



# Defilers and Preservers: THE WIZARDS OF ATHAS

Sample file

## Credits

**Design:** Nicky Rea

**Editing:** Bill Slavicsek

**Based on Concepts and Material by:** Timothy B. Brown, Troy Denning,  
and Bill Slavicsek

**Cover Art:** Maren

**Interior Art:** John T. Snyder

**Project Coordinator:** Dori Hein

**Prepress Coordinator:** Dave Conant

**Cartography:** David C. Sutherland III

**Typography:** Tracey L. Isler

**Art Director:** Bob Galica

**Designer's Special Thank You:** To Bill Slavicsek for his patience and help, to Jackie Cassada for her 11th hour assistance, and to Carla Hollar for her original spell ideas and map work.

TSR, Inc.  
201 Sheridan Springs Road  
Lake Geneva  
WI 53147  
USA

TSR Ltd  
120 Church End  
Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom

2445XXX1501

ADVANCED DUNGEONS & DRAGONS, AD&D, DARK SUN, and DUNGEON MASTER are registered trademarks owned by TSR, Inc. The TSR logo is a trademark owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. Copyright ©1996 TSR, Inc. All Rights Reserved. Printed in U.S.A. Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors. This product is protected by the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.



<b>Introduction</b> .....	<b>4</b>
<i>About This Book (side bar)</i> .....	4
<b>Chapter 1: Athasian Magic</b> .....	<b>6</b>
Wizards Under the Crimson Sun .....	6
<i>Wizards of Athas (side bar)</i> .....	6
Sadira the Sun Wizard .....	8
Energy from Life .....	8
The Elements of Life .....	8
Special Energy Sources .....	9
The Cerulean Storm .....	9
The Black .....	9
The Gray .....	9
<i>You Can't Get There from Here (side bar)</i> .....	10

# TABLE OF CONTENTS

Defilement Versus Preservation .....	10
Game Mechanics .....	10
<i>Lost In the Gray (side bar)</i> .....	11
<i>The Color of Magic (side bar)</i> .....	12
Table XVII: Gathering Spell Energy Through Defiling Magic .....	12
<i>Gathering Power (side bar)</i> .....	12
Defiler Destruction .....	12
Table XXXIV: Defiler Magical Destruction .....	13
Two Methods: The Gathering of Power .....	13
Method One—Outrage .....	13
Method Two—In Play .....	14
The History of Magic .....	16
The Time Before Magic .....	16
The Birth of Magic .....	16
The Sundering of the Paths .....	18
The Cleansing Wars .....	19
The Sorcerer-Kings .....	20
Now .....	20
<b>Chapter 2: Paths to Magic</b> .....	<b>21</b>
Spells and Spell Books .....	21
<i>No Specialist Wizards (side bar)</i> .....	21
The Threefold Path .....	22
Table 1: The Paths of Magic .....	23
Comprehensive Spell List .....	23
Athasian Spells .....	23
Changes to Existing Spells .....	27
Spell Components .....	27
Other Particulars .....	27
Wizard Player Characters .....	28
Table 2: Races and Wizard Types .....	28
Table 3: Racial Class and Level Limits .....	29
Table 4: Exceeding Racial Level Limits .....	29
Table 5: Wizard Spell Progression Past 20th Level .....	29
Switching Roles .....	29
The Road to Corruption .....	30
The Road Back .....	30
The Path of Preservation .....	31
The Veiled Alliance .....	32

Advanced Beings . . . . .	34
<i>Oronis the Reformed Dragon King (side bar)</i> . . . . .	34
Dual-Classed Humans . . . . .	34
Advanced Beings and Magic . . . . .	35
Becoming a Dragon . . . . .	35
<i>One Dragon? (side bar)</i> . . . . .	35
<i>Animalistic Stages (side bar)</i> . . . . .	36
Table 6: Dragon and Avangion Experience Levels . . . . .	38
Becoming an Avangion . . . . .	38
<i>Role-playing Advanced Beings (side bar)</i> . . . . .	38, 39
<b>Chapter 3: Character Kits . . . . .</b>	<b>41</b>
Proficiencies . . . . .	41
Kit Descriptions . . . . .	41
Advanced Being Kit (Wizard) . . . . .	42
<i>Roleplaying Wizards (side bar)</i> . . . . .	43
Arena Mage Kit . . . . .	44
<i>A Difference in Perception (side bar)</i> . . . . .	44
<i>Society and the Wizard (side bar)</i> . . . . .	46
Cerulean Kit . . . . .	46
<i>Veiled Alliance (side bar)</i> . . . . .	47
<i>Wizards in Tyr (side bar)</i> . . . . .	48
Chasseur Kit . . . . .	48
<i>Enemy of the Alliance (side bar)</i> . . . . .	49
<i>Defilers (side bar)</i> . . . . .	50
Earth Defender Kit . . . . .	50
Exterminator Kit . . . . .	51
<i>Defiler Problems (side bar)</i> . . . . .	51
<i>Accomplishing Goals (side bar)</i> . . . . .	52
Free Wizard Kit . . . . .	53
<i>Adventuring (side bar)</i> . . . . .	54
<i>Why Adventure? (side bar)</i> . . . . .	55
Illusionist Kit . . . . .	55
Mercenary (Wizard) Kit . . . . .	56
Restorationist Kit . . . . .	59
<i>Apprentices (side bar)</i> . . . . .	59
<i>Sanctums (side bar)</i> . . . . .	60
Shadow Wizard Kit . . . . .	60
Tribal Wizard Kit . . . . .	61
<i>Sources of Energy (side bar)</i> . . . . .	62
Necromancer Kit . . . . .	64
<i>Player Style (side bar)</i> . . . . .	64
<b>Chapter 4: New Spells . . . . .</b>	<b>66</b>
First-Level Spells . . . . .	66
Second-Level Spells . . . . .	67
Third-Level Spells . . . . .	69
Fourth-Level Spells . . . . .	72
Fifth-Level Spells . . . . .	75
Sixth-Level Spells . . . . .	77
Seventh-Level Spells . . . . .	78
Eighth-Level Spells . . . . .	79
Ninth-Level Spells . . . . .	81
Tenth-Level Spells . . . . .	82
<b>Chapter 5: Proficiencies . . . . .</b>	<b>90</b>
New Weapon Proficiencies . . . . .	90
Nonweapon Proficiencies . . . . .	91
Table 7: Nonweapon Proficiency Groups . . . . .	91
New Nonweapon Proficiencies . . . . .	92

Sample file

# About This Book

This book describes both defilers and preservers, the wizards of the DARK SUN® world. The new DARK SUN Campaign Setting and the core AD&D® rules books (DUNGEON MASTER® Guide and Player's Handbook) are required to fully utilize this accessory.

Defilers and Preservers demonstrates how Athasian wizards power their magic and details the spells each are likely to learn. The history of Athasian magic makes clear the origin of the arcane arts, as well as the roles of the sorcerer-kings and those who oppose them in the grand scheme of things.

Explanations for how characters become dragons or avangions are given, and the special magic used by advanced beings is covered.

New spells, proficiencies, and player character kits are highlighted, giving players several options for creating spellcaster characters in a DARK SUN campaign. Whether as a member of the secretive Veiled Alliance, a tribal spellcaster, an adventuring mage, or an independent wizard, spellcasters can be customized with a specialized kit and choice of spells that are uniquely suited to the land beneath the crimson sun.

Finally, there are plenty of sidebars focusing on role-playing the wizards of Athas. These sidebars examine the particular difficulties Athasian wizards face, both preservers and defilers, and offer suggestions on how characters can cope with these many problems.



## INTRODUCTION

As a child, I never understood why my father kept my mother so close to home. She was not especially attractive and often seemed too busy with her own pursuits to pay much attention to either of us. She kept to her room a lot and I must have spent half my childhood staring at her beautifully carved and expensive door made of agafari wood brought all the way from Nibenay. When I asked him about her once, he told me that I must never discuss my mother or her peculiar habits with anyone — even my cousins or aunt and uncle. He also said that mother had a strange affliction that was dangerous both to her and to us and that I was not to disturb her when she was in her room.

Time passed and I obeyed, though like any curious child I tried to spy upon her and gain entry to her mysterious chamber. Every few weeks she would leave the house and wouldn't return for several hours. My father always pretended not to notice her absence. When I was old enough, I tried to follow her secretly one night, but somehow I lost track of her in the twists and turns of the dry, dusty streets of the elven market. Knowing I was a target for thieves or worse, I retraced my steps and returned home, but I wondered that a woman like my mother, who kept to herself and her home, could find her way through that dangerous section of the city unmolested.

Then one night she failed to return. The next day, my father introduced me to an old man who handed me an ivory ring my mother had always worn and a black key.

"The key is to the door of your mother's room," my father told me, "It is your room now."

I clutched the key and looked from him to the old man.

"Put on the ring," the old man commanded.

Looking into his fierce blue eyes, I did so. Suddenly, my mind was enveloped by strange sensations and I knew that I now had the power to shield my mind from psionic probes. My own talent, which manifested a few years earlier, lay in moving small objects without touching them.

"What ... what is it?" I asked.

"Open the door and find your destiny," the old man murmured.

I unlocked the door of my mother's room, that mysterious place I had never seen, and gazed upon crystals and feathers and scales, strangely patterned drawings, script written on brittle parchment, and odd bits of things I had no name for. I turned to my father.

"What does all this mean?" I asked the question, although I feared I knew the answer.

"Your mother was a great preserver. She served Athas well. You have her blood in you and she saw the power that would one day be yours," he answered.

"It is no easy thing we ask of you," the old man said. "The road to knowledge and power is long and filled with peril. Like her, you may fall in battle against opponents who are too powerful and numerous for you to overcome. Most of the people of Athas have no idea that there are different kinds of spellcasters; they see all of us as evil. They hate us and would destroy us on sight. Nonetheless, you will have great power to restore Athas to the land it could be, green and growing. You may be the one who will rise to become a champion against the evils of the sorcerer-kings. Will you accept your destiny and learn from me? Will you learn the ways of magic?" The old man loomed over me, waiting for my answer.

I once again looked to my father. "Is this the affliction you spoke of so long ago? The terrible secret which I could tell to no one?"

"Yes," he answered simply, "It is an affliction that you must accept and willingly bear or decline and forget what has happened here forever."

Though I was afraid and had no way to judge what I was getting into, I was conscious of the years my mother had spent locked away in her room. I looked around that chamber, realizing that all within it would now be mine, that these strange and compelling objects and writings could become a part of my life, could give me the power to change things for the better. Finally, I nodded.

"If I am to be cursed by the magic within my blood," I said, "so be it."

Beneath the burning orb of the Dark Sun, the savage world of Athas turns. Here, magic operates differently from the magic of other campaign worlds. Energy for spells and magical effects is drawn from living things (usually the land and plants). Decimated by centuries of irresponsible magical manipulation associated with this drawing of living energy, Athas struggles to survive. Some few—the wizards 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-kings 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-kings 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-kings and the wanton destruction of the land around them. For this reason, all wizards are hated and feared. If any wizards reveal themselves to the common crowds, they can expect violence or even death to be visited upon them.



## Wizards of Athas

*Wizard: A member of a specific character class, a wizard is trained to gather, store, and expend magical energy to shape spells. This energy comes from the living environment of the world.*

*Preserver: A specific type of wizard, a preserver taps the magical energy in such a way as to work in harmony with nature. He draws life energy slowly, carefully, so as not to destroy the source of the power he gathers.*

*Defiler: A specific type of wizard, a defiler doesn't care to temper the process he uses to gather energy. His disregard for the land, the source of magical energy, turns it into dead ash.*

*Other Wizards: Though rare, there are other Athasian wizards who draw magical energy from special sources, though they all fall under the category of either defiler or preserver. These include sorcerer-kings (or dragons), avangions, ceruleans, necromancers, and shadow wizards.*



## CHAPTER ONE:

# Athasian Magic

The basics of magic on Athas are the same as they are on other prime worlds: users draw energy from a source and employ a combination of components—material, somatic, and verbal—to unleash the magic. (Some call this combination “tool, gesture, and spoken word.”) Magic, a form of energy, is drawn from a specific source and shaped by the user into effects called “spells.” The source of that energy demonstrates the contrast between Athasian magic and the magic of other worlds.

Different types of magic tap into different sources. Athasian sources include the elements, for priestly magic; and the land, plant life, and living beings, for wizardly magic. (Some special sources exist, but only the rare practitioner can use them. These include the Cerulean Storm, the Gray, the Black, and even the mighty crimson sun.) Regardless of the power source, the means remain the same. The tools needed to convert and transform that energy, the incantations necessary to mold it into a desired shape, and the gestures required to unleash its power differ with each spell, but the essential ingredients are similar.

## Wizards Under the Crimson Sun

On Athas, the energy for wizardly magic doesn't come from some extradimensional source as it does on other worlds, but from the living environment itself. Wizardly magic taps into the life force of Athas, drawing strength from the fertile soil and the plants that grow within it. It provides great power to those who can gather and shape it, though the cost to the world can be beyond measure.

All Athasian wizards, defilers and preservers alike (with a few exceptions), power their spells with life energy. Until they reach very high levels, wizards draw upon the life force of plants only. The magic of advanced preservers and defilers (above 20th level) draws energy from both plant and animal life—including humans and humanoids.

Dragons, the ultimate defilers, wantonly destroy both plant life and living creatures to power their spells. All the remaining sorcerer-kings of the Tyr Region walk the path of transformation into dragons. Avangions, the most advanced preserver form achievable, know how to utilize the life energy of plants and living beings without harming the source.