehend those pleas, they can feel the will of their masters driving them forward. You gain a +1 profane bonus on all Will saves.

Granted Powers: Clerics of magma may choose their granted powers from the following list.

Bear the Heat: You gain a +4 profane bonus on saves against Heat Dangers. You also gain a +2 profane bonus on saves against spells from the magma sphere.

Breathe Fire: You can breathe normally in hot or abysmal air, or even in smoke. You also gain a +2 profane bonus on saves against heat dangers.

Evaporate Water: Once per day, the cleric can evaporate up to 2 gallons of after per minute simply by concentrating and focusing her elemental power on a water source within close range (25ft. + 5ft./level).

Though this process is too slow to damage creatures in combat, the cleric may focus this power on a single individual to dehydrate it. The targeted creature must immediately make a Fortitude save DC 10 + ½ cleric level + Charisma modifier or immediately take 1d6 of nonlethal damage and become fatigued because of dehydration.

Finally, this power affects water elementals as a slow spell if the elemental fails its fortitude save.

Flame's Kiss: You gain fire resistance 5. You must be 8th level or higher to select this ability.

Heat Metal: Once per day, as the spell.

Heat Surge: The cleric can use one unworked non-magical small stone which begins to generate heat as a campfire for 8 hours. Touching the stone deals one point of fire damage, but holding it deals 1d6 points of fire damage per round. The stone sheds no light, but can be used to set flammable materials on fire. The heat of the

stone cannot be smothered, even in water, and it continues to generate heat until the 8 hours have passed or until the rock is broken. After 8 hours, the rock crumbles.

Lava Touch: Once per day, your touch becomes as hot as magma for one round. You can make a melee touch attack to deal 2d6 points of fire damage. The touch instantly sets flammable material ablaze, unless they are attended objects, in which case they receive a save as per the Catching on Fire rule. You must be 5th level or higher to select this power.

Elemental Rain

Pact: Clerics of rain gain the following at 1st level.

Nature's Insight: Clerics of rain gain a special insight and ability to understand nature. Your hair turns jet black your skin becomes cool to the touch. You gain a +2 sacred bonus on Knowledge(nature) checks.

Granted Powers: Clerics of rain may choose their granted powers from the following list.

Blast of Thunder: Once per day, you can summon a thunderous blast of sound coming from over you affecting all beings within a 60ft. radius except for the cleric. The blast deals 1d6 points of sonic damage and deafens creatures for 1d4 rounds unless they succeed at a Fortitude save against a DC of 10 + ½ cleric level + cleric's Charisma modifier. If the save is successful, the creatures suffer only half damage, and they are not deafened.

Call lightning: Once per day, as the spell. You must be 5th level or higher to select this power.

Child of the Rain: Whenever you are standing directly in rain, you gain a +1 morale bonus on all attack rolls, ability checks, skill checks and saves.

Cloud's Shadow: Once per day, you can summon enough moisture in the sky above you to obscure the sun for up to 4 hours. You gain the benefits of shade for the duration of this power. Also, all creatures within 60ft. of you gain a +2 circumstance bonus on saves against Heat Dangers for as long as this power lasts.

Drops of Life: Once per day, you can summon a very gentle and brief rain that covers an area of 20ft. radius around the cleric. Every creature within this area is cured of one point of damage. Dying creatures are also stabilized. Plants are revived in the affected area, and creatures of the plant type gain 1d4 temporary hit points which last for 24 hours. Undead caught in the area suffer 1 point of damage (no save). The cleric cannot decide which creatures are or are not affected by this power.

Eye of the Storm: Once per day, the cleric can create a small circular ward of 10ft. radius which protects every creature within from the effects of wind, rain and thunderstorms. This ward is stationary and lasts up to 8 hours. Inside the ward, the temperature is

unchanged, but there is only light winds, and no precipitations. Duststorm, sandstorms and siltstorms still pass through the ward, however, because the particles are not blocked by the ward.

Storm's blessing: You gain a +2 sacred bonus on saves against wind-based effects and a +2 sacred bonus on saves against lightning-based effects. Also, you gain a +2 sacred bonus on saves against spells from the rain sphere.

Elemental Silt

Pact: Clerics of silt gain the following at 1st level.

Greed of Silt: Your skin pales and dries up, although this doesn't cause any pain or discomfort to you. Also, develop a certain ease at tricking others to advance your own aims. You gain a +2 profane bonus on Bluff checks.

Granted Powers: Clerics of silt may choose their granted powers from the following list.

Control Silt: Once per day, as the *Control Water* spell, but affects only silt.

Dehydrate: You can dry up others by concentrating your patron element's power on them. You can target one creature within close range (25ft. + 5ft./level) which has to make a Fortitude save against a DC of 10 + ½ cleric level + Charisma modifier or suffer 1d6 points of nonlethal damage and become fatigued from dehydration.

Also, once you gain this power, you become more comfortable with dehydration. You gain a +2 profane bonus on saves against dehydration.

Eye of the Storm: Once per day, the cleric can create a small circular ward of 10ft. radius which protects every creature within from the effects of duststorms, sandstorms and siltstorms. This ward is stationary and lasts up to 8 hours. Inside the ward, the temperature is unchanged, but there is only light winds. Precipitations, if any, are not blocked by this ward.

Pierce Silt: You gain a +4 bonus on saves against choking in siltstorms and your vision range is doubled when silt obscures it. You gain a +2 bonus on saves against spells from the silt sphere.

Raise Dust: Once per day, you can raise a cloud of dust, sand or silt of 20ft. radius at a medium range (100ft. + 10ft./level). You have to be standing in infertile or barren terrain to summon a duststorm. Sandstorms can only be summoned in sandy wastes, while siltstorms can only form over the sea of silt. This storm lasts for as long as you concentrate on the area. See Chapter Nine: Adventuring for the effects of these storms.

Soften Earth: Once per day, as the *Soften Earth and Stone* spell, but this power only works for earth.

Wade in Silt: Once per day, you can wade and float in silt for up to one minute per cleric level you have. While you do so, you can move at half your base speed each round and you cannot sink unless you carry twice your own weight.

Elemental Sun

Pact: Clerics of sun gain the following at 1st level.

Fire Eyes: Your skin remains tanned and your eyes become bright orange-red. You gain a +2 bonus on all Intimidate checks.

Granted Powers: Clerics of sun may choose their granted powers from the following list.

Burning Ray: Once per day, as the *Searing Light* spell, but the ray comes from the sun instead of the cleric's palm. The DC against this power is equal to 10 + ½ cleric level + cleric's Charisma modifier. This ability only works when the cleric is in direct sunlight.

Embrace the Sun: You gain a +2 profane bonus on saves against light effects. You also gain a +2 profane bonus on saves against Heat Dangers. Finally, you gain a +2 profane bonus on saves against spells from the sun sphere.

Focus Heat: Once per day, the cleric may focus the heat of the day on one creature within close range (25ft. + 5ft./2 levels). The target has to make a Fortitude save against a DC of 10 + ½ cleric level + cleric's Charisma modifier or take 1d6 points of nonlethal damage and become fatigued because of the heat. This ability only works when the target is in direct sunlight.

When selecting this power, the cleric also becomes more resistant to the heat of the day, and gains a +2 profane bonus on saves against Heat Dangers.

Heat Ripples: Once per day, the cleric can cause the air around her to heat up, creating a haze that replicates the effect of a *Blur* spell, affecting only the cleric. The cleric is not affected by the heated air around him, nor is his own vision blurred by it. However, any creature touching the cleric during this power's duration suffers one point of fire damage. Creatures attempting to grapple the cleric suffer 1d6 points of fire damage instead (no save). This ability only works when the cleric is in direct sunlight.

Iridescent Light: All spells and powers with a light descriptor of the cleric gain a +1 bonus to their DC.

Stare into the Light: By staring continuously into the sun, the cleric gains an immunity to all dazzling effects and blinding effects which are the result of bright light. Additionally, the cleric gains a +2 bonus on all saves against spells with the light descriptor.

Sun's Sacrifice: The dark sun is a powerful patron, and it can grant more power to those willing to endure. When casting a spell, the cleric may choose to receive additional energy from the sun. Doing so increases the casting time to one full round, or by one full round if the spell's casting time is longer. The cleric also suffers 1 point of nonlethal damage per level of the spell when doing so, because of the pain of holding the heat and light energies. However, when using this power, the caster level of the spell is increased by one. This ability only works when the cleric is in direct sunlight.

Elemental Water

Pact: Clerics of water gain the following at 1st level.

Gift of Life: Your eyes become deep-blue and constantly and twinkle softly. You gain a +2 bonus on all Heal checks.

Granted Powers: Clerics of water may choose their granted powers from the following list.

Calm Waters: You gain a +4 sacred bonus on all Swim checks, and are considered trained in swimming even if you do not have any ranks in that skill. You also gain a +2 sacred bonus on saves against spells from the water sphere.

Control Water: Once per day, as the spell. You must be 5th level or higher to select this power.

Healing Draft: Once per day, a cleric can enchant up to one gallon of water to carry some healing powers. Any who drinks from this water within 24 hours of the cleric's enchantment is cured of one point of damage. The full gallon of water may cure up to 8 points of damage, but no one can benefit from more than 1 point of healing per hour by drinking the water regularly throughout the day.

Purity: By touching any body of water, the cleric can purify water as the *purify food and drink* spell, but only for water. She may use this ability at will, but only purifies one cubic foot of water per level each round. Also, once you select this ability, you gain a +4 bonus on saves against poisons, as toxins are automatically filtered out of your bloodstream.

Quench Thirst: You gain a +4 sacred bonus on saves against dehydration. Also, you gain a +4 sacred bonus on Survival checks made to find water.

Soak Soil: Once per day, you can draw forth abundant water from underneath the earth so that it soaks soft surfaces. This power affects a 10ft. cube of soil or sand as the *transmute rock to mud* spell, but it can only be used on soft earth, soil or sand. The terrain will also allow the cleric to forage water as on a mud flat for up to 24 hours, after which the mud will dry up.

Spark of Life: The cleric can use water to revive a fallen comrade who has just succumbed to her wounds. As a full round action which draws an attack of opportunity, the cleric may administer water to a dying character to bring him to 0 hit points. The character is still disabled, but becomes stable and conscious. The cleric can use this power any number of times per day. You must be 5th level or higher to select this power.

Also, the cleric may use this ability on characters who have just died from their wounds to bring them back to life. If the character has just gone from dying to dead within one round per level of the cleric, she can use this power to bring her back to -9 hit points and stabilize her. The power has no effect on character who have died instantly (did not go from dying to dead). This variant of the *Spark of Life* power can only be used once per day.

Cleric Spells

Athasian clerics can cast the following spells, depending on their elemental patron. Clerics can never cast spells from an opposed element.

0-Level Cleric Spells

Air	Guidance Message
Earth	Mending Resistance
Fire	Dancing Light Flame*
Magma	Inflict Minor Wounds Know Direction
Rain	Purify Food and Drink Virtue
Silt	Daze Touch of Fatigue
Sun	Flare Light
Water	Call Water* Cure Light Wounds

1st-Level Cleric Spells

Air	Comprehend Languages Curse of Tongues* Entropic Shield Omen of Peril
Earth	Magic Stone Magic Weapon Sanctuary Resurgence
Fire	Burning Hands Healing Flame* Hypnotism Faerie Fire
Magma	Divine Favor Endure Elements (heat only) Inflict Light Wounds Shield of Faith
Rain	Bless Obscuring Mist Vigor, Lesser Merciful Shadows*
Silt	Bane Doom Hide from Undead Sleep
Sun	Cause Fear Command Nimbus of Light Spark of Blinding*
Water	Cure Light Wounds

	Deathwatch Detect Undead Remove Fear
All	Bless/Curse Element Protection from Chaos/Evil/Good/Law

2nd-Level Cleric Spells

Air	Augury Channel Stench* Grace Remove Paralysis Silence Slave Scent* Steal Breath* Whispering Wind
Earth	Consecrate Endurance Hold Person Make Whole Soften Earth and Stone
Fire	Clues of Ash* Flame Blade Produce Flame Pyrotechnics* Strength
Magma	Aid Inflict Moderate Wounds Heat Metal Resist Energy Searing Body (Body of the Sun)
Rain	Calm Emotions Fog Cloud Restoration, Lesser Shatter Sound Burst
Silt	Cunning Curse of Ill Fortune Death Knell Desecrate Glitterdust Undetectable Alignment
Sun	Enthrall Mirage* Splendor Vengeance (Deific Vengeance) Zone of Truth
Water	Cure Moderate Wounds Delay Poison Gentle repose Wisdom Status Crystallize* Water Witch*
All	Speak with Element

3rd-Level Cleric Spells

Air	Air Lens* Clairaudience/Clairvoyance Gust of Wind Locate Object Wind Wall
Earth	Magic Vestment Meld into Stone Oil Spray* Sandblast Stone Shape
Fire	Continual Flame Fire Trap Flame Arrow Flame of Faith Quench
Magma	Inflict Serious Wounds Magma Jet* Prayer Protection from Energy Wrack
Rain	Call Lightning Remove Blindness/Deafness Remove Curse Sleet Storm Vigor Vigor, Mass Lesser
Silt	Animate Dead Bestow Curse Blindness/Deafness Contagion Curse of the Black Sands* Dispel Magic Speak with Dead
Sun	Daylight Invisibility Purge Searing Light Sunstrike* Sun Blade*
Water	Circle of Life* Cure Serious Wounds Remove Disease Water Breathing Water Walk
All	Magic Circle against Chaos/Evil/Good/Law Summon Elemental, Lesser*

4th-Level Cleric Spells

Air	Air Walk Chimes of Finding* Defiler Scent Divination Freedom of Movement Tongue
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Earth	Magic Weapon, Greater Infestation* Resurgence, Mass Spike Stones Return to the Earth* Stone of Sharpening*
Fire	Channel Flame* Energy Vortex (fire only) Fire Shield Revenance Wall of Fire
Magma	Divine Power Inflict Critical Wounds Magma Blade* Magma Shield*
Rain	Acid Rain Murderous Mist Restoration Weather Eye
Silt	Crushing Despair Death Ward Doomtide Sand Warriors* Whirlpool of Doom*
Sun	Discern Lies Healing Rays* Mirage of Despair* Recitation Spell Immunity
Water	Control Water Cure Critical Wounds Curse of the Choking Sands* Lungs of Water* Neutralize Poison Water Trap*
All	Elemental Pact, Lesser* Imbue with Spell Ability

5th-Level Cleric Spells

Air	Binding Winds Control Winds Scrying Wind's Agility (Divine Agility)
Earth	Hallow Insect Plague Stoneskin Transmute Mud to Rock Transmute Rock to Mud Wall of Stone
Fire	Break Enchantment Flame Harvest* Flame Strike Stalwart Pact
Magma	Inflict Light Wounds, Mass Righteous Might Symbol of Pain

Rain	Call Lightning Mark of Justice Vigor, Greater
Silt	Crumble Slay Living Symbol of Sleep Unhallow
Sun	Command, Greater Spell Resistance True Seeing
Water	Cure Light Wounds, Mass Disrupting Weapon Raise Dead
All	Commune Dispel Chaos/Evil/Good/Law Summon Elemental

6th-Level Cleric Spells

Air	Find the Path Tidal Surge Waters of Life* Wind Walk
Earth	Blade Barrier Endurance, Mass Move Earth Undeath to Death*
Fire	Fires of Purity* Spirit of Flame* Strength, Mass Watchfire*
Magma	Forbiddance Geas/Quest Harm Inflict Moderate Wounds, Mass Transmute Rock to Magma*
Rain	Heartseeker Heroes' Fist Symbol of Persuasion Vigorous Circle
Silt	Antilife Shell Create Undead Cunning, Mass Dispel Magic, Greater Sand Blade
Sun	Anger of the Noonday Sun Splendor, Mass Sunstroke Symbol of Fear
Water	Cure Moderate Wounds, Mass Heal Tidal Surge* Wisdom, Mass Waters of Life*

7th-Level Cleric Spells

Air	Refuge Scrying, Greater Sirocco*
Earth	Creeping Doom Earthquake Regenerate Symbol of Stunning
Fire	Fire Storm Righteous Wrath of the Faithful Word of Chaos
Magma	Blasphemy Eruption* Inflict Serious Wounds, Mass Magma Tunnel*
Rain	Control Weather Restoration, Greater Storm Tower
Silt	Destruction Repulsion Symbol of Weakness
Sun	Dehydrate* Dictum Spell Resistance, Mass Sunbeam
Water	Cure Serious Wounds, Mass Resurrection Renewal Pact
All	Summon Elemental, Larger

8th-Level Cleric Spells

Air	Discern Location Whirlwind
Earth	Antimagic Field Shield of Law
Fire	Fire Storm Incendiary Cloud
Magma	Inflict Critical Wounds, Mass Symbol of Insanity
Rain	Cloak of Chaos Stormrage
Silt	Create Greater Undead Symbol of Death Unholy Aura
Sun	Spell Immunity, Greater Sunburst
Water	Cure Critical Wounds, Mass Holy Aura
All	Summon Elemental, Huge

9th-Level Cleric Spells

Air	Foresight
	Freedom
	Whirlwind, Greater
Earth	Imprisonment
Fire	Soul Bind
Magma	Energy Drain
Rain	Storm of Vengeance
Silt	Implosion
Sun	Horrid Wilting
Water	Heal, Mass
	True Resurrection

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