

The House Wizard Class

In a Dark Sun campaign, magic is irrevocably linked to the environment. Here, magic operates differently from magic of other campaign worlds. The casting of magical spells and the enchantment of magical items draws energy directly from living things (usually the land and plants). A wizard is able to capture and master these magical energies, though at the expense of effecting the ecosystem. Decimated by centuries of irresponsible magical manipulation associated with this drawing of living energy, Athas struggles to survive. Some few—the druids and those who call themselves *preserver* wizards—fight to restore the land, to save it before all is lost. Theirs is an uphill battle. Ranged against them are most of the remaining sorcerer-monarchs and the *defiler* wizards, those who leech the life from the plants and the very soil to power their spells without giving anything in return.

Defilers have turned the once verdant forests and plains of Athas into wasteland. Their predations have left tracts of barren ground lifeless and scarred. The gray and black ash, all that remains of the plants that once grew in the defiled areas, intermingles with the dry dust and blows across the shattered remains of the world. As more land is defiled, fewer plants are left to anchor the soil or to return water to the atmosphere. More land becomes barren every day, and deserts grow larger with each passing year.

Preservers have learned to channel the energy from the plants they use in such a way as to do no lasting harm. The preservers are the sworn enemies of defilers, yet they face a personal battle as well. They must never give in to the temptation to become defilers themselves; they must forswear the quick and easy road to power while battling odds which are stacked against them. Sorcerer-monarchs have little tolerance even for those defilers they employ; they have none at all for preservers.

Both groups must hide what they are from the common people of Athas. Most people neither know nor care that there are different kinds of wizards. They see the cruelties and evils of the sorcerer-monarchs and the wanton destruction of the land around them. For this reason, all wizards are hated and feared. If a wizard reveal themselves to the common crowds, they can expect violence or even death to be visited upon them.

In recent times wizards have emerged who have learned to draw energy from alternate sources. Though rare they all fall under the category of either defiler or preserver. These include the advanced-beings (dragons and avangions), ceruleans, necromancers, and shadow wizards.

Ceruleans, for example, are wizards who can draw power from the forces whirling within the Cerulean Storm. Few know much about ceruleans as they are as new to Athas as the storm they take their name from, are few in number, and are only rarely encountered. They alone among Athasian wizards seem able to draw power from this seemingly elemental source, a path usually denied to defilers and preservers but open to elemental priests. That

ceruleans are able to use the great storm to power their spells indicate that the storm is not, in truth, simply an elemental force. The Cerulean Storm, born of magic and nourished by its connection to the imprisoned essences of Rajaat the First Sorcerer and Tithian of Tyr, isn't just an elemental force. Cerulean wizards draw upon the storm's spirit rather than its elemental nature. Because of the destructive force of cerulean magic, most ceruleans are defilers.

Necromancers, on the other hand, have been around for generations, but little is known of them. These wizards draw their power from the plane of the dead, the Gray. Like ceruleans, their magic is powered by a different energy source. In this case, the energy they draw is negative, or anti-life energy. They tend toward defilement, as their spell energies are concerned mostly with death, immortality, and the undead.

Shadow wizards, too, aren't especially new. Like necromancers, these wizards draw energy from another plane of existence instead of from living things. In this case, the planar source is the Black, that shadow dimension that separates everything that exists from everything that doesn't. Besides drawing power from the Black, shadow wizards require light to utilize their magic, as shadows can't exist in the absence of light.

Energy from Life

An ecosystem of a fragile balance of interrelated components that come together to foster and sustain life. The life-giving energy of the sun, nutrient-rich soil, water, a breathable atmosphere, and the insects, plants and animals that interact in a complex dance of give and take combine to form an ecosystem. Ultimately, though each living thing is different, all are powered by the sun. Life itself, then, could be said to be like a spell—it gains energy from the sun and the nutrients it absorbs, is molded into a specific form, and affects its environment according to the complexity of its patterns. They build cities, form governments, use tools, create languages, and (if they have the ability) learn to draw upon other life forms to shape energy into spells.

The ecosystem of Athas has been badly thrown out of balance and twisted into its current form over centuries of magical abuse. The cavalier attitude of defilers toward selfishly using the planet's resources to energize their spells has left the world a lesser place. Irreplaceable life energy has been stolen, robbing Athas of its once-abundant plant life, leeching the soil of nutrients, and creating vast areas of desert and barrens as formerly fertile regions break down under the onslaught. Preservers have learned to take only what they need and to cast their spells in such a way as to do no lasting harm to an area, but even they are capable of destruction when they pull too much energy or take it too quickly. But how do preservers and defilers accomplish this, and why are their methods so similar, yet so different?

The Elements of Life

Each living thing has an animating spark of energy that gives it life. Some call this spark "the spirit," but whatever identifier is attached to it, it's energy of life. Plants have this spark, as demonstrated by the fact that they live and grow and die. The soil absorbs some small measure of

Wizard Progression

Defiler/ Accelerated XP	Preserver/ Delayed XP	Hit Dice (d4)	Level	THACO	Max. Spell Level	Max. Spells per Level Memorized
0	0	1	1	20	1	2
1,750	2,500	2	2	20	1	2
3,500	5,000	3	3	19	2	3
7,000	10,000	4	4	19	2	4
14,000	20,000	5	5	18	3	4
28,000	40,000	6	6	18	3	4
42,000	60,000	7	7	17	4	5
63,000	90,000	8	8	17	4	5
94,000	135,000	9	9	16	5	5
180,000	250,000	10	10	16	5	5
270,000	375,000	10+1	11	15	5	5
540,000	750,000	10+2	12	15	6	5
820,000	1,125,000	10+3	13	14	6	6
1,080,000	1,500,000	10+4	14	14	7	6
1,350,000	1,875,000	10+5	15	13	7	6
1,620,000	2,250,000	10+6	16	13	8	6
1,890,000	2,625,000	10+7	17	12	8	6
2,160,000	3,000,000	10+8	18	12	9	7
2,430,000	3,375,000	10+9	19	11	9	7
2,700,000	3,700,000	10+10	20	11	9(10*)	8

life energy of the plants that grow within it, providing a fertile bed for subsequent generations. Insects and animals have stronger sparks which give them life, while intelligent monsters, demihumans and humans have the strongest spark of all.

This spark, or spirit, or energizing force is what wizards draw upon to power their spells. Of course, most wizards lack the knowledge of ability to draw energy from anything more potent than plant life. Both preservers and defilers energize their magic from the collective life sparks plants in a given area, filling themselves with the power needed to cast spells. Only advanced beings who have stepped onto the transforming paths of either dragon or avangion magic can draw life energy from animals and intelligent beings.

Special Energy Sources

While most Athasian wizards rely on the life energy of plants, or in rare instances, animals, there are those who have the knowledge and ability to draw energy from other

Spell Cost by Level (Wizard)

Spell Level	Fixed Magick	Free Magick
cantrip	—	1
1st	4	8
2nd	6	12
3rd	10	20
4th	15	30
5th	22	44
6th	30	60
7th	40	80
8th	50	100
9th	60	120

sources. These special energy sources are described below.

The Cerulean Storm

The Cerulean Storm is a recent phenomenon on Athas. Formed in the Year of Friend's Agitation of the 190th King's Age (Free Year 10 according to the Tyr Calendar) When King Tithian of Tyr attempted to free Rajaan the First Sorcerer, the storm covers what was once the Valley of Dust and Fire in the Silt Sea. This deadly tempest is fueled by the First Sorcerer's bond with elemental water and by the anger and frustration of Tithian. Tithian was caught and imprisoned in the Black when Rajaan was forced to return to the Hollow. Part of Tithian's consciousness can emerge into the storm itself, where his rage and pain are made manifest in the

pounding rain, gale force winds, and deadly lightning that swirl within the never-ending storm.

Spinning off from the Cerulean Storm are lesser tempests known as Tyr-storms. These rush across the Tyr Region gaining power and intensity until they burst, assaulting an area with pelting hail, torrents of rain, furious winds, and lethal bolts of lightning. Tyr-storms form and approach quite rapidly, often giving those in their path little time to prepare or seek cover.

Both the power of the Cerulean Storm itself and its offshoots, the smaller Tyr-storms, are useful to cerulean mages. These wizards can siphon energy from the storms and, in the case of some Tyr-storms, can even dissipate them and capture their energy for later use. It's important to note that ceruleans aren't tapping into elemental power, but into the living sparks of those connected to the storm—namely Tithian and Rajaan.

The Black

The Black is one of two planes that directly touch the prime world of Athas; the other is the Gray. The Black, a realm of chill darkness similar to the Demiplane of Shadow, can be accessed wherever light creates shadows. In the absence of light, no connection to the Black exists.

Wizard's Saving Throws Table

Level	Paralysis, Poison, Death	Rod, Staff, Wand	Petri., Poly.	Breath	Spell
1-5	14	11	13	15	12
6-10	13	9	11	13	10
11-15	11	7	9	11	8
16-20	10	5	7	9	6
21+	8	3	5	7	4

Base Spell Points for Wizard's

Intelligence Score	Base Spell Points
9-12	3
13-14	4
15-16	5
17-18	6
19-20	7
21	8
22	9
23	10
24	11

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. Shadow people, who some erroneously refer to as shadow giants, live as part of the Black. These one-time halflings were the loyal servants of Rajaat the First Sorcerer. To complete their betrayal of Rajaat, the Champions trapped the halflings in the Black, and now the halflings can only interact with the world through shadows. King Tithian of Tyr, who tried to free Rajaat from his prison beyond the Black, is also trapped within this dimension. Due to the circumstances of his internment, Tithian can only interact with the world through the Cerulean Storm.

The Black lurks below the surface of all living things, like the leathery shell of a great egg, buried shallow and about to hatch. The world of Athas exists outside the shell of this egg. Inside, cold gloom fills the plane, the entirety of which is a dark stain visible only as an absence. Deep within the shell lies the Hollow, a realm of absolute nothingness. Within the cast emptiness of the Hollow, Rajaat the First Sorcerer languishes in a prison formed of treachery and magic.

Shadow wizards tap into the Black to gain the energy needed for their magic. Indeed, those who follow shadow sacrifice a portion of themselves to the Black, becoming part shadow. They depend as much on light as they do on darkness for the power they wield.

The Gray

The Gray is a dreary, endless space, the place

Athasian go when they give up the confines of their mortal raiment. In the Gray, the dead exist in a sort of limbo, floating aimlessly in the ether or assuming the forms they had in life. Eventually, the spirits of the dead are dissolved and absorbed into the Gray, much as their corpses are slowly obliterated by rot and decay on Athas.

Some spirits don't suffer this fate. They are sustained by a force more powerful than the Gray—everlasting faith in a cause greater than themselves. The wraiths who once served Borys the Dragon were such spirits, surviving centuries beyond thanks to their dedication to Borys.

Spirits of the dead coalesce out of the Gray; when the living enter this plane they are drawn through it. Most spirits that are classified as "undead" have this ability. Spirit undead (also called noncorporeal undead) can freely pass from the Gray to the material world of Athas, but they must return to the ashen plane at regular intervals to sustain their existence. Corporeal undead can't enter the Gray, but they still draw sustenance from it.

The Gray surrounds the portions of the prime that contains Athas. It separates Athas from the Astral and Ethereal, making planar travel difficult. In the case of the Astral Plane, the Gray forms a wide buffer, making the Outer Planes seem almost unreachable. The buffer isn't nearly as wide between Athas and the Ethereal. Therefore, the Inner Planes are relatively closer, and the elemental conduits that provide energy to priests have less metaphysical distance to travel.

Necromancers reach into the Gray for energy to cast spells. This source of power gives these wizards a compelling connection to the dead and undead, a connection that, in turn, influences the wizards. They have the look of death about them; it hangs like a dark aura or burial shroud around them, marking them as death wizards to those who can interpret such signs. Other simply feel ill at ease in their presence.

Spell Progression

Rather than using the spell slot system depicted in the *Player's Handbook*, Wizards receive spell points which they may "spend" to cast spells. This system gives them more flexibility in their daily selection of spells.

Wizard Subclass Table

Subclass	Defiler	Preserver	Cerulean	Necromancer	Shadow wizard
Spell source	Life energy	Life energy	Cerulean storm	The Gray	The Black
XP rate	Accelerated	Delayed	Delayed	Choice	Choice
Races Allowed	Elf, Half-elf, Human	Any	Any	Half-elf, Human	Elf, Half-elf, Human
Alignment	Any, except good	Any	Any Chaotic	Any Neutral	Any Neutral
Multi-/Dual-classed	Any (according to race)	Any (according to race)	Only Psionicist	None	Any (not Cl, Dr, or Rn)
Spell Preference	Path Sinister	Path Dexter	None	Path Sinister	Either
Benefits	Increased spell points	None	Single spell component Magical battery	Undead control Undead fear immunity	Chill touch Shadow talk Undead cold immunity
Drawbacks	Destroys vegetation Hunted	None	Obvious nature Accidental Tyr-storms	Gray feedback Dark aura	Shadow stain Darkness cuts power
Gathering Energy —Memorization	Terrain dependent	Automatic	Random	Random	Random
Starting Money	3d6 sp	3d20 cp	(1d4+1) X 30 cp	(1d4+1) X 15 cp	(1d4+1) X 30 cp

Similarities among the Subclasses

Defilers, Preservers, Ceruleans, Shadow Wizards, and Necromancers do share a number of basic rules. Under House Rules, all wizards progress at one of two experience rates per level. All wizards use d4 for hit dice, are subject to some degree to gathering spell energy rules, keep the same THAC0 table. Also, all wizards share the same saving throw table.

Gathering Spells Energy

The differences between the subclasses are described in detail in subclass descriptions on pages X to XX, but for your convenience, they are indexed on the wizard subclass table above.

The Rate of Spell Point Accumulation varies between the subclasses. Defilers gather energy at the rate of spell points equal to the character's base spell points for Intelligence, plus 2 point per level. A 4th level defiler with 16 Intelligence would thus gather 5+8 spell points per round, 13 spell points.

Preservers gather energy at the rate of spell points equal to the character's base spell points for Intelligence/2, plus 1 point per level, rounded up. A 4th level preserver with 16 Intelligence would thus gather 3+4 spell points per round, 7 spell points

Ceruleans, shadow wizards and necromancers gather energy at the rate of spell points equal to the character's base spell points for Intelligence, plus 1 point per level, rounded up. A 4th level cerulean, shadow wizard or necromancer with 16 Intelligence would thus gather 5+4 spell points per round, 9 spell points.

Note: The Player, not the DM, is responsible for having access to the spell description. The DM has enough to worry about. When a PC casts a spell, the player should have the spell description ready for the DM to look at—or the spell may fail.

Note: The Character is still restricted to the spells per spell level maximum for wizards. For example, 4th level preserver is limited to 4 spells of any spell level. A 4th level cerulean rolled an 8 on a d10 at the start of the day (Abundant terrain), and rolled a 7 on the Intelligence Check, with a 16 Intelligence, this succeeds by 9 giving the upper category of +2 spells/level (see table below). This cerulean is limited to 6 spells of any spell level for this day.

Since accumulating energy takes time, the character may suffer penalties to his initiative depending on how many spell points he draws in a single round, as shown on the Initiative Modifiers Table. Accumulating energy requires full attention, so he cannot engage in melee or move at more than a fast walk while doing so. **However, drawing energy is not actually part of the spellcasting process and is not interrupted by suffering damage, failing saving throws, or other such things as long as the character remains conscious and free of movement.**

The initiative modifier is based on the number of spell points accumulated in the round in which the spell is cast. In other words, a character may be wise to draw the minimum number of points necessary to avoid a hefty initiative penalty for "overcharging" himself for the spell.

Dynos, a 5th-level preserver with 15 Intelligence, is casting

Initiative Modifiers for Wizards

Spell Points Accumulated	Initiative Modifiers
3 or less	-1 bonus
4 to 6	none
7 to 14	+1 penalty
15 to 29	+3 penalty
30 to 39	+5 penalty
40 to 49	+7 penalty
50 or more	+9 penalty

a haste spell. He can accumulate 8 SPs per round (3+5), but his spell requires 10 SPs to cast. Dynos spends one entire round gathering energy and must gather at least 1 more spell point in the following round in order to cast his haste spell. If her draws his full allotment of 8 more SPs, he suffers a +1 penalty to his initiative. On the bright side, if he only draws the two points in the second round, his haste spell will gain an initiative bonus to its casting time.

Rowan, an 11th-level preserver with 18 Intelligence, normally gathers 3+11, or 14 spell points per round. In order to cast her cone of cold (a 5th-level spell), she must gather 14 spell points in one round, plus an additional 7 in the following round, which causes her to take a +1 penalty to her casting time in the second round. However, Rowan is capable of casting any spell of 4th level or less in a single round.

Instead of drawing just enough energy to cast the spell desired, an Athasian wizard can choose to continue to accumulate energy in order to increase the effective casting level of the spell, as described in the first part of this chapter. Each additional casting level requires an investment of 50% more spell points, so Dynos could cast his *haste* as a 6th-level by spending 15 SPs instead of 10 SPs to cast it. Similarly, a character may draw less energy and cast a reduced-power version of the spell. In any event, the initiative modifier is always based on the number of points accumulated in the round in which the spell is finally cast. Rowan could decide to cast her *cone of cold* with one extra level of ability, but she now requires 33 SPs to do so and must gather energy for two full rounds before unleashing the spell in the third.

Once an Athasian wizard casts a spell, it is wiped from their memory just like a normal wizard's spell. Athasian wizard's can re-study their spells or change their spell selection as the standard AD&D wizard. **Athasian wizards who have spells memorized will be detectable with a detect magic spell.**

Free Casting

Athasian wizards are not required to memorize their spells ahead of time. It is possible to cast any spell the wizard knows, but by doing so it is much more difficult. Casting a spell without it already in the character's memory increases the spell point cost of the spell dramatically. The cost of spells doubles for all wizards when free casting.

Free casting also differs from casting a memorized spell in that drawing spell energy will drain plant life during the energy summoning phase, rather than during spell memorization. Ceruleans, necromancers and shadow wiz-

Terrain Type*	Failure (More than Int)	Intelligence Check	
		Int to Int-7	Int-8
Lush	-1 spell/level	Usual spells/level	+3 spells/level
Abundant	Failure (More than Int-2)	Int-2 to Int-7	Int-8
	-1 spell/level	Usual spells/level	+2 spells/level
Fertile	Failure (More than Int-3)	Int-3 to Int-7	Int-8
	-1 spell/level	Usual spells/level	+2 spells/level
Infertile	Failure (More than Int-5)	Int-5 to Int-8	Int-9
	-2 spells/level	Usual spells/level	+1 spell/level
Barren	Failure (More than Int-7)	Int-7 to Int-9	Int-10
	-2 spells/level	Usual spells/level	+1 spells/level

Lush terrain includes forests, large gardens, and parks.
Abundant terrain includes verdant belts, grasslands, and mud flats.
Fertile terrain includes oases and scrub plains.
Infertile terrain includes stony barrens, rocky badlands, and bare mountains.
Barren terrain includes boulder fields, sandy wastes, and salt flats.

ards do not effect the surroundings as preservers or defilers when free casting, unless specifically drawing energy as a preserver or defiler, such as a shadow wizard in total darkness or a cerulean without his special lenses.

Gathering Spell Energy Through Defiling Magic

Defilers require less time to learn their spells each day, as they don't care what happens to the source they draw from. At the start of each day, Defilers must make an Intelligence check based on the terrain type they are in at the time of memorization. The check determines if they receive their full complement of spells, lack the energy for a couple of them, or gain extra spells for the day. (Defilers only spend 5 minutes per level of each spell—a 7th level spell takes 35 minutes.)

Preservers automatically get all their spells after the normal memorization period. (10 minutes per level of each spell—a 7th level spell takes 70 minutes.)

Ceruleans, shadow wizards and necromancers draw their energy from unpredictable sources. At the start of each day, roll a d10 to determine how reliable their source is that day, then consult the Spell Energy table below. On a 1 he uses the *barren* terrain line; on a 2-4, the *infertile* one; on a 5-7, the *fertile* terrain type; on a 8-9, the *abundant* one, and on a 10, he uses the *lush* terrain line to determine how many spells he can memorize for the day.

Cantrips

The *cantrip* spell from the *player's Handbook* is intended to describe a host of minor effects. In this system, a wizard may choose to memorize a *cantrip* as a 1st-level spell—just as it is written in the *PHB*—or he can memorize individual applications of *cantrip* for a cost of 1 SP each. These one-shot *cantrips* have the exact same effect as the 1st-level spell, but each application consumes 1 SP and has a duration of one full turn.

All *cantrips* are free casting, by definition; the wizard can perform any minor magical feat appropriate for the spell, without selecting the precise incantation ahead of time. A wizard is limited in the number of *cantrips* he can memorize at one time; he can't allocate more than twice his number of spells allowed for each level to *cantrips*. For

example, a 1st-level mage is limited to no more than two spells of each level, so he can memorize a maximum of 4 *cantrips*. A 6th-level mage is limited to four spells of any given level, so he can memorize up to eight *cantrips*.

All normal considerations for *cantrips* as described in the *PHB* still apply—they are minor magic, useful in role-playing or grandstanding but generally useless in combat. Of course, clever and resourceful players can create plenty of mayhem, even with magic as weak as this.

Exceeding the Spell Level Limit

An Athasian wizard character may learn and cast spells of a higher level than he would normally be allowed to know. This blurs the line of spell distinctions, making the character's exact level somewhat less important; there will be spells a character can learn and use easily, as well as spells that will be extremely costly and difficult to use.

Before a character can memorize a spell that's over his head, he has to learn it first. This means that the character must find, purchase, or otherwise stumble across a spell of the level in question and attempt a learn spells check to see if he can master it. However, when a character is dabbling in matters beyond his depth, his learn spells chance of success is *halved* for a spell one level higher than he should be able to use, and *divided by 10* for a spell two levels higher than the maximum normally allowed. If a character does not succeed in learning the spell at this point, then he can try again at the level that he normally gains the spell. Under no circumstances can a character learn a spell three levels higher than his normal maximum—it's just too difficult, and he'll have to study his art for a while longer before he can make heads or tails of it. Also, because the spell is so difficult to learn, the wizard *cannot free cast* it.

If the character succeeds in learning the high-level spell he can then select it normally by using his spell points to memorize it. However, since the spell is extraordinarily difficult for the character, he must pay *twice* the listed memorized cost to memorize it. For many low-level characters, this will make the spell prohibitively expensive in any event; a 2nd-level preserver with 15 Intelligence can draw a total of 5 spell points per round, just enough to cast his first level spells in the same round he draws the energy. 2nd-level spells however cost 12 points, so he must draw energy for another two round.

A 6th-level defiler with 15 intelligence is limited to 3rd-level spells, but with effort he can learn a 4th-level spell and cast it for 30 points. Since this defiler can draw up to 17 points per round, this spell would be cast in the second round.

Note: all level-based characteristics of a spell depend on the caster's true level, so even if a 3rd-level wizard somehow acquired a *fireball*, it would only do 3d6 damage.

Casting Spells for Greater Effect

Another variant rule available with the spell point system is casting spells for greater than normal effect. By "overcharging" a memorized spell (fixed magick only) with magical energy, a wizard can achieve results as if he were a wizard of much higher level. For example, a 2nd-level wizard is normally limited to a single *magic missile* when he casts the spell, but with this optional rule he can fire the spell as a 3rd-level character in order to create two missiles with the spell. Naturally, the wizard must devote additional spell points to the spell when he memorizes it. The price is 50% of the spell's base cost for each additional casting level stored with the spell.

Rarik is a 4th-level mage who wants to gain the extra damage potential of a third magic missile when he casts the spell. Normally, a third missile is gained at 5th level, so Rarik wants to cast the spell as if he were one level higher. A 1st level spell requires 4 spell points to memorize, but by spending 6 points (50% more than 4), Rarik gains the ability to cast this one spell as if he were actually 5th level. All level-based variables are affected, including range, area of effect, duration, saving throw modifiers, and any other appropriate factors, so Rarik incidentally gains an additional 10 yards of range with his investment.

Later on in his career, Rarik decides that he's like a fireball with some extra punch. He's a 5th-level mage now, and the spell costs him 10 spell points. Rarik wants to cast this fireball as if he were a 7th-level caster. The range increases from 60 yards to 80 yards, and the damage is 7d6 instead of 5d6.

A character can't invest more than four additional levels into a spell, which would triple its cost, increasing it by 200% above the normal price. Most wizards find that it is more efficient to gain extra spells rather than over charge a single one, but for spells with important breaks in power level based on the caster's level—like *magic missile*—one or two steps of increased casting level may be a good idea.

Reduced Spell Cost

Just as wizards can allocate extra energy to hold magicks free, cast spells of higher level than normal, or gain additional levels of casting ability, they may also save spell points by memorizing fixed magicks with limitations or reduced power levels. A spell may be reduced in cost by 25% (round up) per limitation selected, to a maximum reduction of 50% for two limitations. Restrictions include the following:

Reduced Spell Power: By investing a spell with less energy than normal, a wizard can save a few spell points. This reduces the caster's level by four, affecting range, duration, damage, and all other level-based variables. In addition, the spell can be more easily *dispelled*, since the effective casting level is used for this purpose.

If the spell has *no* level-based variables (e.g. *charm person*) this limitation cannot be selected. A wizard must be at least 5th level in order to take this limitation.

Prolonged Casting Time

Paths to Magic

Wizardly magic on Athas isn't as codified and formal as it is in other campaign settings. For example, there are no academies or colleges for teaching the wizardly arts. Instead, a wizard-in-training must find a teacher, which isn't very easy in a world where wizards must hide their profession in order to survive. Once established, the teacher-student relationship is an important one. The two interact in secret so as not to expose themselves to the hatreds and prejudices of the world at large. In some cases, a student serves his teacher as an apprentice, traveling with him as he moves from place to place and learning as circumstances allow. More often, a student meets with his teacher at an appointed place and time, taking his lessons in secret and never knowing much about the wizard tutoring him.

Recently, with the open policy toward preservers that has been established in the Free City of Tyr, there has been talk of setting up a school of preserving magic. Plans are being drawn up to model such an institution after the colleges of the Way, though nothing has been finalized as yet. Otherwise, there are no formal schools that teach wizardly magic on Athas.

The Paths of Magic			
Wizard Class ¹	Path Sinister	Path of Concurrence	Path Dexter
Schools	Defiler Conjuration/Summing Necromancy	— Alteration Enchantment/Charm Illusion/Phantasm Invocation/ Evocation	Preserver Abjuration Greater Divination
Bonus²	+15% to Path Sinister adherents	—	+15% to Path Dexter adherents
Penalty³	-15% to Path Dexter adherents	—	+15% to Path Sinister adherents

¹ Ceruleans, necromancers and shadow wizards must select which path, Sinister or Dexter. This choice also determines which XP advancement rate they use.

² Bonus is the percentage bonus that a wizard receives when attempting to learn new spells from the schools associated with his chosen path.

³ Penalty is the percentage penalty applied when a wizard attempts to learn new spells from his opposition path.

Spells and Spell Books

Though many spell books and research texts were created during the Time of Magic, access to spell books and ancient 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. Over the centuries, arcane scrolls and books that weren't hidden away have been used by mundane authors in place of other writing material, but most have fallen victim to the crowd of wizard-haters who delight and find comfort in tossing arcane texts into roaring flames. For these reasons and others, much knowledge has been lost.

Some lucky wizards discover ancient texts in ruins, at elven markets, or in noble or merchant-lord estates, but finding spells on paper is exceedingly rare. More often spell books crafted from more durable materials make their way into the hands of wizards thirsting for hidden knowledge. Like the spell books used by wizards in today's Athas, these tomes are made from animal hides, stone or clay tablets, bone staves, ivory blocks, or even knotted giant hair. Of course, many of these types of tomes are written in codes known only to the wizards who scribed them, so those who find such "texts" must spend additional time deciphering them—and many never find the keys to the knowledge hidden therein.

With this lack of reference works, how do Athasian wizards add spells to their personal spellbook? The answer depends upon the type of Athasian wizard in question.

Preservers, as they usually have at least some connection to the Veiled Alliance, have access to other wizards of their kind. Early in their training, preservers gain new spells from their mentors. Later, they must petition the Alliance for more powerful or obscure spells. This is an involved process, as most Alliance members know only a few other members. This keeps the chances of betrayal low, but makes it hard to disseminate information and knowledge quickly.

Defilers, on the other hand, have harder time of it. Initially, a defiler learns new spells from his teacher. Inevitably, the defiler and the teacher go their separate ways. Such is the nature of defilers and defiling magic. From then on, the defiler must research his own spells, find ancient traders. None of these methods are reliable, however, so defilers don't always have access to a wide selection of spells.

Wizards today go to a lot of trouble to protect their spell books and keep them hidden. Then try to protect them not only from other wizards, as is the possession of paraphernalia associated with it. Plus, most people still fear wizards, sending them away or killing them if they should reveal their identities. For this reason, as well as for the practical necessity of available materials, modern Athasian spell books rarely appear as tomes with pages made from actual paper.

Instead, 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."

The Threefold Path

Rather than specializing in a specific *school* of magic, an Athasian wizard follows a particular *path*. Schools of spells are subsumed into broader categories known as the *Threefold Path*. Preservers and defilers have vastly different philosophies and this is reflected in the spells each type is most drawn to. Defilers tend to follow paths they believe lead them to greater power. They best utilize the darker schools of magic, conjuration/summoning and necromancy. This path is known as the *Path Sinister*, or the *Path of Defilement*. Preservers are drawn to spells which provide them with needed information and protection. They lean toward the schools of abjuration and divination. Their path is known as the *Path Dexter*, or the *Path of Preservation*. Those schools which are generally useful but which have no beneficial or malevolent associations are grouped into a category called the *Path of Concurrence* or the *Middle Path*.

Although there is no ban on defilers learning spells from the Path Dexter and vice versa, it is easier for each to gain spells in their own categories. Defilers receive a +15% bonus to learn spells from the schools of the Path Sinister (up to a maximum of 95%), while preservers receive the same bonus to learn spells from the Path Dexter. Each receives a -15% penalty when trying to learn spells from their opposition path. Whether preserver or defiler, all wizards may gain spells from the Path Concurrence at their normal chance to learn spells.

Unlike specialist wizards in other AD&D worlds, Athasian wizards have no problem using magical items from their opposition path. Defilers may use items such as *rings of protection +1* and *crystal balls*. Preservers could utilize a *wand of conjuration* or a scroll with the spells *glitter-dust* and *hold undead*, for example. Though it is more likely that preservers created the protective and divinatory items and defilers originated the wand and wrote the scrolls, the process of making them into magical items strips them of any particular bent toward one path or other. Even if defiling magic was used in the creation of the scroll, it holds no taint. Further, the energy drawn to power the effects was tapped when the items were created and no further expenditure of energy is required to activate or use them.