

Spells and Spellcasting

Aside from the rules for preserving and defiling in the previous section, Spellcasting on Athas obeys all the same rules as normal from the *Player's Handbook*.

Spells that require metal reagents, such as the copper coin required for *Detect Thoughts*, can be cast by substituting non-metal component of equivalent value in ceramic pieces.

Some specific spells are largely unknown on Athas due to the world being cut off from the broader multiverse, while others are altered due to the lack of true divine powers connected to the world beneath the Dark Sun.

Survival And Water Spells

Create or Destroy Water: When cast with a spell slot of 5th level or lower, it can only destroy water. When cast at 6th level or higher it can create water.

Create Food and Water: This spell produces only 4 Survival Days worth of rations. The water, like the food, expires after 24 hours, becoming briny and bitter.

Goodberry: The spell creates only enough food to sustain a single creature and consumes the sprig of mistletoe required to cast it.

Conjure Elemental, Ice Knife, Ice Storm, Maelstrom, Sleet Storm, Snowball Storm, Summon Elemental, Watery Sphere, Wall of Ice, Wall of Water: The water created by these spells becomes silt in the mouth of anyone who attempts to drink it.

Plant Growth: If cast on defiled soil, it must be cast on that soil every day for one year to purge it of defilement, and then again the following day for the normal effect.

Conjuration and Summoning Spells

Conjure Fey: This spell only works as normal when the caster is within one mile of a portal to the dying Feywild of Athas. Otherwise, there is a 95% chance the spell fails and 5% chance the spell conjures an undead creature of equal CR from The Black that is hostile to all other creatures that are not undead.

Find Steed: This spell can only find steeds native to Athas and the creature may be a fey, fiend, or elemental. It cannot be a celestial.

Find Greater Steed: This spell can only find steeds native to Athas or the Elemental Planes, and the creature type may be a fey, fiend, or elemental. It cannot be celestial.

Heroes' Feast: The component cost is worth 1000 gold coins, which is 10,000 Gold Bits.

Magnificent Mansion: The door leads to a comfortable tent the same size as the mansion but without any servants or provisions.

Planar Ally: This spell can only contact an ally from one of the planes the *Plane Shift* spell can reach.

Plane Shift: This spell can only be used to travel to the Grey, The Feywild, The Elemental Planes, the Elemental Chaos, or The Abyss.

Summon Fey: This spell only works within 100 ft of a portal to the Feywild.

Summon Fiend: This spell can only summon a fiend with the demon subtype.

Tidal Wave, Tsunami: These spells are unchanged in effect, but conjure waves of silt rather than water.

Spells of Evil and Good

Spells that detect or deter extra-planar creatures do not distinguish between extraplanar creature types, reading all such creatures as 'outsiders'. However, they also detect any creature with a Defiler Aura within their normal range.

These spells include but may not be limited to:

Detect Evil and Good, Dispel Evil and Good, and Protection from Evil and Good.

Renamed Spells

Some spells are known by different names on Athas due to their allusions to spellcasters or legendary beings unknown to Athas' historians. These tend to be named after Sorcerer Kings, Athas' moons, or Primordials left behind after the dawn of time.

Spell Name	Athasian Name
<i>Armor of Agathys</i>	<i>Armor of Cryonax</i>
<i>Arms of Hadar</i>	<i>Arms of Timesus</i>
<i>Dragon's Breath</i>	<i>Dregoth's Breath</i>
<i>Bigby's Hand</i>	<i>Hand of Ral</i>
<i>Hunger of Hadar</i>	<i>Hunger of Herumar</i>
<i>Mordenkainen's Sword</i>	<i>Archon's Blade</i>
<i>Tensor's Transformation</i>	<i>Tziphal's Transformation</i>
<i>Evard's Black Tentacles</i>	<i>Ul-Athra's Tendrils</i>
<i>Temple of the Gods</i>	<i>Elemental Shrine</i>
<i>Illusory Dragon</i>	<i>Phantom of Ebe</i>
<i>Aganazzar's Scorcher</i>	<i>Breath of Imix</i>
<i>Holy Aura</i>	<i>Primal Light</i>
<i>Hellish Rebuke</i>	<i>Abyssal Fury</i>
<i>Guardian of Faith</i>	<i>Radiant Warden</i>
<i>Divine Word</i>	<i>Voice of Athas</i>
<i>Divine Favor</i>	<i>Primal Fire</i>
<i>Holy Weapon</i>	<i>Primal Fang</i>
<i>Shadow of Moil</i>	<i>Midnight's Embrace</i>

Unknown Spells

The spells listed below are not appropriate for a Dark Sun game.

Astral Projection

Commune

Conjure Animals

Conjure Celestial

Conjure Woodland Beings

Contact Other Plane

Etherealness

Gate

Infernal Calling

Summon Celestial

Summon Construct