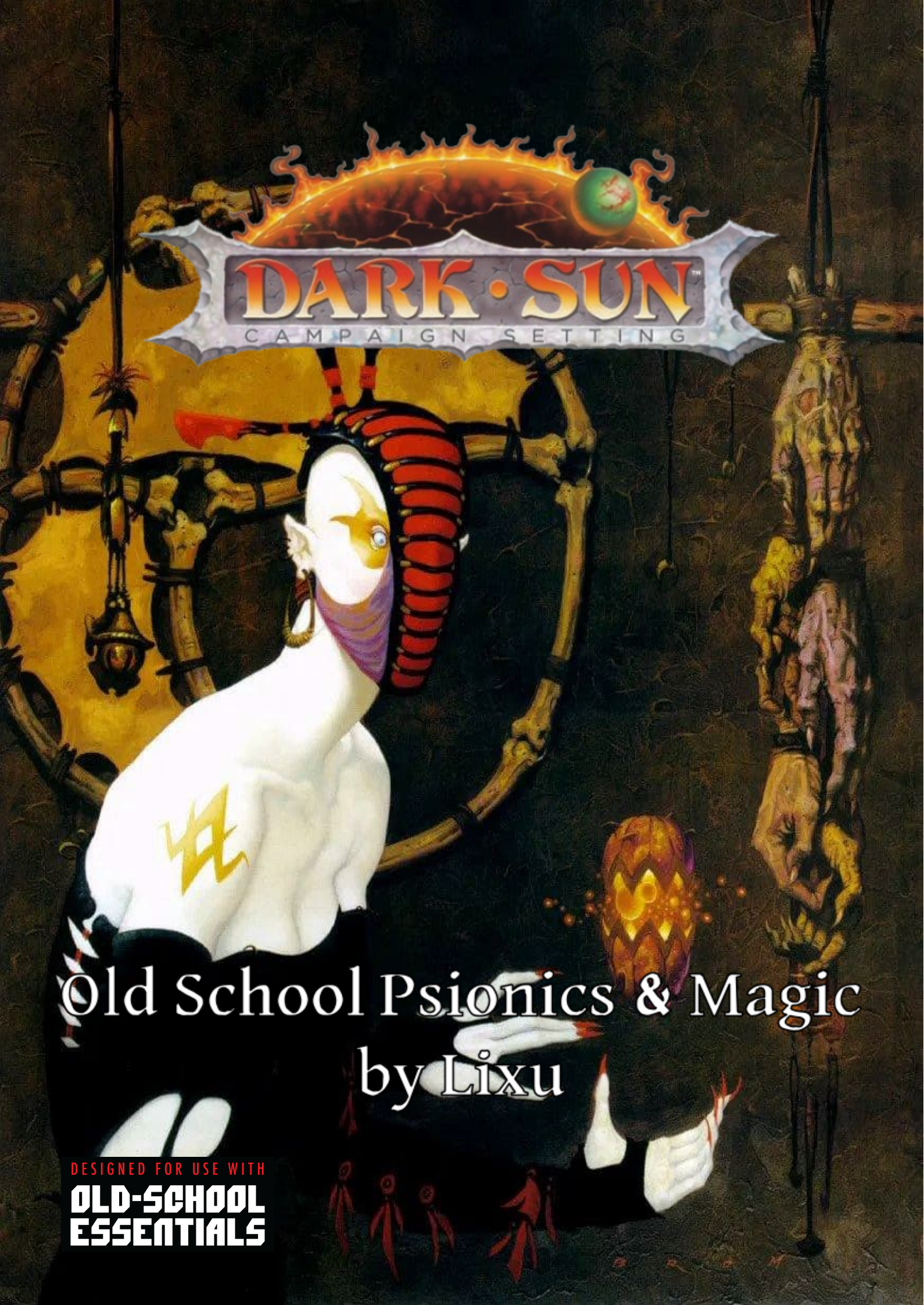


The cover art for the Dark Sun Campaign Setting is a dark, atmospheric illustration. At the top, a jagged, metallic banner with a flame-like border contains the title 'DARK • SUN' in large, stylized, orange and yellow letters. Below the banner, the words 'CAMPAIGN SETTING' are written in a smaller, white, sans-serif font. The background is a dark, textured surface, possibly a cave wall, with a large, glowing orange and yellow sun or moon in the upper left. A small, green, globe-like object is visible in the upper right. In the center, a white, muscular figure with a yellow lightning bolt tattoo on its chest is shown from the waist up, wearing a red and black striped headband. To the right, a large, gnarled, brown tree trunk or branch is visible. In the lower right, a small, glowing orange and yellow object, possibly a lantern or a piece of magic, is shown. The overall tone is dark and mysterious.

DARK • SUN

CAMPAIGN SETTING

Old School Psionics & Magic
by Lixu

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

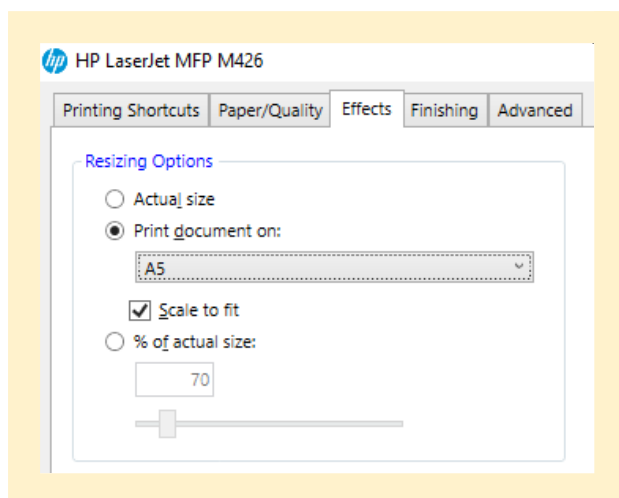
Printing Guidelines

This booklet was written in A4 format, if you want to print it in an A5 format (the one used by *Old School Essentials™*) the following guideline may be followed.

Disclaimer: This guide assumes you are using Windows™ as your Operative System, so Mac™ users may have to search for a specialized guide.

There may be three ways to adjust printing scale:

1. Many printer drivers have native support for such functionality. Here is HP's example:



2. Generate A4 size PDF from your document. Then use your favorite PDF reader to print the PDF on A5, by selecting "fit to paper".

3. There's also a semi-manual way, directly in Word, if both above solutions fails for you:

Go to print and, from Printer Properties, set the scale factor to 70.7

percent. That will adjust it to A5 size (on A4 paper). However, the printer's margins will *not* scale, as they are set by the printer's hardware. Hence you may need to set the scale factor slightly lower, depending on your printer's margins. There is also the issue that Word will still tell the printer to use A4 paper, and you can't change that to A5 because, as you discovered, Word paginates the document to the paper size. For good measure, changing the paper size from Printer Properties at print time will be ignored by Word - it must be done from Page Setup, prompting re-pagination.

No matter which option you choose, make sure that your printer actually "see" A5 paper in a tray. You can verify this in printer settings, on the printer panel or other ways -- depending on your printer.

For example, on many LaserJet printers you have to:

1. Send the actual print job to the printer (any of above methods).
2. Wait until it signals that an incorrect paper size (A4) is inserted into the tray.
3. Remove the tray, place A5 paper and put it back.
4. Only then you'll see a message to confirm in-tray paper size permanent change.

Foreword

When Dark Sun was introduced in 1991, it made some big changes to how magic was treated, as Athas uniqueness demanded magic to be different, terrifying and potentially damaging. It was a clear environmentalist metaphor regarding the dangers of current sources of energy, with magic being described as unnatural on Athas, and further expanded on said aspect in later supplements, where its origins within the setting were described.

Another unique aspect of the setting was the prevalence of psionics within the setting, with mind bending being generally accepted in Athas in contrast with magic. The rules for psionics were introduced in OD&D, later taking part of an appendix in AD&D and later becoming full fledged system of mechanics in 2nd edition, with Dark Sun being its most prevalent user of this mechanic, as from the first release it is mentioned that all creatures in Athas have some kind of psionic powers within them.

This is part of my corrections and updating for my conversion of the Dark Sun Setting for *Old School Essentials*[™], in which this booklet will present rules and descriptions for magic and psionics (Although rules for classes that use magic or psionics are present in the *Character Creation Booklet*). Aside from rules dealing with both sources of powers, information on how they are treated, rules for divine

magic, modified spells and an index of table will be found in the end for improved ease of reference. A copy of *Old School Essentials*[™] rule sets and the *Dark Sun Box Set*[™] are required for use with this document.

Feel free to use these on your games, and if you have any recommendation or feedback, please feel free to reach out and let me know, I am looking to always improve.

– Lixu

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Psionics

Psionic characters have the ability to tap into their own mental energy to unleash powers. Psionic powers consist of patterns of supernatural energy born from within a psychic mind.

Using Psionics

Powers Known: The character's class determines how many Powers they know, as well as how many they can use before they run out of mental energy.

Recovering Mental Energy: After using all of their available Powers, a psionic character will regain their mental energy after an uninterrupted night's sleep including one hour of meditation to regain all Powers a character is able to utilize.

Activating Psionic Powers: Psionic Powers take effect at the end of the character's round. When a psionic character activates a Power, he may not take other actions that round, but while said power is active, he may perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental Powers take effect at the beginning of the combat sequence, before movement.

One power per round: A psionic character cannot activate more than one Power in a single round. However, a psionist can maintain multiple Powers at the same time, except for those that require concentration.

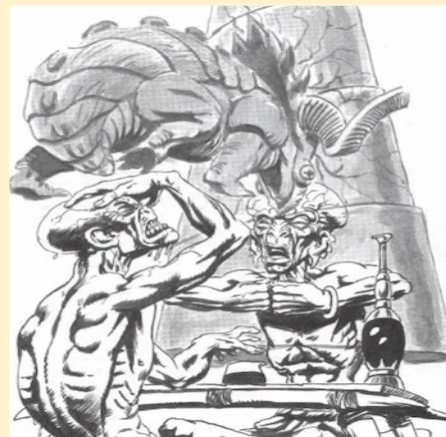
Psionic Power Rank: Psionic Powers are classified by Ranks, which determine the intensity of the Power's effects.

Power Effects

Selecting targets: Some Powers affect multiple targets, either by area or by Hit Dice total. If the power description does not specify how targets are selected, the DM must decide whether they are selected randomly, by the caster, etc.

Concentration: Some Powers specify that the caster must concentrate in order to maintain the psionic effect. Unless the psionic description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple Powers cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, etc.). Powers that affect different abilities can be combined. Powers can be combined with the effects of magical items.



The Freedom of Psionics

Unlike defilers and preservers, psionicists are free of the taint of magic and need not disguise their calling. They owe no loyalty to the sorcerer-kings, unlike the templars. Even clerics and druids have elemental powers and guarded lands that they must place before all other considerations. Psionicists are free of these patrons and responsibilities and may employ their powers as they see fit.

The Will and the Way

Athasians use the term Will to refer to someone's innate ability for psionics. The Way, meanwhile, is the study of the psionic sciences. Many people may possess the Will, but unless they are schooled in the Way they will never do more than scratch the surface of their potential. Psionicist, therefore, are individuals with a strong Will that have gone and mastered the Way.

Learning Psionics

While many beings can discover the strength of the Will within themselves, most who go on to study the Way require guidance from a teacher. There are schools of the Way in every city of Athas, and merchant houses and noble families often pay dearly to have their scions educated by the best. Rarely, the academies waive tuition for a promising student of the free classes. Slaves are never formally instructed in the Way, being instructed by an older, wiser slave in secret sessions.

Wild Talents (Optional rule)

A Wild Talent is someone from any non-psionic character class who has natural, latent psionic potential. This potential can be present in any character, regardless of class, alignment, or race. Wild Talents can never approach psionicists in skill, but they do boast at least one psionic power which is known as a "Wild Power" among psionicists.

Generating Wild Talent

During character creation, roll a d20. If the result is equal to or under the Intelligence score, or if the class is Psioniscist, the character is considered a Wild Talent and has a Wild Power. Refer to the table below to determine what the Wild Power is (psionicists may pick their power instead of rolling). Wild Powers can be used a number of times per day equal to half the character level (rounded up for Psionicist, rounded down for any other class).

Wild Talent Generation

D10	Result
1	All-Round Vision
2	Know Direction
3	Catfall
4	Chameleon Power
5	Animate Shadow
6	Control Sound
7	Sight Link
8	Life Detection
9	Send Thoughts
10	Control Lights

WILD POWER DESCRIPTIONS

All-Round Vision

Range: Self

Duration: 1d4 Rounds

This power gives the psionist "eyes in the back of his head-and in the sides and top, as well. (figuratively; eyeballs are not literally sprouting) In effect, the character can see in all directions simultaneously.

Know Direction

Range: Self

Duration: 1 day

The psionist becomes his own compass. For the duration of this power, the psionist knows which way is north.

Catfall

Range: Self

Duration: n/a

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved.

Chameleon Power

Range: Self

Duration: 1d4 Rounds

The character using this power changes the coloration of their skin, clothing, and equipment to match the background. The match is automatic; appearance is not chosen.

Animate Shadow

Range: 100'

Duration: 1d4 Rounds

The caster can animate the shadow cast by anyone or anything and make it seem to have life of its own.

Control Sound

Range: 100'

Duration: 1d2 Rounds

This power allows the caster to shape and alter existing sounds.

Sight Link

Range: Unlimited

Duration: 1d2 Rounds

Sight Links allows the telepath to tap into another creature's optical system. The telepath sees whatever his link sees.

Life Detection

Range: 100'

Duration: 1d4 Rounds

A telepath can detect the presence of living, thinking creatures within a limited area.

Send Thoughts

Range: Unlimited

Duration: 1d2 Rounds

This is one-way communication, allowing the telepath to send his own thoughts to a creature they can see to its mind.

Control Light

Range: 30'

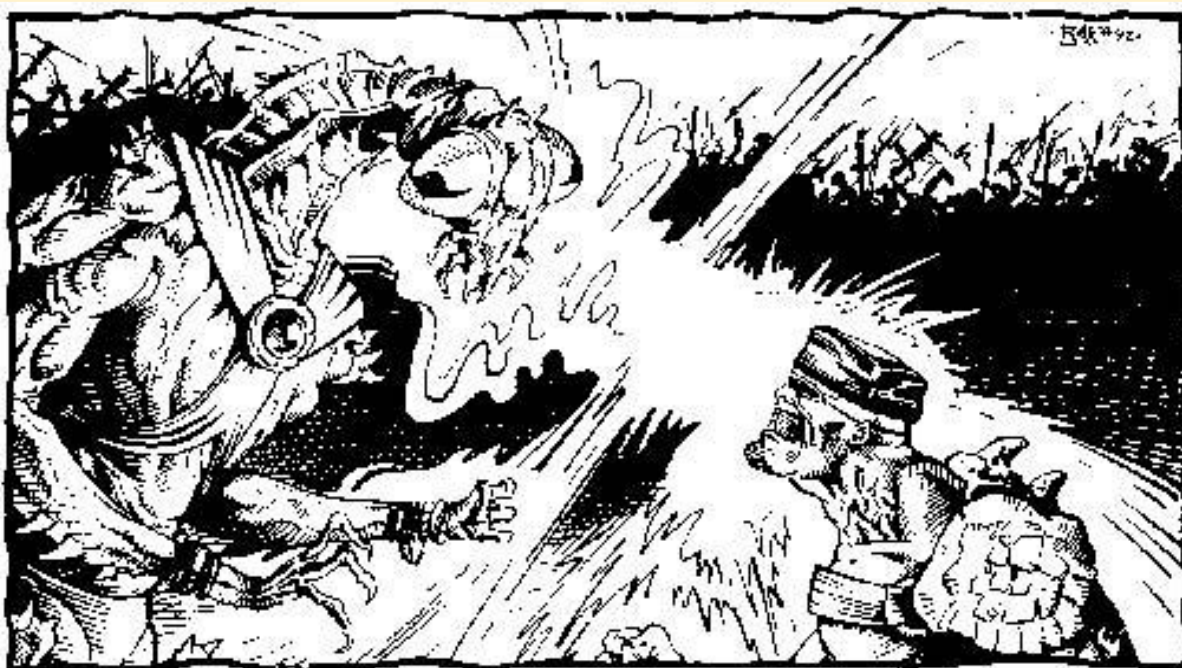
Duration: 1d4 Rounds

The caster can manipulate existing light, either changing colors or shading.



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Psionic Power Descriptions

Accelerated Motion

Range: n/a

Duration: 1 round

The caster makes a rapid burst of movement, driven by an internal surge of kinetic force.

- **Movement:** The caster's movement rate is doubled.
- **Melee attacks:** The caster may make multiple melee attacks per round. The number of melee attacks the caster can make depends on the rank, as indicated in the table below.

Accelerated Motion: Attacks per Round

Rank	Attacks per Round
1st	2
2nd	3
3rd	4
4th	5



Astral Projection

Range: n/a

Duration: 1 hour per rank

This power separates the caster's astral body from their physical one. This projection has the following conditions:

- **Physical tether:** The astral body is connected to its physical body by a long silver cord that disappears from sight after 10'. This cord is virtually indestructible but if it is somehow severed (perhaps from another projected astral body) then the caster dies.
- **Temporary Body:** The caster's astral body is projected into the astral plane, meaning that it is invisible to characters present in the physical plane and is not able to interact with any objects. However, its presence may be perceived by magical detection or any other projected astral bodies.

Aura Alteration

Range: Touch

Duration: 1 hour per rank

This power can be used in two ways:

- **Mask alignment and level:** The true alignment and level of the target remains the same but anyone viewing the aura will be fooled.
- **Remove geas or quest:** Remove a compulsion or charm effect imprinted on the target's aura (e.g., curses, geases, quests, etc.).

Body Control

Range: Self

Duration: 1 turn per rank

The caster is able to adapt their body to survive in a hostile environment such as fire, water, acid, or poison.

Body Equilibrium

Range: Self

Duration: 1 turn per rank

Allows the caster to adjust their weight so that they may walk on water, quicksand, etc.

Body Weaponry

Range: Self

Duration: 2 rounds per rank

One of the caster's limbs becomes a weapon of their choosing. The limb takes on the material of the weapon (wood, steel, etc).

Cell Adjustment

Range: Touch

Duration: 2 rounds per rank

This power is used in two ways:

- **Cure disease:** Psionic energy is used so a disease can be cured in 1 round.
- **Restore hit points:** 1d4 hit points can be restored each round.



Clairaudience

Range: Special

Duration: 1 turn per rank

Allows the caster to hear clearly up to a certain range in a certain direction. The range of the power is affected by the rank as per the table below.

Clairvoyance

Range: Unlimited

Duration: 1 turn per rank

Allows the caster to see clearly up to a certain range in a certain direction. The range of the power is affected by the rank as per the table below:

Clairaudience & Clairvoyance Range

Range	Rank
300'	1st
1 mile	2nd
10 miles	3rd
100 miles	4th

Control Density

Range: Touch

Duration: 1 day per rank

This shrinks or grows an object up to 2' per rank smaller or bigger in scale, However, its weight remains the same, as well as its material and density.

Crush Life

Range: 60'

Duration: N/A

The Caster chooses a target they can see, the target takes 1d8 per rank psychic damage or half damage after a succesful **save vs spell**.

Detect Evil

Range: 120'

Duration: 1 turn per rank

Objects enchanted for evil purposes or living beings with evil intentions are revealed by the aura.

- **Intent only:** This power does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil".

Detect Magic & Psionics

Range: 60'

Duration: 1 turn per rank

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.



Dimension Door

Range: 10'

Requirement: 3rd Rank

Duration: N/A

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the psionic character.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the power fails.
- **If the target is unwilling:** It may save versus spells to resist the teleportation.

Dimension Walking

Range: N/A

Requirement: 3rd Rank

Duration: 1 turn per rank

This power allows the caster to travel long distances by passing through a pocket dimension. They can travel at the rate of 21 miles a turn.

Domination

Range: 90'

Duration: 1 Round, varies

A single humanoid or creature must **save vs spells** or be dominated. A dominated creature is under the control of the psionic wielder but may make another **save** if forced to act against its own alignment. The caster may use this power again to maintain domination for another round.

Empathy

Range: 60'

Duration: 1 round per rank

This power is used to sense the emotions and motives of a mind. If the target is not willing, the target creature must **save vs spells** or be affected by the power.

Energy Control

Range: Self

Duration: 2 rounds per rank

Allows the caster to warp energy around themselves and dissipate it thereby protecting them from cold, heat, electricity, and fire that would normally harm them.

ESP

Range: 60'

Duration: 1 round per rank

This power grants the caster the ability to perceive and understand the thoughts of other living creatures.

- **Meaning:** The psionic character understands the meaning of all thoughts even if they do not share the creature's language.

Expansion

Range: Self

Duration: 1 round per rank

Allows the caster to increase their proportions by 50% per round up to four times their original size.

Hypnosis

Range: 30'

Duration: 1 round per rank

The psionic character is able to place targets into a trance in which they are very susceptible to suggestion. Target creature must **save vs spells**, to resist the hypnotic suggestion. . If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.

The number of hit dice of the targets that the caster is able to hypnotize depends on the caster's rank, as indicated below:

- **1-4:** 1st Rank.
- **5-8:** 3th Rank.
- **9-12:** 3th Rank.
- **13+:** 4th Rank.

Invisibility

Range: 300'

Duration: 2 rounds per rank

Unlike a magic user's invisibility, psionic invisibility involves tricking the minds of other creatures into not seeing the psionic character. Doing any other action except for movement will end the effects of the power. The caster may use this power again to maintain its effects.

Kinetic Fist

Range: Self

Duration: 1 round per rank

The caster's unarmed attacks are charged with focused kinetic energy, making their bare hands deadly weapons.

Damage: The caster's unarmed attacks inflict increased damage, as indicated in the table below.

Invulnerable monsters: Kinetically charged attacks are able to harm monsters which are immune to mundane damage (e.g. which can only be harmed by magic or silver weapons).

Kinetic Fist: Unarmed Damage

Rank	Unarmed Damage
1st	2d4
2nd	2d6
3rd	2d8
4th	2d10

Kinetic Leap

Range: 10' + 10' per rank

Duration: Instant

The caster propels their own body with a surge of kinetic force, allowing them to make a superhuman leap. Leap: The caster can leap to any location within range, including vertically.



Kinetic Shield

Range: Self

Duration: 1 round per rank

A shield of kinetic energy whirls around the caster's body, deflecting attacks against them.

Missiles: The kineticist is completely immune to small, non-magical missiles. No protection is granted against, for example, hurled boulders or enchanted arrows.

Melee attacks: Opponents suffer a -2 penalty to melee attack rolls against the kineticist.

Energy attacks: The kineticist gains a +2 bonus to saving throws versus magic wands, rods, and staves, breath weapons, and energy attacks.

Concentration: Performing any other action (except moving) causes the power to end.

Kinetic Wave

Range: 30'

Duration: Instant

A wave of kinetic force surges from the caster's hand at a single target in range.

Push: The target must **save vs paralysis** or be thrown back by the kinetic force.

If the save fails: The target suffers 1d6 damage per rank and is thrown away from the kineticist to a distance of 10' per rank of the caster.

Levitation

Range: Self

Requirement: 2nd Rank

Duration: 1 round per rank

Allows the caster to rise vertically at the rate of 3' per second or 90' per round. Weight beyond the caster's own weight is limited by their carrying capacity per rank.

Mass Domination

Range: 120'

Requirement: 2nd Rank

Duration: 2 rounds, varies.

The caster is able to dominate up to 5 creatures. Each target must be dominated separately and each must **save vs spells** or be dominated. All dominated creatures are under the control of the psionic wielder but may make another **save** if forced to act against their own alignment. The caster may use this power again to maintain domination for another round.

Mind Bar

Range: Self

Duration: 3 rounds per rank

Imparts the psionic character with the following benefits:

- **Magic Resistance:** +6 bonus to **saves versus spells** for charm, confusion, fear, feeblemind, and magic jar.
- **Psionic Protection:** +6 bonus to **saves** against mental attacks.

Mind Link

Range: Unlimited

Duration: 1 turn per rank

This power allows the caster to converse with an intelligent creature they can see without any words spoken. Only thoughts that the parties wish to transmit to the other will be understood. The two parties are able to understand each other regardless of language.



Mind Over Body

Range: Touch

Requirement: 3rd Rank

Duration: up to 10 days per rank

Allows a number of people to survive without food, water, or sleep through deep meditation. Characters who have survived in this fashion experience the following at the end of this period:

- **Complete Exhaustion:**
Characters must rest for one day for every two days surviving using Mind over Body.
- **Restored from Healing:**
Characters can be fully rested from this exhaustion with a full day of healing.

Molecular Agitation

Range: 120'

Duration: 1 + 1 up to round per rank

This power increases the speed of an object's molecules, generating heat. Its effect varies depending on the length of time it is maintained:

Molecular Agitation Effect

Rounds	Effect
1	Paper & grass ignite
2	Wood smokes, skin burns (1d4 damage)
3	Wood ignites, severe burns (1d6 damage)
4	Steel softens
5	Steel Melts

Molecular Manipulation

Range: 45'

Duration: 1 round per rank

The psionic character can weaken a substance by moving its molecules around at the rate two square inches per round.

Molecular Rearrangement

Range: 6'

Requirement: 3rd Rank

Duration: 1 hour per rank

This power can change the material of an object at the rate of one ounce an hour.

Psionic Blast

Range: 60/120/180'

Requirement: 3rd Rank

Duration: N/A

This power is a dreadful mental attack that makes. It has the following effect:

- **Health Deception:** The target's they must **save vs death** or for 6 turns the target believes they have lost 80% of their remaining hit points. If they lose their perceived hit points the target will pass out. They will not die unless their actual hit points are depleted.

There are three ranges that effect the target's **save**:

- ❖ 60 feet: no effect.
- ❖ 120 feet: +2 to save.
- ❖ 180 feet: +5 to save.

Precognition

Range: Self

Requirement: 3rd Rank

Duration: N/A

The psionic character is able to look into the future and see the most likely result of a plan or decision.

- **Player knowledge:** The referee should make the prediction cryptic, vague and/or redundant in order to give leeway to potential unforeseen outcomes of the player's actions.

Reduction

Range: Self

Duration: up to 2 rounds per rank

Allows the psionic character to shrink their body up to 3 feet or less. Below that they can reduce their current size by 2 feet per rank.

Shape alteration

Range: Self

Requirement: 2nd Rank

Duration: up to 1 round per rank

The psionic character can transform their body into an object or living thing as long as it is of similar mass. This transformation has the following effect:

- **Retained stats:** The psionic character's health points and THACo remain the same.
- **New AC and attacks:** The psionic character assumes the AC of that which they are transformed into, as well as any non magical attacks it may have.

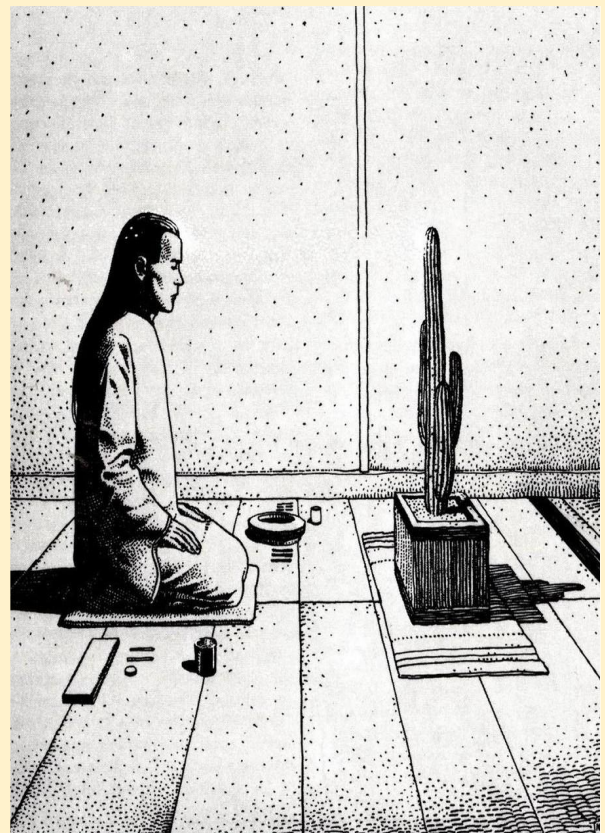
Suspend Animation

Range: Touch

Requirement: 3rd Rank

Duration: Up to 1 week per rank

Allows the caster to slow their life signs, or the life signs of another willing creature, to the point where they appear to be dead by most inspections. The duration of the suspension can go up to is equal to their rank. To end this slumber they may choose a time to awake at will. The caster may use this psionic power again to keep the target in suspension, as long as the target creature is willing to keep the slumber.



Telekinesis

Range: 90'

Duration: 1 round per rank

By concentrating, the psionic character is able to move objects or creatures by the power of thought.

- **Weight:** The target's weight allowed is determined by the caster's rank, as indicated by the table on the right.
- **Movement:** The target may be moved up to 30' per round, in whatever direction the psionic character wishes (including vertically).
- **Weapon:** The target may be used as a weapon using it as a ranged attack. The Damage is determined by the Target's weight and caster's power rank, as indicated in the table on the right.

Telekinesis Weight & Damage

Weight (Coins)	Damage	Rank
Up to 200	2d4	1
201-400	2d6	1
401-800	3d6	2
801-1,500	4d6	3
1,501+	5d6	4

Telepathic Projection

Range: Unlimited

Duration: Up to 2 rounds per rank

The caster is able to project emotions onto targets they can see. This cannot result in extreme changes but can only sway emotions.

Teleport

Range: Infinite, depending on the rank

Requirement: 3rd Rank

Duration: N/A

The psionic character or a chosen creature vanishes and reappears at a location of the psionic character's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Teleport other:** The target must be willing or unconscious. The caster must use one of their powers for any other partner.
- **Destination:** May be at any distance, but must be known to the psionic character. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.) The caster must roll on d%, with a result of less than or equal to the listed percentage indicating success., depending on the distance and/or caster's rank, as indicated on the table below.

Teleportation Difficulty and Rank

Range	3rd Rank	4th Rank
30'	55	75
300'	45	65
3000'	35	55
10 miles	25	40
100 miles	20	25
1,000 miles	10	20
10,000 miles	05	15
Interplanar	01	10

Thought Shield

Range: 60'

Duration: Up to 2 rounds per rank

This power has the following effects:

- **Recovery from Charm, Hypnosis or Domination:** Removes any instantaneous or permanent effect on the target caused by a psionic power only as long as said power was casted at a rank equal to the caster's.
- **Psionic Shielding:** +6 bonus to saves against mental attacks.
- **Concentration:** Performing any other action (except moving) causes the power to end.

Tower of Iron Will

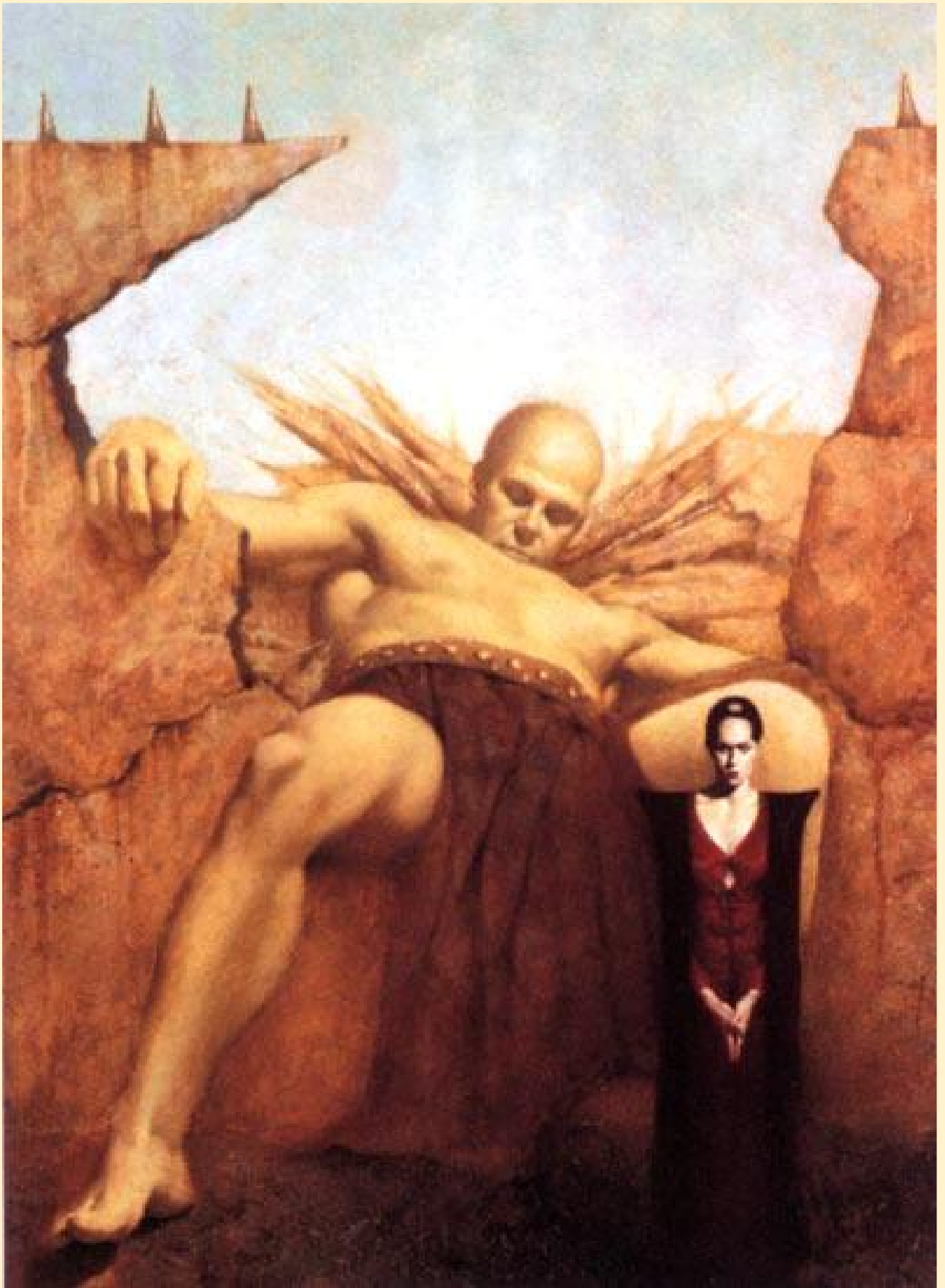
Range: Self

Duration: 1 round per rank

This Power creates a field emanated at a 10' from the psionist. Each creature inside this fields receives the following benefits:

- **Melee Attacks:** +2 Bonus Armor Class per rank per rank against melee attacks.
- **Missile Attacks:** +3 Bonus Armor Class against missile attacks





Magic

The sources of magical energy on Athas are very different from those on other campaign worlds. For example, Athas is a world without deities, where clerics worship the elemental powers themselves. Priests receive their magic directly from the elementals and thus are closely tied to the elemental planes. Wizards, however, draw the power to cast their spells from the land itself. Despite the tenacious brutality that seems infused in its soil, Athas is a fragile world. The use of wizardly magic can disrupt and destroy the land's ability to support life, for if a wizard takes too much energy from the land, plants and soil die.

How Magic Works

Magic works mechanically the same way as it does in *Old School Essentials Classic or Advanced Fantasy*[™]. However, some spells were either changed, removed or modified for Athasian use.



Psionics and Magic

Psionics operate similarly to, but not on the same principles as, magic. Magic draws on sources of power “outside” the spellcaster (i.e., clerics receive energy from their deities, and magic-users call upon arcane powers). Psionics, by comparison, is the power of the unlocked potential of the mind, and its ability to access the fundamental nature of being and the world that stems from it. DMs have, therefore, two choices for dealing with these matters should they want to include psionics in their games:

Magic and Psionics can affect each other:

Spells that may affect other spells (i.e, *Dispel Magic*) work on psionic powers as well and vice versa. The nature of both psionics and magic may be different, but they operate in the same plane of the supernatural.

Magic and Psionics can not affect each other:

Spells that may affect other spells (i.e, *Dispel Magic*) do not work against psionic powers and vice versa. This means that both forces do not operate in the same plane, even though they manifest and manipulate reality. This however, still allows the use of spells and psionic powers to detect the presence of the other (i.e, *Detect Magic* and/or *Detect Psionics*).

Divine Magic

The priests of Dark Sun worship the beings that inhabit the elemental planes: those of earth, air, fire, and water. In Dark Sun campaigns, priest spells fall into four spheres associated with those four elemental planes, a druidic Sphere of Nature, and one separate Sphere of the Cosmos. This last sphere is by far the largest, though the other five hold generally more powerful, more specialized spells. All priests on Athas thus draw magical energy (the energy with which they cast spells) from the elemental planes.

Clerical Magic

Memorizing Spells

Clerics memorize spells through channeling their patron element. When praying for spells, clerics may choose any spells listed in the sphere of the cosmos and their chosen elemental sphere that they are of high enough level to cast.

Reversing Spells

Clerics can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Elemental Pact

All clerics take an oath with their patron element with the goal of promoting the presence of their element in the world. This pact requires clerics to follow practices and codes of conduct that align with said element.

Breaking the Pact

Clerics who do not act according to their pact could potentially lose their ability of casting spells, amid many other penalties determined by the DM. Clerics will require days of channeling said element to potentially gaining the patron's favor back.

Druidic Magic

Memorizing Spells

Druids memorize spells through pleasing and connecting with the spirits of nature, specially those of their guarded lands. When praying for spells, druids may choose any spells listed in the sphere of the cosmos and the sphere of nature that they are of high enough level to cast.

Reversing Spells

Druids can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Pact with Nature

Druids take an oath with spirits of nature that allows them to take powers from the elemental planes. The goal of these spirits is to first maintain their guarded lands safe and second to return life to the planet. Druids therefore are required to scather on a journey to seek to clean the land, but eventually return to the lands they sought to protect.

Breaking the Pact

Although not restricted in conduct like clerics, if Druids allowed their sacred lands to be completely damaged (e.g. defiled in its majority), they may lose their powers permanently.

Templar Magic

Memorizing Spells

Templars receive spells from their devotion to their sorcerer king, who is able to channel energy from the elemental planes directly into them. When praying for spells, templars may choose any spells listed only in the sphere of the cosmos that they are of high enough level to cast.

Reversing Spells

Templars can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Kings Favor

Templars act as agents of their king, and therefore operate as their law-enforcers, priests and even bureaucrats. For this reason, they take an oath to serve their monarch and seek to reach their goals for their favor.

Kings Disfavor

Openly committing treason against their king or failure in the face of their superiors usually cause templars to lose their powers, followed shortly after by death or enslavement. This ensures that templars have to be ruthless, efficient and always competing with each other.



Turn Undead

In Athas, all the rules applicable to Turn Undead apply just the same as listed in *Old School Essentials*™.

Turn Elemental

Because of the different sources of powers present in Athas however, Clerics in particular have the ability to apply the effects of Turning Undead to elemental creatures of their patron element, provided that said elemental has a number **HD** the Cleric is able to turn or destroy.

Turn All Elementals (Optional rules)

The DM may allow Clerics to turn all kinds of elementals regardless of the element, provided that said elemental has a number **HD** the Cleric is able to turn or destroy. This option, however, falls under DM discretion.

Patron's Alignment

Divine casters may be required to keep acting according to certain alignment to keep its patrons favor, as going against the alignment of their source of powers may incur penalties.

- **Lawful characters:** Templars and Earth clerics tend to align with Law.
- **Chaotic characters:** Fire and Air clerics tend to align with Chaos.
- **Neutral characters:** Water and Druids tend to align with Neutrality.

Arcane Magic

Magic-Users draw their magical energies from the living things and life-giving elements around them. Preservers cast spells in harmony with nature, using their magic so as to return to the land what they take from it. Defilers care nothing for such harmony and damage the land with every spell they cast.



Preserving Magic

Preserving magic, as its name implies, aims to cast arcane spells while preserving the life energy of the plants and soil around the caster. Preserving magic works as regular arcane magic works in *Old Essentials*™.

Defiling Magic

Defilers wield magic with no concern for their dying world, as with each spell they cast, defilers draw magical energy from the life force of plants in the vicinity and channel it to their own selfish ends.

Defilings Taint

All Magic-users have the ability to defile if they choose to, but once they do, every spell they cast afterwards will defile the land. The only way to cast magic without defiling again is spending up to six days without using magic at all, mostly isolating themselves from others and practicing heavy meditation. If a preserver manages to get enough experience to level up while defiling, he would permanently become a defiler, who will always defile while casting.

Effects of Defiling

Every time a defiler casts a spell, all vegetation in the area is consumed as the earth around them is turned to ash. The radius (in feet) destroyed around the defiler is equal to the spell level Times 10.

Spell Recovery: While defiling, the caster must roll 2d6, getting a different result depending on the outcome.

Defiling Effects Table

2d6	Defiling Spell Effect
1-6	No effect, cast as normal
7-9	Cast as normal, but the spell is kept prepared
10-12	Cast as normal, spell is kept prepared +1 additional spell from spell book prepared

Defiling Methods (Optional Rules)

The casting of spells is a three-step process: the drawing of energy, the memorization of the spells, and the actual casting. Because there are three distinct steps involved, there is some leeway concerning the order in which the spells are memorized and the energy is drawn. There are two methods of drawing power and spell memorization available to player characters. In most cases, the DM will decide which method he wants to use in his campaign.

Method One – Off-Stage: In this method, the wizard taps an energy source for magical power at the time he memorizes his spells in a ritual manner, usually outside of game time. All materials required to cast the spell should be present both at the moment the caster prepares the spell and at the moment he casts it in play, but the benefits of defiling will be rolled at the moment of casting only. This method greatly benefits defilers, as it would allow them to keep the secret of their source of power.

Method Two – In play: This method allows the caster to tap for defilement during play, with all checks being tapped on the spot. This is the default method of defiling assumed in this conversion, and would make Defilers easy to detect when they cast.

Spell books

Access to spell books and ancient arcane tomes in today's Athas is severely limited. Time, dwindling resources, and the actions of superstitious people have destroyed most of these books. Paper, once plentiful, has become even more scarce than the trees needed to produce it.

How Magic-Users make their spell books

Due to constant persecution from most of Athasian society, magic-users, both preservers and defilers, need to protect themselves and avoid detection to keep their powers secret. Because of this, spell books are sewn into the pattern of a wizard's robe, or scrawled on animal hides, or carved into bone staves or small stone blocks, or fashioned as knots tied in a length of string. No matter what the form, an Athasian wizard's collection of spells is always referred to as his "spell book."

Adding Spells

Excluding scrolls and research, wizards gain spells depending on their practice.

Preservers: Preservers gain new spells from their mentors. Later, they must petition the Veiled Alliance for mentors on more powerful or obscure spells.

Defilers: Defiler learns new spells from a teacher, but inevitably, a defiler and his teacher will go separate ways.

Spell Research

Prices listed in *Old School Essentials*™ for spell research should be listed in Ceramic Pieces (CP).



The Veiled Alliance

The Veiled Alliances are confederations of Preservers working together to protect their members from assassination and harassment by sorcerer-kings and other lieges. The members work together to shield each other's identities from the authorities or to help those who have been discovered to escape persecution, and they are often involved in plots to undermine or even overthrow their oppressive overlords. Although each league goes by the same name, they are in fact separate organizations, with their own goals and doctrines.

Joining the Alliance

Preservers are usually introduced to the alliance by their members.

Membership, however, is permanent, and once a preserver joins an alliance a pledge is made until death.

Defilers and the Alliance

Defilers are forbidden in alliance, and any member who turns into or it's confirmed to be a defiler is casted out and subsequently seeked for execution.

Orbs of Power

Orbs of Power are spheres of obsidian, mostly employed by defilers, that have to store magical energy within them, allowing any caster to cast any spell previously stored inside them without spending spells previously prepared from his list.

Creating and Orb

Orbs require a sphere of obsidian powered by magic. Infusing magical powers into an Orb costs 100 gp (or 1000 cp) per spell level allowed to be stored in the orb. Only magic-users of levels 9+ are allowed to create orbs, limited by the spell levels they are allowed to cast.



Stored Energy

Store spells can be casted without the need of spending memorized spells, but only by magic-users and at the level of spells they are allowed to cast. High level spell casters, however, may be able to even store copies of their soul inside, capable of communicating their own knowledge to the holder of the orb.

Trees of Life

A tree of life is a mighty and magical tree, enchanted by a powerful priest or wizard. The magical life forces of trees of life make them virtually eternal.

Special Powers

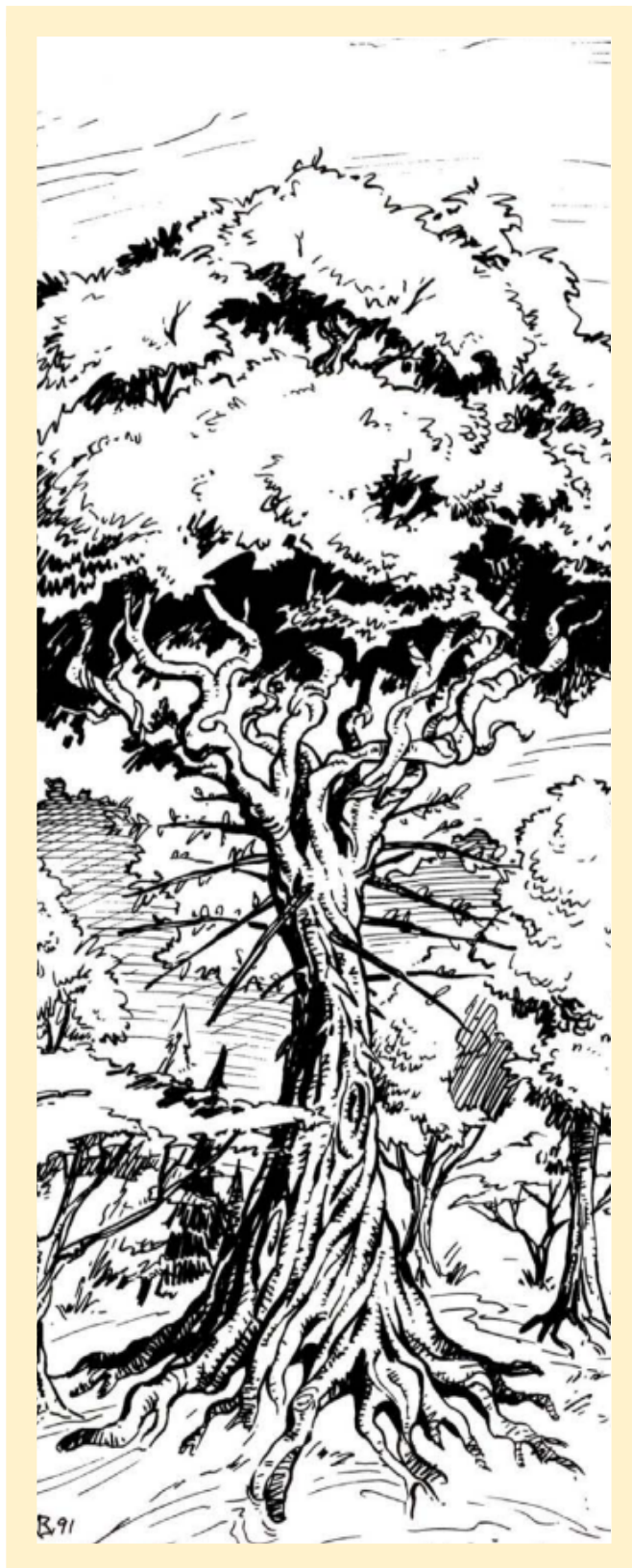
Any cleric or druid in contact with a tree of life recovers from the tree four spells, not going beyond the limit of how many spells could be casted by day. Additionally, its sap has magical healing properties.

Destroying a Tree of Life

A tree of life has two distinct parts: its **physical form** and its **life force**. The stump, branches, roots, or leaves of a tree of life make up its **physical form**, and are not inherently magical. The same things that would destroy a normal tree will destroy the **physical form** of a tree of life (e.g., chopping it down, burning it). The **life force** of a Tree of Life has 10 Hp, and the only way to deplete it is by defiling. Defiler may extract the **life force** of the Tree instead of defiling the land around them, taking a number of Hp equal to the spell level.

Regeneration

Both a tree of life's **physical form** and its life force regenerate. If the tree's physical form is damaged or destroyed, it will grow back to full size. The tree will regrow at a rate of one quarter of its full size per week. The **life force** of a tree of life regenerates one level (10 Kit points) per hour. It regenerates even if the life force reaches zero points, but not if it goes below zero.



Athasian Cosmology

Athas is a world where planar travel is very difficult, or at least travel to other planes connected with the wider multiverse. This does not mean that there are no other planes in Athas, however, but it does mean these would be vastly different from other worlds. The following are some of the more speculated planes by many wizards regarding athasian cosmology.

Material

This is the physical world, where Athas and most inhabitants live.

The Gray

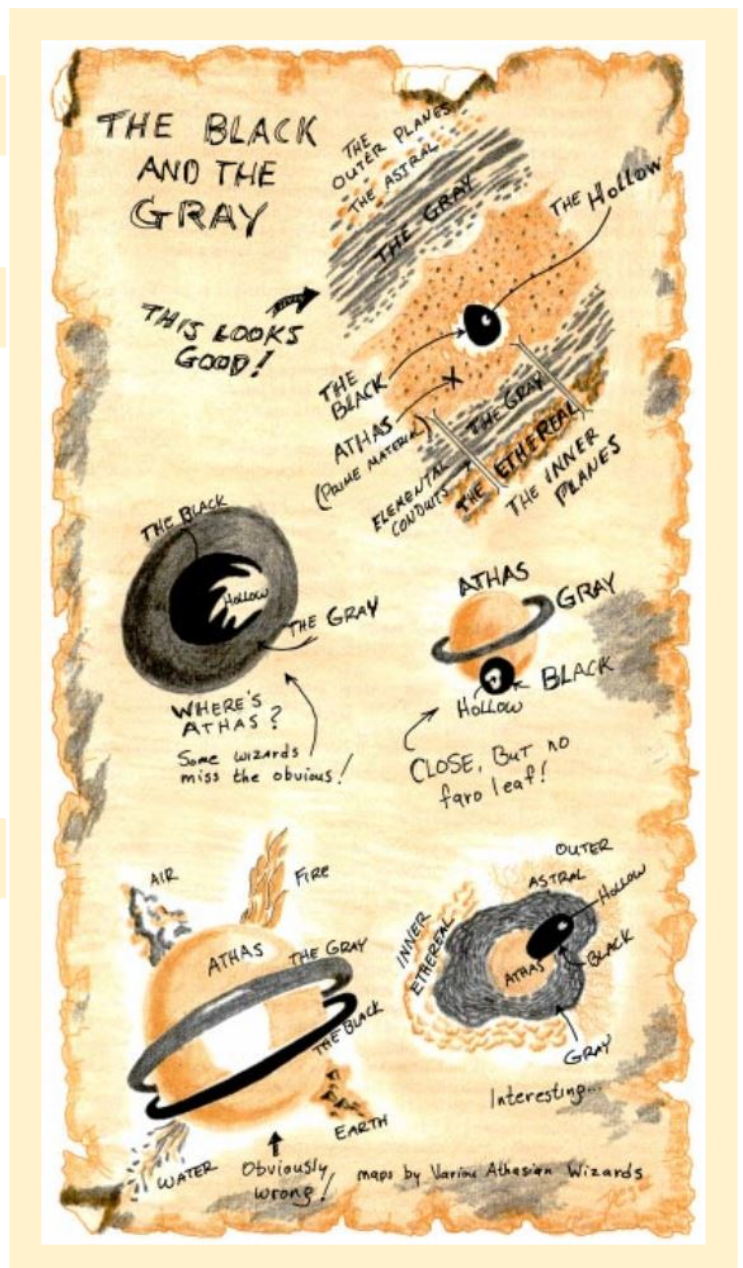
It is a vast, featureless plane that stretches out into infinity. This acts as a barrier between Athas and the Ethereal and Astral Planes. Athasian wizards theorize that whereas normally a soul of a deceased mortal would travel via a conduit the Outer Plane matching its alignment in life, Athas has no conduits and souls here are trapped in an eddy, until they fade away to nothing.

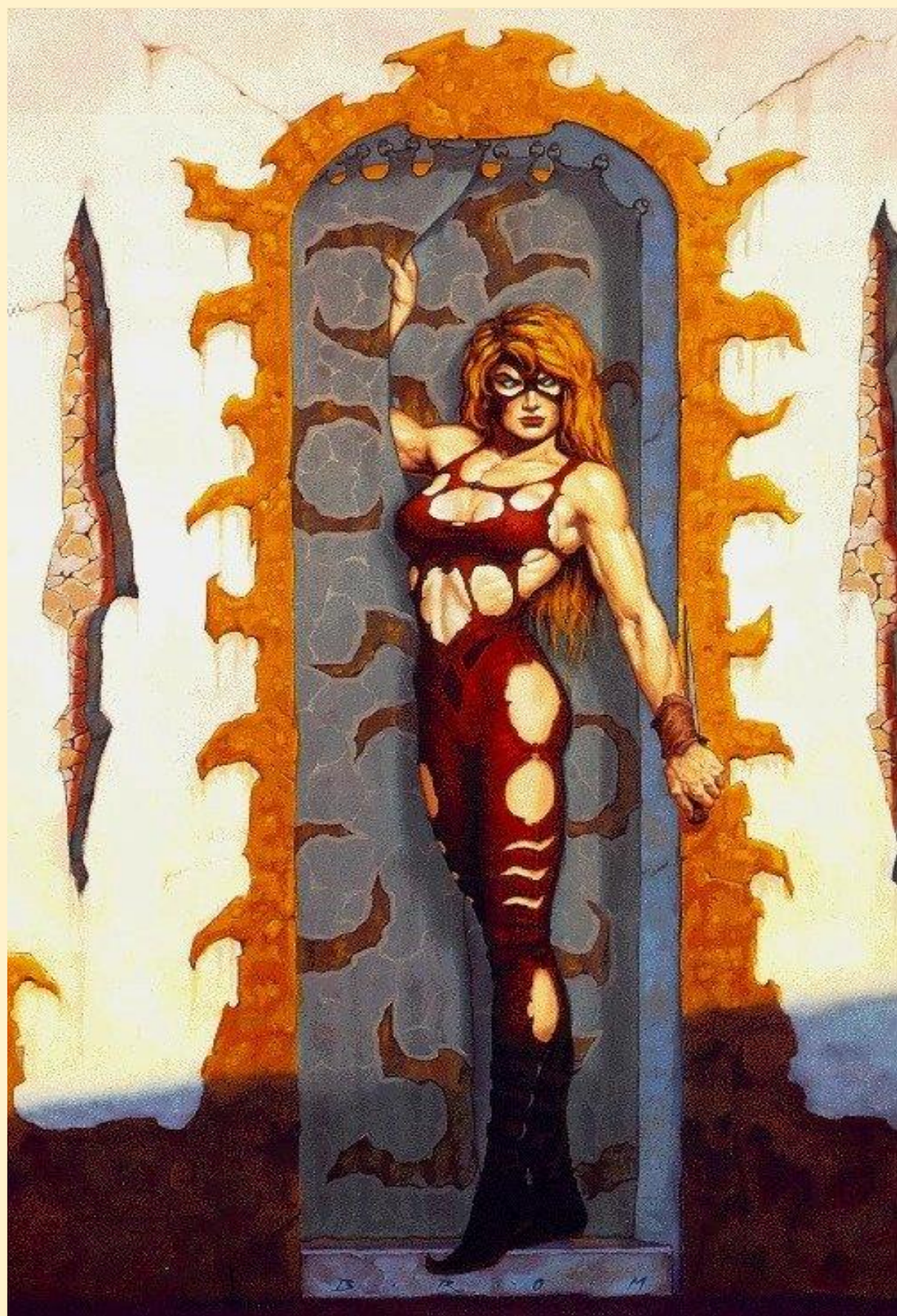
The Black

This vast dimension of darkness separates everything that exists from everything that doesn't. It's an absence filled with numbing cold, endless darkness, and even living beings. The Black lurks below the surface of all things, like the leathery shell of a great egg, buried shallow and about to hatch.

The Hollow

Deep within the black, inside the deepest of its shells lies the Hollow, a realm of absolute nothingness. Very few have ventured near it, having gone insane from the journey, but before turning to madness they describe the presence of a being, or maybe a force, one of true evil and darkness, lurking and languishing, as if it were trapped inside, probably for the best.





Priest Spells List

The following list are the spells available for Priests to use in Athas. Many of these spells listed here are described in *Old School Essentials*™, but some of them had to be removed or changed to fit Athas. Any spell that are not present in this list are assumed to be removed, and any modified spell will be marked with asterisk (*) and would be described later in this chapter.

Sphere of Air

1st Level

1. Feather Fall*, p37
2. Longstrider*, p37
3. Warding Wind*, p39

2nd Level

1. Dust Devil*, p40
2. Gust of Wind*, p41
3. Wind Message*, p44

3rd Level

1. Call Lightning*, p44
2. Fly*, p45

4th Level

1. Conjure Minor Elemental*, **, p47
2. Wind Wall*, p51

5th Level

1. Conjure Elemental*, **, p52
2. Control Winds, p53

** : Conjure Elemental spells limited only to Air Elementals.

Sphere of Earth

1st Level

1. Earth Tremor*, p36
2. Magical Stone*, p37
3. Mold Earth*, p38

2nd Level

1. Earthbind*, p40
2. Meld Into Stone*, p41
3. Stone Tell*, 43

3rd Level

1. Stoneskin*, p46
2. Stone Shape*, p46

4th Level

1. Conjure Minor Elemental*, **, p47
2. Wall of Sand*, p50

5th Level

1. Conjure Elemental*, **, p52
2. Earthquake*, p54

** : Conjure Elemental spells limited only to Earth Elementals.



Sphere of Fire

1st Level

1. Endure Heat/Cold*, p36
2. Fire Trap*, p37
3. Produce Flame*, p38

2nd Level

1. Heat Metal*, p41
2. Light Amplifying*, p41
3. Pyrotechnics*, p42

3rd Level

1. Flame Walk*, p45
2. Protection from Lightning*, p45

4th Level

1. Conjure Minor Elemental*, **, p47
2. Wall of Fire*, p50

5th Level

1. Conjure Elemental*, **, p52
2. Firestorm*, 54

** : Conjure Elemental spells limited only to Fire Elementals.



Sphere of Water

1st Level

1. Locate Water*, p37
2. Shape Water*, p38
3. Water Boiling*, p39

2nd Level

1. Fog Cloud*, p40
2. Mirage*, p41
3. Water Breathing(Silt Breathing)*, p44

3rd Level

1. Create Water*, p44
2. Water Walk (Silt Walk)*, p46

4th Level

1. Conjure Minor Elemental*, **, p47
2. Transmute Dust to Water (Transmute Water to Dust)*, p51

5th Level

1. Conjure Elemental*, **, p52
2. Maelstrom, p54

** : Conjure Elemental spells limited only to Air Elementals.

Sphere of Nature

Under the DMs discretion, players may use the listed Druid spells list present in *Old School Essentials Advanced Fantasy*™, although the following spells list may be used alternatively for Athasian use.

1st Level

1. Animal Friendship*, p36
2. Detect Danger*, p36
3. Faerie Fire*, p36
4. Locate Plant or Animal*, p37
5. Predict Weather*, p38
6. Speak with Animals*, p39

2nd Level

1. Animal Command*, p40
2. Obscure*, p42
3. Pass without Thrace*, p42
4. Produce Fire*, p42
5. Shillelagh*, p43
6. Warp Wood*, p43

3rd Level

1. Hold Animal*, p45
2. Protection from Poison*, p45
3. Snare*, p46
4. Spike Growth*, p46

4th Level

1. Animal Summoning*, p47
2. Control Plant*, p49
3. Protection from Fire and Lightning*, p49
4. Speak with Plants*, p49

5th Level

1. Commune with Nature*, p51
2. Goodberry*, p54
3. Wall of Thorns*, p55
4. Weather Summoning*, p55



Sphere of the Cosmos

The Sphere of the Cosmos is roughly the same from *Old School*

Essentials[™], with some spells replaced.

The spell will be listed still, but for the spells that are still present from the original list, refer to their descriptions in *Old School Essentials*[™].

1st Level

1. Cure Light Wounds (Cause Lt. Wounds)
2. Detect Evil
3. Detect Magic (Detect Psionics)*, p36
4. Light (Darkness)
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear (Cause Fear)
8. Resist Cold

2nd Level

1. Bless (Blight)
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Sanctuary*, p43
7. Silence 15' Radius
8. Snake Charm

3rd Level

1. Continual Light (Continual Darkness)
2. Cure Disease (Cause Disease)
3. Growth of Animal
4. Locate Object
5. Remove Curse (Curse)
6. Striking

4th Level

1. Cure Serious Wounds (Cause Sr. Wounds)
2. Neutralize Poison
3. Protection from Evil 10' Radius
4. Speak with Dead*, p49
5. Spell Immunity*, p50
6. Sticks to Snakes

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest (Remove Quest)
6. Raise Dead (Finger of Death)



Magic-User Spells List

The Magic-Users Spell List is roughly the same found in *OSE™*, with some spells being added or replaced. DMs also may make available the Illusionist spells list from *Old School Essentials Advanced Fantasy™*, at their discretion.

1st Level

1. Burning Hands*, p56
2. Charm Person
3. Detect Magic (Detect Psionics)*, p55
4. Find Familiar*, p56
5. Floating Disc
6. Fog cloud*, p57
7. Hold Portal
8. Light (Darkness)
9. Magic Missile
10. Protection from Evil
11. Read Languages
12. Read Magic
13. Shield
14. Sleep
15. Ventriloquism

2nd Level

1. Acid Splash*, p57
2. Continual Light (Continual Darkness)
3. Detect Evil
4. Detect Invisible
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image

10. Phantasmal Force
11. Ray of Enfeeblement*, p57
12. Rope Trick*, p57
13. Web
14. Wizard Lock

3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Vampiric Touch*, p58
13. Water Breathing (Silt Breathing)*, p58

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Fire Trap*, p58
5. Hallucinatory Terrain
6. Massmorph
7. Plant Growth (Plant Defilement)*, p59
8. Polymorph Others
9. Polymorph Self
10. Remove Curse (Curse)
11. Wall of Fire
12. Wall of Ice
13. Wizard Eye

5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud (Mud to Rock)
12. Wall of Stone

6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas (Remove Geas)
6. Invisible Stalker
7. Lower Water (Lower Silt)*, p59
8. Move Earth
9. Part Water (Part Silt)*, p59
10. Projected Image
11. Reincarnation
12. Stone to Flesh (Flesh to Stone)



Priest Spells

1st Level

Animal Friendship

Duration: 1 Day

Range: 30'

This spell lets you convince a beast that you mean it no harm.

- **Charm Animal:** Caster targets an animal, which then must **save vs spell** and be charmed on a failure.
- **Breaking the Charm:** If the caster or present companions harm the charmed animal, the spell ends.

Detect Danger

Duration: 6 turns

Range: 5' per level of the caster

This spell reveals hazards present within range.

- **Area:** A 20' radius circle from range
- **Creatures:** Detected 1 round after casting.
- **Objects:** Detected 2 rounds after casting.

After Scanning: The caster is aware of all potential benign objects, immediate dangers and potential dangers.

Detect Magic (Detect Psionics)

Detect Magic works exactly as it does in *Old School Essentials*™.

Variant: Detect Psionics

This spell can be used to detect the use of psionics.

Earth Tremor

Duration: Instant

Range: 10' around the caster

You cause a tremor in the ground within range.

- **Loss of Balance:** Each creature other than you in that area must make a save vs breath. On a failed save, any affected creatures are knocked prone, dropping any weapons, shields and/or held items in the process.

Endure Heat/Cold

Duration: 9 turns

Range: Touch

This spell protects a subject from the effects of extreme cold and heat.

- **Range of Temperatures:** -30°F to 130°F.
- **Temperature protection:** For the duration of the spell the effects of temperature are nullified for the target.

Faerie Fire

Duration: 9 turns

Range: Touch

Creates harmless green flames on detected target:

- **Area of Effect:** A cube 10'x 10'x 10' in dimensions.
- **Flames Effect:** : Attacks on targets gain a +2 bonus to hit.
- **Counters invisibility:** The flickering fire makes invisible targets visible.

Feather Fall

Duration: 1 Round per Spell Level

Range: 20'

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down.

- **The rate of falling:** is instantly changed to 2 feet per second (120 feet per round).
- **Damage mitigation:** no damage is incurred upon landing while the spell is in effect.

Fire Trap

Duration: Permanent until discharged

Range: Touch

The caster sets up an explosive trap on an item.

- **Size of the trap:** 5' x 5' ins size
- **Detecting/disabling the trap:** It may be detected and disabled just like any other trap.
- **Activating the trap:** By stepping on it, the trap explodes.
- **Trap Damage:** 1d4+caster level

Material Components: A pouch of powder iron sprinkled on the object.

Locate Plant or Animal

Duration: 6 turns

Range: 120'

The caster can sense the direction (but not distance) of a non-magical, non-sentient plant or animal of a chosen type, identifying them based on species or a specific individual the caster can visualize.

Locate Water

Duration: Instant

Range: Self

The caster senses the direction to any water source of at least 5 gallons, as long as that water source is within 2 miles of the caster.

Longstrider

Duration: 1 round

Range: Self

This spell increases the caster's movement rate times 2.

- **Exceptions:** It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Components: A pinch of dirt.

Magic Stone

Duration: 2 rounds or until thrown

Range: Touch

Enchant up to 3 pebbles with magical energy.

- **Range Attack:** The pebbles may be thrown by the caster or companions as a ranged attack.
- **Rock Damage:** Each pebble deals 1d4 damage on a hit.

Material Components: Up to 3 pebbles.

Mold Earth

Duration: 1 hour per caster level

Range: 30'

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- **Loose Earth:** If the caster targets an area of loose earth, the caster can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- **Molding:** The caster causes shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour per caster level.

Predict Weather

Duration: Instantaneous

Range: Self

The caster gains 100% knowledge of the weather in the area for the next day per caster level, up to 5 days in advance.

- **Exception:** Any spell or creature made effect that changes the weather of the area may contradict the prediction, causing all subsequent days predicted potentially invalid.

Material Components: A branch of mistletoe.

Produce Flame

Duration: Permanent

Range: Touch

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a produce flame spell.

- **Caster Touch:** The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.).

Shape Water

Duration: 1 hour

Range: 30'

The caster chooses an area of water that he can see within range that fits within a 5-foot cube. The caster can manipulate it in one of the following ways:

- The caster instantaneously moves or otherwise changes the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- The caster causes the water to form into simple shapes and animate at his direction. This change lasts for 1 hour.
- The caster changes the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- The caster freezes the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

Speak with Animals

Duration: 1 hour

Range: 30'

This spell empowers the caster to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless.

- **Communication:** The caster is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured.
- **Shared Alignment:** If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM).

Warding Wind

Duration: 1 round

Range: Self

A strong wind (20 miles per hour) blows around the caster in a 10-foot radius and moves with him, remaining centered as well. The wind lasts for the spell's duration. The wind has the following effects:

- **Deafening:** It deafens the caster and other creatures in its area.
- **Fire extinguishing:** It extinguishes unprotected flames in its area that are torch-sized or smaller.
- **Fogging:** It hedges out vapor, gas, and fog that can be dispersed by strong wind.

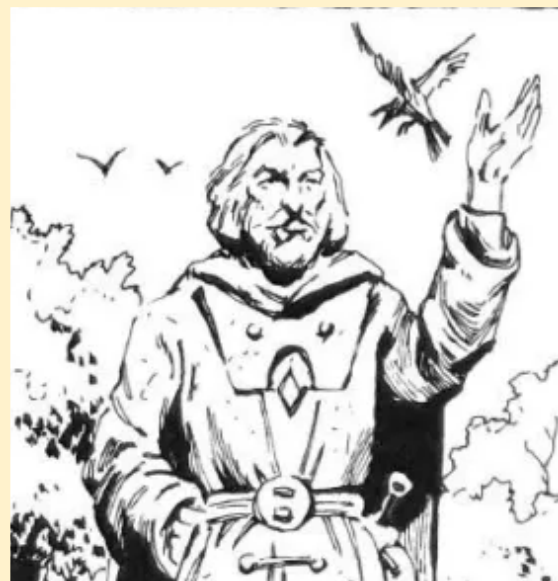
Water Boiling

Duration: 1 turn

Range: Touch

The caster chooses a volume of water of up to 5 gallons and heats it up to boiling point.

- **Heating:** The water is hot enough to heat up and cook other materials around it, like water boiling in a pot.
- **Damage:** If it's splashed against other creatures, it causes **1d4+2 splash damage**.



2nd Level

Animal Command

Duration: 1 round

Range: 60'

The caster speaks a one-word command to a non-hostile animal he can see within range. The target must **save vs spell** and follow the command on its next turn.

- **Vagueness:** If the command is vague, the DM determines how the target behaves. If the target can't follow the command, the spell ends.

Dust Devil

Duration: 2 rounds per caster level

Range: 30'

This spell enables the caster to conjure up a weak sand elemental, known as a dust devil.

Dust Devil

AC 4[16], **HD** 1(4 hp), **Att** 1 x attacks (1d4 by punch), **Thaco** 19[+0] **MV** 40'

- **Loyal Servant:** For the spell duration, the dust devil will obey the caster's commands.



Earthbind

Duration: Up to 2 Rounds

Range: 300'

This spell binds flying creatures to the ground.

- **Choosing Target:** The caster chooses he can see within range. Yellow strips of magical energy loop around the creature.
- **Binding Creature:** The target must **save vs spell**, on a failure its flying speed (if any) is reduced to 0 feet for the spell's duration.
- **Descent:** An airborne creature affected by this spell safely descends at 60' per round until it reaches the ground or the spell ends.

Fog Cloud

Duration: 4 Rounds

Range: 30'

The caster creates a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Gust of Wind

Duration: 2 Rounds

Range: 60'

The caster creates a line of strong winds.

- **Area of Effect:** 60'x10' line blasted from from the caster in a direction he chooses for the spell's duration.
- **Getting caught in the blast:** Each creature that starts the round in the line must **save vs breath** or be pushed 15 feet away in the direction following the line.

Heat Metal

Duration: 3 Rounds

Range: 30'

The caster causes a metallic object he can see to glow red-hot.

- **Heating Damage:** Any creature in physical contact with the object takes 1d4 fire damage. Until the spell ends, the damage is applied each round.

Light Amplifying

Duration: 1 turn

Range: 30'

The caster takes a non-magical source of light and amplifies it.

- **Torches:** Using it in torches or lanterns will double its range, but also halve its duration.
- **Sun and Moons:** The caster may also amplify sun and moon light and shape the beam of light at will.

Meld into Stone

Duration: 8 hours

Range: Touch

The caster steps into a stone object or surface large enough to fully contain your body, melding himself and all the equipment he carries with the stone for the duration of the spell, making him undetectable for non magical means.

- **While merged in stone:** The caster can hear what happens around the stone, but not see.
- **Getting harmed:** If the stone merged object the caster is in is damaged (Cracked, halved, crushed, etc), the caster receives 6d6 damage.
- **Ending the Spell:** The Caster may use his movement rate to get out of the object, using the spell.

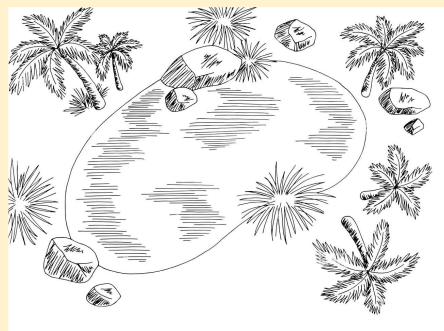
Mirage

Duration: 1 turn

Range: 120'

You make terrain in an area up to 30'x 30' square look like some other sort of terrain.

- **Lifting the illusion:** Magical means of detection, as well as getting within the illusionary area causes the spell to end.



Obscure

Duration: 4 rounds

Range: Self

This spell allows the caster to create misty vapors that blur out all vision 20' radius around himself.

- **Blur out effect:** Any creature within the area of effect will have problems seeing, having a -4 penalty in attack rolls and all checks that may require vision.
- **Wind currents:** Any strong wind, including those created by magical spells end, cut the spell duration by half.

Pass without Thrace

Duration: 1 turn per caster level

Range: Touch

This spell allows the caster to bestow upon a creature designated by touch (or upon himself) the ability to move normally through any natural terrain (dust, sand, mud, etc) without leaving footprints or scent.

- **Tracking:** Even though tracking is impossible through normal means, magical detection is still able to reveal tracks.

Material Components: A sprig of pine burned to ashes.

Produce Fire

Duration: 1 round per caster level

Range: Touch

This spell allows the caster to produce a magical flame as bright as a torch in the palm of his hand.

- **Combustion:** The flame does not harm the caster, but it may burst flames to combustible materials (oil, cloth, dry wood, etc.).
- **Duration:** Even when the spell ends, the combusted materials will still produce non magical fire.

Pyrotechnics

Duration: Instant

Range: 120'

A pyrotechnics spell draws on an existing fire source to produce one of two effects, at the option of the caster.

- **Fireworks:** First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round.
- **Blinding Lights:** This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d2 rounds unless they successfully **save vs. spell**.

Material Components: A pouch of fertilizer burned to ashes.

Sanctuary

Duration: 2 rounds + 1 round per caster level

Range: Touch

This spell allows the caster to provide protection to a target against attacks.

- **When attacked:** Any enemy who attempts to attack the protected target must **save vs death**, and on a failure the enemy will ignore the target for the rest of the encounter.
- **Magic Damage:** The spell does not apply its effect against magical damage

Material Components: A silver coin and the caster's holy symbol.

Shillelagh

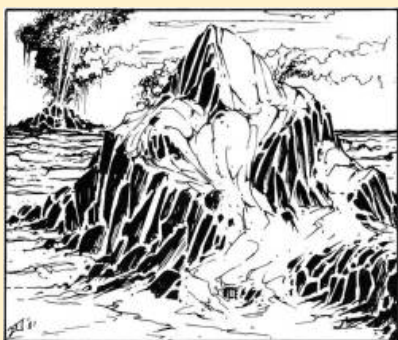
Duration: 2 rounds + 1 round per caster level

Range: Touch

This spell allows the caster to enchant a wooden staff or club to temporarily become a magical weapon.

- **Magical Damage:** As long as the caster is able to wield the weapon during spell duration, the weapon deals **2d4 magical damage**.

Material Components: A leaf of shamrock and the caster's holy symbol.



Stone Tell

Duration: 1 Turn

Range: Touch

The caster gains the ability to speak with natural or worked rocks within the effective area for the spell's duration.

- **Descriptions:** The stones can describe who or what has touched them, what they hold inside or what is under them. The stones never lie, but they may not know everything, so the DM may determine details based on the circumstances.

Material Components: A bit of soft clay and a drop of mercury.

Warp Wood

Duration: Permanent

Range: 60'

This spell warps, bends, and twists wood.

- **Volume:** The volume of about one 2-inch x 4-inch x 5-foot plank may be affected per every two levels of the caster - the volume of a spear or several arrows.
- **Bigger Objects:** However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

Water Breathing

Duration: 1 day

Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

Reversed: Silt Breathing

It may also allow the target creature to breathe under Silt and move under it. Any Silt that may enter the respiratory system of the target may disappear once the spell ends.

Wind Message

Duration: 1 hour per caster level

Range: 1 mile per caster level

This spell allows the caster to send whispering messages through wind currents.

- **Location:** The whispering wind travels to a specific location within range that is familiar to the caster, provided that it can find a way to the location.
- **The messenger:** A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound.
- **The message:** The message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

3rd Level

Call Lightning

Duration: 1 turn per caster level

Range: 360'

This spell calls lightning bolts from a storm.

- **Storm requirement:** This spell cannot be used unless a storm of any type is taking place.
- **Calling the lightning:** The caster may call 1 lightning bolt per turn, which descends from the sky hitting an area 20' across.
- **Lightning damage:** Each victim within the area of effect takes 6d6 lightning damage, but may **save vs spells** and take half damage on a success.

Create Water

Duration: Permanent

Range: Touch

This spell causes a magical spring to gush forth from the ground.

- **Volume:** The fount produces approximately 5 gallons of water.
- **Higher level casters:** If the caster uses a higher spell level, the volume of water increases by 5 gallons per spell level.

Material Components: A Drop of water.

Flame Walk

Duration: 1 Round per caster level

Range: Touch

This spell has two uses:

- **Fire resistance:** By means of this spell, the caster empowers one or more creatures to withstand non magical fires of temperatures up to 2,000 F. (enabling them to walk upon molten lava).
- **Fire magic resistance:** It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed.

Fly

Duration: 1d6 turns +1 per spell level

Range: Touch

The subject gains the ability to fly through the air.

- **Movement rate:** Up to 360' (120').
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.



Hold Animal

Duration: 1 Turn per level

Range: 180'

This spell paralyzes one or more animals if they fail a **saving throw vs spells**.

- **Number of targets:** Up to 1 Hit Die of animals per level of the caster may be targeted.
- **Restrictions:** Normal or giant animals may be affected. Fantastic creatures, intelligent animals, or magically conjured, controlled, or summoned animals cannot be affected.

Protection from lightning

Duration: 1 Turn per level

Range: Touch

This spell protects the target against lightning attacks:

- **Lightning Protection:** the target gains invulnerability to normal lightning and electricity, a +4 bonus to saves against electric attacks, and reduces damage from magical electricity by half.

Protection from poison

Duration: 1 Turn per level

Range: Touch

This spell protects the target against invulnerability to normal poison and venom, a +4 bonus to saves against electric attacks, and reduces damage from magical poison by half.

Snare

Duration: 8 hours

Range: Touch

The caster creates a magical snare out of any flexible vine, thong, or rope. The cord blends with its background, being 90% undetectable, and it forms a loop that will ensnare a creature that steps within it.

- **Tree trap:** If a supply tree is nearby, the spell will make it part of the snare, causing it to bend, and then suddenly snap upright when the trap is triggered, dealing 1d6 damage and lifting the creature off the ground (strangling it if the head/neck is caught).

Material components: Mistletoe, snake skin, and sinew from a strong animal woven into the cord

Spike Growth

Duration: 1 turn

Range: 150'

This spell twists and sprouts hard spikes and thorns from the ground in a 20' radius centered within range.

- **Creatures caught:** any creatures within or moving through that area receives **6d4 damage + 1d4 per spell level**, unless they succeed a **saving throw vs spell**, which makes them only take half damage.

Stoneskin

Duration: 1 round per spell level

Range: touch

This spell grants the receiver complete immunity to blows, cuts, stabs, and slashes. The receiver suffers only half damage from normal fire and other non-magical effects: however, magical effects cause normal damage.

Material Components: Granite and diamond dust sprinkled on the receiver's skin.

Stone Shape

Duration: Permanent

Range: Touch

This spell allows the caster to form an existing piece of stone of no more than 14 cubic feet into any shape of the same volume that suits his purpose.

- **Shaping Weapons:** While it's possible to use this spell to make crude stone coffers, weapons, items, etc; fine detail is not possible.

Material Components: Soft clay and the casters holy symbol.

Water Walk

This spell works exactly as described in *Old School Essentials*™, with the added effect of working to **walk over silt as a reversed spell**.

4th Level

Animal Summoning

Duration: 3 turns

Range: 360'

Normal animals within range are summoned to the caster's aid. The creatures that respond to the summons are determined as follows:

- **Restrictions:** Insects, arachnids, and other "bugs" are not summoned. Magical creatures and those of greater than animal intelligence are not summoned.
- **Number of animals:** A number of animals of total Hit Dice equal to the caster's level will respond to the summons.
- **Small animals:** Normal, small animals (e.g. mice, sparrows, squirrels, etc.) are treated as one tenth of a HD, for this purpose. Summoned creatures: Behave as follows:
- **Arrival:** They will come to the caster's location as fast as they can.
- **Comprehension:** They understand the caster's words while the spell lasts. Aid: They will aid the caster in whatever way they can.
- **If the caster is being attacked:** The summoned animals will attack the enemy, only fleeing if they fail a morale check.
- **Once an animal flees:** The spell is broken for that animal.

Conjure Minor Elemental

Duration: 6 turns

Range: 90'

The caster summons elementals that appear in unoccupied spaces that he can see within range.

- **Materials:** The summons requires a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a freewilled entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by dispel magic or dispel evil.
- **Restrictions:** The caster may summon at most one elemental from each plane in a single day.
- **Elemental Specialization:** Elemental Clerics have the restriction of only being able to summon elementals belonging to their elemental sphere. **E.g:** A Fire Cleric can only summon a Fire Elemental.

Minor Air Elemental

AC 4[16], HD 4(18 hp), Att 2 x attacks (1d6 by Air Slash), **Thaco** 17[+2] **MV** 30'(40') flying **SV** D10 W11 P12 B13 S14 (4) **XP** 200 **TT** Nil

- **Wind Vortex:** doubles the amount of damage the lesser air elemental can cause per round, but halves the number of rounds it remains conjured or summoned, starting in the round it is created.



Minor Earth Elemental

AC 4[16], HD 6(27 hp), Att 1 x attacks (1d12 by Stone Punch), **Thaco** 15[+4] **MV** 30' **SV** D10 W11 P12 B13 S14 (6) **XP** 200 **TT** Nil

- **Blocked by water:** Cannot cross a channel wider than its own height.
- **Damage Resistance:** All damage received by physical attacks, fire and air is halved.

Minor Fire Elemental

AC 4[16], HD 5(22 hp), Att 1 x attacks (1d8 by Fire Punch), **Thaco** 15[+4] **MV** 40' **SV** D10 W11 P12 B13 S14 (5) **XP** 200 **TT** Nil

- **Flame Tongue:** Any flammable object struck by the minor fire elemental must save versus magic fire with a -1 penalty or immediately begin to burn.



Minor Water Elemental

AC 4[16], HD 5(22 hp), Att 1 x attacks (1d8 by Water Whip), **Thaco** 15[+4] **MV** 40'(60') swimming **SV** D10 W11 P12 B13 S14 (5) **XP** 200 **TT** Nil

- **Ram:** Once per day Gathering speed as it goes, it uses its entire body to ram, inflicting 3d6 points of damage.

Control Plants

Duration: 6 turns

Range: 4 rounds'

This spell allows the caster to control the actions of one or more plant creatures for a short period of time.

- **Targets:** Up to 5 HD/level of plant creatures.
- **Language:** The caster commands the creatures by voice and they understand him, no matter what language he speaks.
- **Limited Communication:** Even if vocal communication is impossible the controlled plants do not attack the caster.

Protection from Fire and Lighting

Duration: 1 turn per level

Range: The caster or a creature touched

The subject is granted immunity to a certain amount of either electrical or fire damage.

- **Fire or lightning:** Upon casting the spell, the caster must choose the type of energy the subject is protected from.
- **Damage negation:** The subject gains protection against 6 hit points of damage of the chosen type per level.
- **Ending:** When all of the hit points of protection are used up, the spell ends.

Speak with Dead

Duration: 1 turns

Range: 30'

This spell allows the caster to ask questions to dead creatures.

- **Language:** The caster must speak at least one same language as the dead creature.
- **Speech of the Dead:** Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally, at the DM's discretion to handle them.

Material Components: Caster's holy symbol and incense.

Speak with Plants

Duration: 3 turns

Range: 30'

This spell has two uses:

1. **Normal plants:**
Communication with normal plants. The caster is able to ask questions and receive answers and may ask for simple favors. Plants may comply if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the caster and party may travel.
2. **Monstrous plants:**
Communication with plant-like or plant-based monsters.

Spell Immunity

Duration: 1 turn per level

Range: touch

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower.

- **Previous Experience:** The caster must have directly experienced the effect of the specified spell.
- **Exceptions:** The spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device.
- **Only Specific Spells:** Only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the lightning bolt spell is still vulnerable to a shocking grasp spell.

Material Components: the same as that for the spell to be protected against.

Wall of Fire

Duration: 2 + 1 rounds per level

Range: 60'

The wall of fire spell brings forth an immobile, blazing curtain of magical fire of shimmering color-yellow-green or amber. The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 per spell level. The wall deals 4d4 Fire damage.

Wall of Sand

Duration: 2 + 1 rounds per level

Range: 60'

You create a wall of swirling sand on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.



Wind Wall

Duration: 2 + 1 rounds per level

Range: 60'

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. The wall deals 3d8 Wind damage.

Transmute Dust to Water

Duration: 2d6 days / Permanent
(transmute Water to Dust)

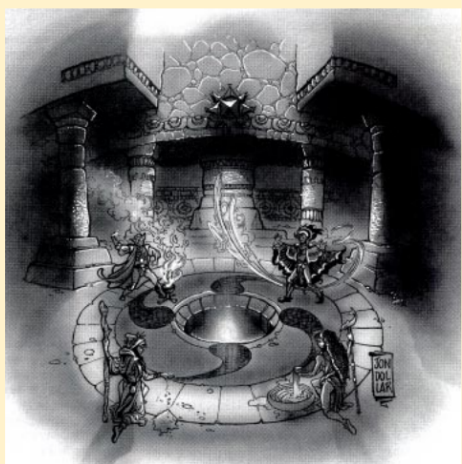
Range: 120'

This spell turns up to 300 square feet of silt into 10' deep water.

- **Consumption:** This water is salt water, meaning that it cannot be consumed right away, but it may be purified. However, once the spell duration is over, all the water turns into silt.

Reversed: Transmute Water to Dust

Changes an area of dust—up to 300 square feet and up to 10' deep—into silt. This alteration is permanent.



5th Level

Commune with Nature

Duration: 1 turn

Range: Half a mile per level

The caster enters into a trance of communion with the natural world.

- **During the trance:** Over 1 turn, one fact about the surrounding land is revealed to the caster per experience level.
- **Facts:** Knowledge of one of the following, in a certain direction: the terrain, bodies of water, plants, animals, minerals, or resident intelligent creatures.
- **Restrictions:** The spell has no effect if cast underground or in a non-natural environment.



Conjure Elemental

Duration: Permanent (until dismissed or slain)

Range: 240'

A 16 Hit Dice elemental—a being formed of pure elemental matter—is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do the caster's bidding.

- **Materials:** The summons require a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a freewilled entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by dispel magic or dispel evil.
- **Restrictions:** The caster may summon at most one elemental from each plane in a single day.
- **Elemental Specialization:** Elemental Clerics have the restriction of only being able to summon elementals belonging to their elemental sphere.

Air Elemental

Huge vortexes of whirling air

AC -2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THACo** 8 [+11], **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 32' tall, 8' across.
- **Whirlwind:** Creatures with less than 2HD swept aside (save versus death).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge, humanoid figures of earth or stone.

AC -2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THACo** 8 [+11], **MV** 60' (20') burrow, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 16' tall.
- **Blocked by water:** Cannot cross a channel wider than its own height.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire

AC -2 [21], HD 16* (72hp), Att 1 × blow (3d8), THACo 8 [+11], MV 120' (40'), SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300, NA 1 (1), TT None

- **Size:** 16' tall, 16' across.
- **Blocked by water:** Cannot cross a channel wider than its own diameter.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC -2 [21], HD 16* (72hp), Att 1 × blow (3d8), THACo 8 [+11], MV 60' (20') / 180' (60') swimming, SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300, NA 1 (1), TT None

- **Size:** 8' tall, 32' across.
- **Water-bound:** Must remain within 60' of water.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures in water:** Inflict extra 1d8 damage.

Control Winds

Duration: Up to 1 hour.

Range: 300'

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell.

- **Gusts:** A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have a -2 on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.
- **Downdraft:** You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have -2 on their attack rolls. A creature must make a **saving throw vs paralysis** if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.
- **Updraft:** You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Earthquake

Duration: 1 round

Range: 120'

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground.

- **Earthquake duration:** The shock is over in one round.
- **Effects:** The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect.
- **Area:** The area of effect of the earthquake spell is circular, with a diameter of 50'

Firestorm

Duration: 1 round

Range: 120'

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame that equal a wall of fire spell in effect.

- **Damage:** Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level (2d8 +1/level).
- **Saving Throws:** Creatures that roll successful **saving throws vs. spells** suffer only one-half damage.

Goodberry

Duration: 1 round

Range: 120'

Casting a goodberry spell upon a handful of freshly picked berries makes 2d4 of them magical. These Berries have two effects:

- **Nourishment:** Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten,
- **Hit Points Recovery:** Each berry cures 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

Maelstrom

Duration: 1 round

Range: 120'

A swirling mass of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range.

- **Casting Condition:** The point must be on the ground or in a body of water.
- **Effect:** Until the spell ends, any creature that starts its turn there must succeed on a paralysis saving throw or take 6d6 water damage and be pulled 10 feet toward the center.

Wall of Thorns

Duration: 1 turn per level

Range: 80'

A barrier of tough, thorny plants is conjured at a point of the caster's choosing.

- **Size:** The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. For example, it may be a straight wall or curved into a protective circle.
- **Enveloping creatures:** Any creatures standing in a spot where the wall is conjured suffer damage equal to 1d8 plus their AC score.
- **Pushing through:** Creatures may push through the wall, but suffer damage equal to 1d8 plus their AC score for every 10'.
- **Ascending AC:** If using the optional rule for Ascending Armor Class (see Ascending AC, p13), the damage inflicted by the thorns is 1d8 + (19 – AAC score).
- **Hacking through the wall:** Is possible and does not inflict damage on those breaking through. It takes 4 turns to chop through a 10' section.
- **Fire:** The wall is unharmed by normal fire, but magical fire will burn it away completely in 2 turns.

Weather Summoning

Duration: Special

Range: 240 yards around the caster

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in.

- **Summoned Weather:** The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases.
- **Area of Effect:** The area of effect likewise varies from about 1 square mile. Several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.
- **Summoning Time:** Within four turns after the spell is cast, the trend of the weather to come is apparent-- e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc.
- **Weather Arrival:** Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned.
- **Dispelling:** Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Magic-User

Spells

1st Level

Burning Hands

Duration: Special

Range: 240 yards around the caster

With this spell, jets of searing flame shoot from his or her fingertips. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the caster.

Damage: Any creature in the area of the flames suffers 1d3+caster level points of damage. Those successfully **saving vs. spell** receive half damage.

Detect Magic (Detect Psionics)

Detect Magic works exactly as it does in *Old School Essentials*™.

Variant: Detect Psionics

This spell can be used to detect the use of psionics.

Find Familiar

Duration: 1 turn per level

Range: 1 mile per level

This spell enables the caster to attempt to summon a familiar to act as his aide and companion.

- **Utility of a familiar:** A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well.

- **Assigned Familiar:** A wizard can have only one familiar at a time, however he has no control over what sort of creature answers the summoning, if any at all come.
- **Empathic Link:** The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Note that empathic responses from the familiar are generally fairly basic - while able to communicate simple thoughts, these are often overwhelmed by instinctual responses.
- **Death of a Familiar:** If separated from the caster, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points. When the familiar is in physical contact with its wizard, it gains the wizard's saving throws against special attacks.
- **Generating Familiar:** The Animal (Some described in the **OSE Dark Sun Monster Manual**) that may become the caster's familiar may be decided by the DM or generated using the table below:

Familiar Found Table

1d20	Animal
1-5	Cat
6-7	Crow
8-9	Hurum
10-11	Critic Lizard
12-13	Kes'trekel
14-15	Floater
16-20	Ferret

Fog Cloud

Duration: 6 turns

Range: 60'

The caster creates a sphere of fog centered on a point within range.

- **Size:** 20' radius.
- **Once created:** The sphere spreads around corners, and its area is heavily obscured.
- **Duration:** It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

2nd Level

Acid Splash

Duration: Instant

Range: 60'

The caster hurls a bubble of acid.

- **Target:** The caster chooses one or two creatures he can see within range. If he chooses two, they must be within 5 feet of each other.
- **Damage:** Target takes **1d6 + caster level** acid damage or half after a successful **save vs spell**.

Ray of Enfeeblement

Duration: 1 round per level

Range: 30'

By means of a ray of enfeeblement, the caster weakens an opponent.

Weakening Creature: On a failed **save vs spells**, a target creature suffers a penalty of -2 to attack rolls and -1 damage per die rolled.

Rope Trick

Duration: 1 turn per level

Range: touch

The caster touches a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground.

- **Extradimensional space:** At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.
- **Entering the space:** The extradimensional space can be reached by climbing to the top of the rope.
- **Number of creatures allowed:** The space can hold as many as eight creatures.
- **Hiding the rope:** The rope can be pulled into the space, making the rope disappear from view outside the space.
- **Inside the rope:** Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.
- **Items left inside:** Anything inside the extradimensional space drops out when the spell ends.

Material Components: powdered corn extract and a twisted loop of parchment.

3rd Level

Vampiric Touch

Duration: Instant

Range: touch

The caster sucks life out of a creature and heals from it.

- **Sucking Life:** When the caster touches an opponent in melee with a **successful attack roll**, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points.
- **Healing:** The hit points are added to the caster's total.
- **Undead:** This spell is ineffective against undead creatures.
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Water Breathing

Duration: 1 day

Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

Reversed: Silt Breathing

It may also allow the target creature to breathe under Silt and move under it. Any Silt that may enter the respiratory system of the target may disappear once the spell ends.



4th Level

Fire Trap

Duration: Instant

Range: touch

The caster sets up an exploding trap.

- **Placing:** Any closeable item (book, box, bottle, chest, and so forth) can be warded by a fire trap spell.
- **Triggering the Trap:** as soon as the offending party enters or touches the item, the trap discharges.
- **Damage:** When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll **saving throws vs. spell**. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving.
- **Disabling:** Dispel Magic or a Thieves Disable Trap skill works to disable the trap.

Plant Growth

Duration: Permanent

Range: Special

This Spell has two uses:

- **Sudden Growth:** Causes normal vegetation at a 10' range to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round. The area of effect is a square 10' on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting.
- **Plant Blessing:** This effect takes place in a 1 square mile area. The caster sacrifices all of his magical might and blesses the land around him, losing all levels in the process and abandoning the path of magic forever. In consequence, the land around the caster receives back all of the energy he has taken from it, and all plants become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Reversed: Plant Defiling

When this spell is cast, the caster defiles the land and all the plants in a 40' radius die and turn to ashes. The caster may roll for the defilement effect check with a +2 bonus.

6th Level

Lower Water (Lower Silt)

Duration: 10 turns

Range: 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

Reversed: Lower Silt

This Spell takes the same effect as Lower Water, but applied to Silt.

Part Water (Part Silt)

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell's effect before the duration ends.

Reversed: Lower Silt

This Spell takes the same effect as Part Water, but applied to Silt.

