

Erdlu Hide



Alteration

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

The wizards of elf nomad tribes of Athas developed this spell to provide an unarmored wizard with effective armor when he needs it the most. This spell causes the recipient's skin to become as tough as the scaly hide of an erdlu, giving the equivalent of scale mail (AC 6). This armor adds no weight or encumbrance to the wearer, lasting until successfully dispelled or until the wearer sustains cumulative damage greater than 8 hit points, plus 1 hit point per level of the caster. A protected wizard can still cast spells. The erdlu hide spell is cumulative with Dexterity and shield bonuses, but not with any other protective spell, such as giant fur or armor.

The material components for this spell are a pair of scales from an erdlu.

Notes: Uncommon in a DARK SUN setting; virtually unknown elsewhere.