



The Wizards of Athas

Dark Sun Extensions

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by

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Credits

Based on the original concepts of Troy Denning and Timothy B. Brown and the conversion work of the DS3e team (www.athas.org).

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Athasian Wizards

The use of magic is responsible for much of the desolation of Athas. Athasian wizards (or “sorcerers” as they are known on Athas – I have used “Athasian wizard” to distinguish them from the core class in the *PHB*) draw upon the life energy of plants to fuel their spell casting.

Athasian wizards fall into two camps: defilers and preservers. Defilers gather energy for their spells without care for the damage they do to their environment. The reckless manner in which they rip life energy from the vegetation causes plants to die and the soil to become sterile. All vegetation within a radius of the defiler crumbles into a lifeless grey ash when he casts a spell.

Greatest of all defilers are the sorcerer-kings themselves. These ancient beings have sustained their existence through the long ages and carved out their fiefdoms at enormous cost to the Athasian ecology.

Preservers, on the other hand, take great care to moderate how they draw energy from the meagre vegetation of Athas. By drawing life force from across a much wider radius they are able to cast their spells without wreaking damage upon the environment. Nevertheless, for most people on Athas a sorcerer is a sorcerer and preservers are as reviled as defilers. Therefore, to survive in such a harsh world, many preservers have joined together in a loose-knit secret society known as the Veiled Alliance.

The preserver’s care for the scarred world is not without cost, however. As preservers must take greater care when casting, they cannot exercise so much raw and unfettered power as can a defiler. The defiling path therefore

represents a significant temptation to the preserver. More than a few defilers were once preservers who failed to resist the seduction of power. The road back for the defiler is much harder. To exercise the restraint necessary to be a preserver becomes increasingly difficult the more the wizard resorts to the easy power of defiling.

Game Rule Information

Athasian wizards differ little from the wizard class in the *PHB*. Note that Athasian wizards are a single class. There are not separate classes for defilers and preservers.

Abilities: As with the core wizard class, the most important ability score for an Athasian wizard is Intelligence, as this determines the maximum spell level available to the wizard, and what bonus spells he gets.

Alignment: Any but a good-aligned wizard will normally try to cast spells as a preserver.

Hit Die: d4.

Class Skills

Athasian wizards have access to a slightly wider range of class skills than an ordinary wizard. Their class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Innuendo (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.



Table 1: The Athasian Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Power Special
1	+0	+0	+0	+2	Bonus feat
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	Bonus feat
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	Bonus feat
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Bonus feat
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	Bonus feat
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Bonus feat

Class Features

Weapon and Armor Proficiency: Like their *PHB* counterparts, Athasian wizards are skilled with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Athasian wizards are not proficient with any type of armor nor with shields.

Bonus Feats: Athasian wizards gain feats faster than core wizards. They get a bonus feat at 1st level and a further feat every four levels. As with *PHB* wizards, this feat must be a metamagic feat, an item creation feat, or Spell Mastery. This feat may also be taken as a Preserver feat (described later).

Spells: Athasian wizards learn and prepare spells in exactly the same way as core wizards. They have the same spell progression and gain the same benefits from their Intelligence score. However, there are a few differences in the way they cast spells (described later in the *Casting a Spell* section).

School Specialization: An Athasian wizard can specialize in a school of magic in exactly the same way as a core wizard. They gain exactly the same benefits, and suffer the same restrictions, described in the *PHB* if they do so.

Feat Description

There is one new feat available to Athasian wizards only, described below:

Preserver [Metamagic]

You are trained in the art of preserving. You find it easier to gather energy without turning the surrounding vegetation to ash.

Benefit: You get a +5 bonus on preserver checks (see the *Casting a Spell* section) when attempting to gather energy to cast a spell.

You can benefit from taking this feat multiple times. If you do, the bonuses to your preserver check stack. For instance, if you took the feat twice you would get a +10 bonus to your preserver check.

Casting a Spell

When an Athasian wizard casts a spell he must first gather the energy he requires from the plants around him. How this works will depend on whether the wizard is casting as a defiler or a preserver.

Note: The following rules apply only when casting a spell. They do not apply to counterspelling.



Table 2: Terrain Values

Terrain Type	Terrain Value
Forest	1
Garden	2
Swamp	2
Ocean	3
Mud Flat	3
Grassland	3
Scrub Plain	4
Stony Barrens	5
Rocky Badlands	6
City	6
Mountains	6
Sandy Wastes	7
Dust Sink	8
Salt Flats	8
Ash	9
Obsidian Plains	10

Terrain Value

The more fertile the area an Athasian wizard is in, the more energy there is available. The more energy there is available, the easier it is for an Athasian wizard to cast spells.

To represent this, every area has a terrain value. The higher it is, the more barren the vegetation. It will range from 1 (forest) to 10 (obsidian plains). How it affects spell casting will be shown below.

Defiling

Defiler casting is no different from that of core wizards in terms of the game mechanics. However, whenever they cast a spell they cause all the plants in a circle around them to crumble to ash. The radius of this circle will depend on the terrain value of the area. The diameter (in feet) is given by:

diameter of ash = level of the spell \times terrain value.

The circle will always be centred on the wizard. If a defiler casts a second spell at the same location, the diameter extends by the same distance.

Option: if you are using miniatures you can round the diameter of ash up to the nearest full five feet.

If the level of the spell cast is 5th to 6th the diameter of ash is doubled. If the level of the spell cast is 7th to 9th then the diameter is tripled. Extra levels due to metamagic do count towards the level of the spell in this case.

Note that the distances quoted here are for the diameter of the circle rather than the radius. The circle of desolation created by the defiler harms only ordinary plants. Plant type monster are unaffected.

Defiling and Terrain Value

For the purposes of simplicity, defiling does not affect the terrain value of an area immediately. It is assumed that there is a level of ambient life energy that takes some time to dissipate after an area has been defiled.

However, in the longer term, continuous defiling will have a calamitous effect on an area. Not only does it destroy the vegetation, it also leaves the soil sterile. Normally, it will be at least a year before anything grows on defiled ground.

Preserving

Because preservers must take more care when gathering energy for their spells, their casting is not as simple. The more barren the area they are in, and the more powerful the spell they are attempting to cast, the harder it is to gather the required energy without defiling.

Whenever an Athasian wizard attempts to cast a spell without defiling, he must make a preserver check. The DC is calculated as follows:

DC = level of spell + terrain value + Taint.



Taint is described later on. As with defiling, extra levels due to metamagic count towards the level of the spell.

Normally, the only bonuses a wizard will apply to a preserver check are those from the Preserver feat (however also see below). The Preserver feat grants the wizard a +5 bonus to the roll. If he takes the Preserver feat multiple times, the bonuses will stack.

If the preserver succeeds at the roll, then he may cast the spell as normal. If, however, he fails the roll he may not cast the spell by preserving. He has failed to gather the necessary energy. The spell is not lost, however, and he may attempt to gather the energy in the following round. For each previous round that a wizard has been attempting to gather energy for a spell, he gains a +2 bonus to his preserver check. For instance, an Athasian wizard on attempting a preserver check for a particular spell for the third time would get a +4 bonus.

If an Athasian wizard fails a Concentration check during the gathering energy, the spell is lost, and bonuses due to extended gathering, are lost. Similarly, the wizard may abandon the spell at any time as if it had a long casting time.

Alternatively, the wizard may choose to defile to gather the necessary energy. There is no restriction on this or penalty for doing so. The wizard may attempt a preserver check, fail and choose to cast the spell by defiling within the same round.

Sequence During Casting

The following applies both to defilers and preservers.

Energy gathering, whether the creation of a circle of ash or a preserver check, takes place after the casting time of a spell is complete.

Conversely, energy gathering takes place before the readying of spell. This can work to a preserver's advantage as it allows him to prepare a spell, hold it ready and then use it when he needs it without having to make preserver checks.

Taint

The more an Athasian wizard casts spells by defiling, the harder it is for him to cast spells as a preserver. He gets used to the easy power. In game terms, this is represented by Taint.

Every Athasian wizard has a Taint score. It starts off at zero. It then increases by 1 every time the wizard defiles, up to a maximum of 25.

Option: the DM can rule that any Athasian wizard that does not take his first bonus feat as the Preserver feat starts with a Taint of 5.

As explained above, Taint is added to the DC of a wizard's preserver check.

For every month that passes during which an Athasian wizard does not defile at all, he may roll against DC 20 with a bonus equal to his Taint. If he succeeds his Taint is reduced by one. This check takes place at the end of a full month without defiling. Also, a druid's Conversion spell will remove all of a wizard's Taint at a stroke.

0th Level Spells

0th level spells do not have a defiling radius and no preserver check is necessary for them. Casting a 0th level spell will not increase a wizard's taint. It is assumed that these spells require so little energy that they can be cast using ambient life energy.