Dark Sun 3

Rules for Dark Sun Campaigns

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Introduction

"For thousands of years, the Tablelands have remained untouched: its politics frozen in a delicate stalemate, its life in a balance even more delicate. It is true that the Dragon Kings amused themselves with their petty wars, rattling sabers to punctuate the passing of ages. It is true that, occasionally, another city would be swallowed by the wastes.

But there were no surprises. The Dragon Kings steered everything from their omnipotent perches, content in their superiority, but ever thirsting for challenge.

All that has changed. The Tablelands have been thrown into turmoil, the likes of which have not been seen since times forgotten. The Dragon Kings have been thrown into confusion, grasping for the tedium they so recently lamented.

And yet I fear the worst is yet to come. Change is in the air, and change has never come gently to Athas."

—Oronis, sorcerer-king of Kurn

Dark Sun 3 is a new edition of the *Dark Sun* campaign setting, written using the *Dungeons & Dragons* 3.5 rules. You will need the *Player's Handbook* (*PH*), *Dungeon Master's Guide* (DMG), *Monster Manual* (MM), and the *Expanded Psionics Handbook* (XPH) to make use of the material in this book. In addition, you might find useful to download the *Athasian Emporium* (AE), *Terrors of Athas* (ToA), *Terrors of the Dead Lands* (TotDL), and *Faces of the Forgotten North* (FFN), since this book contains a small amount of material presented in those rulebooks.

This document is intended for an audience already familiar with the *Dark Sun* campaign setting, and does not attempt to detail the world of Athas in full. For more information on Athas, visit www.athas.org – the official *Dark Sun* website. In addition to the latest version of this document, you may find other *Dark Sun* material available as free downloads.

All *Dark Sun* products published by TSR may be purchased from RPGNow! as pdf downloads.

This is Athas

Athas' savage, primal landscape is the result of long centuries of ecological and magical abuses. The world is dying. It breathes its last gasps as water turns to silt, grasslands become sandy wastes, and jungles decay into stony barrens. Still, life finds ways to endure even in these hellish conditions. In fact, it thrives.

Children growing up beneath the crimson sun don't aspire to become heroes. True heroes who champion causes or seek to make the world a better place are as rare as steel on Athas. Living to see the next dawn is more important than defending a set of beliefs, so survival ultimately motivates all living creatures—not virtue or righteousness.

But heroes are desperately needed in this harsh, savage world... Heroes like the ones who stepped forward to destroy the sorcerer-king Kalak and set Tyr free. Heroes like those who risked everything to kill the Dragon and keep Rajaat the Warbringer from devastating the land.

Today, Athas rushes toward its future. If the course of destruction is to be diverted, of Athas is to be restored, then more heroes must grab the reins of destiny and give new hope and promise to the world.

Ten Things You Need to Know

Every *Dungeon Master* and player needs to know and remember these facts about the world of Athas.

1. Dark Sun is Different from Traditional *D&D*. Many monsters, prestige classes, spells or magic items from the core rulebooks simply are not available in Athas. Many races were extinguished from Athas during the Cleansing Wars. This is because Athas has a very different background than most *D&D* settings. Check with your DM to see which options you have to choose from before building your character.

2. Tone and Attitude. Athas puts the survival of the fittest concept to its fullest. Those who cannot adapt to endure the tyrannical sorcerer-kings, the unrelenting sun, or the many dangers of the wastes will certainly perish. Illiteracy and slavery are commonplace, while magic is feared and hated. The term "hero" has a very different meaning on Athas.

3. A Burnt World. Thousands of years of reckless spellcasting and epic wars have turned Athas into a barren world, on the verge of an ecological collapse. From the first moments of dawn until the last twinkling of dusk, the crimson sun shimmers in the olive–tinged sky like a fiery puddle of blood, creating temperatures up to 150° F (65° C) by late afternoon. Waters is scarce, so most Athasians need to come up with alternative solutions for dealing with the heat or perish.

4. A World Without Metal. Metals are very rare on Athas. Its scarcity has forced Athasians to rely on barter and different materials, such as ceramic, to use as currency. It also hampers industrial and economic development as well; mills and workshops rarely have quality tools to produce everyday products. Even though most Athasians have developed ways of creating weapons and armor made of nonmetallic components, but the advantage of having metal equipment in battle is huge.

5. The Will and The Way. From the lowliest slave to the most powerful sorcerer-king, psionics pervade all levels of Athasian society. Virtually every individual has some mental ability, and every city-state has some sort of psionic academy available. Athasians use the term Will to refer to someone's innate ability for psionics and the Way for the study of psionics.

6. A World Without Gods. Athas is a world without true deities. Powerful sorcerer-kings often masquerade as

gods but, though their powers are great and their worshippers many, they are not true gods. Arcane magic require life force, either from plants or animals, to be used. All divine power comes from the Elemental planes and the spirits of the land that inhabit geographic features.

7. Planar Insulation. Barriers exist between Athas and other planes. In the case of other planes of existence, the Gray impedes planar travel, except to the Elemental Planes. Consequently, travel via spelljamming is impossible, and planar travel is much more difficult. The same holds true for those trying to contact or reach Athas. The barrier formed by the Gray impedes travel in both directions.

8. The Struggle For Survival. The basic necessities of life are scarce on Athas. This means that every society must devote itself to attaining food and safeguarding its water supply, while protecting themselves from raiding tribes, Tyr–storms, and other city-states. This essentially means that most Athasian must devout a large deal of their lives just to survive.

9. The Seven City-states. The Tyr Region is the center of the world of Athas, at least as far as the people of the seven city-states are concerned. It's here, along the shores of the Silt Sea and in the shadows of the Ringing Mountains that civilization clings to a few scattered areas of fertile land and fresh water. The majority of the population lives in the city-states of Tyr, Urik, Raam, Draj, Nibenay, Gulg, and Balic. The remainder lives in remote villages built around oases and wells, or wanders about in nomadic tribes searching for what they need to survive.

10. New Races. In addition to the common player character races found in the *Player's Handbook*, players can choose to play aarakocra, half-giants, muls, pterrans, and thri-kreen in Dark Sun. Aarakocra are avian freedom-loving creatures, but extremely zealous and xenophobic. Half-giants are creatures with great strength, but dull wits. Muls are a hybrid race that combines the natural dwarven resilience and stubbornness with the adaptability from humans. Pterrans are reptilian nature-worshipping creatures that are always in the pursuit of their "life paths". Thri-kreen are insectoid creatures that roam the Athasian wastes in search for prey.

The Five Ages of Play

Dark Sun 3 supports adventures and campaigns set in many different ages, five of which are detailed in this book. You can set your campaign right after the events of the *Prism Pentad*. Known as the Age of Heroes, this is a period that fundamentally changed the world, when individuals begun fighting back all the tyranny and oppression, ending up with several sorcerer-kings dead and the first free city of the Tablelands appeared.

Or, you can go backward in time to the classic period where most sorcerer-kings were still alive and play during the Brown Age or the Age of Sorcerer-kings, when the world was becoming more and more a wasteland by defiling magic, and the Dragon of Tyr was almighty.

Or, you can go even more backward in time and play during the Cleansing Wars, when Rajaat unleashed his human armies and his Champions in order to wipe out all other intelligent races from the face of Athas.

Or, you can go to Green Age, when the New Races began populating the lands left unscathed by the receding waves, and the first great cities were found, and psionics started to show its true power.

Or, you can go to the very first age, known as the Blue Age, when the world was still young and the only intelligent races where the rhulisti, the ancient halflings, and the kreen, lived in a world filled with oceans and a blue sun, and magic was nonexistent.

In addition, the rules set in this book can be used to support campaigns set in other ages. For example, you could forward to several hundred years into the future, in a world that could be either devastated by the Kreen invasion, or that has just begun to heal from most of the damage it suffered since Rajaat discovered arcane magic. Although these ages are not covered in this book, the rules herein can be used as a basis for play in them.

Where to Begin

Players should begin by creating their *Dark Sun* character after reading the first six chapters of this book. Players may also want to read the timeline in order to understand the history of Athas. Remember to discuss with your DM before creating your character to find out what options and other books are allowed in his campaign.

The DM should start with Chapter 7: Life on Athas and read material relevant to the locations, Chapter 9: Athasian Campaigns for guidelines and tips when running your campaign, and Chapter 11: Others Eras of Play to understand more about the era of play on which your campaign will focus.

Behind the Veil: Introduction

Throughout this document, you will find notes entitled "Behind the Veil." These notes discuss metagame issues, such as conversion notes, rationale for certain decisions and other items of interest. These are notes and comments, and are not necessary to play the game; you can feel free to skip past them.

Chapter 1: Character Races

"I live in a world of fire and sand. The crimson sun scorches the life from anything that crawls or flies, and storms of sand scour the foliage from the barren ground. Lightning strikes from the cloudless sky, and peals of thunder roll unexplained across the vast tablelands. Even the wind, dry and searing as a kiln, can kill a man with thirst."

—The Wanderer's Journal

Athas is a world of many races, from the gith who wander the deserts, to the tareks, too stubborn to know when they have died. Giants terrorize the Silt Sea, while belgoi steal grown men in the night. The magic of the Pristine Tower produces the New Races; most never see a second generation. Despite the variety of intelligent life, only a few races have the numbers to significantly impact the politics of the Tablelands.

Though the races of the *Dark Sun* campaign setting resemble those of other campaign worlds, it is frequently in name only. The insular elves roam the Tablelands, trusted by no one but their own tribe-mates. Halflings are feral creatures, possessed of a taste for human flesh. Hairless dwarves work endlessly, their entire perception of the world filtered through the lens of a single, all–consuming task. Unsleeping thri-kreen roam the wastes, always hunting their next meal.

The five new races presented in this chapter are:

Aarakocra, avian freedom–loving creatures, but extremely zealous and xenophobic.

Half-giants, a race that combines great strength, but dull wits, from their giant heritage; with the agility of their human forbearers.

Muls, a hybrid race that combines the natural Dwarven resilience and stubbornness with the adaptability from humans.

Pterrans, reptilian nature–worshipping creatures that are always in the pursuit of their "life paths".

Thri-kreen, insectoid creatures, these natural hunters roam the Athasian wastes in search for prey.

Humans

"Humans are fools, and hopelessly naive as well. They outnumber us; they are everywhere, and yet they have no more sense of their strength than a rat. Let us hope that the Datto remain that way."

—Dukkoti Nightrunner, elven warrior

While not the strongest race, nor the quickest, humans have dominated the Tablelands for the last three thousand years.

Personality: More than other races, human personality is shaped by their social standing and background.

Physical Description: Human males average 6 feet tall and 200 lbs, while smaller females average 5 1/2 feet and 140 pounds. Color of eyes, skin, and hair, and other physical features vary wildly; enlarged noses, webbed feet or extra digits are not uncommon.

Relations: Human treatment of other races is usually based on what their culture has taught them. In large settlements, such as in city-states, close proximity with many races leads to a suspicious unfriendly tolerance.

Alignment: Humans have no racial tendency toward any specific alignment.

Human Lands: Humans can be found anywhere, from the great city-states to the barren wastes.

Magic: Most humans fear and hate arcane magic, forming mobs to kill vulnerable wizards.

Psionics: Humans see the Way as a natural part of daily life, and readily become psions.

Religion: Most humans pay homage to the elements. Draji and Gulgs often worship their monarchs.

Language: Most humans speak the common tongue. Nobles and artisans within a given city-state usually speak the city language, but slaves typically only speak Common.

Names: Nobles, artisans and traders use titles or surnames; others some simply use one name.

Male Names: Agis of Asticles, King Tithian, Lord Vordon, Pavek, Trenbull Al'Raam'ke

Female Names: Akassia, General Zanthiros, Lady Essen of Rees, Neeva, Sadira

Adventurers: Some human adventurers seek treasure; others adventure for religious purposes as clerics or druids; others seek companionship or simply survival.

Aarakocra

"You are all slaves. You all suffer from the tyranny of the ground. Only in the company of clouds will you find the true meaning of freedom."

—Kekko Cloud-Brother, aarakocra cleric

Aarakocra are the most commonly encountered bird–people of the Tablelands. Some are from Winter Nest in the White Mountains near Kurn, while others are from smaller tribes scattered in the Ringing Mountains and elsewhere. These freedom-loving creatures rarely leave their homes high in the mountains, but sometimes, either as young wanderers or cautious adventurers, they venture into the inhabited regions of the Tablelands.

Personality: These bird-people can spend hours riding the wind currents of the mountains, soaring in the olive-tinged Athasian sky. While traveling, aarakocra prefer to

fly high above to get a good view all around of their location and detect any threats well in advance. When they stop to rest, they tend to perch on high peaks or tall buildings. Enclosed spaces threaten the aarakocra, who have a racial fear of being anywhere they cannot stretch their wings. This claustrophobia affects their behavior. Unless it is absolutely necessary, no aarakocra will enter a cave or enclosed building, or even a narrow canyon.

Physical Description: Aarakocra stand 6 1/2 to 8 feet tall, with a wingspan of about 20 feet. They have black eyes, gray beaks, and from a distance they resemble lanky disheveled vultures. Aarakocran plumage ranges from silver white to brown, even pale blue. Male aarakocra weigh around 100 pounds, while females average 85 pounds. An aarakocra's beak comprises much of its head, and it can be used in combat. At the center of their wings, aarakocra have three-fingered hands with an opposable thumb, and the talons of their feet are just as dexterous. While flying, aarakocra can use their feet as hands, but while walking, they use their wing-hands to carry weapons or equipment. Aarakocra have a bony plate in their chest (the breastbone), which provides protection from blows. However, most of their bones are hollow and brittle and break more easily than most humanoids. The aarakocra's unusual build means they have difficulty finding armor, unless it has been specifically made for aarakocra. Aarakocra usually live between 30 and 40 years.

Relations: Aarakocra zealously defend their homeland. They are distrustful of strangers that venture onto their lands. Many of the southern tribes exact tolls on all caravans passing through their lands, sometimes kidnapping scouts or lone riders until tribute is paid. Tribute can take the form of livestock or shiny objects, which aarakocra covet. Some evil tribes may attack caravans without provocation. Aarakocra have great confidence and pride in their ability to fly, but have little empathy for land–bound races.

Alignment: Aarakocra tend towards neutrality with regard to law or chaos. With respect to good and evil, Aarakocran tribes usually follow the alignment of their leader. A tribe whose leader is neutral good will contain lawful good, neutral good, chaotic good and neutral members, with most members being neutral good. Aarakocra, even good ones, rarely help out strangers.

Aarakocran Lands: Most Aarakocran communities are small nomadic tribes. Some prey on caravans, while others or build isolated aeries high in the mountains. The least xenophobic aarakocra generally come from Winter Nest, in the White Mountains, a tribe allied with the city-state of Kurn. Of all the human communities, only Kurn builds perches especially made for aarakocra to rest and do business. In contrast, king Daskinor of Eldaarich has ordered the capture and extermination of all aarakocra. Other human communities tolerate Aarakocran characters but do not welcome them. Merchants will do business with aarakocra as long as they remain on foot. Most land-bound creatures are suspicious of strange creatures that fly over their herds or lands unannounced, and templars, even in Kurn, have standing orders to attack creatures that fly over the city walls without permission.

Magic: Most Aarakocran tribes shun wizardly magic, but a few evil tribes have defilers, and one prominent good-aligned tribe, Winter's Nest, has several preservers.

Psionics: Aarakocra are as familiar with psionics as other races of the tablelands. They particularly excel in the psychoportation discipline. In spite of their low strength and constitutions, they excel as psychic warriors, often using ranged touch powers from above to terrifying effect.

Religion: Aarakocran shamans are usually air clerics, sometimes sun clerics, and occasionally druids. Most rituals of Aarakocran society involve the summoning of an air elemental, or *Hraak'thunn* in Auran (although an aarakocra would call their language Silvaarak, and not Auran). Summoned air elementals are often used in an important ritual, the Hunt. The Aarakocran coming of age ceremony involves hunting the great beasts found in the Silt Sea.

Language: Athasian aarakocra speak Auran. Aarakocra have no written language of their own, though some of the more sophisticated tribes have borrowed alphabets from their land-bound neighbors.

Regardless of the language spoken, aarakocra do not possess lips, and therefore cannot even approximate the 'm', 'b' or 'p' sounds. They have difficulty also with their 'f's and 'v's, and tend to pronounce these as 'th' sounds.

Male Names: Akthag, Awnunaak, Cawthra, Driikaak,

Table 1–1: Athasian Racial Ability Adjustments

Race	Type	LA	Ability Adjustments	Favored Class	Automatic Languages
Human	Humanoid	+0	—	Any	Common
Aarakocra	Monstrous Humanoid	+1	–2 Strength, +4 Dexterity, –2 Charisma	Cleric	Auran and Common
Dwarf	Humanoid	+0	+2 Constitution, –2 Charisma	Fighter	Common and Dwarven
Elf	Humanoid	+0	+2 Dexterity, –2 Constitution	Rogue	Common and Elven
Half-elf	Humanoid	+0	+2 Dexterity, –2 Charisma	Any	Common and Elven
Half-giant	Giant	+2	+8 Strength, –2 Dexterity, +4 Constitution, –4 Intelligence[1], –4 Wisdom, –4 Charisma	Barbarian	Common
Halfling	Humanoid	+0	–2 Strength, +2 Dexterity	Ranger	Halfling
Mul	Humanoid	+1	+4 Strength, +2 Constitution, –2 Charisma	Gladiator	Common
Pterran	Humanoid	+0	–2 Dexterity, +2 Wisdom, +2 Charisma	Druid, telepath or ranger	Saurian
Thri-kreen	Monstrous Humanoid	+2	+2 Strength, +4 Dexterity, –2 Intelligence[1], +2 Wisdom, –4 Charisma	Psychic warrior	Kreen

1 A half-giant or thri-keen's starting Intelligence is at least 3. If this adjustment would lower a character's score to 1 or 2, his Intelligence is 3.

Gazziija, Kraah, Krekkekelar, Nakaaka, Thraka.

Female Names: Arraako, Kariko, Kekko, Lisako, Troho.

Tribal Names: Cloud Gliders, Sky Divers, Peak Masters, Far Eyes, Brothers of the Sun.

Adventurers: Adventuring aarakocra are usually young adults with a taste for the unknown. They are usually curious, strong-minded individuals that wish to experience the lives of the land-bound peoples. Good tribes see these young ones as undisciplined individuals, but can tolerate this behavior. Evil tribes may view this sort of adventurous behavior as treacherous, and may even hunt down the rogue member.

Aarakocra Society

The aarakocra have a tribal society. The civilized tribes of Winter Nest form the largest known community of aarakocra in the Tyr region. Though their communities are lead by a chieftain, the aarakocra have a great love of personal freedom. So while the chieftain makes all major decisions for the community, unless she consults with the tribal elders and builds a strong consensus within the tribe first, her decisions may be ignored.

Air and sun shamans play an important role in aarakocra societies. Aarakocra worship the sun because it provides them with the thermals they need to soar. The air shamans of Winter Nest lead their community in daily worship of the air spirits.

Aarakocra of Winter Nest have a deep and abiding respect for the gifts of nature and little patience for those who abuse those gifts. They look after the natural resources of the White Mountains and have been known to punish those who despoil or abuse them.

In more primitive societies, female aarakocra rarely travel far from the safety of the nest, and focus solely on raising the young. In Winter Nest, both sexes participate in all aspects of society, with females more often elected by the elders to be chieftains.

Aarakocra believe that their ability to fly makes them superior to all other races and thus they have great confidence and pride in themselves. Though they often express sympathy for people unable to fly, this more often comes across as condescending.

Aarakocra are carnivores, but do not eat intelligent prey.

Roleplaying Suggestions

Loneliness doesn't bother you like it bothers people of other races. You loathe the heat and stink of the cities, and long for cold, clean mountain air. The spectacle and movement of so many sentient beings fascinates you, but watching them from above satisfies your curiosity. The very thought of being caught in a crowd of creatures, pinned so tight that you can't move your own wings, fills you with terror.

You are friendly enough with people of other races, provided they respect your physical distance, and are willing to be the ones that approach you. You form relationships with individuals, but don't involve yourself in the politics of other racial communities – in such matters you prefer to watch from above and to keep your opinions to yourself unless asked.

You prefer to enter buildings through a window rather than through a door. Your instincts are to keep several scattered, hidden, nests throughout the areas that you travel regularly: one never knows when one might need a high place to rest. Remember your love of heights and claustrophobia, and rely on Aarakocran skills and tactics (dive-bombing). Take advantage of your flying ability to scout out the area and keep a "bird's eye view" of every situation.

Aarakocra Racial Traits

•–2 Strength, +4 Dexterity, –2 Constitution: Aarakocra have keen reflexes, but their lightweight bones are fragile.

• Monstrous Humanoid: Aarakocra are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.

• Medium: As Medium creatures, aarakocra have no special bonuses or penalties due to size.

• Low-light vision: Aarakocra can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.

• Aarakocra base land speed is 20 feet, and can fly with a movement rate of 90 feet (average maneuverability).

• +6 racial bonus to Spot checks in daylight. Aarakocra have excellent vision.

• Natural Armor: Aarakocra have +1 natural armor bonus due to their bone chest plate that provides some protection from blows.

• Natural Weaponry: An aarakocra can rake with its claws for 1d3 points of damage, and use its secondary bite

Behind the Veil: Ability Scores

In Dark Sun, ability scores are generated using the same methods as standard *D&D*: either the 4d6 drop one method described in the *Player's Handbook* or the point buy method described in the *Dungeon Master's Guide*.

Previous editions used a rolling method that produced, on average, higher stats. This was supposed to convey that Athas was a much harsher world than normal *D&D* campaign worlds, and that its denizens had adapted to compensate. However, the meaning of an attribute has changed in 3rd edition, and attributes start having a positive effect much sooner than they did in 2nd edition. Whereas many stats didn't start having a positive effect until they were at least 14, now as low as 12 have a positive effect. Using higher overall attributes for characters in *Dark Sun* actually makes it easier for characters to survive and overcome obstacles that should be challenging, which would mean that the effective difficulty of a campaign would actually be lower using this stat generation method.

attack for 1d2 points of damage.

• Claustrophobic: Aarakocra receive a –2 morale penalty on all rolls when in an enclosed space. Being underground or in enclosed buildings is extremely distressing for them.

• Aerial Dive: Aarakocra can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. If attacking with a lance, the aarakocra deals double damage on a successful attack. Optionally, the aarakocra can make a full attack with its natural weapons (two claws and one bite) at the end of the charge, dealing normal damage.

• Automatic Languages: Auran and Common. Bonus Languages: Elven, Gith, and Saurian. Aarakocra often learn the languages of their allies and enemies.

• Favored Class: Cleric. A multiclass aarakocra's cleric class does not count when determining whether he takes an experience point for multiclassing.

• Level Adjustment: +1. Aarakocra are slightly more powerful and gain levels more slowly than most of the humanoid races of the Tablelands.

Dwarves

"The worst thing you can say to a dwarf is 'It can't be done.' If he's already decided to do it, he may never speak to you again. If he hasn't decided to take up the task, he may commit himself to it simply out of spite. 'Impossible' is not a concept most dwarves understand. Anything can be done, with enough determination."

—Sha'len, Nibenese trader

Dwarves form a good part of the people encountered in the Tablelands. These strong and devoted beings live to fulfill their focus, a task they choose to devote their lives to. Stubborn and strong-minded, dwarves make good companions, even though their usual focused nature can tend to be bothersome.

Personality: Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks. Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

Physical Description: The dwarves of the Tablelands stand 4 1/2 to 5 feet tall, with big muscular limbs and a strong build. They weigh on average 200 lbs. Dwarves are hairless, and find the very idea of hair repulsive. They have deeply tanned skin, and rarely decorate it with tattoos. Dwarves can live up to 250 years.

Relations: A dwarf's relation with others is often a function of his focus. People that help the dwarf accomplish his focus or share his goals are treated with respect and considered good companions. There is little room for compromise, though, with those that disagree with the dwarf's focus. If they hinder the dwarf, they are considered obstacles that must be removed. Community is important to the dwarves. Dwarves have a very strong racial affinity. They rarely share their history with non–dwarves; it can take years for a stranger to gain enough trust to be admitted into a Dwarven family circle.

Alignment: Dwarves tend towards a lawful alignment, with most members either good or neutral. Their devotion to following the established hierarchy in their village means they tend to follow the rules, sometimes to the point of ridicule.

Dwarven Lands: There are three main Dwarven settlements in the Tablelands: Kled, located near the city-state of Tyr, and the twin villages of North and South Ledopolus located in the southwestern edge of the Tablelands. Some Dwarven communities have developed in the city-states and in some small villages, while other dwarves have taken up residence with the slave tribes of the wastes.

Magic: Like most peoples, dwarves have an aversion to wizardly magic, and they are the least amenable to changing their minds about anything. Dwarves rarely take to the wizardly arts; the few that do are usually shunned from respectable Dwarven society. Some dwarves will travel with a wizard who proves himself a worthy companion, but few dwarves will truly ever trust a wizard.

Psionics: Like almost everything that they do, dwarves take to psionics with a vengeance. They make formidable egoists and nomads.

Religion: Dwarven communities are ruled by their elders; dwarves are particularly devoted to their community leader, the Urhnomous. Dwarves typically worship elemental earth. Fire is sometimes worshiped for its destructive power and water for its healing nature. Air's intangibility and chaotic nature attracts few Dwarven worshippers. Dwarven druids are unusual, and tend to devote themselves to a particular area of guarded land.

Language: Dwarves have a long and proud oral history. They have an old written language, but this is mostly used for writing histories. Dwarves will not teach their ancient language to outsiders, they prefer to keep that knowledge to themselves. The Dwarven language is deep and throaty, composed of many guttural sounds and harsh exclamations. Most non-dwarves get raw throats if they try to speak Dwarven for more than a few hours.

Names: A dwarf's name is usually granted to him by his clan leader after he completes his first focus.

Male Names: Baranus, Biirgaz, Bontar, Brul, Caelum, Caro, Daled, Drog, Fyra, Ghedran, Gralth, Gram, Jurgan, Lyanius, Murd, Nati, Portek.

Female Names: Ardin, Erda, Ghava, Greshin, Gudak, Lazra, N'kadir, Palashi, Vashara.

Adventurers: Dwarves adventure for different reasons. Sometimes they may adventure in order to learn about the Tablelands, although these curious adventurers tend to be young and brash. Many adventuring dwarves

travel the Tablelands to complete their focus because sometimes a task may take them away from their communities. Some search for ancient Dwarven villages and the treasures they contain.

Dwarf Society

No dwarf is more content than while working toward the resolution of some cause. This task, called a *focus*, is approached with single-minded direction for the dwarf's entire life, if need be, though most *foci* require considerable less time.

Free dwarves form communities based on clans, and are much focused on family. Ties of blood are honored and respected above all others, except the *focus*. Family honor is important to every dwarf, because an act that brings praise or shame in one generation is passed down to the family members of the next generation. There is no concept in the minds of dwarves of not following these family ties.

Dwarven communities are found in many types of terrain, from mountains and deserts to near human cities. Most communities are small, rarely exceeding 300 members and are usually formed of extended families linked by a common ancestor. Community leaders are called *Urhnomous* (over-leader). Each clan is lead by an *uhrnius* (leader).

Most free dwarves earn their money through trade. Those that stand out in this category are Dwarven metal smiths and mercenaries. Most Athasians acknowledge Dwarven forged metal to be among the best. Some dwarves even act as metal scavengers, seeking steel scraps where ever they can be found to sell to the smiths. Dwarven mercenaries are highly prized because once their loyalty is purchased it is never changed.

Roleplaying Suggestions

Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. Keep a serious, sober attitude nearly always. The only time you show your festive side is when you have recently fulfilled a focus, during the hours or days until you set a new focus.

Only during these brief days of fulfillment, and only to other dwarves and your most trusted non–Dwarven friends, do you show your full joy and sense of humor. But these days are also a time of vulnerability, for until you set a new focus you lose all of your special focus–related bonuses.

Dwarf Racial Traits

- +2 Constitution, –2 Charisma: Dwarves are strong and sturdy, but their single-mindedness hinders them when dealing with others.
- Humanoid (dwarf): Dwarves are humanoid creatures with the dwarf subtype.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to size.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Dwarven base land speed is 20 feet. However, dwarves can move this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures whose speed is reduced in such situations).
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- Weapons Familiarity: To dwarves, the urgrosh is treated as a martial rather than exotic weapon.
- +2 racial bonus on saving throws against spells and spell–like effects.
- +1 morale bonus on all checks directly related to their focus. This includes a skill bonus, an attack bonus, a damage bonus, or a saving throw bonus, or even a bonus to manifestation or spell save DCs.
- Automatic Languages: Common and Dwarven. Bonus Languages: Elven, Giant, Gith, Kreen, Saurian.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point for multiclassing.

Behind the Veil: The Dwarven Focus

A dwarf's focus is the central point of his existence. Nothing is more rewarding to a dwarf than to complete his focus. A focus must take at least a week to complete; anything less than that is too simple a task to be considered a focus. Dwarves receive a morale bonus working to complete a focus. The task must be directly related to the completion of the focus, however.

For example, Grelak, protector of his Dwarven community, makes the retrieval of a sacred book stolen during a raid his focus. After a week of gathering clues, he sets out to retrieve the artifact from its current possessor, who hides in a trading post two weeks away. On the way to the outpost, he encounters a wild lirr; while battling this foe, he receives his morale bonus, because he is trying to reach the book. Later, Grelak stops in Nibenay for some rest, and gets in a brawl. He doesn't receive any bonuses, because he isn't actively pursuing his focus.

Elves

"Honor? The word does not exist in the Elven language."
—Tharak, human guard

Athas' deserts, plains, steppes and badlands are home to the elves, a long–limbed race of trading, raiding, thieving sprinters. Running is the key to acceptance and respect among elves. Elves that are injured and cannot run are often left behind to die.

Personality: Other races see elves as dishonest and lazy; generally a fair assessment. Elves idle around their time for days until compelled by need to exert themselves, but they can run for days without complaint. No self–respecting elf will consent to ride an animal. To do so is dishonorable; Elven custom dictates that individuals keep up or be left behind. Elves prefer to lead short, happy lives rather than long, boring ones. Seeing the future as a dark, deadly place, they prefer to live in "the now," enjoying each fleeting moment. They thrive in open spaces, and tend to wither in captivity.

Physical Description: Elves stand between 6 and 7 feet tall, with lean builds; angular, deeply etched features; and no facial hair. They dress in garb designed to protect from the desert and elements.

Relations: Elves tend to keep to their own tribe and their proven friends unless they have some sort of an angle – something to sell, or some deception to pass off. Strangers are potential enemies waiting to take advantage of them, so elves look for every opportunity to win the advantage. If an elf believes that a companion might make a worthy friend, the elf devises a series of "tests" of trust that allow the companion to prove that their friendship is "stronger than the bonds of death," as elves say. Once a stranger has gained an elf's trust, he is forever that elf's friend. If this trust is ever betrayed, it is gone forever.

Alignment: Elves tend towards chaos because of their love of freedom, variety and self–expression. With respect to good and evil, elves tend towards neutrality, although their behavior leans towards chaos because of their love of freedom. With respect to good and evil, elves tend towards neutrality, although their behavior leans towards good – even self–sacrifice — where the good of their tribe is at stake. Although they'll steal everything in sight, elves are not murderous. They rarely attack anyone except those who threaten them or stand in their way.

Elven Lands: Always at home when running in the wastes, elves often act as if all plains and badlands were Elven lands. However, since most elves are loath to settle or build, they can rarely enforce their claims. Elven tribes make a living either through herding, raiding or trading; most tribes have at one time or another plied their hand at all three of these occupations. A tribe's current occupation usually determines which lands they currently claim as their own. Elven herders claim grazing lands. Elven raiders claim lands crossed by trade routes. Elven traders claim no lands, but wander in search of bargains and loose purses.

Magic: Of all Tableland races, elves have the greatest affinity towards and acceptance of arcane practices.

Psionics: Persistence is not an Elven strong suit, so Elven Will is often weaker than that of other races. A few elves study the Way to win one more advantage in battle and trade.

Religion: Elves revere Coraanu Star Racer as the ideal "First Elf – the warrior thief" the embodiment of all that elves wish to be, basing their calendar on his life and honoring his myth with exquisite song, dance and celebration. Many elves worship the elements; particularly air, which they associate with freedom, swiftness and song. Elves also honor and swear by the moons, perhaps because low-light vision turns moonlight into an Elven advantage.

Language: Elves of Athas share a common language and can communicate easily with each other, although each tribe has its own distinct dialect. The Elven language is filled with short, clipped words, runs with a rapid staccato pace and is difficult for novices to pick up. Disdaining the slow tedious languages of other races, most elves condescend to learn the Common speech for trade. Elves that learn other tongues often hide their ability.

Names: Whether slave or free, elves prefer to keep Elven names. Tribe members take the tribe name as surname. Elves treat the naming of young runners as a sacred responsibility, naming the children of the tribe after the first interesting thing that they do while learning to run. Elves believe with the appropriate name, a child can grow to greatness, but with the wrong name, the elf may vanish in the wastes. Sometimes a child's name is changed because of an extraordinary deed performed during an elf's rite of passage.

Male Names: Botuu (Water Runner), Coraanu (First Elf, the Warrior Thief), Dukkoti (Wind Fighter), Haaku (Two Daggers), Lobuu (First Runner), Mutami (Laughs at Sun), Nuuko (Sky Hunter), Traako (Metal Stealer).

Female Names: Alaa (Bird Chaser), Ekee (Wild Dancer), Guuta (Singing Sword), Hukaa (Fire Leaper), Ittee (Dancing Bow), Nuuta (Quiet Hunter), Utaa (Laughing Moon)

Tribe (Clan) Names: Clearwater Tribe (Fireshaper, Graffyon, Graystar, Lightning, Onyx, Sandrunner, Seafoam, Silverleaf, Songweaver, Steeljaw, Wavedivers, Windriders clans); Night Runner Tribe (Dark Moons, Full Moons, Half Moons, Lone Moons, New Moons, Quarter Moons clans); Shadow Tribe; Silt Stalker Tribe (Fire Bow, Fire Dagger, Fire Sword clans); Silver Hand Tribe; Sky Singer Tribe (Dawnchaser, Dayjumper, Twilightcatcher clans); Swiftwing Tribe; Water Hunter Tribe (Raindancer, Poolrunner, Lakesinger clans); Wind Dancer Tribe (Airhunter, Breezechaser clans)

Adventurers: Elves often take up adventuring out of wanderlust, but those that persist in adventuring generally do so out of desire for profit, glory, revenge, or out of loyalty to traveling companions who have won their friendship. Elves love to boast of their accomplishments or have their deeds woven into song. Elves often hoard keepsakes from a memorable raids;

some quilt pieces of stolen clothing into their cloaks. Little pleases elves as much as to flaunt a stolen item in front of its original owner. Elven custom dictates that the victim should acknowledge the accomplishment by congratulating the thief on his possession of such an attractive item. Those who fail to show such gallantry are considered poor sports. Adventurers who keep their tribal membership should give their chief periodic choice of the treasure that they have won. Holding out on a chief suggests lack of loyalty to the tribe.

Elf Society

Elves have an intense tribal unity that does not extend beyond their own tribe. Elves from other tribes are considered potential enemies as much as any other creature. Within a tribe all elves are considered equal with one exception, the chief. The chief rules for life and makes the major decisions concerning the tribe. The method of choosing the chief varies from tribe to tribe, with some electing the individual who demonstrates the most qualities of leadership while the leadership in other tribes is inherited by the descendants of the previous chief. Elves do not spend vast amounts of time huddled in conference or following their chief's orders. Their love of freedom keeps elves from becoming embroiled in the complicated court intrigues that other races face. They prefer to engage in intrigues directed against outsiders.

Only with considerable effort and intent can a stranger become accepted by an elf tribe or even an individual elf. The stranger must show bravery and a willingness to sacrifice for the elf to earn acceptance. Being an elf does not increase a stranger's chances of being accepted by a tribe.

When in the company of outsiders, elves create tests of trust and friendship constantly for their companions. This continues until either the companions fail a test, in which case they will never earn the elf's trust, or they succeed in passing enough tests to convince the elf to accept them.

Years of conditioning have instilled within all elves the ability to move quickly over sandy and rocky terrain and run for long distances. Because of this natural maneuverability, elves spurn the riding of beasts for transportation. To do so is dishonorable. The Elven custom is keep up on one's own or be left behind.

Elven culture is rich and diverse, with elf song and dance being the most captivating in the Tablelands. They have turned celebrating into an art form. Elven songs and celebrations revolve around heroes of the tribe both ancient and current members. When a hunt goes well, a tribe showers the hunt master with praise. To celebrate a marriage, elves dance to the tales of long remembered lovers.

Elves have the reputation as being lazy and deceitful, which in most cases is true. They desire to lead short, happy lives as opposed to long, sad ones. This leads the elves to focus on the present rather than plan for or expect consequences in the future.

However, elves do work. Thought most elves provide for themselves and their tribe through herding, all elves have a propensity for raiding. Others become merchants and some thieves. In many cases others find it difficult to see the distinction. Though they detest hard labor, elves will spend hours negotiating with potential customers.

Roleplaying Suggestions

Rely on Elven combat skills (distance, bows, and fighting by the light of the moons and stars). Use Elven noncombat skills and philosophy (running, escape from entangling situations or relationships). When someone professes to be your friend, dismiss them at first and then later, offer them a test of trust. Don't tell them that it is a test, of course. Ask them to give you one of their prize possessions, for example, or leave your own valuables out and see if they take advantage of you. Pretend to sleep, and find out what they say about you when they think you are not listening. Some elves go as far as to allow themselves to be captured to see if the presumed friend will rescue them!

Elf Racial Traits

- +2 Dexterity, –2 Constitution: Elves are agile, but less resilient than humans.
- Humanoid (elf): Elves are humanoid creatures with the elf subtype.
- Medium: As Medium creatures, elves have no special bonuses of penalties due to size.
- Elven base land speed is 40 feet.
- Low-light vision: Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Proficient with all bows.
- Weapon Familiarity: Elven longblade. All elves treat the elven longblade (page 115) as a martial weapon.
- +2 racial bonus to Listen, Perform, Search and Spot checks. Elves have keen senses.
- Elves have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG for rules on temperature effects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.
- Elf Run: After a minute of warm–up and a Concentration check (DC 10), elves can induce an elf run state. This state allows elves to hustle for long distances as easily as a human can move normally, and run for long distances as easily as a human can hustle. Each day that an elf continues the elf run, he must make additional Concentration checks to maintain his elf run state: A trivial check (DC 10) on the second day, an easy check (DC 15) on the third day, an average check (DC 20) on the fourth day, a difficult check (DC 30) on the fifth day, and an heroic check (DC 40) on the sixth day. Once the elf fails his Concentration check, he loses the elf run benefits and suffers normal penalties for extended hustling and running (*PH* 164). After a full day's rest, the elf may attempt again to induce an elf run state. With a group of

elves, runners add their leader's Charisma bonus both to their movement rate and to any Fortitude checks related to movement.

• Automatic Languages: Common and Elven. Bonus Languages: Dwarven, Entomic, Kreen, Gith, Saurian, and Terran.

• Favored Class: Rogue. A multiclass elf's rogue class does not count when determining whether he takes an experience point for multiclassing.

Half-Elves

"People are no good. You can only trust animals and the bottle."

—Delmao, half-Elven thief

Unlike the parents of muls, elves and humans are often attracted to each other. Half-elves are typically the unwanted product of a casual interracial encounter.

Personality: Half-elves are notorious loners. Many Athasians believe that half-elves combine the worst traits of both races, but the most difficult aspect of half-elves – their lack of self–confidence – comes not from their mixed origins but rather from a life of rejection from both parent races. Half-elves try in vain to gain the respect of humans or elves.

Physical Description: Averaging over six feet tall, half-elves combine Elven dexterity with human resilience. Bulkier than elves, most half-elves find it easier to pass themselves off as full humans than as full elves, but all have some features that hint at their Elven heritage.

Relations: Humans distrust the half-elf's Elven nature, while elves have no use for their mixed–blood children; Elven traditions demand that such children be left behind. Human society gives half-elves have a better chance of survival, but even less kindness. Half-elves sometimes find friendship among muls or even Thri-kreen. Half-elves will cooperate with companions when necessary, but find it difficult to rely on anyone. Many half-elves also turn to the animal world for company, training creatures to be servants and friends. Ironically, the survival skills and animal affinity that half-elves developed to cope with isolation make them valuable beast handlers in human society.

Alignment: Lawful and neutral half-elves labor for acceptance from a parent race, while chaotic ones have given up on acceptance, electing instead to reject the society that has rejected them.

Half-Elven Lands: Despite their unique nature, half-elves don't form communities. The few half-elves that settle down tend to live among humans who, unlike elves, at least find a use for them.

Magic: Half-elves often take up arcane studies, because it is a solitary calling.

Psionics: Mastery of the Way often provides the independence and self–knowledge that half-elves seek, and membership in a psionic academy can provide the half-elf with acceptance.

Religion: Because of their alienation from society and their affinity with animals, half-elves make excellent druids. Some half-elves turn their resentment of society into a profession and become sullen, bullying templars. As clerics, they are drawn to water's healing influence.

Language: Half-elves all speak the Common tongue. A few half-elves pick up the Elven language.

Names: Half-elves nearly always have human names. Unable to run as elves, they never receive Elven given names, or acceptance in an Elven tribe that they could use as surname.

Adventurers: In a party, half-elves often seem detached and aloof.

Half-Elf Society

Unlike other races, half-elves do not consider themselves a separate race, and, with very few exceptions, do not try to form half-Elven communities. A half-elf's life is typically harder than either a human's or an elf's. It is difficult for half-elves to find acceptance within either Elven or human society. Elves have not tolerance for those of mixed heritage, while humans do not trust their Elfish side. On the whole, humans are far more tolerant of half-elves than elves, who often refuse to allow such children into their tribes, and are likely to cast the half-elf's mother from the tribe as well.

Most half-elves consider themselves outsiders to all society and tend to wander throughout their entire lives, going through life as an outsider and loner. Half-elves are forced to develop a high level of self-reliance. Most half-elves take great pride in their self-reliance, but this pride often makes half-elves seem aloof to others. For many half-elves the detachment is a defensive mechanism to deal with a desire for acceptance from either human or Elven society that will likely never come. Some half-elves turn to the animal world for company, training creatures to be servants and friends.

Roleplaying Suggestions

Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self–reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self–reliance, refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously. From your childhood, your closest friendships have been with animals. Other half-elves do not interest you. As time goes by and you learn from experience, you will find that you can also get along with other races neither human nor Elven: dwarves, pterran, muls, even thri-kreen. You don't feel the terrible need for their approval, and yet they give it more readily.

Half-Elf Racial Traits

• +2 Dexterity, –2 Charisma: Half-elves are limber like their Elven parents, but their upbringing leaves them with a poor sense of self, and affects their relations with others.

• Humanoid (elf): Half-elves are humanoid creatures with the elf subtype.

• Medium: As Medium creatures, half-elves have no bonuses or penalties due to size.

• Half-elf base land speed is 30 feet.

• Half-elves have low-light vision as described in the *Player's Handbook*.

• Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.

• +1 racial bonus on Listen, Search and Spot checks. Half-elves have keen senses, but not as keen as those of an elf.

• +2 racial bonus on all Survival and Handle Animal checks. Half-elves spend a lot of time in the wilds of the tablelands.

• Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

• Automatic Languages: Common and Elven. Bonus Languages: Any.

• Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, his highest–level class does not count when determining whether he takes an experience point for multiclassing.

Half-Giants

"Mind of a child, strength of three grown men. I've seen a half-giant tear the walls out of a building because he wanted a better look at the tattoos on a mul inside."

—Daro, human trader

Legend has it that in ages past, a sorcerer-queen used wizardry to beget a union of giant and human in order to create a race of powerful slaves. Whatever the truth of this legend, the half-giant race has increased in number and is now fairly common especially in human controlled lands near the shore of the Sea of Silt. Half-giants gain great strength, but dull wits, from their giant heritage, and are nearly as agile as their human forbearers.

Personality: Because of their artificial origins, there is no half-giant culture, tradition or homeland. Half-giants readily imitate the customs and cultures of their neighbors. Half-giants often display curiosity, a willingness to learn, and a general tendency towards kindness.

Physical Description: Physically, the half-giant is enormous, standing about 11 1/2 feet tall and weighing around 1,200 pounds. Half-giants have thick hair, which is often kept braided (especially among females) or in a single tail that hangs behind the head and down the back. They dress in garb suitable to their occupation or environment. Half-giants mature at about 24 years of age and can live about 170 years.

Relations: The most powerful warriors on Athas, half-giants seem content to dwell in humanity's shadow. Half-giants tend to be friendly and eager to please, adopting the lifestyles, skills, and values of those they admire. A half-giant character who encounters a new situation looks around him to see what other people are doing. For example, a half-giant character that happens upon a Dwarven stone quarry may watch the dwarves, and then start quarrying stone himself. If he can make a living at it, he will continue to quarry stone just like his neighbor dwarves do; otherwise he will move on to something else.

Alignment: Half-giants can switch attitudes very quickly, taking on new values to fit new situations. A half-giant whose peaceful farming life is disrupted by marauders may soon adopt the morals of the renegades who sacked his village. A half-giant's nature is to switch his alignment aspect to imitate or otherwise react to a significant change around him.

Half-Giant Lands: Half-giants are most often found in the city-states, serving as gladiators, laborers, soldiers, and guards. A few half-giants collect into wilderness communities, often adopting the culture and customs of neighboring beings. The rare half-giant community often attaches itself to a charismatic or successful leader (not necessarily a half-giant) who demonstrates the tendencies they admire.

Magic: If a half-giant's companions accept wizardry, then the half-giant will also accept it. If a half-giant's companions hate wizardry, then the half-giant will be as eager as anyone to join in stoning a wizard. Among sophisticated companions who accept preserving magic but despise defiling magic, all but the brightest half-giants are likely to become confused, looking to their companions to see how they should react.

Psionics: While a single–classed half-giant psion is very rare, some half-giants take the path of the psychic warrior, becoming killing machines that can take apart a mekillot barehanded.

Religion: Half-giants do not display any affinity for the worship of one element over another.

Language: All half-giants speak the Common speech of slaves. Whatever tongue she speaks, the half-giant's voice is pitched so low as to occasionally be difficult to understand.

Names: Enslaved half-giants often have human names, and because of this they vary greatly. Free half-giants are likely to borrow the naming conventions of the race or people they are imitating at the time their child is born.

Adventurers: Half-giants are usually led to adventure by interesting companions of other races.

Half-Giant Society

A relatively young race, half-giants possess very little cultural identify of their own. Instead they adopt the customs and beliefs of those other cultures in which they live. Because of this, half-giants routinely change their alignment to match those around them who most influence them.

Half-giants can be found from one end of the Tablelands to the other, and often congregate in or near

other population centers, absorbing the culture. Rarely do half-giants form communities of their own.

Unlike some other bastard races, half-giants can reproduce. A single off-spring is produced from half-giant unions after almost a year of pregnancy.

Though omnivorous, half-giants are tremendous consumers of water and food. They require twice the amount of food and water than humans. Clothing and equipment need twice the material to construct to fit a half-giant, leading to higher prices for half-giants.

Half-giants tend to damage objects and buildings around them through accidents of size alone. Some considerate half-giants camp outside city walls to avoid causing too much damage, but the draw of a city's culture and the below average intellect of most half-giants limits the number of half-giants who do so.

Roleplaying Suggestions

Always remember how much bigger and heavier you are than everyone else. Take advantage of your height in combat, but remember the disadvantages. Between your size and your lesser wits (even if you are a relatively intelligent half-giant people will assume you to be dull), you find yourself an object of comic relief. You are used to being teased and will endure more witty remarks than most people, but when you have been pushed too far your personality can suddenly shift, and you can unleash astonishing violence on your tormentors and any who stand in your way. Less frequently, these shifts can happen to you without provocation—you just wake up with a different ethos and altered disposition.

Remember you are influenced by powerful personalities, and can shift your personality and ethics. You tend to imitate the tactics, clothes and demeanor of your "little master."

Half-Giant Racial Traits

- +8 Strength, +4 Constitution, –2 Dexterity, –4 Intelligence, –4 Wisdom, –4 Charisma: Half-giants are renowned for their great strength and dull wits.
- Large: As Large creatures, half-giants take a –1 size penalty to Armor Class and a –1 penalty on all attack rolls. They also have a reach of 10 feet.
- Giant: Half-giants are creatures with the giant type.
- Half-giant base land speed is 40 feet.
- Darkvision: Half-giants can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-giants can function just fine with no light at all.
- Natural Armor: Half-giants have a +2 natural armor bonus to AC.
- Axis Alignment: One aspect of the half-giant's alignment must be fixed, and chosen during character creation. The other half must be chosen when they awake each morning. They are only bound to that alignment until they sleep again. For example, a half-giant may have a fixed lawful alignment. Every morning, he must choose to be lawful good, lawful neutral or lawful evil. This alignment change is not mandatory.
- Favored Class: Barbarian. A multiclass half-giant's barbarian class does not count when determining whether he takes an experience point for multiclassing.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gith, Giant. Half-giants will often pick up a race's tongue if imitating them long enough.
- Level Adjustment: +2. Half-giants are more powerful than the other races of the Tablelands and gain levels accordingly.

Halflings

"Be wary of the forest ridge. The halflings who live there would as soon eat you alive as look at you. Chances are you won't even notice them until you've become the main course."

—Mo'rune, half-Elven ranger

Halflings are masters of the jungles of the Ringing Mountains. They are small, quick and agile creatures steeped in an ancient and rich culture that goes back far into Athas' past. Although they are not common in the Tablelands, some halflings leave their homes in the forests to adventure under the *Dark Sun*. As carnivores, halflings prefer to eat flesh raw.

Personality: Halflings have difficulty understanding others' customs or points of view, but curiosity helps some halflings overcome their xenophobia. Little concerned with material wealth, halflings are more concerned with how their actions will affect other halflings.

Physical Description: Halflings are small creatures, standing only about 3 1/2 feet tall and weighing 50 to 60 pounds. Rarely affected by age, halfling faces are often mistaken for the faces of human children. They dress in loincloths, sometimes with a shirt or vest, and paint their skins with bright reds and greens. Forest halflings rarely tend to their hair, and some let it grow to great lengths, though it can be unkempt and dirty. They live to be about 120 years old.

Relations: Halfling's culture dominates their relations with others. They relate very well to each other, since they all have the same cultural traits and are able to understand each other. Halflings of different tribes still share a tradition of song, art and poetry, which serves as a basis of communication. Creatures that do not know these cultural expressions are often at a loss to understand the halfling's expressions, analogies and allusions to well–known halfling stories. Halflings can easily become frustrated with such "uncultured" creatures. They abhor slavery and most halflings will starve themselves rather than accept slavery.

Alignment: Halflings tend towards law and evil. Uncomfortable with change, halflings tend to rely on intangible constants, such as racial identity, family, clan ties and personal honor. On the other hand, halflings have little respect for the laws of the big people.

Halfling Lands: Halflings villages are rare in the tablelands. Most halflings live in tribes or clans in the Forest Ridge, or in the Rohorind forest west of Kurn. Many dwell in treetop villages. Non–halflings typically only see these villages from within a halfling cooking pot.

Magic: Many halfling tribes reject arcane magic. Tribes that accept wizards tend to have preserver chieftains. Only renegade halfling tribes are ever known to harbor defilers.

Psionics: Many halflings become seers or nomads. In the forest ridge, many tribal halflings become multiclassed seer/rangers, and become some of the deadliest trackers on Athas.

Religion: Halflings' bond with nature extends into most aspects of their culture. A shaman or witch doctor, who also acts as a spiritual leader, often rules their clans. This leader is obeyed without question. Halfling fighters willingly sacrifice themselves to obey their leader.

Language: Halflings rarely teach others their language, but some individuals of the Tablelands have learned the wild speech. Halflings found in the Tablelands often learn to speak Common.

Names: Halflings tend to have only one given name.

Male Names: Basha, Cerk, Derlan, Drassu, Entrok, Kakzim, Lokee, Nok, Pauk, Plool, Sala, Tanuka, Ukos, Zol.

Female Names: Alansa, Anezka, Dokala, Grelzen, Horga, Jikx, Joura, Nasaha, Vensa.

Adventurers: Exploring the Tablelands gives curious halflings the opportunity to learn other customs. Although they may at first have difficulty in understanding the numerous practices of the races of the Tablelands, their natural curiosity enables them to learn and interact with others. Other halflings may be criminals, renegades or other tribal outcasts, venturing into the Tablelands to escape persecution by other halflings.

Halfling Society

Most halflings have a common outlook on life that results in considerable racial unity across tribal and regional ties. Rarely will one halfling draw the blood of another even during extreme disagreements. Only renegade halflings do not share this racial unity, and are cast out of their tribes because of it.

Halfling society is difficult for other races to understand, as such concepts as conquest and plundering have no place. The most important value in halfling society is the abilities of the inner self as it harmonizes with the environment and the rest of the halfling race.

Halflings are extremely conscious of their environment. They are sickened by the ruined landscape of the Tyr region and desperately try to avoid having similar devastation occur to their homelands in the Forest Ridge. Most halflings believe that care must be taken to understand and respect nature and what it means to all life on Athas.

Halfling culture is expressed richly through art and song. Story telling in which oral history is passed on to the next generation is an important part of each halfling community. Halflings rely on this shared culture to express abstract thoughts and complicated concepts. This causes problems and frustration when dealing with non-halflings. Typically halflings assume that whomever they are talking to have the same cultural background to draw upon, and find it difficult to compensate for a listener who is not intimately familiar with the halfling history and "lacks culture."

Generally open-minded, wandering halflings are curious about outside societies and will attempt to learn all they can about other cultures. Never, will they adopt aspects of those cultures as their own, believing halfling culture to be innately superior to all others. Nor do they seek to change others' culture or views.

While halflings are omnivorous, they vastly prefer meat. Their meat heavy diet means that halflings view all living creatures, both humanoid and animal, as more food than equals. At the same time, most halflings believe that other races have the same perception of them. As a result, halflings are rarely likely to trust another member of any other race.

Roleplaying Suggestions

Remember to consistently take your height into account. Role–play the halfling culture described above: eating opponents, treating fellow halflings with trust and kindness, suspicion of big people, and general lack of interest in money.

Halfling Racial Traits

- –2 Strength, +2 Dexterity: Halflings are quick and stealthy, but weaker than humans.
- Halflings receive a –2 penalty to all Diplomacy skill checks when dealing with other races.
- Small: Halflings gain a +1 size bonus to Armor Class and a +1 size bonus on all attack rolls.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial attack bonus with a thrown weapon: javelins and slings are common weapons in feral halfling society, and many halflings are taught to throw at an early age.
- +4 racial bonus on Listen checks: Halflings have keen ears. Their senses of smell and taste are equally keen; they receive a +4 to all Wisdom checks that assess smell or taste.
- Automatic Languages: Halfling. Bonus Languages: Common, Dwarven, Elven, Gith, Kreen, Rhul-thaun, Sylvan, and Yuan–ti.
- Favored Class: Ranger. A multiclass halfling's ranger class does not count when determining whether he takes an experience point for multiclassing.

Muls

"See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don't want them trying to escape every other day. Would you like to tell the arena crowd that their favorite champion will not be appearing in today's match because he died trying to escape your pens?"

—Gaal, Urikite arena trainer

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave–sellers force–breed humans and dwarves for profit. While mul–breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

Personality: All gladiators who perform well in the arenas receive some degree of pampered treatment, but muls receive more pampering than others. Some mul gladiators even come to see slavery as an acceptable part of their lives. However, those that acquire a taste of freedom will fight for it. Stoic and dull to pain, muls are not easily intimidated by the lash. Masters are loath to slay or maim a mul who tries repeatedly to escape, although those who help the mul's escape will be tormented in order to punish the mul without damaging valuable property. Once a mul escapes or earns his freedom, slavery remains a dominant part of his life. Most muls are heavily marked with tattoos that mark his ownership, history, capabilities and disciplinary measures. Even untattooed muls are marked as a potential windfall for slavers: it is clearly cheaper to "retrieve" a mul who slavers can claim had run away, than to start from scratch in the breeding pits.

Physical Description: Second only to the half-giant, the mul is the strongest of the common humanoid races of the tablelands. Muls grow as high as seven feet, weighing upwards of 250 pounds, but carry almost no fat at all on their broad muscular frames. Universal mul characteristics include angular, almost protrusive eye ridges, and ears that point sharply backwards against the temples. Most muls have dark copper–colored skin and hairless bodies.

Relations: Most mul laborers master the conventions of slave life, figuring out through painful experience who can be trusted and who cannot. (Muls learn from their mistakes in the slave pits to a greater extent than other races not because they are cleverer, but because unlike slaves of other races they tend to survive their mistakes, while other slave races are less expensive and therefore disposable. Only the most foolish and disobedient mul would be killed. Most masters will sell a problem mul slave rather than kill him.) Their mastery of the rules of slave life and their boundless capacity for hard work allows them to gain favor with their masters and reputation among their fellow slaves.

Alignment: Muls tend towards neutrality with respect to good and evil, but run the gamut with respect to law or chaos. Many lawful muls adapt well to the indignities of slavery, playing the game for the comforts that they can win as valued slaves. A few ambitious lawful muls use the respect won from their fellow–slaves to organize rebellions and strike out for freedom. Chaotic muls, on the other hand, push their luck and their value as slaves to the breaking point, defying authority, holding little fear for the lash.

Mul Lands: As a collective group, muls have no lands to call their own. Occasionally, escaped muls band together as outlaws and fugitives, because of their common ex–slave backgrounds, and because their mul metabolism makes it easier for them to survive as fugitives while other races cannot keep up. Almost without exception, muls are born in the slave pits of the merchants and nobles of the city-states. Most are set to work as laborers, some as gladiators, and fewer yet as soldier–slaves. Very few earn their freedom, a greater number escape to freedom among the tribes of ex–slave that inhabit the wastes.

Magic: Muls dislike what they fear, and they fear wizards. They also resent that a wizard's power comes from without, with no seeming effort on the wizard's part, while the mul's power is born of pain and labor. Mul wizards are unheard of.

Psionics: Since most slave owners take steps to ensure that their property does not get schooled in the Way, it is rare for a mul to receive any formal training. Those that get this training tend to excel in psychometabolic powers.

Religion: Even if muls were to create a religion of their own, as sterile hybrids, they would have no posterity to pass it on to. Some cities accept muls as templars. Mul clerics tend to be drawn towards the strength of elemental earth.

Language: Muls speak the Common tongue of slaves, but those favored muls that stay in one city long enough before being sold to the next, sometimes pick up the city language. Because of their tireless metabolism, muls have the capacity to integrate with peoples that other races could not dream of living with, such as elves and Thri-kreen.

Names: Muls sold as laborers will have common slave names. Muls sold as gladiators will often be given more striking and exotic names. Draji names (such as Atlalak) are often popular for gladiators, because of the Draji

reputation for violence. Masters who change their mul slaves' professions usually change their names as well, since it is considered bad form to have a gladiator with a farmer's name, and a dangerous incitement of slave rebellions to give a common laborer the name of a gladiator.

Adventurers: Player character muls are assumed to have already won their freedom. Most freed mul gladiators take advantage of their combat skills, working as soldiers or guards. Some turn to crime, adding rogue skills to their repertoire. A few muls follow other paths, such as psionics, templar orders or elemental priesthoods.

Mul Society

Muls have no racial history or a separate culture. They are sterile and cannot reproduce, preventing them from forming family groups and clans. The vast majority of muls are born in slavery, through breeding programs. Often the parents resent their roles in the breeding program and shun the child, leaving the mul to a lonely, hard existence. The taskmaster's whip takes the place of a family. For these reasons, many muls never seek friends or companionship, and often have rough personalities with tendencies towards violence.

The mul slave trade is very profitable, and thus the breeding programs continue. A slave trader can make as much on the sale of a mul as he could with a dozen humans. As slaves, a mul has his profession selected for him and is given extensive training as he grows.

Mul gladiators are often very successful, and win a lot of money for their owners. Highly successful gladiators are looked after by their owners, receiving a large retinue of other slaves to tend to their whims and needs. This has lead to the expression, "pampered like a mul," being used often by the common folk.

Muls not trained as gladiators are often assigned to hard labor and other duties that can take advantage of the mul's hardy constitution and endurance.

Roleplaying Suggestions

Born to the slave pens, you never knew love or affection; the taskmaster's whip took the place of loving parents. As far as you have seen, all of life's problems that can be solved are solved by sheer brute force. You know to bow to force when you see it, especially the veiled force of wealth, power and privilege. The noble and templar may not look strong, but they can kill a man with a word. You tend towards gruffness. In the slave pits, you knew some muls that never sought friends or companionship, but lived in bitter, isolated servitude. You knew other muls who found friendship in an arena partner or co–worker. You are capable of affection, trust and friendship, but camaraderie is easier for you to understand and express – warriors slap each other on the shoulder after a victory, or give their lives for each other in battle. You don't think of that sort of event as "friendship" – it just happens.

Mul Racial Traits

- +4 Strength, +2 Constitution, –2 Charisma: Combining the human height with the Dwarven musculature, muls end up stronger than either parent race, but their status as born–to–be slaves makes them insecure in their dealings with others.
- Humanoid (dwarf): Muls are humanoid creatures with the dwarf subtype.
- Medium: As Medium creatures, muls have no bonuses or penalties due to size.
- Mul base land speed is 30 feet.
- Darkvision: Muls can see in the dark up to 30 feet. Darkvision is black and white only, but is otherwise like normal sight, and muls can function just fine with no light at all.
- Tireless: Muls get a +4 racial bonus to checks for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on). This bonus stacks with the Endurance feat. This bonus may also be applied to savings throws against spells and magical effects that cause weakness, fatigue, exhaustion or enfeeblement.
- Extended Activity: Muls may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue.
- Dwarven Blood: For all effects related to race, a mul is considered a dwarf. Muls, for example, are just as vulnerable to effects that affect dwarves as their dwarf ancestors are, and they can use magic items that are only usable by dwarves.
- Nonlethal Damage Resistance 1/–. Muls are difficult to subdue, and do not notice minor bruises, scrapes, and other discomforts that pain creatures of other races.
- Favored Class: Gladiator. A multiclass mul's gladiator class does not count when determining whether he takes an experience point for multiclassing.
- Automatic Language: Common. Bonus Languages: Dwarven, Elven, Gith, and Giant.
- Level Adjustment: +1. As a hybrid half-race, muls are considerably more powerful than either of their parent races, thus they gain levels more slowly.

Pterrans

"The people of the Tablelands know nothing of life. They choose no Path for themselves, and consume everything until they are dead."

—Keltruch, pterran ranger

Pterrans are rarely seen in the Tablelands. They live their lives in the Hinterlands, rarely leaving the safety of their villages. However, the recent earthquake and subsequent storms have brought disruption into the pterran's lives. More pterrans now venture outside their homes, and come to the Tyr region to seek trade and information.

Personality: Among strangers, pterrans seem like subdued, cautious beings, but once others earn a pterran's

trust, they will find an individual that is open, friendly, inquisitive, and optimistic. In other respects, a pterran's personality is largely shaped by her chosen life path: Pterrans who choose the path of the warrior are less disturbed by the brutality of the Tablelands; they are constantly examining their surroundings and considering how the terrain where they are standing could be defended; they take greatest satisfaction from executing a combat strategy that results in victory without friendly casualties. Pterrans who choose the path of the druid are most interested in plants, animals, and the state of the land; they take greatest satisfaction when they eliminate a threat to nature. Pterrans that choose the path of the mind are most interested in befriending and understanding other individuals and societies; these telepaths take greatest satisfaction from intellectual accomplishments such as solving mysteries, exposing deception, resolving quarrels between individuals, and establishing trade routes between communities.

Physical Description: Pterrans are 5 to 6 1/2 feet tall reptiles with light brown scaly skin, sharp teeth, and a short tail. Pterrans wear little clothing, preferring belts and loincloths, or sashes. They walk upright, like humanoids, and have opposing thumbs and three–fingered, talon–clawed hands. Pterrans have two shoulder stumps, remnants of wings they possessed long ago, and a finlike growth juts out at the back of their heads. Pterrans weigh between 180 to 220 pounds. There is no visible distinction between male and female pterrans.

Relations: Pterrans are new to the Tablelands, and unaccustomed to cultures and practices of the region. They have learned to not judge too quickly. Their faith in the Earth Mother means they undertake their adventure with open minds, but they will remain subdued and guarded around people they do not trust. A pterran's respect for the Earth Mother governs all his behavior. Creatures that openly destroy the land or show disrespect for the creatures of the wastes are regarded suspiciously. Pterrans understand the natural cycle of life and death, but have difficulty with some aspects of the city life, such as cramped living spaces, piled refuse, and the smells of unwashed humanoids.

Alignment: Pterrans tend towards lawful, well–structured lives, and most of them are good. Evil pterran adventurers are usually outcasts who have committed some horrible offense.

Pterran Lands: Most adventuring pterrans come from one of two villages in the Hinterlands, southwest of the Tyr regions: Pterran Vale and Lost Scale.

Magic: The wizard's use of the environment as a source of power conflicts with a pterran's religious beliefs. Pterrans will cautiously tolerate members of other races who practice preserving magic, if the difference is explained to them.

Psionics: Virtually all pterrans have a telepathic talent, and pterran psions are nearly universally telepaths. Telepathy is considered one of the honored pterran "life paths."

Religion: Pterrans worship the Earth Mother, a representation of the whole world of Athas. Their devotion to the Earth Mother is deeply rooted in all aspects of their culture, and it defines a pterran's behavior. All rituals and religious events are related to their worship of the Earth Mother. Religious events include festivals honoring hunts or protection from storms, with a priest presiding over the celebration. Most pterran priests are druids.

Language: Pterran speak Saurian with an accent that is difficult for other races to understand. The long appendage at the back of their head enables them to create sounds that no other race in the Tablelands can reproduce. The sounds are low, and resonate through the pterran's crest. Humanoid vocal chords cannot reproduce such sounds. Pterrans learn the Common tongue easily, but speak it with a slight, odd accent.

Names: Pterrans earn their first name just after they hatch, based on the weather and season of their hatching. After the pterran has decided upon a Life Path and has completed their apprenticeship, she receives title that becomes the first part of her name. This marks her transition into pterran society. There are a number of traditional names associated with each Life Path, but names do not always come from these ranks.

Male Names: Airson, Darksun, Earthsong, Suntail, Goldeye, Onesight, Terrorclaw.

Female Names: Cloudrider, Greenscale, Lifehearth, Rainkeeper, Spiritally, Watertender.

Path Name: Aandu, Caril, Dsar, Everin, Illik, Myril, Odten, Qwes, Pex, Ptellac, Ristu, Ssrui, Tilla, Xandu.

Tribe or Village Names: Pterran Vale, Lost Scale

Adventurers: Pterrans adventure because they believe the recent earthquake and disturbing events are signs from the Earth Mother that they should get more involved in the planet's affairs. They believe that these recent upheavals of nature are signs that the Earth Mother needs help, and this is a call the pterrans will gladly accept. As such, the most brave and adventurous of the pterrans have begun to establish contact with Tyr and some merchant houses, hoping to expand their contacts and information.

Pterran Society

Pterran society is based largely on ceremony and celebrations. An area is set aside in the center of each village for ceremonies. Pterrans revere the world of Athas as the Earth Mother, and believe themselves to be her favored children. Throughout the day, they engage in a number of ceremonies that give thanks to the Earth Mother. These are led by druids who play a very important role in pterran society.

A pterran village is a collection of many smaller family dwellings. Pterrans always bear young in pairs.

At age 15 every pterran chooses a "life path." The three main life paths are the path of the warrior, the path of the druid and the path of the psionicist, though lesser life paths exist as well.

More pterrans follow the path of the warrior than any of the other paths, and become protectors of their villages as well as the tribe's weapon makers.

Pterrans that choose the path of the druid provide an important role in the daily ceremonies to the Earth Mother.

Fewer pterrans choose the path of the psionicist than the other two major paths, as psionics are viewed as outside of nature. Psionicists are viewed with suspicion by the rest of the tribe; however, they do provide valuable skills to the tribe and are often the tribe's negotiators when they meet outsiders.

Pterrans are omnivores. Much of their diet comes from hunting animals and raising crops. Kirre, id fiend, and flailer are all considered pterran delicacies.

Roleplaying Suggestions

Remember your character class is your "life path." You think of yourself, and present yourself first and foremost as a druid, a warrior or a psion. Remember your daily celebrations and giving of thanks to the Earth Mother. You can usually find a reason to be grateful. Disrespect for the land angers you, since the whole land has withered under the disrespect of foolish humans and others. You celebrate with song and with dance. You have a good sense of humor but it does not extend to blasphemies such as defiling. In initial role–playing situations, you are unfamiliar with the customs and practices of the societies of the Tyr Region. However, you are not primitive by any definition of the word. You look upon differences with curiosity and a willingness to learn, as long as the custom doesn't harm the Earth Mother or her works.

Pterran Racial Traits

- –2 Dexterity, +2 Wisdom, +2 Charisma: Pterrans' strong confidence and keen instincts for others' motives make them keen diplomats, and when they take the path of the psion, powerful telepaths.
- Humanoid (psionic, reptilian): Pterrans are humanoid creatures with the psionic and reptilian subtypes.
- Medium: As Medium creatures, pterrans have no special bonuses or penalties due to size.
- Pterran base land speed is 30 feet.
- Poor Hearing: Pterrans have only slits for ears, and their hearing sense is diminished. Pterrans suffer a –2 penalty to Listen checks.
- Natural Weaponry: Pterrans can use their natural weapons instead of fighting with crafted weapons if they so choose. A pterran can rake with their primary claw attack for 1d3 of damage for each claw, and they bite for 1d4 points of damage as a secondary attack. For more on natural attacks, see MM section on natural weapons.
- Psi-Like Ability: At will—*missive*. All pterrans are gifted from the day they hatch with the ability to communicate telepathically, but only with their fellow reptiles. Manifester level is equal to 1/2 Hit Dice (minimum 1st).
- Weapon Familiarity: The following weapon is treated as martial rather than as an exotic weapon: thanak. This weapon is more common among pterrans than among other races.
- Automatic Languages: Saurian. Bonus Languages: Common, Dwarven, Elven, Halfling, Giant, Gith, Kreen, and Yuan–ti. Pterran know the languages of the few intelligent creatures that live in the Hinterlands.
- Life Path: A pterran's life path determines his favored class. Those following the Path of the Druid have druid as a favored class; the Path of the Mind gives psion as a favored class, while the Path of the Warrior gives ranger as a favored class. A Pterran chooses a life path upon coming of age, and the path cannot be changed once chosen at character creation time.

Thri-kreen

"This one does not speak with the quivering soft shells that lay about all night. This one might eat you, but never speak."

—Tu'tochuk

Thri-kreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-kreen are quick and agile and make fearsome fighters, feared throughout the wastes.

Personality: Since Thri-kreen (also known simply as the kreen) do not require sleep, they have difficulty understanding this need in the humanoid races. They have difficulty understanding this state of "laziness" in others. Other behaviors of humanoids seem unnecessarily complex. A keen's life is simple: hunt prey. Kreen live for the hunt, and own only what they can carry.

Physical Description: Mature Thri-kreen stand about 7 feet tall, with a rough body length of 11 feet. Their four arms end in claws; their two legs are extremely powerful, capable of incredible leaps. However, kreen are unable to jump backwards. Their body is covered with a sandy–yellow chitin, a tough exoskeleton that grants the Thri-kreen protection from blows. Their head is topped with two antennae, and their two eyes are compound and multifaceted. The kreen mouth consists of small pincers. Male and female Thri-kreen are physically indistinguishable. Thri-kreen usually do not wear clothing, but wear some sort of harness to carry weapons and food. Many wear leg or armbands, or bracelets. Some attach rings on different places on their chitin, though this requires careful work by a skilled artisan.

Relations: The pack mentality dominates a keen's relation with others. Kreen hunt in packs, small groups that assemble together. Kreen will hunt prey in the same region for a while, but move on before their prey has been depleted. A kreen that joins a group of humanoids will often try to establish dominance in the group. This can be disconcerting to those unaware of the keen's behavior, since establishing dominance usually means making threatening gestures. Once the matter is settled, they will

abide by the outcome. Thri-kreen view humanoids as sources of food, though they don't usually hunt them, only in dire need. Many kreen have a particularly fond taste for elves; as such, meetings between these two races are often tense. However, once part of a clutch, Thri-kreen will never turn on their humanoid friends, even in the worst of situations.

Alignment: Most Thri-kreen are lawful, since the pack mentality is ingrained in their beings. Kreen that deviate from this mentality are rare.

Kreen Lands: No Thri-kreen settlements exist in the Tyr region; kreen encountered there are either small packs of kreen, or else adventuring with humanoids. To the north of the Tyr region, beyond the Jagged Cliffs, past the Misty Border, lies the Kreen Empire. This great nation of kreen rules the Crimson Savanna, forming great city-states that rival the humanoid city-states of the Tyr region.

Magic: Thri-kreen have no natural disposition towards magic, and a wizard's use of the environment as a source of power conflicts with a keen's beliefs. As well, the keen's lack of sleep and its instinctual need to hunt do not lend themselves well to magical study. Kreen wizards are extremely rare: no one has ever seen one in the Tablelands.

Psionics: Kreen view psionics as a natural part of their existence. Some packs rely on telepathy to communicate with each member and coordinate their hunting abilities. Many kreen also use psionic powers to augment their already formidable combat prowess. Psychometabolic powers are often used to boost speed, metabolism or strength to gain an advantage in combat. Most kreen (even non–adventurers) take the psychic warrior class, which kreen consider a natural part of growing up. Kreen do not need instruction to advance in the psychic warrior class—it comes to them as part of their ancestral memory.

Religion: Thri-kreen have no devotion to any god, but they hold nature and the elements in high regard. Ancestral memories guide them through their lives. Thri-kreen revere the Great One, a legendary kreen leader from the past.

Language: The Kreen language is very different from those of the other intelligent races. They have no lips or tongues, and so cannot make the same sounds humanoids make. Kreen language is made up of clicks, pops, or grinding noises.

Names: Kachka, Ka'Cha, Ka'Ka'Kyl, Klik-Chaka'da, Sa'Relka, T'Chai

Adventurers: Kreen adventure for different reasons. Most enjoy challenges presented by new prey. Some seek out the challenge of leading new clutches, new companions and observing the different "hunting" techniques of the *dra* (sentient meat-creatures such as humans).

Thri-kreen Society

Thri-kreen hatch from eggs. All those who hatch at the same time form what is called a clutch. Thri-kreen gather in packs that roam the wastes. Each pack consists of several clutches that roam over an area that the pack considers theirs to hunt on. There are no permanent thri-kreen communities.

Clutches and packs are organized along strict order of dominance. The toughest member is leader; the second most powerful is second in command and so forth. A thri-kreen can challenge a superior for dominance initiating a contest. The contestants fight until one surrenders or dies. Afterwards, the matter is considered settled and there are no lingering resentments between victor and loser. The pack-mates take the view that the challenger was only acting to strength the pack.

Thri-kreen are obsessed with hunting. They are carnivores, but seldom hunt intelligent life for food. They do have a taste for elf, which gives them a bad reputation amongst Elven tribes. When not hunting, they craft weapons, teach their young, and craft sculptures.

The pack mentality is so ingrained in the culture that thri-kreen apply it to every situation. Thri-kreen feel compelled to be part of a clutch and will accept members of other races as clutch-mates.

Roleplaying Suggestions

You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader – obedience to this leader in the party is important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your dra companions lie unconscious for a third of their lifetimes. You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous dra who think they can own buildings, land, and even whole herds of cattle!

Thri-kreen Racial Traits

- +2 Strength, +4 Dexterity, —2 Intelligence, +2 Wisdom, —4 Charisma: Thri-kreen are fast, but their alien mindset makes it difficult for them to relate to humanoids; furthermore, their "clutch–mind" instincts leave them with a poor sense of themselves as individuals.
- Monstrous Humanoid: Thri-kreen are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: Thri-kreen receive no advantages or penalties due to size.
- Thri-kreen base land speed is 40 feet.

• Darkvision out to 60 feet.

• Sleep Immunity. Thri-kreen do not sleep, and are immune to *sleep* spells and similar effects. Thri-kreen spellcasters and manifesters still require 8 hours of rest before preparing spells.

• Natural Armor: Thri-kreen have a +2 natural armor bonus to AC due to their naturally tough and resistant chitin.

• Multiple Limbs: Thri-kreen have four arms, and thus can take the Multiweapon Fighting feat (*MM* 304) instead of the Two-Weapon Fighting feat. Thri-kreen can also take the Multiattack feat. (These are not bonus feats).

• Natural Weapons: Thri-kreen may make bite and claw attacks as a full round action. Their primary claw attack does 1d4 points of damage for each of their four claws. Their secondary bite attack, deals 1d4 points of damage, and has a chance to poison. A thri-kreen can attack with a weapon (or multiple weapons) at its normal attack bonus, and make either a bite or claw attack as a secondary attack.

• Leap (Ex): Thri-kreen are natural jumpers, gaining a +30 racial bonus to all Jump checks.

• Deflect Arrows: Thri-kreen gain the benefit of the Deflect Arrows feat.

• Poison (Ex): A thri-kreen delivers its poison (Fortitude save DC 11 + Con modifier) with a successful bite attack. The initial damage is 1d6 Dex, and the secondary damage is paralysis. A Thri-kreen produces enough poison for one bite per day.

• Weapon Familiarity: To thri-kreen, the chatkcha and gythka are treated as martial rather than exotic weapons.

These weapons are more common among thri-kreen than among other races.

• Thri kreen have a +4 racial bonus on Hide checks in sandy or arid areas.

• Automatic Languages: Kreen. Bonus Languages: Common, Dwarven, Elven, Entomic, Saurian, and Terran.

• Favored Class: Psychic warrior.

• Level Adjustment: +2.

Other Races

Athas is a place where members of different races are usually found in the same city-state, usually because they are going to be used in gladiatorial games as an exotic attraction, or to become slaves due to their physical might. Even though they are not usually concentrated on a specific area, these races are significant players in the Tablelands. It is only fitting then, that belgoi, gith, jozhals, ssurrans, tareks, taris, yuan-tis, and a variety of other creatures commonly viewed as monsters might appear as player characters in a *Dark Sun* campaign.

All the rules you need to play a character belonging to one of these races can be found in *Terrors of Athas*, *Expanded Psionics Handbook*, and the *Dungeon Master's Guide*. Cultural information about several monstrous races appears in Chapter 7: Life on Athas.

Region of Origin

In Athas, where you character comes from can help dictate his speech, clothing, world view, and values. In the context of the game, these cultural differences are expressed in the choices of class, skills, feats, and prestige classes that characters from different regions make.

This section describes the most common choices of game-related options for several known regions of Athas. These choices are not meant to be restrictive, since exceptions always exist to such general rules. They simply offer guidelines for making a character seem like a true representative of his native culture.

Classes, skills, feats, and prestige classes marked with an asterisk are new to this book. Prestige classes marked with a superscript APX ([APX]) are from the *Prestige Class Appendixes*, feats, prestige classes marked with a superscript FFN ([FFN]) are from *Faces of the Forgotten North*, skills, feats, and prestige classes marked with a superscript LSH ([LSH]) are from *Life-Shaping Handbook*, and classes, feats, and prestige classes marked with a superscript XPH ([XPH]) are from the *Expanded Psionics Handbook*. All other classes, skills, feats, and prestige classes mentioned here can be found in the core rulebooks (the *Player's Handbook* and the *Dungeon Master's Guide*).

Balic

The city-state of Balic sits at the eastern tip of the Balican Peninsula, the piece of land which splits the Estuary of the Forked Tongue into its northern and southern branches. Balic is currently ruled by a triumvirate made up of its largest merchant houses.

Classes: Bard, gladiator*, templar*.

Skills: Perform (any).

Feats: Performance Artist*.

Prestige Classes: Dune trader*, master shipfloater[APXII], shadow dancer, shadow templar[APXI], shadow wizard[APXI].

Barrier Wastes

The Barrier Wastes is the desolate area that cuts across a massive portion of the Jagged Cliffs region, and it is home to the Bandit States, a collection of violent humanoid raiding tribes.

Classes: Barbarian, fighter.

Skills: Intimidate, Survival.

Feats: Intimidating Presence*, Wastelander*.

Prestige Classes: Master scout*, kik[APXII], savage[APXI].

Draj

Draj is a warrior city-state mostly human but intermingled with the other common races, situated on a vast mud flat east of Raam.

Classes: Fighter, gladiator*, templar*.

Skills: Intimidate, Knowledge (nature).

Feats: Astrologer*, Mekillothead*.

Prestige Classes: Arrow knight[APXI], cerulean[APXI], dune trader*, eagle knight[APXI], jaguar knight[APXI], moon priest[APXI].

Eldaarich

Eldaarich occupies a small island in the Sea of Silt, just off the mainland. This human city-state is ruled by the mad Daskinor and his ruthless red guards.

Classes: Gladiator*, templar*.

Skills: Intimidate, Sense Motive.

Feats: Grovel[FFN], Paranoid*, Reign of Terror[FFN].

Prestige Classes: Brown cloak[WotDL], executioner[FFN], red guard[WotDL].

Forest Ridge

The Forest Ridge stretches all along the western side of the Ringing Mountains, hugging the spine of the range from north to south. This is where most halflings come from.

Classes: Druid, ranger.

Skills: Knowledge (nature), Survival.

Feats: Cannibalism Ritual*, Jungle Fighter*, Nature's Child*.

Prestige Classes: Elite sniper[APXI], grove master*, halfling protector[APXI], tribal psionicist[APXII].

Gulg

The predominantly human city-state of Gulg sits inside the southern portion of the Crescent Forest, almost directly east of Tyr.

Classes: Gladiator*, templar*, ranger.

Skills: Knowledge (nature), Survival.

Feats: Jungle Fighter*, Nature's Child*.

Prestige Classes: Ambofari[APXII], dune trader*, hunter noble[APXII], elite judaga[APXII], master scout[APXI], Oba's servant[APXI].

Jagged Cliffs

One of the mist isolated places in Athas, the Jagged Cliffs are home to the rhul-thaun, descendants of the rhulisti, and the distant relatives of the modern halflings, and keepers of the life-shaping arts.

Classes: Fighter, ranger.

Skills: Climb, Craft (life-shaped)[LSH], Knowledge (life-shaping)[LSH].

Feats: Cliff Combat[LSH], Vertical Orientation[LSH].

Prestige Classes: Cliffclimber[LSH], life-shaper[LSH], windrider[LSH].

Kurn

Kurn lies in a fertile valley hidden among the White Mountains themselves. The mostly human residents of Kurn are among the most sophisticated and cultured people of Athas.

Classes: Cleric (air), templar*, wizard.

Skills: Bluff, Knowledge (arcana).

Feats: Companion*.

Prestige Classes: Dune trader*, double templar[WotDL], Kurnan maker[FFN], Kurnan spymaster[FFN], loremaster.

Nibenay

The city-state of Nibenay is located east of Tyr at the northern tip of the Crescent Forest and it is famous for its artisans and musicians.

Classes: Bard, gladiator*, templar*.

Skills: Craft (any), Knowledge (nature), Perform (any).

Feats: Artisan*, Astrologer*, Performance Artist*.

Prestige Classes: Dune trader*, mystic dancer[APXII], soulknife[APXI], wife of Nibenay[APXI].

Raam

The city-state of Raam is located east of Urik and is one of the largest and most chaotic cities in the Tablelands. It also has one of the most mixed populations.

Classes: Gladiator*, templar*, psion[XPH].

Skills: Craft (any), Intimidate.

Feats: Artisan, Mansadbar*, Tarandan Method*.

Prestige Classes: Dune trader*, kuotagha[APXI], servant of Badna[APXI], psiologist*.

Saragar

Home to the Last Sea of Athas, Saragar is the legendary region where the Green Age still exists. Their residents are mostly human and elves and psionics is everyday life.

Classes: Druid, psion[XPH], psychic warrior[XPH], wilder[XPH].

Skills: Autohipnosys[XPH], Knowledge (psionics)[XPH].

Feats: Psionic Schooling*.

Prestige Classes: Metamind[XPH], psion uncarnate[XPH].

Sea of Silt

An endless plain of pearly powder, The Silt Sea is home to powerful, aggressive, and primitive giants. Most humanoids use it as a way of transportation using specially crafted vehicles.

Classes: Barbarian, cleric (silt), ranger.

Skills: Knowledge (nature), Survival.

Feats: Giant Killer*.

Prestige Classes: Elementalist*, master shipfloater[APXII].

Trembling Plains

The Trembling Plains are named for the enormous herds of mekillot that stampede across the plains during early Fruitbirth season, shaking the ground. It is home to humans, dwarves and half-elves known as Eloy.

Classes: Fighter, ranger.

Skills: Survival.

Feats: Elfish Eloy[FFN], Longshanks[FFN], Wind Racer[FFN].

Prestige Classes: Wind walker[FFN].

Tyr

Located in a fertile valley in the foothills of the Ringing Mountains, Tyr was the first city-state to successfully revolt against its sorcerer-king and to unban preserving magic.

Classes: Gladiator*, wizard, templar*.

Skills: Craft (any), Diplomacy.

Feats: Companion*, Freedom*, Metalsmith*.

Prestige Classes: Black cassock[APXI], draqoman[APXI], dune trader*, templar knight*.

Urik

Located northeast of Tyr, between the Dragon's Bowl and the Smoking Crown Mountains, the city-state of Urik is to fighters what Draj is to barbarians and cerulean wizards.

Classes: Fighter, gladiator*, psychic warrior[XPH], templar*.

Skills: Concentration, Craft (any), Knowledge (warcraft)*.

Feats: Artisan, Disciplined.

Prestige Classes: Dune trader*, templar knight*, war mind[XPH], yellow robe[APXI].

Vital Statistics

The details of your character's age, gender, height, weight, and appearance are up to you. However, if you prefer some rough guidelines in determining those details, refer to Tables 1–2, 1–3, and 1–4.

Character Age

Your character's age is determined by your choice or race and class, as summed up on Table 1–2: Random Starting Ages.

As your character ages, his or her physical abilities scores change, as described on page 109 of the *Player's Handbook*.

Table 1–3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Human	35 yrs.	53 yrs.	70 yrs.	+2d20 yrs.
Aarakocra	—	—	36 yrs.[4]	+1d10 yrs.
Dwarf	100 yrs.	150 yrs.	200 yrs.	+4d20 yrs.
Elf	50 yrs.	75 yrs.	100 yrs.	+3d20 yrs.
Half-Elf	45 yrs.	60 yrs.	90 yrs.	+2d20 yrs.
Half-Giant	60 yrs.	90 yrs.	120 yrs.	+1d100 yrs.
Halfling	50 yrs.	75 yrs.	100 yrs.	+5d10 yrs.
Mul	30 yrs.	45 yrs.	60 yrs.	+2d10 yrs.
Pterran	—	—	40 yrs.[4]	+1d10 yrs.
Thri-kreen	—	—	25 yrs.[4]	+1d10 yrs.

1 –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
4 Aarakocra, pterrans and thri-kreen do not suffer aging penalties or gain aging bonuses until they reach venerable age, at which point all cumulative effects apply.

Height and Weight

Choose your character's height and weight from the ranges mentioned on the racial description, or roll randomly on Table: 1–4 Random Height and Weight. The information given here replaces those on page 109 of the *Player's Handbook*.

Table 1–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4'10"	+2d10	120 lb.	x(2d4) lb.
Human, female	4'5"	+2d10	85 lb.	x(2d4) lb.
Aarakocra, male	6'4"	+2d8	70 lb.	x(1d4) lb.
Aarakocra, female	6'2"	+2d8	60 lb.	x(1d4) lb.
Dwarf, male	4'3"	+2d4	130 lb.	x(2d6) lb.
Dwarf, female	4'1"	+2d4	100 lb.	x(2d6) lb.
Elf, male	6'8"	+2d6	130 lb.	x(2d4) lb.
Elf, female	6'5"	+2d6	110 lb.	x(2d4) lb.
Half-Elf, male	5'	+2d10	130 lb.	x(2d4) lb.
Half-Elf, female	4'10"	+2d10	90 lb.	x(2d4) lb.
Half-Giant, male	10'	+2d12	1400 lb.	x(3d4) lb.
Half-Giant, female	10'	+2d12	1000 lb.	x(3d4) lb.
Halfling, male	2'8"	+2d4	30 lb.	x1 lb.
Halfling, female	2'6"	+2d4	25 lb.	x1 lb.
Mul, male	4'10"	+2d10	130 lb.	x(2d6) lb.
Mul, female	4'6"	+2d10	100 lb.	x(2d6) lb.
Pterran, male	4'10"	+2d10	130 lb.	x(2d6) lb.
Pterran, female	4'7"	+2d10	110 lb.	x(2d6) lb.
Thri-kreen[1]	6'10"	+1d6	450 lb.	x(1d4) lb.

1 Thri-kreen are 48 inches longer than they are tall.

Table 1–2: Random Starting Ages

Race	Adulthood	Barbarian, Rogue	Bard, Fighter, Gladiator, Psychic Warrior, Ranger	Cleric, Druid, Psion, Templar, Wizard
Human	15 years	+1d4	+1d6	+2d6
Aarakocra	8 years	+1d4	+1d6	+2d4
Dwarf	30 years	+2d6	+4d6	+6d6
Elf	20 years	+1d4	+1d6	+2d6
Half-Elf	15 years	+1d6	+2d6	+3d6
Half-Giant	25 years	+1d6	+2d6	+4d6
Halfling	20 years	+3d6	+3d6	+4d6
Mul	14 years	+1d4	+1d6	+2d6
Pterran	10 years	+1d6	+1d6	+1d6
Thri-kreen	4 years	+1d4	+1d4	+1d4

Chapter 2: Character Classes

"From the lowliest slave to the highest templar, our fates are decided for us. The slave at the hands of the master, and the templar at the will of the king. Pray to Ral and Guthay that your children are born when the stars align to favor them. Few are those privileged to choose their own path of life, and cursed are those for they are bound by choice and have but themselves to blame for their misfortune. The bard addicted to his alchemical mixtures, the templar imprisoned for his crimes, and the gladiator sacrificed for the thrill of the fight. It is the choices that define who you are and how you die, regardless of who makes them."

—The Oracle, Blue Shrine Scrolls

Almost all of the standard *D&D* classes are found in Athas. In addition, this chapter presents two new classes, the gladiator and the templar. The Athasian variation of the bard is so different from the traditional that it could be considered a new one as well.

In addition to detailing the new classes, this chapter provides alterations for each of the classes included in the *Player's Handbook* and the *Expanded Psionics Handbook*. From variant animal companions for druids and rangers, different to entirely new class abilities, these changes make each class slightly different than those used in the generic *D&D* world.

Each class description in this chapter mentions some of the new skills and feats (see Chapter 3) and prestige classes (see Chapter 4) that are appropriate for each character of that class. These guidelines contribute toward defining the flavor of the character classes in a *Dark Sun* campaign.

Barbarian

"Gith's blood! I will hunt that wizard down and skin him alive."

—Borac, mul barbarian

Brutality is a way of life in Athas, as much in some of the cities as in the dwindling tribes of Athas' harsh wastes. Cannibal headhunting halflings (who occasionally visit Urik from the Forest Ridge) sometimes express shock at the savagery and bloodshed of the folk that call themselves "civilized" and live between walls of stone. They would be more horrified if they were to see the skull piles of Draj, experience the Red Moon Hunt in Gulg, or watch a seemingly docile house slave in Eldaarich rage as she finally "goes feral", taking every frustration of her short cruel life out on whoever happens to be closest to hand. Nibenese sages claim that the potential for savagery is in every sentient race, and the history of Athas seems to support their claim.

Some on Athas have turned their brutality into an art of war. They are known as "brutes", "barbarians" or "feral warriors" and they wear the name with pride. Impious but superstitious, cunning and merciless, fearless and persistent, they have carved a name for their martial traditions out of fear and blood.

Making a Barbarian

The barbarian is a fearsome warrior, compensating for lack of training and discipline with bouts of powerful rage. While in this berserk fury, barbarians become stronger and tougher, better able to defeat their foes and withstand attacks. These rages leave barbarians winded; at first they only have the energy for a few such spectacular displays per day, but those few rages are usually sufficient.

Races: Humans are often barbarians, many having been raised in the wastes or escaped from slavery. Half-elves sometimes become barbarians, having been abandoned by their elven parents to the desert to survive on their own; if more of them survived they would be quite numerous. Dwarves are very rarely barbarians, but their mul half-children take to brutishness like a bird takes to flight, living by their wits and strengths in the wastes. Muls have a particular inclination this way of life, and very often "go feral" in the wilderness after escaping slavery in the city. Elves rarely take to the barbarian class; those that do are usually from raiding tribes such as the Silt Stalkers. Half-giants readily take the barbarian class. Despite their feral reputations, halflings rarely become barbarians; their small statures and weak strength adapts them better for the ranger class. Likewise, despite their wild nature, thri-kreen are rarely barbarians, since their innate memories allow them to gain more specialized classes such as ranger and psychic warrior without training. Pterrans of the Forest Ridge occasionally become barbarians, but like halflings they more often favor the ranger class.

Alignment: Barbarians are never lawful—their characteristic rage is anything but disciplined and controlled. Many barbarians in the cities are often rejects from the regular army, unable to bear regular discipline or training. Some may be honorable, but at heart they are wild. At best, chaotic barbarians are free and expressive. At worst, they are thoughtlessly destructive.

Class Features

Class Skills: Escape Artist and Profession are class skills for Athasian barbarians. Swim is a cross-class skill for Athasian barbarians.

Wasteland Trapsense (Ex): You can apply your trap sense class feature to natural hazards, such as quicksand or an ant lion's sand pit (*TotDL* 82), as well as your Armor Class against attacks made by natural hazards, such as a mekillot stampede (*FFN* 146). This ability replaces the trapsense ability a standard barbarian receives.

Playing a Barbarian

All cower and stand in awe at the fury you can tap, enhancing your strength and toughness. But what do these people know of the burnt wastes of Athas, the hellish jungles of the Forest Ridge? The cruel vicissitudes of growing up in the wastes of Athas were nothing but normal to you. When your family was lost in a tembo attack, or when your entire village was either murdered or forced into slavery, how could you not know they might not had to die? These and many other brutal experiences marked you, and you now stand apart from those born into the "comforts" of the city-states.

Religion

Although most are profoundly superstitious, barbarians distrust the established elemental temples of the cities. Some worship the elements of fire or air or devote themselves to a famous figure. Most barbarians truly believe the sorcerer-kings to be gods, because of their undeniable power, and a few actually worship a sorcerer-king, usually the one that conquered their tribe. Such barbarians often escape menial slavery by joining an elite unit of barbarians in the service of an aggressive city-state such as Urik, Draj or Gulg.

Other Classes

Barbarians are most comfortable in the company of gladiators, and of clerics of Air and Fire. Enthusiastic lovers of music and dance, barbarians admire bardic talent, and some barbarians also express fascination with bardic poisons, antidotes and alchemical concoctions. With some justification, barbarians do not trust wizardry. Even though many barbarians manifest a wild talent, they tend to be wary of psions and Tarandan psionicists. Psychic warriors, on the other hand, are creatures after the barbarian's own heart, loving battle for its own sake. Barbarians have no special attitudes toward fighters or rogues. Barbarians admire gladiators and will ask about their tattoos and exploits, but will quickly grow bored if the gladiator does not respond boastfully.

Combat

You know that half the battle occurs before the fight even begins. You prefer to choose your battleground when you can, stalking your opponent into terrain that best suits your abilities. Once battle is joined, you become a wild frenzy of motion, striking quickly and powerfully until all your opponents are crushed. While you lack the training of the fighter, or the cunning of the gladiator, you more than compensate them through sheer power and resilience.

Advancement

Becoming a barbarian let you further tap into your feral nature, letting you become one with the savage beast in your hear, and through your training, you have learned what you must do to unlock it.

To fully utilize your barbarian abilities, you will want to focus on feats that take advantage of your superior strength and speed, such as Power Attack and Whirlwind Attack.

Behind the Veil: Classes

You may notice that there are some classes not described here. Some of these are core classes that have been deemed inappropriate to the feel of the Dark Sun campaign setting. Others are classes from previous editions of Dark Sun that don't fit in the 3e mould.

Monk: There are several monasteries on Athas, though little evidence in previous material supports the martial artist variety of monk portrayed in the *Player's Handbook*. Monks are too few in number to warrant a core class.

Paladin: The idea of doing good for its own sake runs contrary to the tone and theme of the setting. There are no gods to reward selfless acts, and no grand traditions of chivalry and nobility to promote. In essence, Athas is a world where evil behavior is the norm.

Sorcerer: Mechanically, a sorcerer's spontaneous casting and a psion's manifesting are similar, thus including the sorcerer removes some of the uniqueness of the psion. Some also feel that an arcane spellcaster without a spellbook violates the flavor of the setting.

Soulknife: There is no precedent of a concept such as the soulknife in any previous material. However, in a metal-poor, high psionic world, the ability to manifest a weapon using the mind has its place. There would probably not be enough soulknives to warrant a core class, which would need to be shoehorned into the existing campaign world.

Trader: The trader class, present in previous editions of the setting is not included here because it's benefits and traits are nearly all encompassed in the standard set of 3rd edition skills. Reproducing the class is easily done using a standard skill-focused class, like the rogue or bard, or using the expert NPC class.

Some DMs choose to run *Dark Sun* as a low-magic, low treasure campaign. In such games, the monk and soulknife could become unbalanced because of their lack of dependence on treasure.

DMs are free to include any of the above core classes in their games, but these classes will not appear in any official releases.

Starting Packages

Package 1: The Survivor

Human Barbarian

Ability Scores: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb, Escape Artist, Listen, Survival.

Languages: Common.

Feat: Great Fortitude, Wastelander*.

Weapons: Carrikal (1d8/x3), atlatl with 10 javelins (1d6/x3, 40 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 13 Cp.

Package 2: The Crusher

Half-giant Barbarian

Ability Scores: Str 23, Dex 10, Con 18, Int 6, Wis 9, Cha 4.

Skills: Climb, Intimidate, Jump.

Languages: Common.

Feat: Exotic Weapon Proficiency (swatter).

Weapons: Swatter (3d8/x4).

Armor: Leather (+2 AC).

Other Gear: Standard adventurer's kit, 0 Cp.

Package 3: The Hunter

Thri-kreen Barbarian

Ability Scores: Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 8.

Skills: Jump, Knowledge (nature), Search, Survival.

Languages: Kreen.

Feat: Track.

Weapons: Four chatkchas (1d6, 20 ft.).

Armor: Heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 13 Cp.

Barbarians on Athas

"Don't make my friend angry. You won't like him when he's angry."

—Cabal, half-elven bard

In a savage world like Athas, is only natural that some of its inhabitants have turned into barbarians. They are fierce combatants without the army training fighters receive or wild rangers without the hunting skills.

Daily Life

A barbarian is a passionate adventurer. As a survivalist, he often sees his involvement in a particular enterprise as a validation of his superior strength and resilience. In his mind, his presence alone is enough to ensure the success of a quest, adventure, or ruin raid. Even simple tasks are additional opportunities to prove his own worth by accomplishing the task with might and alacrity. Barbarians are typically hardheaded and unforgiving because of the rigors of his previous life.

Notables

It is rare for a barbarian to live long enough, or close enough to civilization, in order to become famous, but a few examples exist. Korno, a Raamite gladiator, became the leader of a group of slaves, and Korno's furious rage known from the arenas has only increased after losing everything in the Raam invasion by Dregoth. The leader of Pillage, Chilod, is a tarek know for his outbursts of rage and cruelty, being one of the most feared chiefs of the Bandit States.

Organizations

Because of their independent and sometimes downright chaotic natures, many barbarians refuse to join organizations of any kind, though they usually maintain relationships with trading houses and raiding tribes. There is no specific organization that binds barbarians together.

NPC Reactions

Many lay people cannot tell a barbarian from a ranger or a fighter until his rage overcomes him and he starts screaming and bashing.

Most authority figures and templars do not appreciate barbarians since they are prone to losing control and cannot be truly trusted. Thus, they generally treat barbarians with a great deal of caution.

Barbarian Lore

Characters with ranks in Knowledge (nature) can research barbarians to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Barbarians are hot-blooded combatants who fight with great brutality and savagery.

DC 15: Barbarians become stronger and more resilient when they lose control.

DC 20: Barbarians can stand up to punishment that no other individual can endure, and their reflexes are as quick as a rogue's.

Sample Encounter

Barbarians can be found anywhere; in city-states, in the wilderness, or on the road to nowhere.

EL 7: Crok is the lead warrior for a primitive band of half-giants. The group lives a hunter-gatherer existence in the sandy wastes of the Tablelands. While the band is not large enough to successfully raid caravans, they are not above the occasion livestock raid.

Crok **CR 7**

Male half-giant barbarian 7

N? Large giant

Init +0; **Senses** darkvision 60 ft.; Listen +4, Spot +0

Languages Common

AC 13, touch 11, flat-footed 11; improved uncanny dodge

(–1 size, +2 armor, +2 natural)

hp 73 (7 HD); **DR** 1/—
Fort +10, **Ref** +2, **Will** +2

Speed 50 ft. (10 squares)
Melee mwk great macahuitl +16/+11 (3d6+9/19–20)
Ranged javelin +7 (1d8+6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +17
Atk Options rage 2/day (9 rounds)
Combat Gear *potionfruit of jump*

Abilities Str 23, Dex 10, Con 18, Int 6, Wis 10, Cha 4
SQ fast movement, trap sense +2
Feats Power Attack, Weapon Focus (great macahuitl), Wastelander*
Skills Climb +10, Hide –4, Intimidate +1, Jump +10, Listen +4, Spot +0, Survival +6
Possessions combat gear plus masterwork great macahuitl, 3 javelins, leather armor, *cloak of resistance +1*

When raging, Crok has the following statistics:
AC 11, touch 9, flat-footed 9
hp 87
Fort +12, **Will** +4
Melee mwk great macahuitl +18/+13 (3d6+12/19–20)
Grp +19
Abilities Str 27, Con 22
Skills Climb +12, Jump +12

Bard

"Some people think a club can solve any problem. Unless you're a half-giant, there are more sophisticated ways of settling a disagreement."

—Cabal, half-elven bard

From the shadowy corners of Athas' most disreputable places hails the bard. Like their counterparts in other fantasy worlds, Athasian bards are the unquestioned masters of oral tradition and forgotten lore, but rather than sharing their lore with whoever will listen, Athasian bards guard their secrets as jealously as the sorcerer-kings harbor their water and iron. Athasian bards may sell information to the highest bidder; they peddle their services and the fruits of their knowledge, but trade secrets are what give bards an edge on the uninitiated. Bards would rather die than reveal these secrets.

Meeting a bard can be an uneasy encounter, since one never knows how the bard has chosen to devote his multiple talents. Some bards master the art of making poisons, and survive by selling these poisons and their antidotes for those who have coin to pay. Some bards master the art of entertainment, using their performances to amuse nobles and templars and gain wealth. Some become assassins, mixing their knowledge of poison and stealth to become hired hands. Bards' unique position in the Athasian society means they often overhear conversations between high-ranking templars or nobles, or they may have treated an injured person that prefers to remain anonymous. Respectable folk despise them; the powerful fear them; but in the Athasian cities, everyone eventually comes to need their services.

Making a Bard

Bards receive numerous abilities they can use to survive. Many become masters of poisons, selling their illegal substances to anyone. Alone of the classes, bards hold the secrets of alchemy, creating fiery concoctions and mysterious mixes. Bards are master smugglers, selling spell components and other illegal items in the Bard's Quarters of the city-states. All bards, however, have some degree of entertainment skill. The songs of most bards can dazzle a crowd, or incite them to riot. Bards tend to learn to play a variety of instruments, or recite poetry or old legends by campfire. They can be acrobats, performing dazzling displays of physical prowess. They are often called upon as sources of information.

Abilities: Charisma is the most important ability for a bard, because many of their abilities and skills are affected by it. A high Dexterity improves the bard's defensive ability. Intelligence is also important because it bolster the numbers of skills he has access.

Races: All humanoid races of Athas can become bards. The social stigma in certain regions may be higher than others, however. For example, the loremasters of the halflings of the Jagged Cliffs are highly regarded because of the ancient secrets and histories they preserve. But in the city-states, where the Bard's Quarters are notorious, being a bard is not usually a good thing. Elven tribes often have a bard, who keeps the history of the tribe alive, its conquests and defeats. Humans are often bards, becoming performers of great talent, or assassins of deadly skill and precision. Half-elves, because of their lonely existence, often take to being bards. The prejudice they face at every stage in life can move some to become great poets or singers. Muls and half-giants make poor bards; their talents are usually better served elsewhere than the stage or the shadows of alleys. As well, thri-kreen are rarely seen as bards, relying instead upon their racial memory.

Alignment: Most bards are chaotic, and operate alone, brokering information, arranging deals, smuggling illegal wares such as poisons, drugs, spell components and other things. Neutral bards are the ones most likely to operate in fellowships with adventurers, or entertain in troupes with other bards. The rare lawful bards can easily secure positions as councilors or agents for templars, and noble and merchant houses. Good bards are often entertainers or lorekeepers, putting their talents to benevolent use, sometimes diagnosing poisonings and selling the proper antidotes. Evil bards are often masters of poisons and alchemy, selling their wares to anyone with the ceramic to pay.

Class Features

Weapon and Armor Proficiency: You are proficient in all simple weapons, and the following additional weapons: bard's friend, crossbow (any), garrote, greater blowgun, whip and widow's knife. You are proficient in light armor, but not shields.

Bardic Music: This is exactly like the bard class feature ability of the same name.

Bardic Knowledge: This is exactly like the bard class feature ability of the same name.

Smuggler: You receive a +1 insight bonus to Bluff and Sleight of Hand checks for every two bard levels.

Poison Use: Bards are trained in the use of poisons, and as of 2nd level, never risk accidentally poisoning themselves when applying poison to a blade.

Streetsmart: When you reach 2nd level, you get a +2 competence bonus to Gather Information and Intimidate checks.

Quickdraw: Bards learn to strike quickly and without warning. At 3rd level, you gain Quickdraw as a bonus feat.

Trade Secrets: At every 4th level you learn a trade secret chosen from the list below.

Alchemy Dealer: Pay one-half of the market price for raw materials needed to craft alchemical items.

Accurate: When you attack an armored opponent, your accuracy allows you to ignore 1 point of natural armor bonus to AC or 1 point of armor bonus to AC. This trade secret may be chosen more than once, and its effects stack.

Agile: You receive a +1 dodge bonus to AC. This trade secret may be chosen more than once, and its effects stack.

Coolheaded: You may take 10 on Bluff and Diplomacy checks.

Improvised Materials: You can craft poisons from raw materials at hand instead of relying on specific ingredients. Doing so increases the Craft (poisonmaking) check DC by 5 but otherwise has no effect on the poison's potency.

Poison Dealer: Pay one-half of the market price for raw materials needed to craft poisons.

Poisonbane: You receive a +4 insight bonus to Craft (alchemy) checks when creating antitoxin and poison antidotes.

Poison Resistance: You receive a +4 bonus to saving throws against poisons.

Scorpion's Touch: Add +1 to the save DC of all poisons applied by you. This trade secret may be chosen more than once, and its effects stack.

Skilled: Add one-half your bard level (rounded down) as a competence bonus to one of the following skills: Appraise, Bluff, Craft, Diplomacy, Heal, Perform, Profession, Sense Motive or Sleight of Hand. This trade secret may be chosen more than once, each time it applies to a different skill.

Smokestick Application: You can combine inhaled poisons with smokesticks. All creatures within the area the smokestick covers (10-ft. cube) are affected by the poison you applied to the smokestick.

Versatile: Select any two non-class skills. These are now considered class skills for you.

Mental Resistance (Ex): Bards carry many dark secrets they would prefer remain secret. This, combined with a large amount of knowledge based on half-truths and false rumors makes your mind unreliable to those who would seek to mentally affect it. At 5th level you receive a +2 morale bonus to saves made against telepathic powers and enchantment/charm spells.

Improved Poison Use (Ex): At 6th level, you can apply poison to a weapon as a free action without provoking attacks of opportunity.

Quick Thinking: Bards often find themselves in a tight spot where they have to act quickly, whether it is to escape a templar patrol or strike first when in

Table 2–1: The Athasian Bard

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Bardic music, bardic knowledge, smuggler
2nd	+1	+3	+3	+3	Poison use, streetsmart
3rd	+2	+3	+3	+3	Quickdraw
4th	+3	+4	+4	+4	Trade secret
5th	+3	+4	+4	+4	Mental resistance
6th	+4	+5	+5	+5	Quick thinking +2, improved poison use
7th	+5	+5	+5	+5	Chance 1/day
8th	+6/+1	+6	+6	+6	Trade secret
9th	+6/+1	+6	+6	+6	Speed reactions
10th	+7/+2	+7	+7	+7	Slippery mind
11th	+8/+3	+7	+7	+7	Quick thinking +4
12th	+9/+4	+8	+8	+8	Trade secret
13th	+9/+4	+8	+8	+8	—
14th	+10/+5	+9	+9	+9	Chance 2/day
15th	+11/+6/+1	+9	+9	+9	Defensive roll
16th	+12/+7/+2	+10	+10	+10	Trade secret, quick thinking +6
17th	+12/+7/+2	+10	+10	+10	Awareness
18th	+13/+8/+3	+11	+11	+11	Mindblank
19th	+14/+9/+4	+11	+11	+11	—
20th	+15/+10/+5	+12	+12	+12	Trade secret

Class Skills (6 + Int modifier per level, x4 at 1st level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge (all skills individually), Listen, Move Silently, Perform, Profession, Ride, Search, Sense Motive, Sleight of Hand, Speak Language, Tumble, Use Magic Device, Use Psionic Device, Use Rope.

confrontation with a foe. At 6th level, you get a +2 bonus on initiative checks. This bonus increases by 2 at 11th and 16th level.

Chance: Bards live on the edge in many ways. At 7th level you may reroll one single d20 roll once per day, but have to keep the latter result—for better or for worse. At 14th level you may use this ability two times per day.

Speed Reactions: Beginning at 9th level, when you use the attack action or full attack action in melee, you may subtract a number from all melee attack rolls and add the same number to your initiative. This number may not exceed your base attack bonus. You may not make ranged attacks this round. The initiative increase takes effect on the next round. The new initiative is your initiative for the remainder of the combat, unless you were to use speed reactions again, which would increase your initiative further.

Slippery Mind: This is exactly like the rogue special ability of the same name.

Defensive Roll: At 15th level you learn how to avoid a potentially lethal blow. You gain the ability to reduce damage from a knockout blow. This is exactly like the rogue special ability of the same name.

Awareness (Ex): At 17th level, you are never caught flat-footed and always act in the surprise round.

Mind Blank (Ex): At 18th level your mind becomes completely sealed against involuntary intrusion as per the *mindblank* spell. This spell-like ability is always considered active.

Playing a Bard

You are a master of oral tradition and lore, and a true artist, but you share your talents only with those who can afford to pay you.

You are an artist. You are the center of attention (whenever you want to), the person everyone wants to talk to, the "face" of the party. Even if you aren't the most attractive or charismatic member of your group, your unequaled skill at performance arts creates an irresistible appeal born of justified confidence. You are more than just light entertainment, though. Your target rarely survives the encounter if you don't want him to.

You might adventure because you desire entertainment. Someone with your smarts gets bored easily. Alternatively, you may have been blacklisted on your current location because of a "business transaction" gone wrong. You have to keep moving, and adventuring offers you a regular change of scenery. In any case, a life of adventure allows you to see new things, meet interesting people, and get some silvers in the process.

Religion

No central bardic organization exists, and more often than not bards have no particular penchant for religion. Some may worship the elements, fearing the power of the elemental forces, and most bards tend to relate to the Air ever-changing nature, but bards that worship sorcerer-kings are rare. A lifestyle of breaking the rules of the city-states does not lend one to worship the lawgivers.

Other Classes

Bards face life as it comes, and usually hold no special grudge or awe for any one class. They usually approach other's profession on the basis of how it can help them at the moment. Clerics and druids are respected for their devotion to a divine force, but usually not held in awe. Fighters, gladiators and rangers can be useful as sword–arms but are otherwise useless to the bard. Bards do not view wizards with the same aversion as others might view them, since bards sell them their components.

Combat

A bard rarely seeks to initiate combat—instead he skulks about, looking for an opportunity to strike swiftly, using his poisons to their greatest advantage. Your work best with teammates, maneuvering to get flanks and help bring down opponents with your various poisons. Use your bardic music to bolster your allies and distract your opponents while the real heavy hitters in your group mop them up.

Advancement

You have a flexibility in building your talents unrivaled by any other class. You can either emphasize on ability or nurse a broad range of abilities. In most cases, feats that consistently improve your talents are more useful than feats that function in only certain situations.

As you advance in the class, continue to max out your ranks in Bluff and Perform, and invest skill points in Gather Information and Sleight of Hand. Many feats in the *Athasian Emporium* supplement make the most of your poison abilities. Improved Feint is an excellent choice with your expertise in Bluff, and Greasing the Wheels (page 72) if perfect for getting around templar inspections. If you play up the assassin aspect of this class, consider magic (or psionic) items that help you cloak your true intentions, such as an *amulet of proof against detection and location* or a *veil of lies* (page 260).

When multiclassing or taking a level in a prestige class, find combinations that further broaden your abilities or that increase your flexibility. The poisonmaster prestige class (page 101), the dune trader (page 90), and the assassin (*DMG* 180) deserve special mention. They are a great combination with the bard class.

Starting Packages

Package 1: The Assassin

Elf Bard

Ability Scores: Str 13, Dex 17, Con 10, Int 10, Wis 14, Cha 8.

Skills: Climb, Disguise, Hide, Move Silently, Open Lock, Spot.

Languages: Elven, Common.

Feat: Stealthy.

Weapons: Bard's friend (1d4/18–20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, musical instrument, 9 Cp.

Package 2: The Information Smuggler

Human Bard

Ability Scores: Str 8, Dex, 12, Con 10, Int 15, Wis 14, Cha 13.

Skills: Bluff, Decipher Script, Diplomacy, Gather Information, Knowledge (local), Listen, Sense Motive.

Languages: City language, Common, Elven.

Feat: Investigator, Negotiator.

Weapons: Widow's knife (1d4/x3), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Leather armor (+2 AC).

Other Gear: Standard adventurer's kit, 4 Cp.

Package 3: The Poisoner

Half-elf Bard

Ability Scores: Str 8, Dex 15, Con 10, Int 15, Wis 14, Cha 6.

Skills: Appraise, Craft (alchemy), Craft (poisonmaking), Knowledge (local), Sleight of Hand.

Languages: City language, Common, Elven.

Feat: Skill Focus (Craft [poisonmaking]).

Weapons: Bard's friend (1d4/18–20), blowgun with 20 needles (1, 10 ft.).

Armor: Shell armor (+4 AC).

Other Gear: Standard adventurer's kit, smokestick, 4 Cp.

Bards on Athas

"She was a rare beauty: charming, graceful, talented. It's too bad she killed my boss."

—Talos, mul bodyguard

Athasian bards use songs and tales as their tools of trade. A bard is a person of wit and camaraderie. Despite having few other talents to offer, the bard is a welcome source of entertainment and information across Athas. However, bards are noted to be extremely untrustworthy and even ruthless—they often sell their skills as assassins and poison alchemists to the highest bidder.

In the cities, bards often become tools of the nobility. They're commonly hired by one noble house and sent to another as a gift. The bards are sent not only to entertain, but usually to perform some other subtle task as well (such as robbery, espionage, or even assassination).

Nobles consider it rude to turn down the gift of a bard or bard company. However, when presented with a troop of bards from one's worst enemy, it's sometimes better to be rude and turn them away, for the consequences of their visit could be downright deadly. To get around this, the noble who hired them sometimes disguises their approach by having another noble send them. A very complicated collage of intrigue and deceit is often woven wherever bards are involved.

Daily Life

The way a bard behaves depends on his individual sense of morality. Some think nothing of adopting false identities, smuggling forbidden goods, or even coldblooded assassination. Other bards find themselves driven to use their skills to entertain and help people.

Bards can become great leaders. With their quick wits and great charisma, bards would be natural leaders were it not for their inconstancy. If a bard manages to earn the trust of companions, they value his leadership. Lacking that trust, a bard rarely leads for long.

Notables

Bards often gain notoriety for their deeds, although most prefer to remain behind false identities. The human bard only known as Wheelock has become a legend when it comes to creating poisons. Fyrian Wynder is a Tyrian half-elven bard notorious for his combination of bardic abilities and the Way, since his acting skills enable him to adopt several identities, while his psionic abilities provide a means of gaining access to secured areas and going unnoticed once he gets there.

Organizations

Bards don't organize together, but they often linger around the same places, which end up getting known as the Bard's Quarter in most city-states. A bard joining an organization probably has a specific goal (or target) in mind and rakes a position that best allows him to attain it. A long-term commitment to such a group rarely appeals to a bard.

NPC Reactions

Common folk ten to have a hard time differentiating bards from rogues. Bards further confuse the issue by regularly adopting false identities and hiding their varied abilities. Thus, the reaction a bard gets from those he meets depends on what he is pretending to be at a time. Individuals who know about the bard class and the reputation that comes with it have an initial attitude one step more hostile than normal. Templars in particular look poorly upon bards, since they know of the various illegal activities they usually perform.

Bard Lore

Characters with ranks in Knowledge (local) can research bards to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Bards are jacks of all trades, masters of performance and deception, and information smugglers.

DC 20: Bards are masters of poisons and lore, and they have many of the skills of rogues.

Sample Encounter

An encounter with a bard should highlight his use of trickery and poisons, and should probably be an uneasy encounter, since you can never know what a bard will do

next. The PCs could become involved in an assassination plot where a bard is the hired assassin. Their attempt to thwart him can earn them the thanks of one group and the hatred of another.

EL 9: Flighty and driven by whims, Cabal is a true performatic artist and deserves his reputation. The PCs encounter Cabal during a presentation for a nobleperson, or in the frantic minutes after he concludes his assassination attempt and makes to flee. Depending on how they feel about his intended target, the PCs might attempt to stop him or simply watch.

Cabal CR 9

Male half-elf bard 9
CN Medium humanoid (elf)
Init +6; **Senses** low-light vision; Listen +7, Spot +4
Languages Common, [City Language], Elven

AC 17, touch 16, flat-footed 12; Dodge, Mobility (+4 Dex, +1 armor, +1 dodge, +1 deflection)
hp 22 (9 HD)
Resist mundane extreme heat or cold
Fort +6, **Ref** +10, **Will** +8 (+2 against telepathic powers, enchantment and charm spells)

Speed 40 ft. (8 squares); elf run
Melee mwk bard's friend +11/+6 (1d4–1/18–20)
Melee bard's garrote +11 (2d4–1 nonlethal)
Melee mwk dagger +11 (1d4–1/19–20) or
Ranged mwk dagger +11 (1d4–-1/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +5
Atk Options Quick Draw, improved poison use, poison (blue whinnis, DC 14, 1 Con/unconsciousness)
Special Actions bardic music 9/day (inspire courage +1, *fascinate* 3 targets, countersong, *suggestion*), chance 1/day, speed reactions
Combat Gear 3 doses of blue whinnis poison, 2 *fruitpotions of cure light wounds*

Abilities Str 8, Dex 18, Con 8, Int 13, Wis 15, Cha 14
SQ bardic knowledge +10, poison use, trade secret (agile, poison dealer)
Feats Dodge, Mobility, Quickdraw[B], Skill Focus (Craft [poisonmaking]), Weapon Finesse
Skills Appraise +3 (+5 with poisons), Balance +6, Bluff +16, Climb +2, Craft (poisonmaking) +9, Diplomacy +4, Disguise +7 (+9 acting), Escape Artist +6, Gather Information +7, Heal +4, Hide +6, Intimidate +8, Jump +2, Knowledge (local) +6, Listen +7, Move Silently +, Perform (dance) +10, Search +5, Sense Motive +4, Sleight of Hand +15, Spot +4, Tumble +6, Use Rope +5
Possessions combat gear plus masterwork bard's friend, bard's garrote +11, masterwork dagger, *bracers of armor +1*, *cloak of Charisma +2*, *ring of protection +1*

Cleric

"Without destruction, there is nothing to build."
—Credo of the fire cleric

In a world without gods, spiritualism on Athas has unlocked the secrets of the raw forces of which the very planet is comprised: earth, air, fire, and water. However, other forces exist which seek to supplant them and rise to ascendancy in their place. These forces have taken up battle against the elements of creation on the element's own ground in the form of entropic perversions of the elements themselves: magma, rain, silt and sun.

Making a Cleric

Clerics are the masters of elemental forces; they possess unique supernatural abilities to direct and harness elemental energy, and cast elemental spells. All things are comprised of the four elements in some degree, thus clerics can use their elemental powers to heal or harm others. Due to their affinities with the elements, clerics possess a number of supernatural elemental abilities. Though dimly understood, there exists a connection between elemental forces and the nature of undeath. Clerics can turn away, control, or even destroy undead creatures. Athas is a dangerous world; this practicality dictates that clerics must be able to defend themselves capably. Clerics are trained to use simple weapons and, in some cases, martial weapons; they are also taught to wear and use armor, since wearing armor does not interfere with elemental spells as it does arcane spells.

Races: All races include clerics in their societies, though each race possesses different perspectives regarding what a cleric's role involves. As masters of myth and the elemental mysteries, most clerics hold a place of reverence within their respective societies. However, more than a few races have varying affinities for one element over another. Dwarves almost always become earth clerics, a connection they've shared since before they were driven from their halls under the mountains. Dwarven determination and obsessive dedication matches perfectly with the enduring earth. Elves most often revere water, fire, or the winds; as nomads, they seldom feel a deep–seated affinity for the land. Thri-kreen are known to ally with all elements to the exclusion of fire. This seems to stem from a mistrust of flame, which is common in many kreen.

Alignment: Attaining the abilities of a true servant of the elements requires a deep understanding of the chosen kind of element of paraelement. An aspiring cleric must make a study of the element's typical personality and role; opens the door to the element's power. Thus, Athasians clerics align their morals to suit the traits of the element to which they dedicate themselves.

Class Features

Weapon and Armor Proficiency: Clerics are proficient with light armor and all simple weapons.

Turn or Rebuke Undead (Su): Your element or paraelement worshiped has no impact on your ability to turn or rebuke undead. Good clerics may turn or destroy undead as normal. Evil clerics may rebuke or command undead as normal. Neutral clerics may choose to turn or rebuke at character creation time. However, all elements and paraelements consider the undead to be a violation of the natural order of things. While evil clerics are free to control undead, they are expected to eventually destroy them.

Playing a Cleric

The clerics of Athas are like the rare snows that blanket the highest peaks of the Ringing Mountains. Though the cascading flakes all seem the same, the pattern of each is as different as the faces of men are from muls. Indeed, clerics are like snowflakes, each preaching about preservation and the elements, but no two of them do it for the same reason. This makes these environmental warriors an extremely diverse and interesting class to play. Some are merely power-hungry, some seek revenge, and some are honestly struggling to save their dying planet and reverse the ancient environmental disaster.

You are a servant of your element, your goal in life is to expand its presence in Athas, and find your element's foes and destroy them with your cleansing element.

You adventure out of a desire to preach the words of your element, prove your worth and to destroy infidels who worship opposed elements.

Religion

Unlike clerics found on other worlds, elemental clerics do not generally congregate at temples or churches, nor do they participate in a uniform, organized religion. Each cleric's calling to the raw energy of the elements is personal, individual. Some clerics believe that, upon their initiation, they enter pacts with powerful beings, elemental lords, who grant powers to those who contract with them. Others believe that the elements are neither malevolent nor benevolent, but a tool to be used, or a force to be harnessed. Regardless, all clerics desire the preservation of their patron element, though the reasons for this are many and varied.

Clerics are found everywhere on Athas. Most common clerics are wanderers, who preach the concept of preservation with the hope of restoring Athas to a greener state. Wanderers are generally well received by those that dwell in the desert, such as villagers and slave tribes. They cure the sick and heal the wounded, sometimes even aiding in defeating local threats. Other clerics act as wardens of small, hidden shrines, which they hope creates a clearer channel to the elemental plane of worship, and fortifies their powers and spells. Tribal and primitive societies include shamans, who see to the spiritual needs of their groups, offering advice to the leaders and providing supernatural protection and offence. Lastly, some clerics stay in the cities, where they most commonly work against the sorcerer-kings and their templars. There they quietly preach the message of preservation to the citizenry, and even sometimes work with the Veiled Alliance.

Other Classes

In an adventuring party, the cleric often fills the role of advisor and protector. Clerics often possess an unshakable distrust of wizards and their arcane spells. Most clerics are well aware of the danger that sorcery represents to the dying planet, and watch those who wield such power carefully. Generally speaking, the elemental clerics are all on friendly terms with each other, recognizing an ancient pact made by their ancestors to put aside their differences in the opposition of Athas' destruction. However, clerics whose elements are diametrically opposed often clash regarding the means used in furthering their goals, and at times this has led to bloodshed.

Combat

Athasian clerics make use of the same general combat tactics as those described in the *Player's Handbook*—that is, stay back from melee and use your spells to either destroy your enemies or enhance your allies' abilities.

Your tactics on the battlefield depend largely on your element and domains chosen. Air clerics are not very offensive, but when needed they usually employ sonic attacks from the heights. Earth clerics believe the best defense is a good offense, but they also employ the strongest of metal weapons. Fire clerics are feared and unpredictable, appearing to thrive only when everything around them is being devoured by the fiery appetites of their patrons. Water clerics are usually healers, but they can be known to be meticulous in the cruelty of their vengeance when someone wantonly wastes water.

Don't neglect your ability to heal yourself or your allies, but don't burn through your spells early in an attempt to do so; make the most efficient use of your

Table 2–2: Athasian Elements

Element	Energy Type	Domains	Typical Worshipers
Air	Sonic	Sun Flare, Furious Storm, Ill Wind, Rolling Thunder, Soaring Spirit	aarakocra, elves
Earth	Acid	Decaying Touch, Earthen Embrace, Forged Stone, Ruinous Swarm, Mountain's Fury	dwarves, muls, jozhals
Fire	Fire	Burning Eyes, Sky Blitz, Mountain's Fury, Smoldering Spirit, Fiery Wrath	dwarves, ssurrans
Magma	Fire	Broken Sands, Dead Heart, Ill Wind, Mountain's Fury	ssurrans
Rain	Electricity	Cold Malice, Decaying Touch, Furious Storm, Refreshing Storm	Drajis
Silt	Acid	Broken Sands, Decaying Touch, Dead Heart, Soul Slayer	silt runners, giants
Sun	Fire	Sun Flare, Light's Revelation, Desert Mirage, Fiery Wrath	aarakocra
Water	Acid	Desert Mirage, Drowning Despair, Sky Blitz, Living Waters	half-elves, lizardfolk

spells in battle, saving the healing until combat is over or it becomes absolutely necessary.

Advancement

Your first steps towards becoming a cleric were witnessing your element in action. After learning what your element could do, and that they could grant such powers into you, you dedicated yourself into serving your element. Your elemental pact marked the beginning of your journey and unlocked the first of many new abilities other creatures can only dream about.

You have only just begun your quest to become worthy of your element, and a lifetime of striving still lies ahead of you. If you truly want to serve your element the best you can, consider taking the elementalist prestige class (page 93).

Starting Packages

Package 1: The Defender

Dwarf Earth Cleric

Ability Scores: Str 13, Dex 8, Con 16, Int 12, Wis 15, Cha 8.

Skills: Concentration, Knowledge (religion).

Languages: Common, Dwarven, Terran.

Feat: Disciplined*.

Weapons: Maul (1d12), bolas (1d4, 10 ft.).

Armor: Scale mail (+6 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 45 Cp.

Class Features: Channels positive energy; Earthen Embrace and Mountain's Fury domains.

Spells Prepared: 1st—*magic stone*[D]*, *protection from evil*, *shield of faith*; 0—*create element**, *detect element**, *resistance*.

D: Domain spell.

Package 2: The Destroyer

Human Magma Cleric

Ability Scores: Str 14, Dex 8, Con 13, Int 10, Wis 15, Cha 12.

Skills: Concentration.

Languages: Common.

Feat: Combat Casting, Elemental Might*.

Weapons: Heartpick (1d8/x4).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 59 Cp.

Class Features: Channels positive energy; Broken Sands and Mountain's Fury domains.

Spells Prepared: 1st—*bless*, *divine favor*, *sand pit*[D]*; 0—*create element**, *resistance*, *virtue*.

D: Domain spell.

Package 3: The Healer

Pterran Water Cleric

Ability Scores: Str 14, Dex 10, Con 10, Int 8, Wis 17, Cha 15.

Skills: Concentration, Diplomacy, Heal.

Languages: Saurian.

Feat: Skill Focus (Heal).

Weapons: Longspear (1d8/x3), net (10 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 50 Cp.

Class Features: Channels positive energy; Drowning Despair and Living Waters domains.

Spells Prepared: 1st—*clear water*[D]*, *protection from evil*, *sanctuary*; 0—*create element**, *detect poison*, *purify food and drink*.

D: Domain spell.

Clerics on Athas

"As for the elemental clerics, some say we are mad—driven insane by the chaotic beings we serve. But others see the gleam of patience in our eyes, and know that one day the clerics of Athas will throw off the yoke of oppression and return the flowing rivers and the sprawling forests to our withered lands."

—Jurgan, Urikite earth cleric

Like the Athasian deserts, the elemental powers are neither benevolent nor malevolent, caring only that their natural forms are preserved in the material world. This is the source of their power, and the impending ecological collapse in Athas has created an unusual and dynamic power struggle on the elemental planes. The clerics of Athas are nothing but the pawns of this titanic struggle.

Daily Life

A cleric typically begins his day by finding a suitable locale where he can commune with his element and pray for the spells he desires. He then spends the rest of the day engaged in whatever task seems most important for advancing his element's goals while trying to avoid too much trouble. When not adventuring, clerics often spend their time seeking out scraps of information about the elemental planes and other clerics. The pursuit of such knowledge is often quite dangerous and can result in the cleric undertaking additional adventures.

Notables

The pursuit of his element's goals garners notoriety for a cleric, but it also can bring about his death of force him into exile. The Wanderer, famous for compiling the history and geography of Athas, is said to be an earth cleric. The sun cleric Caelum (page 285) became famous for leading his Dwarven army in their metal armor against the sorcerer-kings and helping re-imprisoning Rajaat back in to the Hollow.

Organizations

A cleric usually finds a role in an adventuring party or other organization that allows his free time to explore his divine abilities freely. Since no organization specifically caters to Athasian clerics, many find themselves in drastically different circumstances from those of their comrades.

Within the ranks of elemental clerics, prestige and influence is measured by the depth of their devotion to their element. The most highly admired are those who have further accomplished their element's pact and those who most wield elemental power. When two or more clerics come into conflict, they usually defer to the one with a greater knowledge of their element, relying on wisdom and experiences to provide a reasonable solution.

The elemental clerics are much more tightly tied to their temples than paraelemental ones. Because the elements are losing the battle against the paraelements, they cannot afford to be without staunch allies.

NPC Reactions

The reactions clerics receive from communities are directly tied to how those cultures regard their specific element. A silt cleric is viewed in a much friendlier manner near to the Sea of Silt than near the Forest Ridge, for example.

As a general rule of thumb, an NPC's attitude is one step nearer helpful for elemental clerics and one step nearer hostile for paraelemental clerics.

Cleric Lore

Characters with ranks in Knowledge (religion) can research clerics to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Clerics are divine spellcasters that serve the elemental powers.

DC 15: A cleric devotes himself to a particular kind of element gains power based on the element chosen. They can easily heal of harm those around him by channeling divine energy.

DC 20: Elemental clerics have forged a pact of sorts in order to fight the paraelement clerics and their quick expansion over Athas.

Sample Encounter

An elemental cleric makes an excellent ally for good-aligned player characters, as well as a tenacious enemy for evil ones. Their loyalties are first to their element, and second to their temple, but they are usually happy to lend aid to anyone in need.

EL 7: Around a particular oasis, desert travelers tell an unusual story. They claim a beautiful enchantress visits the oasis on the nights when either of the moons are full. There she swims naked, enjoying the cooling waters of the spring. It is said that if she discovers anyone spying on her she curses them. The nature of the curse varies depending on the story teller. One version states that any water the victim tries to drink turns to sand, while another claims that the victim is struck blind.

The stories are partially true. Cloelia is not a beautiful young enchantress as the stories say, but a plump middle aged water cleric who does visit the oasis on occasion. She visits the oasis to commune at a shrine to elemental water beneath the surface of the oasis. Cloelia is very protective of the shrine and does not want its existence to be discovered, and has been known to place curses on those who see her entering or leaving the lake.

If someone were to meet her while she was on the shore of the oasis, she will be cautious of strangers but not hostile. If the strangers prove friendly she could be willing to offer her spellcasting services for the standard prices.

Cloelia — CR 7

Female human water cleric 7
LN Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Aquan, Common

AC 15, touch 11, flat-footed 14
(+1 Dex, +3 armor, +1 natural)
hp 17 (7 HD)
Fort +7, **Ref** +4, **Will** +11

Speed 30 ft. (6 squares)
Melee *+1 frost alhulak* +4 (1d6/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +3
Special Actions spontaneous casting (*cure* spells), turn undead/water creatures or dispel figment/glamer 4/day (+3, 2d6+8, 7th)
Combat Gear *fruitpotion of resist energy* (fire), *tablet of summon monster III*
Cleric Spells Prepared (CL 7th):
4th—*lungs of water**D (DC 18), *summon monster IV*
3rd—*curse of the chocking sands**D (DC 16), *eye of the storm**, *summon monster III*, *worm's breath**
2nd—*augury*, *eagle's splendor*, *glitterdust*D (DC 16), *silence* (DC 15), *summon monster II*
1st—*bless element**, *cause fear*D (DC 14), *cooling canopy**, *detect evil*, *endure elements*, *sanctuary* (DC 14)
0—*create element** (3), *detect magic*, *guidance*, *resistance*
D: Domain spell. Element: Water. *Domains:* Desert Mirage, Drowning Despair

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Abilities Str 7, Dex 13, Con 9, Int 14, Wis 17, Cha 13
Feats Augment Summoning, Iron Will, Spell Focus (conjuration), Wastelander*
Skills Concentration +9, Heal +8, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +3, Spellcraft +7, Search +6, Speak Language (Aquan), Spot +3, Survival +5 (+7 other planes), Swim +3
Possessions combat gear plus *+2 padded armor*, *+1 frost alhulak*, *amulet of natural armor +1*, *cloak of resistance +1*, healer's kit, 4 vials of holy water

Druid

"A spirit took me in, when neither of my parents would accept me. Athas provides for those who care for it. We live in a desert simply because no–one cares for the land."
—Sutura, half-elven druid

Athasian druids are the protectors of Athas' dying landscape. Patient and often unforgiving, they try to preserve and reclaim the barren lands that surround the Tyr region. Well armed with spells and abilities from the Spirits of the Land, they work to bolster Athas' failing ecology.

Often, druids prefer to remain hidden, observing the behavior of creatures and people before passing judgment. Travelers to an oasis are often unaware they are being observed; wanton destruction of the oasis will find themselves under the full fury of the druid and his many abilities.

Making a Druid

Druids cast divine spells through the powers granted them by a spirit of the land. A druid develops a special relationship with the land's spirit. As a druid travels the tablelands, she is recognized by the spirit of the land as a friend. The spirit grants the druid's spells, while the druid protects the land and reinforces the spirit. In addition to spells, druids receive special abilities as they gain in knowledge and power.

Races: Druids come from all races common in the Tablelands, although some have more natural talent than others. Half-elves, with their natural affinity for animals, make good druids. Their often-lonely existence also lends itself well to a lone druid caring for a piece of Athas. Pterrans are often druids, as it follows their Life Path, the Path of the Druid. Aarakocra, muls and Thri-kreen are also good candidates for druids. Halflings druids often hold a position of respect and authority among their tribe. Halfling druids are rarely found outside of the Forest Ridge, though. Half-giants, with their slow wits, make poor druids. Of the savage races, tareks sometimes have druids in their numbers, but rarely do other creatures have the patience or ability to care for a particular piece of Athas.

Druids get along well with most of the races of the Tablelands, provided they respect the natural order of the land. Creatures that kill without need or destroy out of sheer pleasure will find an enemy in the druid.

Alignment: Druids understand the harsh cycle of life and death, of predator and prey, and so one component of their alignment must be neutral. Good druids will tend to help the people they protect, if they serve as protector of a village. They will leave visitors alone, letting them refill their water pouches at no cost, provided there is no abuse. Neutral druids will put the concerns of their guarded lands first, and will not hesitate to punish those that break any rules the druid has determined. Evil druids often rule by fear; some people of the Tablelands prefer the justice of the druid to that of the city-states, even though the druid may be harsh and cruel. The evil druid will often make the villagers work for their protection, helping to plant trees or shrubs, or repair any damage done by a Tyr–storm. Evil druids that guard an oasis or similar geological feature will demand a toll or gift of small bands for the use of their land.

Class Features

Class Skills: Hide and Move Silently are class skills for Athasian druids. Diplomacy is a cross-class skill for Athasian druids.

Weapon and Armor Proficiency: Druids are proficient with the alak and the blowgun, in addition to the proficiencies given in the *Player's Handbook*.

Athasian Animal Companions: Any of the following are appropriate for an Athasian druid to select as an animal companion at 1st level: lesser boneclaw (*ToA* 15), carru, dire rat, eagle, erdlu (page 295), jankx (*ToA* 159), jhakar (*ToA* 160), kes'trekel (*ToA* 160), kivit (*ToA* 161), owl, silt spawn[1] (*ToA* 125), snake (Small or Medium viper). Druids of sufficiently high level can also choose the following animal companions, applying the indicated adjustment to the druid's level (in parentheses) to determine the companion's characteristics and special features.

4th level or Higher (Level –3)
Carru, bull 6HD (*ToA* 151)
Cheetah
Crodlu†
Crodlu, heavy†
Dire bat
Erdland†
Jhakar, Medium 6HD (*ToA* 189)
Kluzd (*ToA* 162)
Leopard
Lizard, Giant
Lizard, monitor (*ToA* 165)
Rasclinn (*ToA* 168)
Athasian shark[2] (*ToA* 169)
Snake, constrictor
Snake, Large viper

7th level or Higher (Level –6)
Crodlu, heavy warmount†
Inix†
Kalin (*ToA* 82)
Kluzd, 7HD (*ToA* 189)
Lirr (*ToA* 163)
Pterrax (*ToA* 171)
Puddingfish[2]
Lion
Lizard, Subterranean
Snake, Huge viper
Takis (*ToA* 173)
Tiger

10th level or Higher (Level –9)

Cha'thrang (*ToA* 152)
Dire lion
Hatori (*ToA* 158)
Lizard, Minotaur
Athasian shark, Huge[2] (*ToA* 190)
Snake, giant constrictor

13th level or Higher (Level –12)
Lirr, large 11HD (*ToA* 190)
Ruktoi[1] (*ToA* 112)
Athasian sloth (*ToA* 172)

16th level or Higher (Level –15)
Dire Athasian shark[2] (*ToA* 190)
Dire tiger
Hatori, Gargantuan 17HD (*ToA* 189)
Silt Horror, white[1] (*ToA* 123)
Slimahacc (*ToA* 171)

† New creature described in Chapter 12
1 Available only in a silt environment, such as the Sea of Silt.
2 Available only in an aquatic environment, such as the Last Sea.

Nature's Speech (Ex): At 4th level you become able to speak with animals everywhere, as if under the effects of the *speak with animals* spell. This ability replaces the resist nature's lure ability a standard druid receives.

Playing a Druid

You are a humanoid servant devoted to Athas and all of its elements equally. As a guardian, tender, warrior, and sometimes assassin, you further the cause of nature and help to make Athas verdant again.

You, like nature itself is neutral. You see the balance of all things. You know that every living creature is part of the food chain, and birth and death are the natural order of life. This is one of the reasons druids harbor such intense hatred for the defilers. Their magic of decay lies outside the normal cycle of life. Matter should not be destroyed, but converted to a form that will eventually return to the earth. Defiling magic destroys that which should never be destroyed, and its practice is an abomination to druids.

Religion

A druid is an individual who has devoted themselves to the balance of nature on Athas, and in particular someone who has sought out or been chosen by one of the few living spirits left in the barren land, protecting and nurturing them and the natural balance they represent. Individual druids do not necessarily recognize one another as kin or as brothers in a religion; each conducts their affairs as they see fit in their quest to restore the balance of nature and protect their spirit's lands. Most druids recognize the various spirits as a manifestation of Athas itself, though some few more primitive or uncultured individuals or groups may believe the spirit to be a god and treat it as such.

Other Classes

Druids get along with most classes, though they despise wizards. Magic is the cause of Athas' current state, so say the druids, and while they may tolerate preservers for a short while, defilers are slain on sight. Templars are usually not welcomed by druids, as the templar is responsible for a city that encroaches on nature, and templars serve the sorcerer-kings, Athas' most powerful magic users. Elemental clerics are well received by druids, as they often share the same goals. Druids are usually at odds with paraelemental clerics, though. The paraelement proliferation on Athas is usually at the land's expense, destroying what the druid tries to accomplish.

Rangers are probably the druid's best allies. They often share the same goals, and the druid may even call upon the ranger for help in controlling a species that has become problematic or detrimental to an area. However, the ranger and the druid may sometimes be at odds, if the ranger is determined to eradicate his favored enemy while the druid seeks to protect that particular species.

Combat

Your ability to summon creatures and to turn into them is your primary weapons. Consider using them to aid your companions in flanking maneuvers, or better yet to harass enemy spellcasters (many of whom are easy to hit), especially if they are defilers. Few foes are prepared for an opponent who can call such potent beings to service, so you've also got the advantage of surprise.

Though somewhat skilled at both combat and spellcasting, you are more suited to guerrilla warfare—tracking enemies to their lair ambushing them while they sleep, or engaging in other sue surreptitious tactics. With woodland stride and trackless step, you can usually escape through the wilderness before your enemies know what hit them.

Advancement

You profit most from remaining a druid thought your advancement, so that your animal companion and wild shape continue to improve as you gain levels. If you do multiclass, a level of barbarian is an excellent choice; the benefits it grants to combat and movement regardless of when you take that 1st level.

During their time of wandering, a young druid learns about the world, its ecology, the balance of nature and the ways of its creatures. After a few years of peregrination, most druids decide to settle in order to watch over a specific patch of land lands, watching over them and protecting them, and straighten their bond with a Spirit of the Land. Such druids become grove masters (see page 96).

Starting Packages

Package 1: The Beastmaster
Half-Elf Druid

Ability Scores: Str 10, Dex 15, Con 12, Int 8, Wis 15, Cha 12.

Skills: Handle Animal, Hide, Survival.

Languages: Common, Elven.

Feat: Animal Affinity.

Weapons: Longspear (1d8/x3), sling with 20 bullets (1d4, 50 ft.).

Armor: Hide (+3 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 20 Cp.

Class Features: Jankx animal companion.

Spells Prepared: 1st—*cure light wounds*, *speak with animals*; 0—*cure minor wounds* (2), *defiler scent**.

Package 2: The Defiler Hunter

Human Druid

Ability Scores: Str 13, Dex 14, Con 12, Int 10, Wis 15, Cha 8.

Skills: Concentration, Hide, Listen, Move Silently, Spot, Survival.

Languages: Common .

Feat: Defender of the Land*, Track.

Weapons: Spear (1d8/x3, 20 ft.), sling with 20 bullets (1d4, 50 ft.).

Armor: Hide (+3 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 20 Cp.

Class Features: Jhakar animal companion.

Spells Prepared: 1st—*backlash**, *longstrider*; 0—*cure minor wounds*, *defiler scent* (2).

Package 3: The Warden

Pterran Druid

Ability Scores: Str 8, Dex 11, Con 14, Int 10, Wis 17, Cha 14.

Skills: Hide, Knowledge (nature), Move Silently, Spot, Survival.

Languages: Saurian.

Feat: Spell Focus (conjuration).

Weapons: Alak (1d6/x3), blowgun with 20 needles (1, 10 ft.).

Armor: Leather (+2 AC), light wooden shield (+1 AC).

Other Gear: Spell component pouch, standard adventurer's kit, 20 Cp.

Class Features: Lesser boneclaw animal companion.

Spells Prepared: 1st—*entangle*, *plant renewal**; 0—*defiler scent**, *detect magic*, *nurturing seeds**.

Druids on Athas

"The druids are no longer hunted in force by the sorcerer-kings. The kings believe there simply aren't enough left to threaten them. But the templars, and even some elves I know, have been well rewarded for delivering the heads of wasteland druids."

—Jurgan, Urikite earth cleric

Perhaps the only thing rarer to see in Athas than a wizard is a druid. After centuries of persecution, they were forced to either die in the hands of the agents of the sorcerer-monarchs, or to watch their beloved land wither and die before their eyes.

Because of that, druids are usually loners and avert to social interaction. They live off the land, within the land, and they have sacrificed their entire lives for the land, very little besides it occupies the mind of a druid.

Daily Life

A druid adventures to learn about Athas, to protect nature, and to further his own aims. Druids usually spend their days in contemplation of nature, and tending their lands; one may watch over a particular stretch of open desert, another may protect a belt of scrub grass within it, while still another might watch over a small oasis that borders on both, always hidden and always watching.

The Athasian druid is a wanderer who hunts down a powerful defiler that has despoiled the wastes, or a visionary who tends the land and teaches the local population how to live in harmony with their surroundings. The Athasian druid fights for an almost lost cause, and it matters not if that cause is revenge himself against those who destroyed his land and friends or a ceaseless desire to bring green and hope to Athas.

Notables

Druids very rarely become famous, since they usually avoid social interaction combined the fact that it might put their lives at risk since usually sorcerer-kings and defiler usually put a reward for the head of a notorious or troublesome druid. A legend claim that Mearedes the druidess came to the island of Shault when its forest was all but dead and she managed to nurture it back to its vibrant health.

Organizations

Ever since the Eradication, a n anti-druidic jihad led by sorcerer-kings more than 1,500 years ago, no specific druidic organization exists, although some form temporary alliances with Veiled Alliance members from time to time.

Legends say that the druids who remained after the Eradication gathered on a high mesa somewhere in the northern Tablelands. It was there they decided that they should scatter to the most remote reaches and farthest regions of Athas, there to bide their time, waiting for the day when they were powerful enough to challenge the sorcerer-kings again. This was a long time ago, and the druids have yet to return to the cities of the defilers. Some say that they will never return and that their seclusion and isolation have destroyed whatever power they once wielded as a circle. Others say that the druid's long wait is indicative of their cunning, and that their plan is to insure that the next confrontation with the kings won't end in defeat.

NPC Reactions

Druids are natural loners, and usually avoid social interactions unless they have to. In such cases, those who

are directly benefited from the druid's work of tending the land begin two steps nearer helpful, while defilers and evil paraelemental clerics begin two steps nearer hostile.

Druid Lore

Characters with ranks in Knowledge (nature) can research druids to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Druids devote themselves to the land, drawing off their power straight from Athas itself.

DC 15: Druids from a mystical connection to mysterious beings known as Spirits of the Land. They hate all defilers and those who abuse the land.

DC 20: Druids are masters of the forces of nature, being able to transform into the creatures that dwell in their lands, and some even learn to counter the destruction of defilement.

Sample Encounter

A druid could easily become either a defiler hunter or the leader of a monster pack, depending on his alignment and how he chooses to focus his efforts. PCs might thus run into them as fellow adventurers, or as the very villains against whom they must struggle. Few druids stay too long in any one place, unless they have finally decided to settle in one spot and strengthen their bond the land and its local spirit, so the majority of encounters with them likely take place in the wild.

EL 7: Suntail is the druid of the triumvirate that rules the Sand Claw pterran tribe. The Sand Claws are a primitive band of nomadic raiders. Suntail often participates in many of the band's raids, strutting out before the pterran warriors to cast his spells on their opponents before battle begins.

Suntail **CR 7**

Male pterran druid 7
LG Medium humanoid (psionic, reptilian)
Init +1; **Senses** Listen +4, Spot +9
Languages Saurian; *speak with animals*

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)
hp 38 (7 HD)
Fort +6, **Ref** +3, **Will** +9

Speed 30 ft. (6 squares); woodland stride
Melee mwk alak +5 (1d6–1/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +4
Special Actions wild shape 3/day (7 hours)
Combat Gear *fruitpotion of barkskin*, *fruitpotion of bear's endurance*
Psi-Like Abilities (ML 3rd):
At will—*missive* (reptiles only)
Druid Spells Prepared (CL 7th):
4th—*dispel magic*, *elemental strike** (DC 18)
3rd—*clear-river** (DC 17), *eye of the storm**, *searing light* (+6 ranged touch)
2nd—*echo of the lirr** (DC 16), *flaming sphere* (DC 16), *resist energy*, *sleep* (DC 16)
1st—*cooling canopy**, *cure light wounds*, *detect animals or plants*, *entangle* (2) (DC 15)
0—*defiler scent** (2), *detect poison*, *light*, *resistance*, *virtue*

Abilities Str 8, Dex 12, Con 13, Int 10, Wis 18, Cha 14
SQ animal companion, nature sense, share spells with companion, trackless step, wild empathy +9 (+5 magical beasts)
Feats Mounted Combat, Natural Spell, Spell Focus (conjuration)
Skills Concentration +7, Handle Animal +7, Hide +6, Knowledge (nature) +5, Listen +4, Move Silently +11, Ride +9, Spellcraft +2, Spot +9, Survival +10 (+12 aboveground natural environments)
Possessions combat gear plus masterwork alak, +2 *silent moves studded leather*

Pterrax Companion **CR —**

N Large animal (psionic)
Init +5; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +9

AC 18, touch 11, flat-footed 16; Dodge
(–1 size, +2 Dex, +7 natural)
hp 67 (9 HD)
Resist evasion
Fort +9, **Ref** +8, **Will** +4 (+8 against enchantment spells and effects)

Speed 10 ft. (2 squares), fly 30 ft. (average); Flyby Attack
Melee bite +10 (1d8+5) and 2 claws +5 (1d6+2)
Base Atk +6; **Grp** +15
Space 10 ft.; **Reach** 5 ft.
Psi-Like Abilities (ML 5th):
3/day—*animal affinity*, *biofeedback* (DR 3/–*), *body adjustment* (2d12*), *conceal thoughts*, *empathy* (40-ft. range, 40-ft. radius, 5 hours*), *hostile empathic transfer*, *mindlink* (up to five targets*), *thicken skin* (+2 bonus*)
*Includes augmentation for the pterrax's manifester level.

Abilities Str 21, Dex 15, Con 17, Int 1, Wis 12, Cha 13
Feats Alertness, Dodge, Improved Initiative, Flyby Attack
Skills Listen +6, Spot +9, Survival +4

Fighter

"Any wastelander can pick up a bone and call it a club, but try pitting fifty of those against one dozen trained soldiers, and maybe you'll have an even match."
— Nikolos, human fighter

From the small forts in sandy wastes of Athas to the guards of the merchant houses in the city-states, fighters are Athas' most common sight. Whether it is as mercenaries for the sorcerer-kings or as hired guards protecting the wealth of the nobility, fighters can be found everywhere in the Tablelands. Athas' fighters are trained

to fight in small groups or huge units. Those that have proven themselves become the commanders in the city-states' armies, commanding hundreds or even thousands of men into war.

Making a Fighter

Fighters receive the best allotment of fighting skills and abilities. They learn the use of most weapons, the best armors and shields, as well as gaining special abilities to use with these weapons and armor.

Some fighters specialize in using a single weapon, and become masters at its use and deadliness. Other fighters will prefer more rounded skills, learning to shoot from far with bows and arrows, or nets or spears. Regardless, the fighter is to be feared.

Races: All of Athas' races can become fighters. Humans are usually the most numerous, though, since they are the most numerous of the races of the Tablelands. Dwarves make good fighters, even though they are smaller than most races; their inborn toughness and great strength more than makes up for their smaller stature. The half-giants are also seen very often as fighters, since their great strength and size are perfect for the job. Muls, with the inherited traits of both humans and dwarves, are also great fighters. Elves, with their long legs and frail constitution, are not often seen as fighters. Athas' intelligent insects, the Thri-kreen, make excellent warriors, with their four arms and the fact they do not need to sleep. Many of the savage races of the Tablelands are fighters, although most become rangers in order to survive.

Alignment: Fighters come from all walks of life, and can be of any alignment. Good fighters are usually seen as the protectors of small villagers or are part of renegade slave tribes, helping their tribe to survive in the harsh desert. Or they can be found as a dwarf perhaps, whose focus it is to guard his fellows. Evil fighters are often part of mercenary bands or under the control of a sorcerer-king; these beings often fight for power and money. Evil fighters can also be found as the rulers of small forts, guarding their oasis and exacting a hefty toll for its use.

Class Features

Class Skills: Knowledge (warcraft) is a class skill for Athasian fighters. Swim is a cross-class skill for Athasian fighters.

Playing a Fighter

Playing an Athasian fighter is not much different than playing one in other settings, the only difference is that the extreme heat makes most armor less than desirable on Athas.

As a fighter, you undertake adventures according to the dictates of your cause, your faith, or your own selfish needs. You might find yourself on the hot, sandy field of battle, charging shoulder to shoulder with peasants and soldiers, raising pitchforks and shields against the defilers of the enemy army.

Religion

There are no gods on Athas, but many fighters worship the sorcerer-king of their respective cities as gods. Some fighters pay homage to the elemental forces of the Tablelands, asking their favored element for luck before entering the battlefield.

Other Classes

Fighters get along with most other classes. The rangers of the Tablelands often receive the highest of the respect for their ability to survive the wastes. Gladiators and fighters are often at each other's throats, since both share great combat abilities but differ in their methodology; they often try to show how each is better than the other is. Elemental clerics are welcome for their healing abilities as well as the help they can provide in battle.

Fighters are uneasy around wizards; like the rest of the population they distrust magic. Templars are also distrusted, for the same reasons everyone else distrusts templars. Rogues are usually scorned by fighters; they prefer open battle to the rogue's sneaky ways.

Combat

Your specific tactics in battle depend on your role in the party and your weapon of choice. However, certain tactics are common to all fighters.

You are generally at the forefront of any battle. Fighting on the front line allows you maximize your combat feats. Furthermore, if opponents focus on you, they cannot injure your allies. As a fighter, you're at your best when you can take on the monster or opponent that deals the most damage.

Advancement

When looking at feats to select as you gain levels, you have two basic paths. You can focus on your fighting skills, or you can attempt to expand your capabilities to serve as the party's leader. The former option is best when you are the group's primary combat specialist. If the party includes another fighter or suitable melee character, you can afford to dabble in Charisma-based skills. Although Diplomacy is not a class skill for you, the Field Office feat combined with a few cross-class ranks makes you a serviceable emissary.

When it comes to combat feats, look to ones that improve your ability to deal damage. Feats such as Power Attack, Weapon Focus, and so forth are excellent options to boost your offense. Concentrated Fire*, Rotate Lines*, Shield Wall*, and Spear Wall* are excellent feats for army fighters.

Improved Initiative is a critically important feat, since it allows you to act first, move forward and defend or guide your allies. The sooner you find a place in the front line, the longer you can hold back the enemy.

Starting Packages

Package 1: The Archer
Elf Fighter

Ability Scores: Str 15, Dex 16, Con 11, Int 10, Wis 12, Cha 8.

Skills: Jump, Spot (cc).

Languages: Common, Elven.

Feat: Point Blank Shot, Precise Shot.

Weapons: Macahuitl (1d8/19–20), dagger (1d4/19–20, 10 ft.), longbow with 40 arrows (1d8/x3, 100 ft.).

Armor: Chitin armor (+4 AC).

Other Gear: Standard adventurer's kit, 11 Cp.

Package 2: The Defender

Dwarf Fighter

Ability Scores: Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills: Craft (weaponsmithing), Knowledge (warcraft), Intimidate.

Languages: Common, Dwarven.

Feat: Disciplined, Weapon Focus (dwarven waraxe).

Weapons: Dwarven waraxe (1d10/x3), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Scale mail (+4 AC), heavy wooden shield (+2 AC).

Other Gear: Standard adventurer's kit, 42 Cp.

Package 3: The Leader

Human Fighter

Ability Scores: Str 15, Dex 8, Con 13, Int 10, Wis 12, Cha 14.

Skills: Diplomacy (cc), Knowledge (warcraft), Intimidate.

Languages: Common.

Feat: Field Officer*, Inspiring Presence*, Weapon Focus (great macahuitl).

Weapons: Great macahuitl (2d6, 19–20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 19 Cp.

Fighters on Athas

"Yeah, he was alright with a sword, but he would wet himself every time we walked out onto the sand of the arena. I think it was the crowd... or the goat-headed giant they paired us against. Poor little weed, he never saw that club coming."

—Grek the Grand, talking about his onetime matched pair contest with Slavek Thydor

Fighters bring clashing weapons, stirring speeches, and mass combat to the campaign. On Athas, the fighter is a trained warrior, a soldier skilled in mass warfare. Every society on Athas maintains an army of fighters to protect itself from attack or to wage wars of plunder and annihilation against its neighbors. Fighters are both the commanders and soldiers in these armies, and at higher levels are experts in both individual and formation combat, leadership, and morale.

Daily Life

A fighter adventures to prove his superior skill at arms, to advance the cause of whatever master he might serve, and to further his own aims.

Once he has reached a respectable level of accomplishment, a fighter might take the Leadership feat and start building his own army. As word spreads, less experienced warriors who are eager to fight for the same causes seek him out as the desperate peoples of Athas constantly look for great commanders, warriors who will lead them.

Notables

Fighters can notoriety for their deeds, whether triumphs in combat, selfless acts of great honor, or great tyranny. Many an adventurer grew up on stories such as that of the Crimson Legion, and how it managed to defeat Urik's previously undefeated army.

Another legend tells of about the rise and fall of General Zanthiros, the leader of the Balican army who managed to save the city from an onslaught of beast-headed giants more than once, and after losing the elections, left the city with hundreds of soldiers loyal to him and formed a raiding tribe.

Organizations

Fighters often band together into small armies or as mercenary groups working for trade houses. These organizations typically have different credos and values, but they allow their members to focus their time on their individual quests.

NPC Reactions

Individuals react to fighters based on their previous interactions with other members of the class. A brave fighter meets cold silence and contempt around the Barrier Wastes where evil fighters oppress the populace.

Gladiators usually talk down on fighters, saying that gladiators are the true masters of combat. Fighters usually reply that gladiators are nothing without a crowd looking. Because of that, their initial reaction is one step towards unfriendly than normal.

A fighter who has lived long enough to retire from adventuring typically acquires some position of authority, with commensurate political power, whether as a caravan leader, army general, or ruler of a raiding or slave tribe.

Fighter Lore

Characters with ranks in Knowledge (warcraft) can research fighters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Fighters may not be as flashy as gladiators in combat, but they surely are more effective in mass combat.

DC 15: Fighters are combat-oriented characters adept at hand-on-hand combat just as well as commanding entire armies.

DC 20: A fighter's mere presence in the battlefield can be enough to inspire his soldiers and weaken the resolve of his enemies.

Sample Encounter

Whatever the specific circumstances, encounters with a fighter should be martial in nature, or at least related to combat. The PCs might first encounter one during a war council or similar planning session, but the class is primary designed for the battlefield. Whether fighting an actual war or exploring a forgotten ruin, a fighter can always be found wielding his weapon against some foe or another.

EL 7: Brum is an unemployed caravan guard. Unable to find work he is feeling despair and failure overwhelming him. Using the last of his money, Brum has gotten extremely drunk. This, combined with his foul mood, has Brum looking for a fight to prove himself. When the PCs walk into the tavern where Brum is drinking he approaches the largest one and tries to pick a fight.

Brum **CR 7**

Male dwarf fighter 7
LN Medium humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Dwarven

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)
hp 59 (7 HD)
Resist stability (+4 against bull rush and trip)
Fort +10 (+12 against poison), **Ref** +3, **Will** +3; +2 on saves against spells and spell-like effects

Speed 20 ft. (6 squares)
Melee mwk maul +13/+8 (1d12+6)
Ranged shortbow +8 (1d6/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Special Actions +1 morale bonus on checks related to focus
Atk Options Cleave, Power Attack

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 8
Feats Cleave, Endurance, Great Fortitude, Greater Weapon Focus, Power Attack, Weapon Specialization (maul), Weapon Focus (maul)
Skills Climb +5, Intimidate +4, Knowledge (warcraft) +5, Jump +5, Listen +1, Ride +3, Spot +1
Possessions masterwork chitin armor, masterwork maul, shortbow, 20 arrows

Gladiator

"I might be a slave, but I am famous, I dine well, and my company is that of the finest noble women. Tell me, what do you have that I do not, slave trader–except the freedom to feel miserable?"

— Jarek, arena champion

The arena is the battlefield of the gladiator. From hand–to–hand combat in the mud pits of small forts to the grand games of the city-states, the gladiator is a warrior who fights to the sounds of people cheering his name or cursing his presence. A master of crowd control and the art of prolonged combat, gladiators are trained to fight.

They train to best wild beasts in deadly games for the amusement of the masses. They fight for glory, wealth, prestige and power. They fight to survive. Some are merely slaves, having to fight and perhaps hoping to win a chance to obtain freedom, while some fight willingly for the thrill of combat or the promise of riches and fame.

Making a Gladiator

Gladiators are among the best one–on–one fighters in all the Tablelands. They are trained in hand–to–hand combat before moving on to the use of exotic weapons of the arena. They learn to improvise weapons, wielding broken bones or wooden shafts with deadly precision. They learn how to taunt and tease opponents, driving them to reckless acts and taking advantage of the situation to strike down or maim a foe.

After all, a long, drawn-out combat is more a crowd pleaser than a ten-second bout.

Abilities: Strength and Constitution are vital to a gladiator, since he is often in harm's way. Intelligence is useful for gaining plenty of skills points, which a gladiator needs to purchase Bluff, Intimidate, Performance, and Sense Motive, key skills for any arena performer.

Races: All races of Athas can be found in the arenas of the Tablelands. Muls, with their mixed dwarven and human parentage, are highly prized in the arenas. They are often bought for a high price and treated well in return for victory on the combat floor. Elves are often used for their swiftness and natural flair for taunting their opponent. Humans are the most common of gladiators, since humans are the most common race in the Tablelands. Halflings make poor gladiators, since they abhor slavery and will usually starve themselves to death rather than being used as commodities by anyone. The savage races of the wastes are often used as gladiators, usually as fodder for the most successful gladiators, though those demonstrating excellent combat prowess receive formal training.

Alignment: Gladiators are of all alignments. Some gladiators will obey all arena rules, being lawful individuals, though these often do not last long in the arena. Many gladiators tend toward a chaotic alignment. Evil gladiators use dirty tricks to gain an advantage over

an opponent. Gladiators of all alignments can become crowd favorites, increasing their chances of winning their matches, since often times these matches are prearranged. The intrigues of the city-states can reach deep into the arena.

Starting Ceramic: 4d4 x 10 (100 Cp).

Class Features

Weapon and Armor Proficiency: You are proficient with all simple and martial weapons, light armor, medium armor and shields (except tower shields).

Gladiatorial Performance: Once per day per gladiator level, you can use your talents to affect enemies and allies. Each ability requires both a minimum gladiator level and a minimum number of ranks in the Perform skill to qualify.

Starting a gladiatorial performance effect is a standard action unless otherwise stated. Some effects require concentration, which means you must take a standard action each round to maintain the ability.

Combat Stance: A gladiator with 3 or more ranks in Perform can assume a combat stance, showing off to spectators and displaying a warning to opponents. You receive a +2 competence bonus to AC against the first attack made against you within 5 rounds after assuming the stance. At 6th level combat stance can be assumed as a move action, and at 12th level as a swift action.

Martial Display: A gladiator with 3 or more ranks in Perform can entertain the crowd and intimidate enemies with a display of unarmed attacks or weapon prowess. You receive a +2 competence bonus to the first attack roll you make within 5 rounds after ending the martial display. At 6th level martial display can be assumed as a move action, and at 12th level as a swift action.

Team Strike: A gladiator with 3 or more ranks in Perform can distract an enemy so an ally can exploit a vital spot when making a melee attack. Team strike can only be used against an enemy you threaten with a melee weapon. The ally must act on the same initiative as you or before your next turn to gain the benefit of team strike. The ally receives a +1 bonus to hit and inflicts an additional 1d4 points of damage on the next melee attack against the target. If the enemy moves out of your threat range before your ally attacks, the ally does not receive the benefits of team strike. Creatures immune to sneak attack damage and critical hits are immune to team strike. At 7th level and every six levels thereafter these bonuses increase by +1 to attack and +1d4 to damage (+2 attack and +2d4 damage at 7th, +3 attack and +3d4 at 13th, +4 attack and +4d4 at 19th).

Taunt: A gladiator of 3rd or higher level with 6 or more ranks in Perform can demoralize enemies by verbal ridicule. Enemies must be within 30 feet of the gladiator and capable of hearing you, and you must be able to see your enemies. Each enemy affected suffers a –1 morale penalty to attack and damage rolls, and a –1 morale penalty on saving throws versus charm and fear effects. The effect lasts as long as enemies hear your taunts and for 5 rounds thereafter. At 8th level and every six gladiator levels thereafter, the penalties increase by 1 (–2 at 8th, –3 at 14th and –4 at 20th). Taunt is a mind-affecting ability.

Shake Off: A gladiator of 6th or higher level with 9 or more ranks in Perform can try to end a mind-affecting effect in play on himself or an ally. You shake your head violently to clear your mind, or slap an ally to bring her back to her senses. The recipient of the shake off can reroll a single failed save or opposed skill check (with the same DC as the failed roll) to end a mind-affecting effect. If there is no save or check to avoid the mind-affecting effect, the effect ends automatically,

Trick: A gladiator of 9th or higher level with 12 or more ranks in Perform can temporarily confuse an adversary through the use of ploy and deception. The creature to be tricked must be within 30 feet, able to see and hear you. You must also be able to see the creature. You make an opposed Bluff check (vs. Sense Motive) as a move action. If the creature succeeds on the opposed roll, you cannot attempt to trick that creature again for 24 hours. If its roll fails, the creature becomes dazed (unable to act, but can defend normally) for 1 round. For every three gladiator levels attained beyond 9th, you can target one additional creature with a single use of this ability (two at 12th level, three at 15th, four at 18th).

Chant: A gladiator of 12th or higher level with 15 or more ranks in Perform can start a chant. The chant boosts the gladiator or an ally's abilities, granting a +2 competence bonus to AC, skill checks and saving throws. To be affected an ally must be within 30 feet of you. For every three levels attained beyond 12th, you can affect one additional creature within 30 feet (two creatures at 15th level, three at 18th). Combat chant is a mind-affecting ability which lasts as long as you chant and for 5 rounds thereafter.

Threatening Glare: A gladiator of 15th or higher with 18 or more ranks of Perform can panic enemies with his mere gaze. Creatures within a 30 feet radius that can see you must make a Will Save (DC 10 + half your class level + your Charisma bonus). On failing, creatures with less HD than you are affected as if under the effects of a *fear* spell for 5 rounds. Those with equal to or more than your HD become shaken for 5 rounds. If the creature succeeds on the save you cannot attempt to affect that creature again for 24 hours. Threatening Glare is a mind–affecting gaze affect. *Dragon's Fury:* A gladiator of 18th or higher level with 21 or more ranks in Perform can enter a trance-like state in which his full offensive gladiatorial potential is unleashed. You are immune to fear effects, receive a +4 competence bonus to attack rolls and damage rolls, and an additional attack per round made at your highest base attack bonus. In addition, you gain two temporary hit points per class level. Dragon's fury lasts for 10 rounds.

Mercy: At 1st level, you suffer no penalty to attack rolls when attacking with a weapon to inflict nonlethal damage.

Exotic Weapon: At 1st, 5th, 9th, 13th, and 17th level, you receive Exotic Weapon Proficiency as a bonus feat.

Unarmed Strike: At 2nd level you Improved Unarmed Strike as a bonus feat.

Arena Guile: Starting at 2nd level, you add one-half your gladiator level (round down) as a bonus to all Bluff and Sense Motive checks that relate directly to melee combat.

Improved Feint: You are adept at deceiving your opponents. At 3rd level, you gain Improved Feint as a bonus feat.

Uncanny Dodge (Ex): At 4th level, you retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized. If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge (see below) instead.

Armor Optimization: At 5th level, 10th, 15th, and 20th level, choose one of the following benefits which applies whenever you are wearing any armor you are proficient with:

- +1 bonus to AC.
- –1 armor check penalty.
- +1 maximum Dexterity bonus.
- Armor is treated as one category lighter (e.g. medium armor is treated as light armor).

Each time this feature is gained, you must choose a different benefit.

No Mercy: Beginning at 6th level, you can perform a coup de grace as a standard action rather than a full-round action.

Improved Uncanny Dodge (Ex): At 8th level and higher, you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have gladiator levels. If you already have uncanny dodge (see above) from a second class, the levels from all classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank you.

Parry (Ex): Beginning at 14th level, once per round you can forfeit an attack to attempt to parry an incoming melee attack. The forfeited attack has to be the one with your highest base attack bonus. If wielding two weapons, the parry must be made using your primary weapon. You make an opposed attack roll with a –5 penalty against your attacker roll. If you succeed, the attack is parried and you suffer no damage or ill effects related to the attack, including touch attacks used to deliver spells.

Superior Feint: Beginning at 15th level, you can make a Bluff check to feint in combat as a free action, but only once per round.

Improved Parry: As parry (see above), except you no longer suffer a –5 penalty to your opposed attack roll.

Playing a Gladiator

Mastering the techniques of blade and shield is important to you, but even more is the sense of daring, danger, and even joy that you feel when you battle inside the arena. You fight for the glory, the thrill of combat, and for the adoration of the crowd. Thus, you approach each encounter as if the bards will sing of it for ages. Silver and concubines are pleasant tokens, but the real measure of your success is how loud the crowd screams your name when you step into the pit.

As a gladiator, you find adventure wherever an opportunity for glory exists. You might be one of the gladiators that went out of job when the sorcerer-king of you city was killed by Tyrians and now you have become a mercenary warrior, still looking for the thrill of combat. You might have been able to flee from your owner and now user your sword to protect your slave tribe.

Religion

Gladiators have no special religion of their own. Some may worship the sorcerer-king of the city-state they are in, while some few may worship the elemental forces. Often, the hard life of training and combat leaves the gladiator with little to think of except survival.

Table 2–3: The Gladiator

Hit Die: d12

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Gladiatorial performance, mercy, exotic weapon
2nd	+2	+3	+3	+0	Unarmed strike, arena guile
3rd	+3	+3	+3	+1	Improved Feint
4th	+4	+4	+4	+1	Uncanny dodge
5th	+5	+4	+4	+1	Armor optimization, exotic weapon
6th	+6/+1	+5	+5	+2	No mercy
7th	+7/+2	+5	+5	+2	—
8th	+8/+3	+6	+6	+2	Improved uncanny dodge
9th	+9/+4	+6	+6	+3	Exotic weapon
10th	+10/+5	+7	+7	+3	Armor optimization
11th	+11/+6/+1	+7	+7	+3	—
12th	+12/+7/+2	+8	+8	+4	—
13th	+13/+8/+3	+8	+8	+4	Exotic weapon
14th	+14/+9/+4	+9	+9	+4	Parry
15th	+15/+10/+5	+9	+9	+5	Armor optimization, superior feint
16th	+16/+11/+6/+1	+10	+10	+5	—
17th	+17/+12/+7/+2	+10	+10	+5	Exotic weapon
18th	+18/+13/+8/+3	+11	+11	+6	—
19th	+19/+14/+9/+4	+11	+11	+6	Improved parry
20th	+20/+15/+10/+5	+12	+12	+6	Armor optimization

Class Skills (4 + Int modifier per level, x4 at 1st level): Balance, Bluff, Climb, Craft, Intimidate, Jump, Perform, Profession, Sense Motive, Spot, Tumble.

Other Classes

Gladiators tend to think of themselves as the superior warriors of the Tablelands, sometimes to the point of arrogance.

In a sense, though, they are right. Gladiators receive training in one–on–one combat, and the use of anything they can find as a weapon. However, a group of trained fighters fighting in concert is certainly a match for a bunch of gladiators, who are unused to fighting in groups. Like most people of Athas, gladiators have a deep distrust of magic, and tend to shun wizards. They view clerics as nothing more than healers, people who put their faith in abstract things rather than a sharp blade.

Combat

You revel in melee. Your place is battling against hulking baazrags and wicked tembo, where you can hear the crowd cheering and chanting your name. You make good use of your various trick abilities to give yourself an important edge in combat. Consider taking feats such as Toughness to increase your ability to soak up damage and partially offset your lack of heavy armor. Choose feats that enhance your combat capabilities (such as Arena Clamor and Brutal Attack) or increase your acting skills (such as Persuasive and Skill Focus).

Feints, tricks, and deception play a very important role in arena combat, but don't forget that you don't just need to win, you need to win dramatically. Pretend to be more wounded than you really are. Wait for the right to deliver the final blow.

Advancement

Gladiators come from all walks of like. Perhaps you were fascinated with the illustrious life the famous gladiators live. Perhaps you lost your freedom when your village was raided or because of debt, needing to fight for your freedom.

Your race matters little; anyone with the drive to win glory through arena combat is a good candidate for gladiator training. Although not everyone is as suited for arena combat as a mul or half-giant, but with enough training anyone can become a talented, or at least interesting gladiator.

As you become more skilled, your most important decisions are which specialization path you will take. The most common specialty paths are the blind-fighter (*APX II* 9), jazst, and the montare. The blind fighters specialize in a unique form of gladiatorial combat, battling in complete darkness. Jazst are widely traveled theatrical performers in the Athasian arenas and are usually early warm-up acts that amuse the eager crowds. Montare are gladiators who fight in mounted combat, riding a single mount, driving chariots or sometimes even a mobile war machine.

Starting Packages

Package 1: The Blind-Fighter
Dwarf Gladiator
Ability Scores: Str 15, Dex 10, Con 15, Int 8, Wis 14, Cha 10.
Skills: Bluff, Listen, Perform, Sense Motive, Tumble.
Languages: Common, Dwarven.
Feat: Blind-Fight.
Weapons: Thanak (2d6/x3).
Armor: Scale mail (+4 AC).
Other Gear: Standard adventurer's kit.

Package 2: The Jazst
Elf Gladiator
Ability Scores: Str 10, Dex 17, Con 10, Int 8, Wis 13, Cha 14.
Skills: Bluff, Diplomacy, Intimidate, Perform, Sense Motive, Tumble.
Languages: Common, Elven.
Feat: Skill Focus (Perform).
Weapons: Elven longblade (1d8/18–20).
Armor: Leather armor (+2 AC).
Other Gear: Standard adventurer's kit.

Package 3: The Montare
Mul Gladiator
Ability Scores: Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.
Skills: Bluff, Handle Animal, Intimidate, Perform, Ride, Sense Motive.
Languages: Common.
Feat: Mounted Combat.
Weapons: Heartpick (1d8/x4), composite shortbow with 20 arrows (1d6/x3, 70 ft.).
Armor: Leather armor (+2 AC).
Other Gear: Standard adventurer's kit.

Gladiators on Athas

"I am Darsus. I will be closer to you in these next few days, which will be the last days of your miserable lives, than the mother who first brought you screaming into this world. I did not pay good money for your company, I paid it so I could profit from your deaths. And just as your mother was there at your beginning, so I shall be there at your end. And when you die, and die you shall, your journey to the Gray will be to the sound of clapping and cheering. Don't let me down, and I won't feed your corpses to the jhakars."

—Darsus, arena manager

In a world with civilizations as harsh as those of Athas, only the most bloodthirsty sports can entertain the crowds enough to keep their attention from their miserable lot in life. The arenas provide such sport with the spilling of blood by mighty gladiators. The killing is a release for the crowd, symbolic of that which the citizens cannot perform themselves.

It is therefore no wonder that the best of the gladiators rise above the crowd, to become the popular heroes of the age. Their exploits are the stuff of legends. Children follow their progress avidly, some even going so far as to

paint the walls of the cities with pictures of their favorites in defiance of the templars. Some gladiators achieve such a measure of fame that their reputation spreads far from their city-states, bringing citizens of outlying towns to the arenas to witness these masters at their craft.

Daily Life

A gladiator must train constantly to maintain his puissance. Thus, much of his day is spent swinging wooden weapons, doing basic calisthenics, tightrope walking, and attending dodging practice. While out adventuring, a gladiator often spends time at night on watch practicing his move and stretching.

Once he has reached a respectable level of accomplishment, a gladiator might seek sponsorship from nobles and templars. These patrons offer better training and housing in return for no less than 50% of the free gladiator's earnings and the companionship of the gladiator.

Notables

Famous gladiators usually fall into two categories: active gladiators who still perform in the many arenas of Athas, and former gladiators. Among those who still practice it there is Nightmare, a Gulgan blind gladiator who wears a great helm in the shape of a nightmare beast. Sandsinger is renowned elven jazst, and an accomplished dancer in and out of the arena. The most famous ex-gladiator of all is the mul Rikus of Tyr (page 282), responsible not for the death of one sorcerer-king, but three.

Organizations

High-level gladiators often find sponsorship from the rich. Nobles and templars will pay well to get an aspiring gladiator into their gladiator stables. Those cities that allow free gladiators to enter the games often have gladiators without such ties.

NPC Reactions

Easily motivated by promises of silver, glory, and freedom (whichever the employer possesses a surplus at the moment), gladiators can lend excellent, efficient muscle to any party. Most people look on gladiators with awe. The exception is when dealing with rival gladiators and their fans, which usually view them with contempt and try to belittle their abilities, generally displaying indifferent to unfriendly attitudes.

Gladiator Lore

Characters with ranks in Knowledge (local) can research gladiators to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A gladiator is a fighter with delusions of grandeur! These showoffs think they can live forever in a bard's song!

DC 15: Gladiators are extremely resilient and tricky combatants, and they seem to know with all kinds of weapons with the same degree of expertise.

DC 20: Some gladiators achieve such prestigious reputations that their fame spreads all over the Tablelands.

Sample Encounter

Most gladiators show up in arena matches, but sometimes, popular ones can either win their freedom or simply manage to run from their owners and found a slave tribe, or a raiding one. Free gladiators stay in one place as long as they receive adulation enough. Once their fame or reputation begins to die down, they are on the road again searching for another arena. Perhaps the best way to make the PCs encounter a gladiator is to put them into a trial by combat.

EL 7: The PCs were caught by a templar patrol looking for a bribe, when they refused of failed to pay the amount required, they were arrest and they were brought to the arena to stand trial for their alleged crimes. If they win, they are proven innocent and may go free to continue with their lives. If they lose, they are judged guilty and dispatched with cruelty. But first, they have to go through the mul Jarek, a cruel gladiator which has no qualms about fighting dirty.

Jarek **CR 7**

Male mul gladiator 7
NE Medium humanoid (dwarf)
Init +2; **Senses** darkvision 30 ft.; Listen +0, Spot +2
Languages Common

AC 16, touch 13, flat-footed 12; Dodge, uncanny dodge (+2 Dex, +3 armor, +1 optimization)
hp 66 (7 HD); **DR** 1/– non-lethal
Resist extended activity, tireless (+4 on Con checks for extended physical activities and +4 against weakness, fatigue, exhaustion or enfeeblement)
Fort +8, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk cahulak +11/+6 (1d6+4) or
Melee mwk cahulak +9/+9/+4 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options gladiatorial performance 7/day (combat stance, martial display, team strike +2, taunt, shake off), Improved Feint, mercy, no mercy, Power Attack
Combat Gear *powerstone of body adjustment* (ML 5th)

Abilities Str 19, Dex 14, Con 16, Int 9, Wis 10, Cha 10
SQ armor optimization (+1 bonus to AC)
Feats Dodge, Exotic Weapon Proficiency (cahulak)[B], Exotic Weapon Proficiency (thanak)[B], Improved Feint[B], Improved Unarmed Strike[B], Power Attack, Two-Weapon Fighting
Skills Bluff +9 (+12 in melee), Intimidate +4, Jump +5, Listen +0, Perform (gladiatorial combat) +8, Sense Motive +7 (+10 in melee), Spot +2, Tumble +6
Possessions combat gear plus masterwork cahulak, masterwork studded leather

Psion

"Resist all you like. I have ways of making you think."
—Dechares, Dwarven inquisitor

The psion learns the Way, a philosophy of mental discipline, to become master of his will, or innate mental power. Most aspiring psions seek out an instructor, a master of the Way. Most Athasian cities contain psionic academies where students receive instructions in exchange for money or loyal service.

Making a Psion

The psion learns the Way in order to shape his Will. The psion uses, through study called the Way, how to manifest the power inherent in his inner self. The psion is able to project this power, the Will, into creating all sorts of supernatural effects. The psion may know a limited number of ways to shape his will, but he enjoys great flexibility in how he uses his known powers.

Races: Nearly all living creatures have a latent psionic capacity, and psions are found among all sentient races of the Tablelands, and even among some creatures that are not ordinarily considered sentient.

Alignment: The search for refinement of the Way tends to draw many psions into a neutral view of the world, so most psions have one part of their alignment that is neutral. Good psions may spend their time in search of new powers, or help their village defend itself against predators, or maybe join the ranks of Merchant Houses. Evil psions may serve as agents in service of the sorcerer-kings, or as more shady agents of Merchant Houses, or simply work as mercenaries and offer their specialized services to the highest bidder. Even though many psions tend to have a neutral view of the world, they can be of any alignment.

Class Features

Same as *XPH*.

Playing a Psion

When you first learned to use psionics, you were taught to create a *nexus*—a point in the center of your being where physical, mental, and spiritual energy can be harnessed. It is the union of these powers that allows you to perform the remarkable feats you're capable of.

As a psion, your choice of discipline is all-important to you. Seers are not very powerful, if one defines power as the ability to cause immediate harm to one's foes, but they are the most capable information gatherers of Athas. Shapers are tinkerers, creating toys and monsters out of thin air, just to dismiss them and build another. Kineticists are battlefield psionicists who are actively sought out as military auxiliaries, and is almost as good as a wizard for creating mayhem in a fight. Egoists have a wide range of useful powers: they can fight as well as a fighter, become stealthier than a thief, heal like a cleric, or change shape like a wizard. Nomads possess an array of valuable powers that can bypass almost any obstacle and confound any enemies, working with the very fabric of space, time, and reality itself to achieve his goals. Telepaths are considered by some to the most powerful psions, and most Athasians are terrified of a telepath's ability to manipulate their very thoughts.

Religion

Psions use the Way to manifest their inner powers; through long hours of meditation and extremes of the senses, they seek knowledge inward. Their power comes from inside them, so only psions from the most animistic cultures look to outside beings or religions for spiritual fulfillment.

Other Classes

Psions tend to be drawn to those like themselves. Lower-level psions tend to towards a nearly worshipful attitude towards higher level psions, curious about their mysterious training and knowledge.

Higher-level psions tend to either stay to themselves, or to try to befriend almost everyone, pressing for party leadership. Most psions tolerate priests and druids (although some psions make needling remarks about "foolish superstition"), but most psions are uneasy with wizards. Psions view wilders much in the same way that a fighter views a barbarian—untrained, erratic, and as much a danger to his companions as to his enemies.

Combat

You usually disdain combat and other primitive displays of force, but when needed, you use your impressive array of psionic powers for both attack and defense against your enemies, just as any other psionic character would.

Advancement

Most psions were strongly inclined towards a specific discipline before their ever realized they had any psionic talent. Once you have undergone your initial training, you can continue your studies on your own, much the way a wizard learn new spells.

As you attain more levels in the psion class, the most important choice you face is which powers to learn. A psion has access to much fewer spells than a wizard, so he has to chose carefully in order to find a good mix of offensive, defensive, and utility powers.

Starting Packages

Package 1: The Blaster

Aarakocra Psion (Kineticist)

Ability Scores: Str 8, Dex 18, Con 13, Int 15, Wis 12, Cha 6.

Skills: Concentration, Intimidate, Knowledge (psionics), Psicraft.

Languages: Auran, Common.

Feat: Overchannel.

Weapons: Shortspear (1d6, 20 ft.), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: None.

Other Gear: Standard adventurer's kit, 62 Cp.

Package 2: The Mindbender

Human Psion (Telepath)

Ability Scores: Str 8, Dex 10, Con 12, Int 15, Wis 13, Cha 14.

Skills: Bluff, Concentration, Gather Information, Knowledge (local), Sense Motive.

Languages: Common.

Feat: Inquisitor, Psionic Endowment.

Weapons: Club (1d4), light crossbow with 20 bolts (1d6/19–20, 80 ft.).

Armor: None.

Other Gear: Standard adventurer's kit, 63 Cp.

Package 3: The Teleporter

Elf Psion (Nomad)

Ability Scores: Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills: Concentration, Jump, Psicraft, Survival.

Languages: Elven, Common.

Feat: Speed of Thought.

Weapons: Quarterstaff (1d6), dagger (1d4/19–20, 10 ft.), shortbow with 20 arrows (1d6/x3. 60 ft.).

Armor: None.

Other Gear: Standard adventurer's kit, 64 Cp.

Psions on Athas

"Once, I encountered a shattered tribe of elves wandering aimlessly through the desert. Lost and unprovisioned, they clearly had no hope of survival beyond the next few days. I later learned that they had made the mistake of disturbing a psionic master's trance as they attempted to rob his home."

—The Wanderer's Journal

Nearly every level of Athasian society is permeated with psionics. Even the humblest slave may possess an unusual talent or ability, while the most powerful enchantments of the sorcerer-monarchs include psionic elements. Mental powers are used on an everyday basis in Athasian culture.

Telepaths allow instantaneous communication across hundreds of miles. Draft animals and slaves are kept under control by psionic overseers. Prophets use their visionary powers to forecast the fortunes of kings and peasants, find missing objects, and solve crimes. Kineticists and egoists use their potent abilities in all manner of enterprises, both legitimate and otherwise.

Daily Life

The study of the Way is very similar to the study of magic. Just as wizards strive to master more advanced and difficult spells, psionicists must constantly seek to unlock new and more powerful abilities. Unlike wizardry, there is no single formula that will reproduce an effect of the Way that will work the same for each individual. Students must independently develop the command of their powers.

High-level psions tend to become contemplative masters, so they can make good patrons for lower-level PCs. Such psions often hire adventurers to gather rare psionic items for study or to recover lost knowledge of the ancient ages in their stead.

Notables

The human psion known as Pharistes brought chaos over the Tyr Region when he activated a powerful artifact that dampened all psionic power in the region and drove all thri-kreen mad because he thought the abuse of psionics was the cause of all the evil under the dark sun. Agis of Asticles was an accomplished telepath and politician, who fought to bring freedom to the city-stated of Tyr and helped to remove Athas from the menace of the Dragon of Tyr.

Organizations

Psions don't organize together, but they often join other organizations, specially psionic academies and monasteries. Psions who dedicate themselves into extensive studies in such organizations in order to master the Way often become psiologists (page 104).

NPC Reactions

The common people usually react to a psion exactly as they would to any other psionicists in their community. Because trained psionicists are scarce and their skills are vital, they are highly valued by many elements of the Athasian society. Unlike wizards, psionicists are free of the taint of magic and need not disguise their calling. They owe no loyalty to the sorcerer-kings, unlike the templars. Even clerics and druids have elemental powers and guarded lands that they must place before all other considerations. Psionicists are free of these patrons and responsibilities and may employ their powers as they see fit.

Psion Lore

Characters with ranks in Knowledge (psionics) can research psions to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Psions are manifesters who use the forces of their own minds to affect their environment.

DC 15: Psionic powers do not draw upon magical energy that surrounds all things. Rather they are derived from within when the psionicist has his entire essence in coordination; his mind, body, and soul in perfect harmony.

DC 20: Psions choose one of the six psionic disciplines in which to focus their efforts.

Sample Encounter

A psion, much as a spellcaster, can be a powerful ally or dire villain. The first time a psion is encountered, the PCs might assume him for a wizard or even a cleric. Eventually, however, they will notice his unique effects (no somatic or material components, displays) and know him for what he truly is.

EL 5: Kawasan is a retainer of a noble house. She posses as a warrior for the house, but uses her psionic powers to spy on those her master deals with. If the PCs are hired to perform a task by Kawasan's master, he could send the psion along to make sure the PCs do not try to double cross her master. She will use her psionic powers to scan the minds of the PCs, and at the first sign of their intent to double cross her master, she will attempt to eliminate them.

Kawasan **CR 5**

Female human telepath 5
LN Medium humanoid (human, psionic)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, [City Language], Dwarven, Elven

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 natural)
hp 22 (5 HD)
Fort +1, **Ref** +2, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk dagger +1 (1d4-1/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +1
Atk Options Extend Power, Psionic Endowment
Special Actions Inquisitor, Psionic Meditation
Power Points/Day 32; **Psion Powers Known** (ML 5th):
3rd—*crisis of breath* (DC 17*), *energy burst* (DC 17*)
2nd—*aversion* (DC 16*), *brain lock* (DC 16), *cloud mind* (DC 16), *read thoughts* (DC 16)
1st—*inertial armor*, *mindlink* (DC 15), *psionic charm* (DC 15*), *telempathic projection* (DC 15)
*The save DCs for these powers might increase with the use of augments.

Abilities Str 8, Dex 12, Con 10, Int 18, Wis 14, Cha 13
Feats Extend Power, Inquisitor, Psionic Body, Psionic Endowment, Psionic Meditation
Skills Bluff +9, Concentration +8, Diplomacy +8, Disguise +3 (+5 acting), Gather Information +7, Intimidate +3, Knowledge (local) +9, Knowledge (psionics) +9, Literacy (Common), Listen +2, Psicraft +10, Sense Motive +12, Spot +2
Possessions masterwork dagger, *amulet of natural armor +1*, *headband of intellect* +2

Psychic Warrior

"The body is not bound to the forms and function you were born with. To master the art of delivering death, you must break your given mold."
—Tharlkar, psychic sensei

The term "psychic warrior" is a loose translation of the Thri-kreen word "chakak," which is better translated as "mind warrior." In the Tablelands, non-kreen psychic warriors have long been known as "mercenary psionicists."

Making a Psychic Warrior

Despite his spectacular combat powers, a psychic warrior is not a typical front-line combatant. Although a fighter, barbarian, or gladiator might swing a sword more accurately, or with greater force, a psychic warrior depends on his repertoire of power and feats. A psychic warrior is the psionic equivalent of an eldritch knight or a warmage from other settings. A psychic warrior's role in the party isn't easily defined, but his combination of physical might, the Way, and martial arts is useful in almost any encounter.

Races: Practicing psionics as part of hunting or combat comes as naturally to a Thri-kreen, as running comes to an elf. The Thri-kreen propensity to become "chakak" is rooted in the kreen ancestral memory. Becoming "chakak" is an almost unavoidable rite of kreen adulthood. Even kreen who focus their attentions in another class, such as the druid, tend to take at least one level as a psychic warrior. Nearly all pack-leaders and clutchleaders are accomplished chakak. Because of the clutch-mind, kreen chakak are far more cooperative, and infinitely less competitive with each other than the psychic warriors of other races.

Muls particularly excel as psychic warriors, as do humans, elves, and dwarves, to a lesser extent. Aarakocra and pterran psychic warriors are rare in those racial cultures, but individuals who take up the psychic warrior class tend to thrive. Halflings and jozhal psychic warriors are virtually unheard of.

Alignment: Psychic warriors tend towards neutrality with regards to good and evil, but they must be either lawful or chaotic. Chaotic psychic warriors, known commonly as "mercenary psionicists," often work as attack thugs or assassins, though like bards, mercenary psionicists are notorious for switching allegiances according to the highest purse. Lawful psychic warriors, or "mindguards," are the most sought-after personal guards for nobles and merchant lords. Like the elite rogue servants of the nobles, mindguards serve loyally in exchange for lavish compensation. Any psychic warrior who ceases to be either lawful or chaotic, can no longer progress as a psychic warrior, although she keeps her current psychic warrior levels and abilities.

Class Features

Class Skills: Intimidate is a class skill for Athasian psychic warriors. Swim is a cross-class skill for Athasian psychic warriors.

Playing a Psychic Warrior

When you mold your body and mind with the same rigor as a dwarf tempers his steel, no feat or combat

prowess is beyond you. Through it all, you seek to understand the secret knowledge of combat, and how to take your *nexus*—a point in the center of your being where physical, mental, and spiritual energy can be harnessed—to the next level. You know the exact extent of your abilities and how hard it was to achieve them, so you are prone to showing it off flamboyantly, and claim to fear nothing.

Psychic warriors adventure for a plethora of reasons. Neither the religious fervor of an elemental cleric nor the glory of the fighter causes you to travel the Tablelands. More than faith, more than glory, you seek martial perfection. Whether you find that perfection in the cannibal-filled jungles of the Forest Ridge, in the choking silt of the Silt Sea, or in the den of the deadly braxat, you are driven to learn it and master it.

Religion

Religion might be entirely delusional to you, or you might find comfort in the elemental (or paraelemental) faiths, or even in the sorcerer-monarch of your city-state. If you are among the minority of psychic warriors who revere an element, you probably worship one associated with physical strength, such as Earth or Magma, or wisdom, such as Air or Sun.

Other Classes

Psychic warriors get along best with rogues, and to a lesser extent, fighters and bards. Generally, allies who show admiration for the psychic warriors' talents tend to get along well with the psychic warrior. Gladiators tend to get suspicious and envious of the psychic warrior's shows of unnatural and spectacular force, and many psychic warriors take a perverse pleasure in playing against the gladiator's jealousy, showing up the gladiator with spectacular stunts. Psychic warriors pretend to be indifferent to wizards, and to a lesser extent, psions, but many secretly envy the spectacle of a fireball.

Combat

You use your sword skills to defeat your foes as well as the limited access to manifest melee-oriented psionic powers. You have access to an amazing array of powerful combat feats. You have almost exclusive access to feats such as Deep Impact, Focused Sunder, and Wounding Attack, and you would do well to learn at least some of them. You have a limited selection of powers, so choose them carefully so you have a good mix of offensive, defensive and utility powers at your disposal.

Advancement

Your training began when you fought your way into an apprenticeship with a mentor—either a retired psychic warrior or an instructor in one of the many psionic academies dotting the Tablelands. You knew that finding that psychic warrior apprenticeship would not be that easy—that in fact, it would be an ordeal designed to test your body and mind to its fullest.

As a psychic warrior, your selection of psionic powers is paramount to your success. You might choose to focus on a specific psionic discipline, such as psychometabolism or psychokinesis, but learning a few powers from other disciplines is almost always advisable. True success in combat requires being ready for everything.

Starting Packages

Package 1: The Defender

Mul Psychic Warrior

Ability Scores: Str 18, Dex 12, Con 15, Int 10, Wis 15, Cha 6.

Skills: Autohypnosis, Concentration, Intimidate.

Languages: Common.

Feat: Combat Manifestation.

Weapons: Great macahuitl (2d6/19–20), five javelins (1d6, 30 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 45 Cp.

Package 2: The Destroyer

Thri-kreen Psychic Warrior

Ability Scores: Str 17, Dex 17, Con 12, Int 8, Wis 16, Cha 4.

Skills: Concentration, Intimidate, Jump.

Languages: Kreen.

Feat: Multiweapon Fighting.

Weapons: Gythka (1d8/1d8), four chatkchas (1d6, 20 ft.).

Armor: Leather (+2 AC).

Other Gear: Standard adventurer's kit.

Package 3: The Skirmisher

Human Psychic Warrior

Ability Scores: Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills: Concentration, Intimidate, Jump, Psicraft, Spot (cc).

Languages: Common.

Feat: Dodge, Weapon Focus (glaive).

Weapons: Gouge (1d10/x3), five javelins (1d6, 30 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 100 Cp.

Psychic Warriors on Athas

'Your studies have gone well, Turek,' he said quietly. 'You have learned the basics of psychic defense. It is time to practice your lessons.'

Turek nodded, his palms wet with sweat. He had known this was coming; he was one of the older students and it was time to begin his final studies before leaving the academy.

His master watched him without expression. Suddenly Turek found his attention ripped away from the patio and the master's physical form, being drawn inward. In his mind's eye a glowing sword appeared, poised to strike. 'I am the Sword', his master whispered. I pierce barriers and

rend armor.' Turek swallowed nervously and summoned his defense. 'I am the Void, he thought over and over again. I cannot be found, I cannot be harmed.' The Sword lunged forward, driving through the heart of the nothingness that cloaked Turek's presence…

No place on Athas is safe from psionics. Armies and fortresses mean nothing to a master of the Way. To answer the threat of psionic attack, nobles and merchants retain the services of mercenary psionicists to guard against other users of the Way.

With a potential to advance in a number of different directions—offensive, defensive, support, and quick strike—psychic warriors make excellent additions to adventuring parties.

Daily Life

A psychic warrior spends the majority of his time perfecting his mind and body. The mental and spiritual demands of the Way require constant attention, so he can spare little time for carousing.

A psychic warrior with an apprentice spends much of his time training his student. A psychic warrior without one might or might not spend time seeking out one, according to his whims.

Notables

Hurgen Vurst, the half-giant garrison chief for Fort Harbeth is considered to be one of the most deadly specimens of his race, combining massive strength and a cleverness rarely found on half-giants. Chukaka the thri-kreen, was one of the first to be coin the term Kiltektet (the-learning-pack-who-enlightens), was a psychic warrior. Known as much for her wisdom, her teachings, as for her chatkchas, she is regarded by many the prototypical psychic warrior—serene, poised, and deadly.

Organizations

There is no specific organization that caters to psychic warriors. The Exalted Path (for males) and Serene Bliss (for females) orders in the city-state of Nibenay keep the city's ancient monastic tradition and they usually have several psychic warriors in their milieu. Villichi communities, female humans born with amazing psionic abilities, lie hidden in the deserts, harboring powerful psychic warrioresses.

NPC Reactions

As with fighters, individuals react to psychic warriors based on their previous interactions with other members of the class.

Gladiators have mixed feelings towards psychic warriors, they abilities can be of great value in the arena, but sometimes they feel a bit jealous of those abilities themselves, and they do not like other show offs competing for attention during gladiatorial matches. The only characters that psychic warriors as a rule will have an extremely hard time getting along with are other psychic warriors. Any party unfortunate enough to include more than one psychic warrior will be wrought with petty bickering, snide remarks, and endless competitions of spectacular force.

Merchants and nobles, on the other hand, greatly appreciate psychic warriors. They can always find ready employment as an elite mercenary, in the permanent guard of a noble family, or a merchant house sentry cadre.

Psychic Warrior Lore

Characters with ranks in Knowledge (psionics) can research psychic warriors to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A psychic warrior is a psionic sword-swinger who thinks he knows more about swordplay than anyone else.

DC 15: Like psions and wilders, psychic warrior walk the Unseen Way. Unlike them, psychic warriors train their bodies with the same rigor that they train their minds.

DC 20: Psychic warriors are strong, calm, and lethal. They gain the most psychic might of all those who study the Way.

Sample Encounter

A psychic warrior can be encountered anywhere his quest for physical and mental perfection might take him: at the head of a raiding tribe, working as a mercenary bodyguard, or simply wandering the Athasian wastes.

EL 7: Kk'tz ock's clutch was destroyed, forcing the thri-kreen to the city. She is there to look for a new clutch to join. She could attempt to join the PCs, or become a part of the forces currently opposing the PCs. In either place, she initiates a domination challenge to determine her place in the organization's power structure.

Kk'tz ock — CR 7

Female thri-kreen psychic warrior 7
N Medium monstrous humanoid (psionic)
Init +4; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Kreen

AC 16, touch 14, flat-footed 12; Deflect Arrows (+4 Dex, +2 natural)
hp 38 (7 HD)
Immune sleep
Fort +6, **Ref** +6, **Will** +4

Speed 40 ft. (8 squares)
Melee 4 claws +8 (1d4+4) each and bite +7 (1d4+2)
Ranged mwk chatkcha (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +9
Atk Options Cleave, poison 1/day (DC 12, 1d6 Dex/paralysis), Power Attack
Power Points/Day 22; **Psychic Warrior Powers Known** (ML 7th):
3rd—*claws of the vampire*
2nd—*animal affinity, body adjustment, psionic lion's charge*
1st—*inertial armor, thicken skin, vigor*

Abilities Str 18, Dex 18, Con 12, Int 8, Wis 15, Cha 4

Feats Cleave, Deflect Arrows[B], Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (claw)

Skills Autohypnosis +3, Concentration +3, Intimidate +0, Jump +34, Knowledge (psionics) +0, Listen +2, Speak Language (Common), Search +0, Spot +2

Possessions masterwork chatkcha

Ranger

"What you call monsters and beasts are simply other beings trying to survive in the wastelands. Some of them are just as desperate, lost, and confused as you are."

—Sudatu, elven scout

The wastes of Athas are home to fierce and cunning creatures, from the bloodthirsty tembo to the malicious gaj. Because of that, Athasians have long learned how to adapt and survive even in the most inhospitable and savage environments.

One of the most cunning and powerful creatures of the wastes is the ranger, a skilled hunter and stalker. He knows his lands as if they were his home (as indeed they are); he knows his prey in deadly detail.

Making a Ranger

Rangers are capable in combat, although less so in open melee than the fighter, gladiator, or barbarian. His skills allow him to survive in the wilderness, to find his prey and to avoid detection. The ranger has the ability to gain special knowledge of certain types of creatures or lands. Knowledge of his enemies makes him more capable of finding and defeating those foes. Knowledge of terrain types or of specific favored lands makes it easier for him to live off the land, and makes it easier for him to take advantage of less knowledgeable foes. Rangers eventually learn to use the lesser spirits that inhabit Athas in order to produce spell-like effects. These lesser spirits inhabit small features of the land – rocks, trees, cacti and the like. These spirits are relatively powerless, and cannot manifest themselves. Their awareness is low, and their instincts are of the most primitive sort. The relationship between these lesser spirits and the creatures known as Spirits of the Land is unknown.

Races: As the race that carries the most fear and hatred of other races, and as the people with the richest land to protect, Halflings become rangers more commonly than any other race except for half-elves. Halflings are at home in their terrain (typically Forest Ridge or the Jagged Cliffs) and the ranger class teaches them the grace to move without detection, often to deadly effect. Their practice of cannibalism to emphasize their superiority over other sentient beings puts the ranger's tracking abilities to deadly use. Halfling rangers tend to take favored lands primarily, followed by favored enemy benefits. In the Forest Ridge, halfling rangers tend to pick pterrans and other neighboring races as favored enemies; rangers of the Jagged Cliffs tend to focus on bvanen, and kreen.

Elves frequently become rangers, serving as scouts and hunters for their tribes, but elves are not as naturally drawn to the wilderness as they are to magic. Half-elves are the race most compellingly drawn to the ranger class, since their isolation and natural gift with animals gives them a head start above rangers of other races.

Half-Elven rangers sometimes seek to impress their Elven cousins with their desert skills, and when they are rejected, the wilderness often becomes the half-elf's only solace. A few half-elves turn to bitter hatred of the parent races that rejected them, and become merciless slave–hunters.

Although ranger skills do not come to naturally humans, their famous adaptability wins out in the end, and many humans make fine rangers. A few muls take up the ranger class while surviving in the wilderness after escaping slavery. Dwarves who become rangers find that their focus ability combines powerfully with the abilities of favored enemy and favored lands, but such characters rarely become adventurers since they tend to master wilderness skills in order to guard Dwarven communities.

Pterran rangers are common since rangers get along so well with the druidic and psionic leaders of the pterran villages. Aarakocra are similarly drawn to the ranger class to protect their villages from predators and enemies. Rangers are not unusual among the most hated humanoid races of Athas, such as gith, belgoi, and braxat. Among the various and dwindling communities of the wastes, rangers are the most common character class.

Alignment: Rangers can be of any alignment, although they tend not to be lawful, preferring nature to civilization, silence to casual conversation, and ambush to meeting a foe boldly on the battlefield. Good rangers often serve as protectors of a village or of a wild area. In this capacity, rangers try to exterminate or drive off evil creatures that threaten the rangers' lands. Good rangers sometimes protect those who travel through the wilderness, serving sometimes as paid guides, but sometimes as unseen guardians. Neutral rangers tend to be wanderers and mercenaries, rarely tying themselves down to favored lands. The tracking and animal skills of rangers are well known in the World; virtually every trade caravan has at least one ranger scout or mekillot handler. Sometimes they stalk the land for vengeance, either for themselves or for an employer. Generally only evil rangers ply their skills in the slave trade. Other evil rangers seek to emulate nature's most fearsome predators, and take pride and pleasure in the terror that strangers take in their names.

Class Features

Favored Enemy (Ex): Athasian rangers may select a type of creature from among those given in the following table.

Table 2–4: Athasian Ranger Favored Enemies

Type (Subtype)	Examples

Aberration	gaj
Animal	lion
Construct	golem
Elemental (air)	air elemental beast
Elemental (earth)	crystal spider
Elemental (fire)	fire incarnation
Elemental (water)	rain paraelemental beast
Giant	beasthead giant
Humanoid (dwarf)	dwarf
Humanoid (elf)	elf
Humanoid (gith)	gith
Humanoid (halfling)	halfling
Humanoid (human)	human
Humanoid (jozhal)	jozhal
Humanoid (nikaal)	nikaal
Humanoid (psionic)	villichi
Humanoid (pterran)	pterran
Humanoid (reptilian)	silt runner
Humanoid (tarek)	tarek
Humanoid (tari)	tari
Magical beast	kirre
Monstrous humanoid	Thri-kreen
Outsider	silt half-elemental
Plant	hunting cactus
Undead	kaisharga
Vermin	kank

Favored Terrain (Ex): At any time when you could normally select a favored enemy, you may instead choose to select a favored terrain. You receive a +2 bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within your favored terrain. The table below shows the allowable terrains.

Terrain Type	Terrain Type
Boulder Field	Rocky Badland
Forest	Salt Flat
Jagged Cliffs	Sandy Waste
Mountain	Sea of Silt
Mud Flat	Stony Barren
Obsidian Waste	Swamp
Ocean	Verdant Belt

This ability uses the same graduated progression that the favored enemy ability receives.

For example, at first level Sudatu selects monstrous humanoids as a favored enemy, receiving a +2 bonus when combating them. At fifth level, instead of taking a new favored enemy, he selects a Rocky Badlands as his favored terrain, and chooses to increase his favored enemy bonus to +4. At 10th level, Sudatu may again choose a new Favored Enemy, and may also choose between raising his favored enemy or favored terrain bonus by +2.

Playing a Ranger

As a ranger, you nurture a close, almost mystical connection to the deadly terrain of Athas. To you, the burnt landscape is not a friend, but a well-respected adversary. Danger is always present, yet you understand it and even find a certain succor in living alongside it.

Religion

Many rangers pay homage to the elements, but a greater number honor the moons and the stars that guide them in the night – even though these celestial bodies do not have priests. In several city-states, particularly Gulg, Kurn, and Eldaarich, many rangers owe fealty to the sorcerer-kings – virtually the entire noble caste of Gulg is comprised of rangers called judaga. Some rangers pay patronage to the Spirits of the Land, although these spirits do not bestow spells on rangers except those that multi–class as druid.

Other Classes

Rangers are slow to make friends with anyone, but have a particular affinity to druids, and to a lesser extent, barbarians and psions. Rangers tend not to lean on others for support and friendship, and often find it difficult to tolerate others who are quite different from themselves, such as talkative traders or controlling templars. Good rangers might simply try to avoid sharing a watch with a character that annoys them; neutral rangers tend to abandon annoying companions or just let them die; while evil rangers act friendly to the annoying companion and then slit their throat in their sleep.

Good rangers tend to hate defilers, although many rangers are ignorant of the distinction between preserving and defiling and hate wizards of all stripes. Strangely, many rangers have little objection to taking a companion who is of a favored enemy race, so long as that they are convinced that the companion is trustworthy and loyal.

Combat

Although you are a formidable warrior, you usually prefer not to stand against the sheer might of Athas' fighter, barbarians and gladiators. Your greatest ally is the environment itself. While in you favored terrain, you have a clear advantage over your adversaries. Try choosing favored enemies that are more common in your favored terrain.

As you advance, you are well served to invest in spells that have an effect other than dealing damage. If you can't drop a foe in one or two attacks, you can use *entangle*, *snare*, *sting of the gold scorpion*, or the like to make your opponents less dangerous in a prolonged fight.

Advancement

Perhaps the most dangerous place in Athas is inside a city-state: an environment rife with political intrigue, diseases, and assassination. To escape these noxious environs, you sought refuge in the wild where even the foulest elements of a society fear to tread. By gaining an intimate knowledge of this hazardous realm, you buy some breathing room and security from the urban madness.

As your ranger abilities increase, you find the Athasian wilderness a more and more inviting place (if a place with such constant peril can be called inviting). You can use your skills to establish safe havens for yourself or to gain employment opportunities—perhaps guiding a

group of recently caught slaves through the Tyr valley or some noble into distant dangerous, location. You can also find that continuing to advance as a ranger or barbarian augments your already impressive abilities in the Athasian lands.

Continue to focus on skills such as Hive, Move Silently, and Survival. Spend discovered treasure on poison, magic weapons, and protective magic. The Mobility feat is good to consider, as is Nature's Child or Wastelander.

Starting Packages

Package 1: The Archer

Elf Ranger

Ability Scores: Str 14, Dex 17, Con 10, Int 10, Wis 13, Cha 8.

Skills: Hide, Listen, Move Silently, Spot, Survival.

Languages: Common, Elven.

Feat: Point Blank Shot, Track.

Weapons: Macahuitl (1d8/19–20), longbow with 20 arrows (1d8/x3, 100 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 19 Cp.

Package 2: The Scout

Halfling Ranger

Ability Scores: Str 11, Dex 17, Con 12, Int 10, Wis 14, Cha 8.

Skills: Hide, Knowledge (nature), Listen, Move Silently, Spot, Survival.

Languages: Halfling.

Feat: Stealthy, Track.

Weapons: Macahuitl (1d6/19–20), small macahuitl (1d3/19–20), five javelins (1d4, 30 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 65 Cp.

Package 3: The Wastelander

Thri-kreen Ranger

Ability Scores: Str 14, Dex 19, Con 14, Int 8, Wis 15, Cha 4.

Skills: Hide, Knowledge (nature), Listen, Move Silently, Spot, Survival.

Languages: Kreen.

Feat: Track, Wastelander*.

Weapons: Gythka (1d8/1d8), three chatkchas (1d6, 20 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, 5 Cp.

Rangers on Athas

"Trust me. He might not talk a lot and smell funnier than the rest of your men, but there is no other one I would bring along with me around the Great Ivory Plains."

—Waltian Inika, Gulg dune trader

The Athasian wilderness is harsh and unforgiving, calling for skilled and capable men to master its ways—the ranger answers that challenge, living a rugged life through clever mastery of his surroundings. The ranger has a potent combination of stealth, woodcraft, magic, and fighting skill, making him the master of the wilderness.

Daily Life

A ranger adventures to learn about Athas, to protect nature, and to prove his superior hunting skills. Rangers spend their days in contemplation of nature, and tending their animal companions.

The Athasian ranger is a wanderer who hunts down a defiler to avenge himself for having his village destroyed, or a mercenary hunter for both monsters and humanoid creatures, or even a loner who simply prefers the company of animals.

Notables

Tales of halfling snipers are among the common Athasian legends. Any traveler to the Forest Ridge should rightfully fear the cannibals that move without a sound and strike without being seen. Thri-kreen are fabled for their rangers, as they are fast-moving relentless natural hunters, and their unarmed combat abilities become even more deadly when applied to subduing a quarry.

Organizations

There is no organized ranger organization; you are most likely to be a loner—or at best the leader of a group of raiders or renegades—than you are to gather with other rangers.

Often merchant houses are eager to employ you as a caravan guide through the most dangerous trade routes, or a city-state's templarate might hire you to provide a safe path to a templar patrol.

NPC Reactions

Within a city-state or large settlement, you find that you are either ignored or regarded with some small amount of curiosity. It is only after a city-dweller find himself outside the boundaries of his city-state that he truly appreciates you. Indeed, he holds you in the highest of regards, knowing that you are all that stands between him and a horrible death in the wastes.

Ranger Lore

Characters with ranks in Knowledge (nature) can research rangers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Only those assisted by a ranger can hope to survive in the Athasian wilderness for long.

DC 15: Rangers move with ease through the harsh terrains that others find dangerous or impassable. They make of this aptitude to specialize in battling specific creatures of the wild.

DC 20: As a ranger advances in knowledge and skill, he grows more and more connected to the land, and eventually manages to draw spells from it.

Sample Encounter

Rangers tend to stay on the fringe of civilization. They are loners who rarely seek the company of others unless they have a compelling reason to do so.

EL 7: Nakaa considers himself a warden of the White Mountains. He blames human and elven defilers for the current state of the rest of the world, and will not stand for their presence in the White Mountains. He conducts daily patrols over the area, and will swoop down to confront any human or elves he discovers. Defilers, he will attack outright, while humans are suspiciously questions by Nakaa. If they prove not to be defilers, Nakaa may ask their help in confronting a defiler too powerful for him to take on alone.

Nakaa — CR 7

Male aarakocra ranger 7
CN Medium monstrous humanoid
Init +5; **Senses** low-light vision; Listen +6, Spot +6 (+10 in daylight)
Languages Auran, Common

AC 20, touch 15, flat-footed 15; Dodge (+5 Dex, +4 armor, +1 natural)
hp 36 (7 HD)
Fort +5, **Ref** +10, **Will** +3
Weakness –2 morale penalty on rolls when in enclosed space

Speed 20 ft. (4 squares); fly 90 ft. (average); Flyby Attack, Wingover, woodland stride
Melee claw +8/+3 (1d3+1) and bite +2 (1d3)
Melee *+1 lance* +8/+3 (1d8+1/x3)
Ranged javelin +12/+7 (1d6+1) or
Ranged javelin +8/+8/+7 (1d6+1) or
Ranged javelin +7/+6/+6/+5 (1d6+1)
Base Atk +7; **Grp** +8
Atk Options Aerial Dive, favored enemy humans +4, favored enemy elves +2
Combat Gear 2 *fruitpotions of cure moderate wounds*
Ranged Spells Prepared (CL 3rd):
1st—*entangle* (DC 12), *speak with animals*

Abilities Str 12, Dex 20, Con 10, Int 8, Wis 13, Cha 10
SQ animal companion, link with companion, share spells, wild empathy +0 (–4 magical beasts)
Feats Dodge, Endurance[B], Flyby Attack, Manyshot[B], Rapid Shot[B], Track[B], Wingover
Skills Concentration +2, Handle Animal +2, Heal +3, Hide +12, Knowledge (geography) +4, Knowledge (nature) +4, Listen +6, Move Silently +18, Search +1, Spot +6 (+13 in daylight), Survival +8 (+10 to avoid getting lost/ +10 aboveground natural environments)
Possessions combat gear plus *+1 silent moves studded leather*, *+1 lance*, 10 javelins

Rogue

"Marek, always helpful, said that the UnderTyr catacombs are supposed to be haunted. Think I'll go make some inquiries about where a 'heretic' like me can get some holy earth. Always go prepared...."

—Janos, human rogue

Dark Sun offers a world of intrigue, manipulation, secret deals, and subtle treachery—in short, a rogue's playground. Rather than eking out their living at the borders of society, many Athasian rogues dominate the action in many of the most powerful political factions in the Seven Cities: the Noble Houses, the templars, and the Merchant Houses. Often rogues themselves, the wealthy and powerful deploy lesser rogues as pawns in their endless games of acquisition, espionage, and deceit.

Individual rogues run the gamut of Athasian society, from the street rats of the cities to the vagabonds of the outlands, to the prosperous and respectable dune traders, to the low-ranking templars that search their caravans at the gates. Accomplished rogues are often sought by the nobility as agents, and can earn both wealth and honor in such positions—or earn a quick death should they be caught contemplating treachery against their masters.

Making a Rogue

A rogue can't stand up face to face with a mul warrior as well as a fighter or gladiator can. With his cunning and your various skills, however, he excels at taking the slightest opportunity and turning to his advantage. His ability to slip under the notice of an observer makes him a capable lone hunter, but his greatest strength are found through interaction with allies and foes, inside or outside, a battle—he can use his enemy`s slightest distraction to deliver a lethal blow, or ensure his party`s safe passage through a templar patrol.

Races: Elves, half-elves, and humans take to the rogue's skills and lifestyle with the greatest ease. Halflings, dwarves, and muls, while not commonly rogues, adapt to the class remarkably well when they take to it. Thri-kreen, pterrans, and aarakocra are usually quite adverse to the rogue class, and tend to do poorly. Half-giant rogues are unheard of except as fictional figures in comical tales around the fireside.

Alignment: Athasian rogues follow opportunity rather than ideals, but as many of them are lawful as chaotic. Lawful rogues tend to seek security and advancement in the service of nobles or in the ranks of the templars.

Class Features

Class Skills: Use Psionic Device is a class skill for Athasian rogues. Swim is a cross-class skill for Athasian rogues.

Weapon and Armor Proficiency: In addition to those presented on the *Player's Handbook*, Athasian rogues are proficient with the bard's friend, blowgun, garrote, small macahuitl, tonfa, widow's knife, and wrist razor.

Special Abilities: In addition to those presented on the *Player's Handbook*, Athasian rogues may choose from the following abilities.

Dune Trader: You gain +4 competence bonus to Diplomacy checks with regard to buying or selling goods. Furthermore, Speak Language becomes a class skill.

False Vulnerability (Ex): While lying prone, you are not as helpless as you appear. Opponents do not get +4 to hit you while you are prone, and you can "kip up," or leap from a prone position as a free action. You do not provoke an attack of opportunity when standing up. If this ability is used with a feint action, you get a +4 circumstance bonus to your opposed Bluff roll.

Looter's Luck (Ex): You can use your Appraise skill to instinctively identify the most valuable item in a pile of loot as a move action. The DC for this accomplishment is DC 10 + the number of items in the selection. If you cannot see the items that you are choosing from (e.g. you are trying to pickpocket someone), then a full-round action is required, and the DC rises to 15 + the number of items.

Notoriety: The fame of your exploits precedes you in the Seven Cities; you gain +4 to all Intimidate and Bluff checks. Adventurers seek your fellowship; you receive a +4 to your Leadership score if you have the Leadership feat.

Silver Tongue (Ex): Your constant dealing with others gives you a keen sense of how to make them believe your lies. You may attempt a retry of the Bluff skill, but with a –5 penalty. This ability also gives you a +2 bonus to your Disguise skill.

Playing a Rogue

Rogues run the gamut of society. Athasian rogues range from gutter snipes who prey upon the merchants and free citizens of the cities to vagabonds who steal what they can from passing caravans or merchant trains. At their best, rogues can be in the employ of the nobility, plying their trade by contract in the name of a royal household, or they can be men or women of principle and honor who steal only from the corrupt and wealthy.

There is no thieves' guild on Athasian cities. However, most Athasians rogues attempt to attract a patron. A patron is a noble or senior templar who will sponsor the rogue and protect him under his house and name. The rogue is then expected to perform certain tasks for his new master in return—including theft, spying, and even assassination.

You might adventure because you desire excitement. Someone with your smarts get bored with ordinary pursuits. Alternatively, you might have set off a life of adventure after your big heist or some political manipulation gone wrong. For some reason, you have to keep moving, and a life of adventure offers you a regular change of scenery.

All seek to exercise their abilities to grow to even greater levels of power. You are clever enough to know that there's always more to learn. Although you tend to be (dangerously) self-reliant, you understand the value of having "friends" and allies in your pursuits, so try to not entangle them in your web of lies and trickery until you no longer need them.

Religion

Although they are as superstitious as the next Athasian, rogues are not known for their devotion or piety. Chaotic rogues tend to get along best with religions associated with elemental air.

Other Classes

Rogues enjoy working with members of other classes so long as their own skills and are valued and treated with respect. On Athas, rogue is as honorable a profession as any other, and more honorable than some (such as wizard), and they mark for enmity anyone who describes them as a common thief.

Combat

You are at your best when you catch foes unaware. Use your skills to hide yourself so that you can employ surprise tactics. In melee, move into flanking position or use the Bluff skill to feint in combat and drop a powerful sneak attack.

Advancement

You should assign your various skills points according to your role in your adventuring group. If the group already has someone who is good at finding traps and sneaking about, boost your ranks in social skills such as Diplomacy and Gather Information. High bonuses in Bluff and Move Silently are a must if you're going to use your sneak attacks often.

You have many good options for feats, but be sure to take Combat Expertise and Improved Feint to get the most out of your sneak attacks. If you are interested in having a lot of feats, it might be worthwhile to take a level of psychic warrior, since the first level of psychic warrior gives you proficiency with all types of armor, a bonus feat you could use for Combat Expertise or Improved Feint, and a psionic power you could use to boost your rogue skills. If you are the social type, consider becoming a dune trader (page 90).

Starting Packages

Package 1: The Archer

Half-Elf Rogue

Ability Scores: Str 8, Dex 17, Con 12, Int 13, Wis 14, Cha 8.

Skills: Climb, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot, Tumble.

Languages: Common.

Feat: Point Blank Shot.

Weapons: Wrist razor (1d6/18–20), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 29 Cp.

Package 2: The Knife in the Dark

Elf Rogue

Ability Scores: Str 13, Dex 17, Con 10, Int 10, Wis 14, Cha 8.

Skills: Balance, Bluff, Disable Device, Hide, Listen, Move Silently, Open Lock, Search, Spot, Tumble.

Languages: Elven, Common.

Feat: Stealthy.

Weapons: Macahuitl (1d8/19–20), tonfa (1d4), shortbow with 20 arrows (1d6/x3, 60 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 5 Cp.

Package 3: The Trader

Human Rogue

Ability Scores: Str 8, Dex 15, Con 10, Int 13, Wis 12, Cha 14.

Skills: Appraise, Bluff, Diplomacy, Forgery, Gather Information, Knowledge (local), Profession, Sense Motive, Speak Language (cc).

Languages: Common.

Feat: Combat Reflexes, Trader*.

Weapons: Longspear (1d8/x3), wrist razor (1d6/18–20), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Studded leather (+3 AC).

Other Gear: Standard adventurer's kit, thieves' tools, 14 Cp.

Rogues on Athas

"Going on personal experience, my one piece of advice to you is this–never trust anything with pointy ears. It'll either cheat you or try to eat you."

—Marek, human trader

The rogue class gives a player a chance to play the archetypical trickster or scoundrel. Rogues also make great villains. By manipulating NPCs and situations the PCs encounter, or by being employed by a rival noble, an evil rogue can operate behind the scenes and trick the adventurers to his own ends.

Daily Life

The way a rogue behaves depends largely on his sense of morality. Some think nothing of adopting false identities or working as assassins for their noble patrons in exchange for silver, relying on their skills and charms to get through anything. A few other rogues find themselves driven to use their powers to help people.

Notables

The human Ramphion is the current leader of the Balican Veiled Alliance and has held the position for thirteen years, managing to rise to his title through sheer force of personality and charisma albeit not being able to cast even the simplest of cantrips. All trade lords are accomplished rogues. Master Sintha Valex is one of those, owner of large warehouses in Tyr. Frequently small quantities of the raw material are "seeming lost" in the warehouse, and end up being sold by Sintha to outgoing caravans to be sold in other cities of the Tablelands.

Organizations

Rogues don't organize together, but they often linger around the same places, such as the Bard's Quarter, the Elven Quarter, or Merchant House's Emporiums. A rogue joining an organization probably has a specific goal (or target) in mind and rakes a position that best allows him to attain it. A long-term commitment to such a group rarely appeals to a rogue.

NPC Reactions

Rogues make a good job about hiding their true motives and identities. Individuals who know about a rogue's true colors begin with an attitude one step more hostile than normal. Lawful clerics and templars in particular look poorly upon rogues, as does anyone who puts importance in forthrightness.

Rogue Lore

Characters with ranks in Knowledge (local) can research rogues to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Rogues are opportunists and tricksters. They employ deception and quick reflexes to get what they want.

DC 15: Rogues don't fight fair, if they fight at all, and their tongues are just as dangerous as their poisonous daggers.

DC 20: Rogues are adept at striking at vital spots when their targets are distracted, and their reflexes are quick enough to dodge most magical attacks.

Sample Encounter

Unpredictable and talented, rogues could show up anywhere, doing anything. PCs might encounter one at an elven market, as the agent of a Merchant House, or in battle beside or against one.

EL 5: Lobuu runs a stall in the elven market selling various goods. If approached by the PCs he will offer to acquire any item they need for the right price. While Lobuu proves to have an amazing ability to deliver the promised goods, there is often the chance that the items were stolen, and the original owners may come looking for them.

Lobuu **CR 5**

Male elf rogue 5
NE Medium humanoid (elf)
Init +8; **Senses** low-light vision; Listen +5, Spot +5
Languages Common, Elven

AC 15, touch 15, flat-footed 11; Dodge, uncanny dodge (+4 Dex, +1 deflection)
hp 17 (5 HD)
Resist evasion, mundane extreme heat or cold
Fort +1, **Ref** +8, **Will** +2

Speed 40 ft. (8 squares); elf run
Melee *+1 keen dagger* +5 (1d8+2/17–20) or
Ranged *+1 keen dagger* +9 (1d8+2/17–20)
Base Atk +3; **Grp** +4
Atk Options sneak attack +3d6
Combat Gear *fruitpotion of cat's grace*

Abilities Str 14, Dex 18, Con 11, Int 8, Wis 12, Cha 10
SQ trap sense +1, trapfinding
Feats Dodge, Improved Initiative
Skills Appraise +1, Bluff +5, Diplomacy +2, Disable Device +6, Disguise +2 (+4 acting), Escape Artist +9 (+11 escaping bonds), Gather Information +4, Hide +9, Intimidate +2, Knowledge (local) +4, Listen +5, Move Silently +9, Open Lock +11, Search +3, Sense Motive +3, Sleight of Hand +11, Spot +5, Use Rope +6 (+8 binding)
Possessions combat gear plus *+1 keen dagger*, *ring of protection +1*, masterwork thieves' tools

Templar

"Against the law? The law is a convenience, a tool for us to use as we will, not a yoke bound to our necks. Laws are guidelines, not rules cast in iron. Stretching them is not the same as breaking them, my young apprentice. Take that to heart, for if you accuse me again, I will have your heart served cold."

—Zelgado De'Draigee, human templar

Templars are civil servants within a city-state's government organization commonly referred to as a "temple," "bureau," or "order." Each templar swears obedience to his temple, and absolute fealty to his sorcerer-king. In return, the sorcerer-king grants them spell power stolen from the elemental planes.

In most city-states, templars are the ultimate authority—judge, jury, and executioner. Templars police and administer the city-states, and serve other civil roles ranging from general to jailor and from tax collector to garbage collector.

Making a Templar

Templars can cast a number of divine spells each day, as granted by their lord. If necessary they can be a destructive fighting force, but they serve much better as officers of slave-soldiers, mercenaries, or undead. Their wide array of available skills reflects the equally wide array of roles that Templars fill as servants of the sorcerer-kings and queens.

Abilities: If you want to make good use of your templar spells and you secular aptitude, you'll need a high Charisma. As with any melee-oriented class, Strength is a key ability for templars and Constitution provides you with increased ht points as usual.

Races: While the need for religion and divine magic is nearly universal on Athas, the need for specialized militant priest–bureaucrats is peculiar to large city-states dominated by sorcerer-kings. While in theory, no sentient race is precluded from the templar class, in practice, a sorcerer-king grant spells only to those who he wants to represent him. Humans dominate the templar priesthoods of all city-states except for New Giustenal. Dwarves, muls, and half-elves commonly become templars in many cities, while elves are less commonly accepted. Templars of other races are rare or unheard–of in most cities.

Alignment: A templar's alignment must be within one step of his sorcerer-king's (that is, it may be one step away on either the lawful–chaotic axis or the good–evil axis, but not both). Because of that, templars are almost never good. The laws they uphold are corrupt; the monarchs they serve are arguably the vilest creatures on the face of Athas, and often the templars are cruel and unjust themselves. However, many templars take considerable pride in the prosperity and magnificence of their city-state, and in the well–oiled machine of their order. Templars are most commonly lawful neutral or lawful evil.

Starting Ceramic: 5d4 x 10 (125 Cp).

Class Features

Weapon and Armor Proficiency: Templars are proficient in all simple weapons. Since templar training involves some education in warfare, templars receive two martial weapons proficiencies. Templars are proficient in light and medium armor and shields (except tower shields).

Spellcasting: You cast divine spells, which are drawn from the templar spell list on page 138. When you gain access to a new level of spells, you automatically know all the spells for that level on the templar's spell list. You can cast any spell you know without preparing it ahead of time. Essentially, your spell list is the same as your spells known list.

To cast a templar spell, you must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a templar's spell is 10 + the spell's level + the templar's Cha modifier. Like other spellcasters, a templar can cast only a certain number of spells of each level per day. The base daily allotment is given on Table 2–5. In addition, you receive bonus spells for a high Charisma score (*PH* 8).

You can also cast one domain spell of each spell level per day, as a cleric does. The domain spell is chosen at the time of casting from the spells associated with your assumed domains (see below), as you cast spells spontaneously and need not prepare spells ahead of time. A templar need not prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

You use your sorcerer-king's sigil as divine focus.

Secular Aptitude (Ex): At 1st level, you gain Secular Authority as a bonus feat. In addition, you receive a competence bonus to Secular Authority checks equal to half your class level.

Assume Domain: You are assigned two domains based on your sorcerer-monarch. Each domain gives you access to a domain spell at each spell level you can cast, from 1st on up, as well as a granted power. You get the granted powers of both the assumed domains. With access to two domain spells at a given spell level, you add only one of those spells to your spells known list.

Sorcerer-Monarch	Domains
Abalach-Re	Chaos, Charm
Andropinis	Law, Nobility
Borys	Destruction, Protection
Daskinor	Chaos, Madness
Dregoth	Death, Destruction
Hamanu	Strength, War
Kalak	Magic, Trickery
Lalali-Puy	Animal, Plant
Nibenay	Magic, Mind
Oronis	Knowledge, Protection
Tectuktitlay	Glory, Strength

Hamanu's favored weapon is the longsword.

Sigil (Sp): Every templar receives a sigil that is the sign of their rank and station as a templar within their city's templarate. The form of the sigil is unique to each city-state, but is always unmistakable for what it is. The sigil serves as your divine focus, and also allows you to use the spell-like powers *arcane mark*, *purify food and drink*, and *slave scent* a combined total of times equal to 3 + your Cha modifier. These spell-like powers do not count against your total of spells per day.

Turn or Rebuke Undead (Su): Any templar, regardless of alignment, has the power to affect undead creatures by channeling the power of his sorcerer-king through his sigil (*PH* 33).

A good templar (or a neutral templar who worships a good sorcerer-king) can turn or destroy undead creatures. An evil templar (or a neutral templar who worships an evil sorcerer-king) instead rebukes or commands such creatures. A neutral templar of a neutral sorcerer-king must choose whether his turning ability functions as that of a good templar or an evil templar. Once this choice is made, it cannot be reversed.

You may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. A templar with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead. You turn undead as a cleric of three levels lower would (*PH* 159).

Playing a Templar

A templar can take the fighter's place in the front ranks of a party or ensorcel his foes from a distance like a cleric. While you aren't quite as good as either a dedicated fighter or a dedicated cleric or psion in those roles, you're reasonably effective in either, and you can change roles on a round-by-round basis as needed.

As a templar, you believe the acquisition of power and influence is a worthy end in itself. By having power, you can effect your will in the world, be it good or bad. Those who have or seek power deserve your respect, while those who have power but fail to use it deserve your derision.

You adventure out of a desire to gain more power and influence in every quest. Drawn by your power, others follow your lead, and you are happy to command them.

Religion

The reverence of templars and their respective sorcerer-monarch varies greatly with the city-state. Some rulers, like Hamanu or Lalali-Puy, claim they are gods and demand their citizen and templars to worship them as such. Other, like Nibenay and Andropinis, only require service, not worship, from their templars.

Table 2–5: The Templar

						Spells per Day									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Secular aptitude, assume domain, sigil	5	3+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	—	6	4+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	—	6	5+1	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Turn or rebuke undead	6	6+1	3+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	—	6	6+1	4+1	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	—	6	6+1	5+1	3+1	—	—	—	—	—	—
7th	+5	+5	+2	+5	—	6	6+1	6+1	4+1	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	—	6	6+1	6+1	5+1	3+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	—	6	6+1	6+1	6+1	4+1	—	—	—	—	—
10th	+7/+2	+7	+3	+7	—	6	6+1	6+1	6+1	5+1	3+1	—	—	—	—
11th	+8/+3	+7	+3	+7	—	6	6+1	6+1	6+1	6+1	4+1	—	—	—	—
12th	+9/+4	+8	+4	+8	—	6	6+1	6+1	6+1	6+1	5+1	3+1	—	—	—
13th	+9/+4	+8	+4	+8	—	6	6+1	6+1	6+1	6+1	6+1	4+1	—	—	—
14th	+10/+5	+9	+4	+9	—	6	6+1	6+1	6+1	6+1	6+1	5+1	3+1	—	—
15th	+11/+6/+1	+9	+5	+9	—	6	6+1	6+1	6+1	6+1	6+1	6+1	4+1	—	—
16th	+12/+7/+2	+10	+5	+10	—	6	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1	—
17th	+12/+7/+2	+10	+5	+10	—	6	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1	—
18th	+13/+8/+3	+11	+6	+11	—	6	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1
19th	+14/+9/+4	+11	+6	+11	—	6	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1
20th	+15/+10/+5	+12	+6	+12	—	6	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1

Class Skills (4 + Int modifier per level, x4 at 1st level): Appraise, Bluff, Concentration, Craft, Diplomacy, Forgery, Gather Information, Heal, Intimidate, Knowledge (all skills individually), Literacy, Profession, Sense Motive, Spellcraft, Spot.

Other Classes

Templars sometimes clash with druids and elemental clerics, who represent an older, more primal relationship between mortal, nature, and the elements. Templars tend to tolerate these "primitive priests," as long as the druids and clerics do not share their opinions that sorcerer-kings are usurpers of profane divine elemental power. Templars get along with most other classes very well, provided of course that a templar is in charge.

Combat

Most of a templar's spells target a single target or have a range of touch, so you are most effective when you single out and focus upon defeating a single opponent. Your spells that affect areas are limited mostly to cones, which means you need to be on or near the front lines to get the greatest effect from them. Even if you come close to being effective as a fighter or cleric in his chosen field, you're certainly not as effective as a fighter *and* a cleric.

Outside combat, use your secular authority to its greatest advantage, securing troops and resources for when it happens. If you have a cleric or other healer in the group, save your cures for emergency healing, since a cleric can spontaneously convert their spells into healing ones. If no other healer is present, save it to heal yourself and your allies after combat.

Advancement

You don't necessarily profit most from remaining a templar throughout your advancement, since you will lose all your spellcasting abilities in case you displease your sorcerer-king, or in the remote possibility your sorcerer-king dies. If you do multiclass, picking an arcane or psionic class is an excellent choice, especially one that has Charisma as a key ability. Alternatively, you might consider beginning your career as either a wizard or as a wilder, then multiclassing into a templar.

Assign as many skill points as possible to Bluff, Diplomacy, and Sense Motive, since these will be helpful in politics even if you are stripped out of your spells. For feats, take the Negotiator feat and also consider metamagic feats, such as Silent Spell and Empower Spell.

Starting Packages

Package 1: The Blaster

Human Templar

Ability Scores: Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 15.

Skills: Bluff, Concentration, Diplomacy, Knowledge (local), Sense Motive, Spellcraft.

Languages: Common.

Feat: Combat Casting, Weapon Focus (ranged spell).

Weapons: Macahuitl (1d8/19–20), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Leather (+2 AC).

Other Gear: Sigil, standard adventurer's kit, 43 Cp.

Package 2: The Controller

Dwarf Templar

Ability Scores: Str 10, Dex 8, Con 14, Int 14, Wis 13, Cha 13.

Skills: Bluff, Diplomacy, Intimidate, Knowledge (local), Sense Motive.

Languages: Common, Dwarven, Elven, Saurian.

Feat: Spell Focus (enchantment).

Weapons: Puchik (1d4/x3), light crossbow with 20 bolts (1d8/19–20, 80 ft.).

Armor: Scale mail (+4 AC).

Other Gear: Sigil, standard adventurer's kit, 34 Cp.

Package 3: The Politician

Elf Templar

Ability Scores: Str 8, Dex 14, Con 8, Int 13, Wis 14, Cha 15.

Skills: Bluff, Diplomacy, Knowledge (nobility and royalty), Literacy, Sense Motive.

Languages: Common, city language, Elven.

Feat: Negotiator.

Weapons: Dagger (1d4/19–20).

Armor: Leather (+2 AC).

Other Gear: Sigil, standard adventurer's kit, 113 Cp.

Templars on Athas

"Power does not corrupt men. Fools, however, if they get into a position of power, corrupt power."

—Gorg the mad

Templar duties typically prevent them from adventuring in the standard sense. They often serve missions for their superiors, typically to recover an important item, assassinate a troublemaker, force the hand of a merchant house or barter with an elf tribe. But that is not to say that templars cannot pursue their own interests.

While all templars are technically bound to their civil service positions on a daily basis, a sufficient bribe can buy them a few days of freedom and adventure, as long as they do not get caught going against the interests of

Behind the Veil: Dealing With Templar PCs

Some of the secular authority features may appear to allow templars to be quite arbitrary in the execution of their powers. This is because they *are* quite arbitrary in the use of their authority. For player characters, this may be problematic if the DM does not keep in mind that these authorities are designed to play out amongst a highly charged political environment. Remember that the templar's powers do not extend beyond his city-state. Remember that templar's have the authority to contest one another's rulings. Remember to apply situational modifiers: A well connected nobleman is going to be much harder to imprison than a pottery slave. The organizations of the templars are highly competitive and fraught with infighting and backstabbing. This can be used to keep templar characters from running amok in their city, and can provide the motivation for numerous adventure hooks.

their temple or sorcerer-king. Most templars who do adventure, do so for personal power, seeking to acquire items of great power, or for money or fame to impress their lord or superiors.

Daily Life

A templar remains ever ready to face the challenges of the Athasian life. Without the need to rest, study or pray for their powers, templars can leap up in pursuit of whatever their templarate requires them to do.

Templars often possess the charisma and take-charge attitude required of great leaders, but many suffer from an inability to empathize with those they lead. Templars respect the pursuit of might and its use, and they often minimize the value of those who adhere to other philosophies. Even among themselves, templars tend to be contentious, battling for power over the cost of another one.

Notables

Living in the shadow of their sorcerer-king, templars who develop too much power and influence are usually executed without a second thought. Nonetheless, there are a few who manage to hide their powers and postpone this unavoidable fate. The most famous templar of the Tyr Region managed to do what was thought to be impossible: succeed the throne of a sorcerer-king. Tithian of Mericles helped in the assassination plot to kill King Kalak of Tyr and in return was put into the throne by Agis of Asticles and his allies.

Organizations

While not all templars are members of the same bureau or even the same city-state, they all have the same basic organization. These organizations vary dramatically from one place to the other, however. The city-state of Kurn, for instance, only employs those who genuinely wish to protect and serve the people, whereas the members from Eldaarich are chosen only from the most brutal, cruel, and vicious members from the templar's families.

Regardless, a templar's daily life allows little free time. Waking hours not spent in direct service to the templarate, on patrol, or on the field of battle are filled with martial training, divine study, and bureaucratic activities.

NPC Reactions

Templars who do not show affiliation with their city-state's templarate rarely elicit an unusual reaction from others. To most they might seem as a fighter or perhaps a cleric. Those who know or their connection or see evidence of it, such as their sigil or typical clothing react depending on their attitude toward the templar's sorcerer-king (or bureau). This reaction is one step closer to hostile if the sorcerer-monarch is feared or hated by that individual (which is the most likely scenario). The reaction is one step closer to friendly if that individual is directly associated with that sorcerer-monarch. Clerics, druids, and others who are deeply entrenched with a moral outlook view the templar's choice with great suspicion, and their reaction is one step closer to hostile regardless of the templar's sorcerer-monarch.

Templar Lore

Characters with ranks in Knowledge (local) can research templars to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Templars are the minions of the sorcerer-kings and can draw mystical energies from them.

DC 15: A templar dedicates himself to a particular sorcerer-monarch and gains powers based on the sorcerer-monarch chosen. They can control undead, cast divine spells and have control over the city's resources.

DC 20: In addition to the details above, the result allows the PC to know that a templar has a similar connection to their sorcerer-monarch like a cleric and his element, and if that particular sorcerer-monarch dies, the connection is lost and the templar loses all his powers.

Sample Encounter

Templars make excellent villains and tricky allies. As a villain, a templar dedicated to an evil sorcerer-king (the vast majority) can be paired troops and templar knights (see page 107) to make exciting recurring encounters. As an ally, a templar's blind pursuit of power could create interesting friction with the PCs and turn an ally into an enemy. A templar might become embroiled in the PCs pursuit if they come into possession of an item of great power, or a valuable secret, or the templar's attempt to gather power endangers the PCs or what they care about.

EL 5: Teokas is a mid-level templar assigned to collection of the night soil buckets from the slave pens. Unfortunately for him, higher ranking templars have commandeered all available slaves, leaving Teokas without any to perform his responsibilities. Because he has a reputation for past mistakes, Teokas' superior has threatened him with punishment if he fails in his assigned tasks one more time. Now that he has discovered that there are no slaves available he is becoming desperate. Teokas does have many guards assigned to be overseers of the slaves he is to supervise in this task. There are enough guards that he could assign the work to the guards. However, Teokas has not does so, because the soldiers would certainly be insulted by the task and Teokas is intimidated by the captain of the guards. In a panic, Teokas orders the soldiers to arrest the nearest citizens and use force to get them to clean out the night soil buckets in the slave pens. Unfortunately for the PCs they are the first people Teokas and his soldiers' spot.

Teokas **CR 5**

Female human templar 5
NE Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +5
Languages Common

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 27 (5 HD)
Fort +5, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk carrikal +5 (1d8+2/x3)
Base Atk +3; **Grp** +4
Atk Options rebuke undead 6/day (+3, 2d6+5, 2nd)
Spell-Like Abilities (CL 5th)
6/day—*arcane mark, purify food and drink, slave scent*
Templar Spells Prepared (CL 5th):
2nd—*barkskin*[D], *battlefield healing**, *bear's endurance, hold person* (DC 15), *silence* (DC 15)
1st—*command* (2) (DC 14), *cure light wounds, deathwatch, entangle*[D] (DC 14), *protection from good, shield of faith*
0—*detect magic, detect poison, defiler scent**, *guidance, light, resistance*
D: Domain spell. King: Lalali-Puy. *Domains*: Animal, Plant.

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 8, Cha 16
Feats Alertness, Secular Authority[B]*, Skill Focus (Diplomacy), Negotiator
Skills Bluff +6, Concentration +6, Diplomacy +12, Gather Information +7, Intimidate +7, Knowledge (local) +4, Literacy (Common), Listen +1, Sense Motive +5, Spellcraft +4, Spot +5
Possessions masterwork carrikal, masterwork studded leather, sigil

Ex-Templars

A templar who displeases or abandons his sorcerer-monarch, or one whose sorcerer-monarch dies, loses all templar spellcasting abilities. An ex-templar is treated as a member of an NPC class (commoner, expert, etc) for purposes of determining CR. If the templar later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Wilder

"Power flows through my veins, beckoning to be released. But if I do, it burns!"
—Garath, gith wilder

For most wilders, psionic power is not a choice, but a discovery. Some wilders discovered their mental powers in childhood or puberty. While psions train in the academies to harness their abilities, wilders tend to discover their powers accidentally and without training. Most wilders never work to harness their powers, lacking the time, inclination or will to further their training. Low-level wilders often think of their power as a handy "gift" or "knack", rather than a trait that defines them. Generally, only the more focused and powerful will actually identify themselves as "wilders".

Wilders often first release their abilities while under great stress. Even as they progress, stress or excitement can flood through a wilder, allowing a display of power beyond his normal range of ability.

Making a Wilder

Through experience, the wilder discovers supernatural powers that are an extension of his personality. Wilders know fewer powers than other manifesting classes, but their wild surge ability gives their powers greater flexibility. These surges are not without cost, however, and can have a great toll on the careless wilder.

Races: Psionic talent is common in the tablelands. Because of the limited access to psionic instruction, humans elves, halflings, and to a lesser extent, muls, are much more likely to be wilders than psions. Races that are less charismatic, less individualistic, and less prone to emotion, such as thri-kreen and dwarves rarely become wilders; more of them become psions or psychic warriors. The pterran culture glorifies the path of the psion, so wilders are rare. Half-giants tend to become wilders rather than psions, because even with psionic training, many half-giants lack the wit, Will, or focus to excel as psions.

Alignment: Though wilders have no inclinations towards good or evil, as a whole they tend to be chaotic.

Class Features

Class Skills: Survival is a class skill for Athasian wilders. Swim is a cross-class skill for Athasian wilders.

Playing a Wilder

As a wilder, you adventure to practice your abilities and gain further understanding and mastery about the Will. You are very passionate about your powers, and you often push yourself to your limits with your wild surges, but you are not blind to its dangers.

Religion

Although wilders, like psions, draw their energies from within, wilder powers require less focus and discipline, so wilders are as likely as any other Athasian to be religious. A wilders religion can have a great impact on his power selection. A wilder who worships fire, for example, often discovers powers that involve light, heat or flame.

Other Classes

Wilder's opinions vary wildly. Some wilders view psions with awe, respecting the psion's greater knowledge and control; others chafe under the psion's perceived superiority complex.

Combat

In combat, you use your impressive array of psionic powers for both attack and defense against your enemies and opponents, just as any other psionicist would. Of course, as a wilder, you can call upon swells of psionic

potential that other psionicists cannot access in the form of wild surges.

Advancement

Your interest on psionics is more than academic—it has been your motivating force for years. Perhaps you became a wilder after witnessing one destroying an entire village during one of his surges, or you vowed to gain control of the power you first displayed in your puberty every time you got were angered. Whatever the case, since the day you first became a wilder, you've worked to master a power more primal than spells and stronger than steel.

The powers you choose strongly shape your abilities. You are heavily invested in combat prowess as a result of the erratic and emotional nature of your power, but you have some flexibility in how you learn your powers. If you choose only offensive powers, you will have few defenses and limited versatility beyond combat, but you'll be devastating even in dire situations. If you focus on other powers, you will have more options outside a fight, but you might have only area attacks that could accidentally hurt a friend.

Starting Packages

Package 1: The Battle Wilder

Mul Wilder

Ability Scores: Str 17, Dex 8, Con 16, Int 10, Wis 12, Cha 13.

Skills: Concentration, Intimidate, Psicraft.

Languages: Common.

Feat: Combat Manifestation.

Weapons: Longspear (1d8/x3).

Armor: Scale mail (+4 AC).

Other Gear: Standard adventurer's kit, 20 Cp.

Package 2: The Blaster

Human Wilder

Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills: Concentration, Intimidate, Knowledge (psionics), Psicraft.

Languages: Common.

Feat: Lightning Reflexes, Psionic Endowment.

Weapons: Spear (1d8/x3), light crossbow with 20 bolts (1d8/19–20).

Armor: Leather (+2 AC).

Other Gear: Standard adventurer's kit, 26 Cp.

Package 3: The Sharpshooter

Halfling Wilder

Ability Scores: Str 6, Dex 16, Con 13, Int 12, Wis 10, Cha 15.

Skills: Concentration, Intimidate, Spot (cc).

Languages: Halfling.

Feat: Point Blank Shot.

Weapons: Spear (1d8/x3), light crossbow with 20 bolts (1d8/19–20).

Armor: Leather (+2 AC).

Other Gear: Standard adventurer's kit, 26 Cp.

Wilders on Athas

"Something seemed strange the second I saw Nakua's face. It's odd. He acted like a different person. My friend Kuko asked him if he was really Nakua or if he was someone else. And those were his last words"

—Ekee, elven dancer

Psionic is very common on Athas, and wilders can be widely found in the Tablelands, representing psionic energy in its most raw state, and change for change's sake. Neutral wilders are rare, but such characters become famous within the ranks of their comrades, since their vision is unclouded by moral concerns.

Wilders know that using psionic powers can be strenuous, and the limit of a character's endurance is his Will. Eventually, even the most powerful of masters becomes exhausted and must rest to replenish his strength. When wounds and exhaustion cloud the vision and the mind swims in delirium, only the greatest wilders possess the Will to continue using their powers.

Daily Life

Wilders spend their days in travel and contemplation, with an occasional rant and wild outburst (usually against the foes an adventurer comes across). They enjoy talking about their psionic abilities and about their life philosophies.

Notables

The xenophobic Kenkus (*FFN* 126) are the race to most commonly sport wilders, although no one knows for sure why. Elves, due to their chaotic nature, also seem to have a higher rate of wilders in their milieu.

Organizations

A wilder's path is his own to thread, since no overarching organization exists to recruit you into its ranks. Most wilders are just too erratic and freedom-loving to join one, anyway.

NPC Reactions

Most people do not understand the difference between a psion and a wilder, so their attitudes span the spectrum. Psions NPC attitudes range from indifferent to unfriendly, although most psiologists (page 104) tend to have their attitude bent towards hostile.

Wilder Lore

Characters with ranks in Knowledge (psionics) can research wilders to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A wilder is a kind of psionicist that can trigger a surge of psionic power beyond control.

DC 15: Wilders usually become very weak, both physically and mentally, after unleashing their psionic surges.

DC 20: Experienced wilders learn how to further tap into their Will and manage to also strengthen their bodies while surging.

Sample Encounter

PCs might find themselves adventuring or fighting alongside wilders who seek to aid others or to advance themselves without harming others in the process. Unfortunately, the majority of wilders are chaotic beings, and a significant number of wilders are destructive in nature, whether on purpose or not.

EL 5: Nakua is a champion wrestler in his tribe. His natural psionic abilities give him an edge against other wrestlers. Nakua is also brash and self-centered. If the PCs meet his tribe on friendly terms, Nakua could challenge a PC to a wrestling match. He is not likely to accept no for an answer, and will ridicule mercilessly anyone who turns him down.

Nakua **CR 5**

Male elf wilder 5
NE Medium humanoid (elf, psionic)
Init +7; **Senses** low-light vision; Listen +4, Spot +4
Languages Common, Elven

AC 16, touch 13, flat-footed 13; Dodge (+3 Dex, +3 armor)
hp 17 (5 HD)
Resist mundane extreme heat or cold
Fort +1, **Ref** +1, **Will** +4
Weakness psychic enervation

Speed 40 ft. (8 squares); elf run
Melee mwk elven longbow +5 (1d8+3/18–20)
Base Atk +3; **Grp** +5
Special Actions surging euphoria +1, wild surge +2
Power Points/Day 30; **Wilder Powers Known** (ML 5th):
2nd—*biofeedback*
1st—*inertial armor*, *offensive prescience*

Abilities Str 14, Dex 16, Con 10, Int 8, Wis 10, Cha 15
SQ elude touch, volatile mind (1 power point)
Feats Combat Casting, Dodge, Improved Initiative
Skills Autohypnosis +2, Balance +7, Concentration +2, Intimidate +6, Jump +4, Knowledge (psionics) +1, Listen +4, Perform +4, Psicraft +0, Search +1, Spot +4, Tumble +7
Possessions masterwork elven longblade, masterwork studded leather

Wizard

"So what if the land becomes barren? It's not like we're going to stick around."
—Datuu Dawnchaser, elf defiler

Athasian wizards drain energy from the surrounding soil. The method used labels the wizard as a defiler or a preserver. Preservers have the self–control to gather energy without destroying plants. Those who do not, or who feel no remorse about the damage caused, become Defilers. Defilers leave behind sterile soil and infertile ash when they cast spells. Because of this, most wastelanders blame wizards for the desert landscape that dominates the Tablelands today, and their hatred extends to defilers and preservers alike. In the seven cities, arcane magic is outlawed and feared.

Writing is also illegal in the Tablelands, thus wizards have to go to great lengths to conceal their spellbooks, and they have refined this art to the point where even fellow wizards can be hard pressed to identify a spell book. When found, they are precious resources, hoarded and studied by wizards thirsty for knowledge or power.

Making a Wizard

The wizard's greatest strength is also his greatest liability. Often wizards will conceal their abilities, learning to mask their spellcasting behind other actions. For all but the most powerful wizards, secrecy is of prime importance, and some will not exercise their power in the presence of those that they do not feel they can trust. Because of this, and because of their generally frail nature, wizards can often be seen as a liability by those not aware of the power they hide.

Races: Elves and humans are the most likely to be wizards. Elves are more tolerant of the faults of magic, even at its worst, due to their nomadic nature. Defiling simply isn't as much of a concern if the ruined land is fifty miles behind you by the end of the next day. The solitary life lead by most half-elves makes it easier for them to conceal their wizardry, should they choose to follow that path. Some rare halflings and pterrans will take up the arts of wizardry, but these races are so closely tuned to flow of life on Athas that they will never willingly defile. Half-giants, trusting and slow–witted, rarely become wizards, and those that do rarely survive for long. Dwarves rarely take to the magic arts, though their focus allows those that do to become exceptionally skilled. Thri-kreen and muls almost never become wizards.

Alignment: Overall, most wizards display a tendency towards lawfulness. The self-control and restraint necessary to keep oneself secret, as well as the disciplined need for long days of studying take their toll on many of the less careful wizards. Most wizards of good alignment have developed the skill and control necessary to master preserving, and only in the direst of situations would a

Behind the Veil: Defilers and Preservers

Unlike previous editions of *Dark Sun*, defilers and preservers are not implemented as separate classes. Instead, the labels "defiler" and "preserver" refer to how an arcane spellcaster chooses to gather energy for his spells. Whether to defile or not is a choice faced by all arcane spellcasters, though some defilers are so far gone that they can no longer not defile when spellcasting. For the full rules on defiling and preserving, see Chapter 6.

good-aligned wizard defile. Neutral or evil wizards, however, are more likely to become defilers, though evil preservers are not unheard of.

Class Features

Class Skills: Bluff, Disguise, and Literacy are class skills for Athasian wizards.

Spellbook: In most places on Athas, reading is illegal and the practice of magic even more so. Wizards must develop ways to hide their spellbooks from curious eyes; else they face certain discovery and death. Athasian wizards write their spells on paper or papyrus scrolls, weave them into small tapestries or the fringes of their robes, carve them into bone staves, or—in extreme cases—use complicated knot and string patterns or stone tablets. All of these collections of spells are referred to as "spellbooks" and function accordingly. See Chapter 6 for more information for rules on alternate spellbooks.

Familiar: Athasian wizards may choose from all familiars listed in the *Player's Handbook*, with the exception of toad and weasel, as these animals do not exist on Athas. In addition, Athasian wizards may also choose from the following familiars.

Familiar	Special Ability
Dustgull	Master gains a +3 bonus on Spot checks
Kes'trekel	Master gains a +2 bonus on Reflex saves
Skyfish	Master gains a +3 bonus on Swim checks
Sygra	Master gains a +3 hit points

Bonus Feats: Athasian wizards may choose from among the following feats, in addition to those listed in the *Player's Handbook*: Agonizing Radius, Destructive Raze, Efficient Raze, Fast Raze, Exterminating Raze, Path Dexter, Path Sinister, and Sickening Raze.

Playing a Wizard

You are a master of arcane secrets. You have learned, either on your own, or from someone in your family, how to draw on vegetable life in order to power your spells. But such power comes with a caveat, arcane magic is universally feared and hated. You might be inclined to see conspiracies and enemies where none exist, so accustomed are you to being hunted and persecuted by the general populace and sorcerer-king's templars because of your talents.

Mostly, you adventure to perfect your understanding and mastery of magic. You likely prefer endeavors that allow frequent use of your abilities, or those that promise access to ancient lore. You might have personal goals as well, and it's not uncommon for an Athasian wizard to adventure for the sake of riches, power, eternal life, or any other "standard" adventurer motive.

Religion

Wizards frequently find themselves at odds with the elemental forces that grant clerics their powers, though it is not unheard of for preservers to forge an Elemental Pact. Some preservers might also associate themselves with the assorted Spirits of the Land. Since they understand the sorcerer-kings to simply be exceptionally advanced wizards, they are not given to revering their kings, as some of their more naive brothers are known to do.

Other Classes

Wizards have a difficult time relating to most of the other classes. Templars and wizards are, in most cases, deadly enemies across an irreconcilable gap—the exception is those rare defilers in the employ of the sorcerer-kings. Likewise, druids are likely to consider any wizard a potential defiler, and would turn on a companion the moment this suspicion is confirmed. Due to their similar, "underground" nature, wizards feel a certain respect for bards. While preservers enjoy an uneasy truce with the elemental powers, defilers and paraelemental clerics tend get along quite well.

Combat

Athasian wizards make use of the same general combat tactics as those described in the *Player's Handbook*—that is, stay back from melee and use your spells to either destroy your enemies or enhance your companion's abilities.

One major difference from standard wizards is that secrecy is a major component, even more so if you are a defiler. Casting even of the simplest of arcane spells can focus all of your enemies' attention to you, even more so if you are a defiler. Be prepared to run of fly away in such cases.

Advancement

Continuing your advancement as a wizard requires a substantial amount of time and effort. You must procure and study arcane texts, not merely to learn new spells, but to comprehend the nature of what you do.

When you not studying, you are practicing, training your mind and your body to channel ever greater amounts of life force.

As you start to progress in the class, consider studying other sources of arcane energy, such as the Black, the Gray, and the Cerulean, since those would remove your dependency on vegetable life around you. Most wizards seek to become some day as powerful as Dragon Kings or the fabled winged creature the Urikite known as Korgunard turned into.

Mechanically, you should increase your Intelligence and Charisma as you attain levels. Beyond this, focus on feats (such as Path Dexter or Path Sinister) and skills that enhance your spells and provide you the abilities you need to remain in secrecy, mainly Bluff and Disguise.

Starting Packages

Package 1: The Dexter

Pterran Wizard

Ability Scores: Str 8, Dex 10, Con 10, Int 15, Wis 16, Cha 15.

Skills: Bluff, Concentration, Disguise, Knowledge (arcana), Knowledge (local), Spellcraft.

Languages: Common, Elven, Saurian.

Feat: Path Dexter.

Weapons: Dagger (1d4/19–20), light crossbow with 20 bolts (1d6/x3, 60 ft.).

Armor: Padded (+1 AC).

Other Gear: Standard adventurer's kit, spell component pouch, 31 Cp.

Package 2: The Concurrent

Human Wizard

Ability Scores: Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Skills: Bluff, Concentration, Decipher Script, Disguise, Knowledge (arcana), Knowledge (local), Spellcraft.

Languages: City language, Common, Elven.

Feat: Alertness, Improved Initiative.

Weapons: Dagger (1d4/19–20), light crossbow with 20 bolts (1d6/x3, 60 ft.).

Armor: Padded (+1 AC).

Other Gear: Standard adventurer's kit, spell component pouch, 31 Cp.

Package 3: The Sinister

Elf Wizard

Ability Scores: Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills: Bluff, Concentration, Knowledge (arcana), Knowledge (local), Spellcraft.

Languages: City language, Common, Elven.

Feat: Destructive Raze.

Weapons: Dagger (1d4/19–20), light crossbow with 20 bolts (1d6/x3, 60 ft.).

Armor: Padded (+1 AC).

Other Gear: Standard adventurer's kit, spell component pouch, 31 Cp.

Wizards on Athas

"'Witch!' they chanted. 'Kill the witch!' By the time the soldiers woke, the crowd had finished her off, and worse. The mage's death did not satisfy the mob; her body suffered much more. When the mul leader shouted, 'we'll take her and burn her!' they cheered. For the only time in my life I saw a crowd cheer for Kalak's guards. For the first time I saw wizard's magic. For the first time I understood its peril."

—Manok, Tyrian wizard

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. It provides great power to those who can gather and shape it, though the cost to Athas can be beyond measure.

In recent times wizards have emerged who have learned to draw energy from alternate sources that have no impact on the environment, see *Prestige Class Appendix I* for more information.

Daily Life

The kinds of activities that appeal to wizards depend largely on their alignment and energy gathering method. Good wizards spend their time trying to restore the devastation of Athas and fighting against the forces of the sorcerer-kings, while evil preservers of defilers are interested in helping themselves.

When not adventuring, Athasian wizards spend the majority of their time in study and in hiding. Much like wizards from other settings, they must constantly research new spells and study ancient arcane texts so thoroughly that they have little time to devote to other endeavors.

Notables

Usually wizards try to stay incognito for as long as they can, since their survival depends on it. However, a few wizards manage to become quite famous on Athas. Royal defilers and arena necromancers, such as Dote Mal Payn, even though hated by the general populace are sponsored by their sorcerer-kings and do not need to hide their skills. Sadira of Tyr was made famous for her contribution in killing King Kalak the Tyrant and the Dragon, and she has become the first (and maybe the only one) wizard able to tap into the power of the crimson sun. The most famous wizards are the Dragon Kings, of course, who can destroy both plant life and living creatures to power their spells.

Organizations

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. For protection from nearly universal hatred, the good wizards of Athas and their allies have formed secret societies, collectively known as the Veiled Alliance (see page 238).

However, each city-state holds a different Alliance, they do not cooperate, and they share no leaders. Members of one Alliance do not automatically become members of another. At best, the different groups respect each other, and may offer courtesy assistance to a foreign member who arrives in town.

Defilers don't usually organize together, but they often join organizations, especially Merchant Houses and raiding tribes.

NPC Reactions

Arcane magic in Athas is viewed as more dangerous and destructive than helpful, so general NPC attitudes towards someone suspected to be a wizard range from indifferent to unfriendly. If a NPC actually witness a wizard drawing magical energy or casting a spell, the resultant fear and hatred shifts the NPC's attitude toward hostile.

Arcane magic is banned in almost all city-states; Tyr has unbanned it after FY 0 after Kalak was killed and

Kurn has no qualms about preserving magic. Templars constantly patrol the streets searching for wizards and arcane items.

Wizard Lore

Characters with ranks in Knowledge (arcana) can research wizards to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Wizards are magic users that fuel their spells with plant life.

DC 15: A wizard can be either a defiler or a preserver. Only the first destroys the land when casting a spell. Defilers can increase the potency of their spells by destructing larger areas of vegetation than necessary.

DC 20: Some say that other wizards have developed a way to draw energy from other source than plants.

Sample Encounter

Encounters with wizards should play on the secretive ways of their existence and the destructive nature of arcane magic, as well as to show the common Athasian's universal fear and hatred of sorcery.

EL 5: Quilla is an apprentice of a powerful defiler, who maintains his lair in the wilderness. He often sends Quilla into the nearest city to purchase supplies. On such missions she is usually very discrete, and refrains from using her powers. However, Quilla is not the most humble person, and demands respect from everyone she deals with. On a recent trip, a cooper had not finished her order. When Quilla complained the cooper became angry and insulted her. In a fit of rage, Quilla used her magic to slay the man. The commotion drew a crowd, but Quilla managed to escape. The PCs could be dragged in to hunt the defiler down, or as strangers could be mistake as the defilers by the city folk.

Quilla — CR 5

Female human preserver 6
LE Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common, Ignan, Terran, [City language]

AC 13, touch 12, flat-footed 11
(+2 Dex, +1 armor)
hp 14 (5 HD)
Fort +2, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk club +3 (1d6–1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options *potionfruit of cure light wounds*, *cloth of dispel magic*
Wizard Spells Prepared (CL 5th):
3rd—*fireball* (DC 15, CL 6th)
2nd—*invisibility*, *protection from arrows*, *scorching ray* (+5 ranged touch, CL 6th)
1st—*disguise self* (DC 13), *magic missile* (CL 6th), *shield*, *sleep* (DC 13)
0—*arcane mark*, *detect magic*, *daze* (DC 12), *ghost sound* (DC 12)

Abilities Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 14
Feats Craft Wondrous Item, Improved Initiative, Path Sinister*, Scribe Scroll[B], Silent Spell
Skills Bluff +10, Concentration +9, Decipher Script +4, Diplomacy +3, Disguise +6 (+8 acting), Intimidate +4, Knowledge (arcana) +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (the planes) +3, Literacy (Common), Sleight of Hand +3, Spellcraft +9
Possessions combat gear plus masterwork club, *bracers of armor +1*, spellbook, 3d6 cp

Chapter 3: Heroic Characteristics

"You can learn much from observing another being. The way the gith hunches before it leaps at you, or how the aarakocra circles before it dives. The way the halfling inhales and pauses briefly before shooting his poisoned needles, or how the Urikite trader licks his lips before making his final offer. But appearances can deceive. No two creatures are alike. Remember that when the gith hunches before casting a defiler spell, or the Urikite trader moistens his lips and spits a needle at you."

—The Oracle, Blue Shrine Scrolls

A *Dark Sun* character is defined by far more than race and class. Skills and feats add to a character's abilities and help make him truly unique.

Skills

A few skills have new uses and additional rules that apply to them in a *Dark Sun* campaign.

Bluff (Cha)

Spellcasters may attempt to conceal the fact that they are attempting to cast a spell. This is an especially important skill for wizards, who are all-too-frequently the unfortunate target of impromptu lynch mobs. When casting a spell, a spellcaster may attempt to conceal verbal and somatic components by making a Bluff check as a move action, to distract any witnesses. Onlookers may oppose the roll with a Sense Motive or Spellcraft check.

Situation	DC Modifier
Bluff	
The spellcaster is defiling	–20
Spellcraft or Sense Motive	
Target is closely observing spellcaster	+5
Target knows the character is a spellcaster	+5

Casting spells in cities with witnesses can be very dangerous. Lynch mobs, templars and even other wizards generally flock to the scene when someone cries "Wizard!"

Craft (Int)

Special: To determine how much time it takes to make an item, find the item's price or have the DM set the price for an item not listed. Put the price in bits for non–metal items. Unless you have the Metalsmith feat (page 80), you suffer a –5 penalty to Craft checks made to create metal items, and it takes 10 times longer to craft metal items (put the price in ceramics for metal items). 1 gp = 10 sp = 100 Cp = 1,000 bits.

A masterwork component's price is put in bits regardless of material used (metal or non–metal).

Craft (Alchemy) (Int; Trained Only)

To make an item using Craft (alchemy), you must have alchemical equipment and be a bard (as opposed to generic *D&D* where the requirement is being a spellcaster).

Special: A character with 5 or more ranks in Heal gains a +2 synergy bonus when attempting to manufacture antidotes.

A character with 5 or more ranks in Craft (alchemy) gains a +2 synergy bonus to Craft (poisonmaking).

Knowledge (Ancient History) (Int; Trained Only)

This is a very unusual skill, and the DM should take great care to see that this skill is not treated casually. While most people have heard legends of a better time, to most they are simply disregarded as fanciful mythology. Knowledge of the Green Age, the Cleansing Wars, the Champions, and of Rajaat is shrouded in mystery and peppered with disinformation. The sorcerer-kings have destroyed most written records of the history of Athas, and what little remains is plagued with half-truths and outright lies.

Knowledge (Warcraft) (Int)

You are knowledgeable in organized warfare. Some of the aspects of warfare this skill covers are: supervising construction of defenses, supervising construction of siege weaponry, logistics, commanding siege weapon operations, commanding war beetle operations, teaching in the use of weapons and communication through signals and messengers (including the relevant terminology).

Check: Answering a warfare-related question has a DC of 10 (for really easy questions, such as identifying troop types or formations, assessing logistics and supplies, or establishing camps and simple patrols), 15 (for basic questions, such as identifying favorable or unfavorable terrain, deploying simple offensive or defensive troop formations, or establishing scouting parties), or 20 to 30 (for really tough questions, such identifying or establishing ambushes, deploying complex

troop formations, or coordinating several levels of interlocking strategy).

In many cases, you can use this skill to identify tactics, armies, and battle formations. In general, the DC of such a check equals 10 + the army's Encounter Level. A successful check allows you to remember a bit of useful information about that particular army, or tactic or battle formation. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Coordinate Allies: You can also use Knowledge (warcraft) to coordinate allies. Each creature to be affected must be able to see and hear you, and able to pay attention to you. To coordinate, make a Knowledge (warcraft) check with a DC equal to 15 + the number of allies affected. If the check succeeds, all affected allies gain a competence bonus on attack rolls or a dodge bonus to AC equal to your Charisma modifier. You choose which of the two benefits to impart and must impart the same benefit to all affected allies. The benefits last for 1 round.

You cannot use this ability on yourself.

Coordinate allies does not provoke an attack of opportunity.

Action: Varies. A Knowledge (warcraft) check made to coordinate allies is a full-round action. A Knowledge check to answer a question doesn't take an action—you simply know the answer or you don't.

Try Again: Varies. Retries are allowed when you are trying to coordinate allies, but you may attempt such a retry only once per round. Each retry carries the same chance of failure.

Special: If you have the Field Officer feat (see page 72), you get a +2 bonus on Knowledge (warcraft) checks.

Synergy: If you have 5 or more ranks in Knowledge (warcraft), you get a +2 bonus on Diplomacy checks related to dealing with troops.

Untrained: An untrained Knowledge (warcraft) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Literacy (None; Trained Only)

The ability to read has been outlawed for thousands of years by the sorcerer-kings. All characters in a *Dark Sun* campaign start without the ability to read or write, and must take ranks in Literacy in order to read anything.

Action: none.

Try Again: Not applicable. There are no Literacy checks to fail.

The Literacy skill works like the Speak Language skill. Buying a rank in Literacy grants the ability to read and write a single language. Note that the ability to speak the language is not required.

Speak Language (None; Trained Only)

The following details Athasian common languages and their alphabets.

Table 3–1: Athasian Common Languages and Their Alphabets

Language	Typical Speakers	Alphabet
Aquan	Water-based creatures	Elven
Auran	Air-based creatures, aarakocra	Saurian
Common	Humans, half-elves, half-giants	Common
Druidic	Druids (only)	Druidic
Dwarven	Dwarves, muls	Dwarven
Elven	Elves, half-elves	Elven
Entomic	Insectoid creatures, scrabs	Kreen
Giant	Giants	Dwarven
Gith	Gith	Elven
Halfling	Halflings	Halfling
Ignan	Fire-based creatures	Saurian
Kreen	Thri-kreen, tohr-kreen	Kreen
Rhul-thaun	Rhul-thaun	Rhulisti
Saurian	Jozhals, pterrans, ssurrans	Saurian
Sylvan	Druids, halflings	Halfling
Terran	Earth-based creatures, taris	Dwarven
Yuan-ti	Yuan-ti	Saurian

In addition to the table above, each city-state and Dynastic Merchant House has its own language, although merchant houses chiefly use it in cipher form. The following languages are considered dead and are restricted, at DM's discretion: Bodachi, Draxan, Giustenal, Kalidnese, Rhulisti, Saragarian, and Yaramukite.

Survival (Wis)

Terrain types affect the amount of food and water available through hunting and foraging. The DC of the check depends on the conditions of the climb. Compare the task in the *Player's Handbook* with those on the following table to determine an appropriate DC.

Terrain Type	Examples	Survival DC Modifier
Abundant	Forests, oceans, gardens	+0
Fertile	Verdant plains, savannahs, swamps, mud flats	+5
Infertile	Rocky badlands, stony barrens, scrubland	+10
Barren	Boulder fields, stony barrens, scrublands	+15
Desolate	Salt flats, sea of silt	+20
Void	Obsidian Plains	+25

Swim (Str)

Large bodies of water are so uncommon on Athas, that swimming is not a class skill for any class other than for some clerics of elemental water.

Feats

The new feats described in this chapter are summarized on Tables 3–2 to 3–7.

General Feats

Ancestral Knowledge

You know legends and facts about long past events that have been shrouded by the sands of time.

Prerequisites: Int 13, Knowledge (history) 10 ranks.

Benefits: Choose one of the following time periods: Blue Age, Green Age, or Cleansing Wars. You gain a +10 on bonus on Knowledge (history) checks or bardic knowledge checks to gain information about the chosen category.

Special: You can take this feat more than once, but the bonus doesn't stack. Each time you take this feat, you choose another time period.

Arena Clamor

With your savage blows, you can make your companions give their best.

Prerequisites: Cha 13, Improved Critical, Perform 5 ranks.

Benefits: Whenever you confirm a critical hit, all allies within a 60-foot radius who have line of sight on you receive a +2 morale bonus on attack rolls for 1 round. This is a mind-affecting effect. This effect is not cumulative. Characters cannot be affected more than once in this way in the same combat.

Brutal Attack

Your decisive attacks are especially frightening for those who watch.

Prerequisites: Cha 13, Improved Critical, Perform 5 ranks.

Benefits: Whenever you confirm a critical hit, all enemies within a 10-foot radius who have line of sight on you must make a Will save (DC 10 + 1/2 your character level + your Cha modifier) or become shaken for a number of rounds equal to your Cha modifier. This is a mind-affecting fear effect.

Whether or not the save is successful, that creature cannot be affected again by the same character's brutal attack for 24 hours.

Bug Trainer

You can train vermin creatures, such as kanks and cilops.

Prerequisites: Handle Animal 5 ranks, Knowledge (nature) 5 ranks.

Benefits: You can use the Handle Animal skill for vermin as though they were animals with an Intelligence score of 1.

Normal: You can use the Handle Animal skill only on creatures with an Intelligence score of 1 or 2.

Commanding Presence

Your mere presence can enable your allies.

Prerequisites: Diplomacy 7 ranks, Knowledge (warcraft) 5 ranks.

Benefits: This feat grants a new use for the Knowledge (warcraft) skill.

Enabling an Ally: You can remove harmful conditions from an ally as a move action by making a DC 20 Diplomacy check. If the check succeeds, you can negate any one of the following conditions: cowering, dazed, fatigued, nauseated, panicked, shaken, or stunned.

You cannot use this ability on yourself.

Special: A fighter may select Commanding Presence as one of his fighter bonus feats (*PH* 38).

Concentrated Fire

You are trained in formation archery and taking out specific targets through joint efforts.

Prerequisites: Base attack bonus +1.

Benefits: When readying and firing projectile weapons at a single target, you add a +1 bonus to your attack roll for every other participant with this feat who readies and fires at the same target on your initiative count. The total bonus cannot exceed +4.

Special: A fighter may select Concentrated Fire as one of his fighter bonus feats (*PH* 38).

Cornered Fighter

You fight better when you freedom is put at risk.

Prerequisites: Base attack bonus +5.

Benefits: You receive a +2 bonus on attack rolls and a +2 bonus to AC when fighting against opponents who flank you.

Defender of the Land

You share power with the spirit from your guarded land, to nurture and protect the land to which the spirit is tied.

Prerequisites: Wild shape class feature.

Benefits: You receive a +1 caster level on spells you cast against defilers and your spells damage is increased by 1 per die against defilers.

Dissimulated

Your ability to speak what others want to hear increases the credibility of your words.

Prerequisites: Int 13, Cha 13, Bluff 5 ranks.

Benefits: In addition to your Charisma modifier, you can add your Intelligence modifier to your Bluff checks.

Drake's Child

You are what is known as a drake's child, an individual who shows both exceptional strength and wisdom.

Prerequisites: Str 13, Wis 13.

Benefits: You get a +1 bonus to Will saves and a +1 bonus to Fortitude saves. You gain an additional +1 bonus to saving throws against ability drain, ability damage, energy drain, and death effects.

Table 3–2: General Feats

Feat	Prerequisites	Benefits
Ancestral Knowledge[3]	Int 13, Knowledge (history) 10 ranks	+10 bonus on Knowledge (history) and bardic knowledge checks on selected time period.
Arena Clamor	Cha 13, Improved Critical, Perform 5 ranks	Allies receive +2 morale bonus on attack rolls whenever you confirm a critical hit
Brutal Attack	Cha 13, Improved Critical, Perform 5 ranks	Enemies become shaken whenever you confirm a critical hit
Bug Trainer	Handle Animal 5 ranks, Knowledge (nature) 5 ranks	Use Handle Animal skill on vermin
Commanding Presence	Diplomacy 7 ranks, Knowledge (warcraft) 5 ranks	New use for the Knowledge (warcraft) skill
Concentrated Fire[1]	Base attack bonus +1	Add a +1 bonus to attack rolls for every other participant who fires at the same target
Cornered Fighter	Base attack bonus +5	+2 bonus on attack rolls and AC when flanked
Defender of the Land	Wild shape class feature	+1 caster level and +1 damage per die when on guarded land
Dissimulated	Int 13, Cha 13, Bluff 5 ranks	Add Intelligence modifier on Bluff checks
Drake's Child	Str 13, Wis 13	+1 bonus to Will and Fortitude saves and against various effects
Elemental Cleansing	Ability to turn or rebuke undead	Undead you turn take 2d6 points of energy damage
Faithful Follower	—	+5 morale bonus against fear effects when close to ally with Leadership feat
Fearsome	Str 15	Use Str modifier on Intimidate checks
Field Officer	—	+2 bonus on Diplomacy and Knowledge (warcraft) checks
Greasing the Wheels	Cha 13, Diplomacy 7 ranks, Knowledge (local) 5 ranks	New use for the Diplomacy skill
Hard as Rock	Con 15, Diehard, Great Fortitude	Immune to massive damage death and 30% stabilizing on your own
Implacable Defender[1]	Str 13, base attack bonus +3	+2 bonus to resist bull rush, overrun, or trip attempts
Improved Familiar	—	Acquire new familiar from a nonstandard list
Improved Sigil	Sigil ability, Diplomacy 9 ranks	Use two 1st-level spells as spell-like ability
Improviser	Wis 13, base attack bonus +3	–1 penalty on attack rolls when using improvised weapons
Innate Hunter	Track, Survival 5 ranks	+4 bonus on Survival checks involving hunt and +1 insight bonus on attack rolls against animals
Intimidating Presence[1]	Cha 13, Intimidate 7 ranks	Demoralize a number of opponents per round equal to Charisma modifier
Inspiring Presence[1]	Cha 13	Add bonus to Will saves equal to your Cha modifier
Kiltektet	—	All Knowledge skills are class skills for you
Linguist	—	Add Speak Language to class list and 2 additional languages
Mastyrial Blood	Con 13	+4 bonus on saving throws against poison
Path Dexter[3]	Preserver	+1 caster level when casting certain spells
Path Sinister[3]	Defiler	+1 caster level when casting certain spells
Protective	—	Gear on your person gets a +4 bonus to saving throws
Psionic Mimicry	Bluff 8 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.	Disguise your spells as psionic powers by making a Psicraft check
Psionic Schooling	—	One psionic class becomes a favored class for you
Raised by Beasts	—	Gain wild empathy with animals of a certain kind
Rotate Lines[1]	Base attack bonus +3	You can swap positions with an ally within 5 ft.
Secular Authority	Cha 13, Diplomacy 6 ranks, Negotiator, accepted into templarate	Four new uses for the Diplomacy skill
Favorite[2]	Diplomacy 10 ranks	Use secular authority four more times per day than normal
Shield Wall[1]	Base attack bonus +2, Shield Proficiency	+1 circumstance bonus to AC if forming a row facing the same direction
Sniper	Dex 13, Hide 1 rank	+5 bonus to Hide checks when firing missiles while trying to stay hidden
Spear Wall[1]	Base attack bonus +1	Triple damage on a hit against charging opponents
Tactical Expertise[1]	Knowledge (warcraft) 7 ranks	Use coordinate allies as standard action
Teamwork[1]	Base attack bonus +1	Aid ally as a move action
Trader	—	+2 bonus to Appraise and Bluff checks
Wastelander	—	+1 bonus to Fortitude saves and +2 bonus to Survival checks

1 A fighter may select this feat as one of his fighter bonus feats.
2 You can gain this feat multiple times. Its effects stack.
3 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new pair of spells from selected schools or a new time period.

Elemental Cleansing

Undead you turn or rebuke suffer elemental damage.

Prerequisites: Ability to turn or rebuke undead.

Benefits: Any undead that you successfully turn or rebuke takes 2d6 points of energy damage in addition to the normal turning or rebuking effect. The type of damage dealt is the one associated with your patron element.

Faithful Follower

You overcome your fears while being led.

Benefits: You receive a +5 morale bonus on saving throws against fear effects whenever you are within 20 feet of an ally with the Leadership feat.

Favorite

You have gained the graces of you sorcerer-monarch, receiving extra benefits.

Prerequisites: Secular Authority, Diplomacy 10 ranks.

Benefits: You can use your secular authority ability four more times per day than normal. Furthermore, whenever you contest or are contested in the use of secular authority, you receive a +2 bonus on your opposed Diplomacy check.

Normal: Without this feat, a templar can typically use secular authority only once per day per templar level.

Special: You can gain Favorite multiple times. Its effects stack. Each time you take the feat, you can use secular authority four additional times per day.

Fearsome

Your might frightens your foes.

Prerequisites: Str 15.

Benefits: You can use your Strength modifier instead of your Charisma modifier on Intimidate checks. Additionally, you receive a +2 bonus on Intimidate checks.

Field Officer

You are adept in war tactics.

Benefits: You get a +2 bonus on all Diplomacy checks and Knowledge (warcraft) checks.

Gladiatorial Entertainer

You can make gladiatorial performances more often than normal.

Prerequisite: Gladiatorial performance class feature.

Benefit: Each time you take this feat, you can use your gladiatorial performance ability four more times per day than normal.

Special: You can gain Gladiatorial Entertainer multiple times. Its effects stack. Each time you take the feat, you can use gladiatorial performance four additional times per day.

Greasing the Wheels

You can circumvent various official obstacles when a person in a position of trust or authority is willing to accept "presents."

Prerequisites: Cha 13, Diplomacy 7 ranks, Knowledge (local) 5 ranks.

Benefits: This feat grants a new use for the Diplomacy skill. You must share a language with a creature in order to use this option. This option cannot be used during combat.

Bribery Etiquette: You can discern the timing of the offer, the amount that will most likely garner the wanted reaction, and the best way to disguise the bribe so that it doesn't draw attention from unwanted witnesses. An insulted character will have his attitude changed one step for the worse and might report you to the proper authorities (this can be negated by a successful Diplomacy check, albeit with a –10 penalty).

To bribe a character, you must give him a number of ceramic pieces (in coins, items or other valuables) as shown below.

Bribery Target	Cp Needed
Bouncer	4 Cp
Informant	5 Cp
Templar or guard, low–level (1–4)	12 Cp
Templar or guard, mid–level (5–8)	20 Cp
Templar or guard, high–level (9+)	30 Cp

Several factors can affect the amount needed to bribe a character, but the DM may modify these values as he sees fit.

Background	Cp Modifier
Renown	–2
Illegal profession	+5
PC is wanted	x2
Slave	+2
Noble	–2
Templar	–5

Hard as Rock

You are resolute while fighting and particularly tough to kill.

Prerequisites: Con 15, Diehard, Great Fortitude.

Benefits: You are immune to death from massive damage. Furthermore, you have a 30% chance per round of becoming stable on your own when you are dying and a 30% chance per hour of regaining consciousness.

Normal: The chance of becoming stable on your own is 10% per round and regaining consciousness is 10% per hour.

Implacable Defender

You have learned not to fall victim to certain types of attack.

Prerequisites: Str 13, Base attack bonus +3.

Benefits: You receive a +2 bonus on opposed Strength checks to resist bull rush, overrun, or trip attempts.

Special: A fighter may select Implacable Defender as one of his fighter bonus feats (*PH* 38).

Improved Familiar

This feat allows an Athasian wizard to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar (*PH* 52). The feat presents a way to obtain familiars more in line with the power level of the master.

Benefits: When choosing a familiar, the creatures listed below are also available, in addition to those listed in the *Player's Handbook*. A spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes. The list below presents only a few possible improved familiars. This feat otherwise uses the rules presented in the *Player's Handbook*, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind.

Familiar Abilities: In addition to the special abilities presented in the *Player's Handbook*, familiars are immune to the effects of their master's defiling.

Familiar	Condition	Arcane Spellcaster Level
Black/Gray Touched[1]	Ability to channel energy from the Black or the Grey	3rd
Boneclaw, lesser	Neutral Alignment	3rd
Pterrax	Reptilian subtype or ability to manifest psionic powers	3rd
Elemental incarnation	Matching element[2] or preserver	5th
Paraelemental incarnation	Matching element[2] or defiler	5th
Tagster	Preserver	5th
Dagorran	Neutral alignment	5th
Elemental, Small	Preserver or matching element[2]	5th
Paraelemental, Small	Defiler or matching element[2]	5th
Boneclaw, greater	Neutral alignment or ability to manifest psionic powers	7th
Tigone	Neutral alignment or preserver	7th
Tembo	Defiler or ability to manifest psionic powers	7th
Wall walker	Neutral alignment or defiler	7th
Psionocus[3]	Ability to manifest psionic powers	7th

1 Apply the appropriate template to a familiar from the standard list.
2 Character must possess the appropriate elemental subtype or patron element.
3 The master must first create the psionocus.

Improved Sigil

You templar sigil has been imbued with special powers.

Prerequisites: Sigil ability, Diplomacy 9 ranks.

Benefits: Choose two 1st-level divine spells on your spell list. You can use them once per day as a spell-like ability. You must grasp and hold your sigil to use this ability. The save DC for these spell-like abilities is 11 + your Charisma modifier.

Improviser

You are adept at using makeshift weapons.

Prerequisites: Wis 13, base attack bonus +3.

Benefits: Whenever using improvised weapons in combat, you suffer a –1 penalty on attack rolls made with them.

Normal: Whenever using improvised weapons in combat, you suffer a –4 penalty on attack rolls made with them.

Innate Hunter

You are an excellent hunter, capable to find sustenance even in the most desolate areas.

Prerequisites: Track, Survival 5 ranks.

Benefits: You receive a +4 insight bonus on Survival checks involving hunting. You also receive a +1 insight bonus on attack rolls when fighting with creatures with the animal type.

Intimidating Presence

Your mere presence can weaken a foe's resolve.

Prerequisites: Cha 13, Intimidate 7 ranks.

Benefits: You can demoralize (*PH* 76) a number of opponents per round equal to your Charisma modifier.

Normal: You can demoralize only a single opponent per round.

Special: A fighter may select Intimidating Presence as one of his fighter bonus feats (*PH* 38).

Inspiring Presence

Your mere presence can strengthen your allies' resolve.

Prerequisites: Cha 13.

Benefits: Each ally within 10 feet of you gains a morale bonus on Will saves equal to your Charisma modifier.

Special: A fighter may select Inspiring Presence as one of his fighter bonus feats (*PH* 38).

Kiltektet

The Kiltektet is a group consisting mostly, but not solely, of kreen dedicated to hunting for knowledge and spreading it.

Benefits: All Knowledge skills are class skills for you.

Linguist

You have an ear for language.

Benefits: Speak Language is a class skill to you. You can also speak 2 additional languages.

Special: This feat must be selected at 1st level.

Mastyrial Blood

You have an uncanny resistance against toxic substances.

Prerequisites: Con 13.

Benefits: You receive a +4 bonus on saving throws

against poison.

Special: This feat must be selected at 1st level.

Path Dexter

Preservers tend to lean towards spells of protective nature and those that increase knowledge.

Prerequisites: Preserver.

Benefits: Choose two spells at every spell level. These spells must be selected from the abjuration and/or divination schools. You gain +1 caster level when casting the chosen spells.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of spells from the abjuration and/or divination schools.

This feat can be selected only by preservers.

Path Sinister

Defilers tend to lean towards spells of a darker nature.

Prerequisites: Defiler.

Benefits: Choose two spells at every spell level. These spells must be selected from the evocation and/or necromancy schools. You gain +1 caster level when casting the chosen spells.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new set of spells from the necromancy and/or conjuration schools.

Protective

You know that your gear could save your life, and you will do anything to protect it.

Benefits: Gear on your person gains a +4 bonus to saving throws. If an item takes damage while you're holding it in your hands, you may make a Reflex save DC 10 + the amount of damage the item takes (after subtracting hardness) to transfer the damage to yourself.

Psionic Mimicry

Due to your study of psionic powers, you can pass off your spells as such.

Prerequisites: Bluff 8 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.

Benefits: You can disguise your spells as psionic powers by making a successful Bluff check (DC 10 + spell level). An onlooker suspecting the nature of your spellcasting can attempt to identify a spell being cast using the Spellcraft skill, but your check DC increases by 2.

Psionic Schooling

In your homeland, all who show some skill in the Way may receive training as a psion.

Benefits: Psion, psychic warrior, or wilder is now a favored class for you (pick one), in addition to any other favored class you already possess. It does not count when determining multiclass XP penalties.

Normal: A character can have one favored class.

Special: This feat must be selected at 1st level.

Raised by Beasts

Abandoned when you were very young, you were raised by wild animals.

Benefits: Choose a kind of animal (amphibian, avian, mammal, fish, or reptile). You receive the wild empathy ability with animals of that kind. You also receive a +2 insight bonus on all Handle Animal checks with animals of that kind.

Special: This feat must be selected at 1st level.

Rotate Lines

In the heat of battle, weary and wounded soldiers retreat to be replaced by fresh, unwounded ones.

Prerequisites: Base attack bonus +3.

Benefits: You can swap positions with an ally within 5 ft. This is a move action that does not generate an attack of opportunity for you or your ally. You may not take a 5 ft. step in addition when rotating lines.

Special: A fighter may select Rotate Lines as one of his fighter bonus feats (*PH* 38).

Secular Authority

You can use your authority within your city-state to order slaves to do your bidding, requisition troops, enter the homes of freemen and nobles, and have them arrested.

Prerequisites: Cha 13, Diplomacy 6 ranks, Negotiator, accepted into city-state's templarate.

Benefits: This feat grants four new uses for the Diplomacy skill. None of them functions during combat.

Requisition: You can draw upon the resources of your city, gaining the use of any slave, overriding the wishes of its owner.

Intrude: You can, at any time, search the home, person or possessions of a slave. You may search and impound any evidence of wrongdoing, if found. Your authority does not extend to confiscating items for personal use.

Accuse: You may have a slave imprisoned indefinitely, awaiting the gathering of evidence against him. You may only imprison one suspect in such a manner.

Judge: You may pass judgment on a slave. This includes setting fines, prison sentences, death sentences or anything else you wish, within the laws of your city-state.

As you gain more ranks in the Diplomacy ranks, you gain the authority to take these actions against progressively higher social rankings, as described on the table below.

Ranks	Ability
2	Requisition slave
3	Intrude on slave
4	Accuse slave
5	Requisition troops
6	Intrude on freeman
7	Judge slave
8	Accuse freeman
9	Requisition gear
10	Intrude on noble
11	Judge freeman
12	Accuse noble
13	Requisition spellcaster/manifester
14	Intrude on templar

15	Judge noble
16	Accuse templar
17	Requisition property
18+	Judge templar

Failure to comply with these demands is usually sanctioned with fines, imprisonment, outlaw status, and possibly execution. Any of this ability can be contested by another person with the Secular Authority feat, and move to have the action reversed with an opposed Diplomacy check. If the challenger wins the opposed roll, the defending templar's action is reversed (for example an imprisoned freeman is set free). If the defender wins the opposed roll nothing happens. Secular Authority can be contested in a particular case only once. A defending character who loses the opposed roll may not contest the result. Nor can he use Secular Authority to repeat the action that was contested against the same target.

You may use Secular Authority once per day for every four levels you have attained (but see Special), but only within your city-state.

Special: A templar automatically gains Secular Authority as a bonus feat. He need not select it. A templar may use Secular Authority a number of times per day equal to his templar level, plus one more time per day for every four levels he has in classes other than templar.

Shield Wall

You are trained in defensive infantry formation.

Prerequisites: Base attack bonus +2, Shield Proficiency.

Benefits: If using a large shield and forming a row with allies facing the same direction, you get a +1 circumstance bonus from each adjacent ally in the row also possessing a large shield and this feat, up to two (+2 AC bonus).

Special: A fighter may select Shield Wall as one of his fighter bonus feats (*PH* 38).

Sniper

You are better at hiding when firing missile weapons and trying to stay hidden.

Prerequisites: Dex 13, Hide 1 rank.

Benefits: You receive a +5 competence bonus to Hide checks when firing missiles while trying to stay hidden.

Spear Wall

You are trained in inflicting as much damage as possible on a charging opponent.

Prerequisites: Base attack bonus +1.

Benefits: When readying a spear or other weapon that would inflict double damage against a charging opponent, you instead inflict triple damage on a hit.

Special: A fighter may select Spear Wall as one of his fighter bonus feats (*PH* 38).

Tactical Expertise

You are expert in war tactics.

Prerequisites: Knowledge (warcraft) 7 ranks.

Benefits: You can use coordinate allies (see page 69) as a standard action.

Normal: Using coordinate allies is a full-round action.

Special: A fighter may select Tactical Expertise as one of his fighter bonus feats (*PH* 38).

Teamwork

You are trained in group combat. You have an easier time protecting your allies, and creating openings in an enemy's defense for others to exploit.

Prerequisites: Base attack bonus +1.

Benefits: You may aid another as a move action.

Normal: Aid another is a standard action.

Special: A fighter may select Teamwork as one of his fighter bonus feats (*PH* 38).

Trader

Your tongue is glib, and you know how to tell treasure from rubble.

Benefits: You get a +2 bonus to Appraise and Bluff checks.

Wastelander

You are an experienced survivor of the wastes.

Benefits: You get a +1 bonus to Fortitude saves and a +2 bonus to Survival checks.

Divine Feats

Divine feats can be selected only by characters with the ability to turn or rebuke undead.

Elemental Affinity

You are protected by your patron element.

Prerequisites: Cha 13, ability to turn or rebuke undead.

Benefits: As a free action, spend one of your turn or rebuke undead attempts to add a +4 sacred bonus to Fortitude saving throws against attacks by the energy type associated with your patron element for a number of rounds equal to your Charisma modifier.

Table 3–3: Divine Feats

Feat	Prerequisites	Benefits
Elemental Affinity	Cha 13, ability to turn or rebuke undead	Spend turn attempt to receive a +4 sacred bonus in Fortitude saves against energy attack
Elemental Might	Str 13, ability to turn or rebuke undead, Power Attack	Spend turn attempt to add your Cha bonus as energy damage to weapon for 1 round
Elemental Vengeance	Ability to turn undead, Extra Turning	Spend turn attempt to add 2d6 points of energy damage to all melee attacks against undead
Superior Blessing	Ability to turn or rebuke undead	Spend turn attempt to duplicate the potency of your blessed element

Table 3–4: Psionic Feats

Feat	Prerequisites	Benefits
Elemental Manifestation[1]	Access to domain spells, manifester level 3rd	+ 2 to save DC of power with same descriptor as patron element
Focused Mind[2]	Int 13	+2 bonus on Appraisal, Decipher Script and Search checks
Improved Hidden Talent	Cha 12, Hidden Talent, character level 3rd	Increase Hidden Talent manifester level
Greater Hidden Talent	Cha 13, character level 5th	Gain additional psionic powers
Improved Dwarven Focus[2]	Dwarf	+2 morale bonus on related checks while actively pursuing focus
Improved Elf Run[2]	Elf	+ 15 feet to speed while in elf run state
Jump Charge[1]	Psionic Fist or Psionic Weapon, Jump 8 ranks	Increase the damage dealt by Psionic Weapon or Psionic Fist when jumping
Pterran Telepathy	Pterran, *missive* psi-like ability	Use *missive* with humanoid creatures

1. You must expend your psionic focus to use this feat.
2. You must be psionically focused to use this feat.

Elemental Might

You can channel your element's energy to increase the damage you deal in combat.

Prerequisites: Str 13, ability to turn or rebuke undead, Power Attack.

Benefits: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus as energy damage to your weapon for 1 full round. The type of damage dealt must match your patron element's descriptor.

Elemental Vengeance

You can channel your element's energy to deal extra damage against undead in melee.

Prerequisites: Ability to turn undead, Extra Turning.

Benefits: As a free action, spend one of your turn undead attempts to add 2d6 points of energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability. The type of damage dealt must match your patron element's descriptor.

Superior Blessing

You can bless your element with stronger positive energies.

Prerequisites: Ability to turn or rebuke undead.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to double the potency of your blessed element. Creatures exposed to your blessed element take 4d4 points of damage.

Normal: Creatures exposed to blessed elements receive 2d4 points of damage.

Item Creation Feats

Brew Potion

Special: On Athas, potions take many different forms. The most common form is an enchanted fruit, often called a *potionfruit*. Other common items for enchantment include obsidian orbs, packs of herbs, and bone fetishes. The potion, regardless of material used to make it, is consumed or destroyed when used.

Due to the nature of their magic, defilers cannot enchant organic materials, such as fruits, as a potion. As a consequence, most non-defilers use those receptacles almost exclusively, as a way of assuring the potion is not a product of defiler magic.

Scribe Scroll

Special: On Athas, scrolls take many different forms. Common forms include paper or papyrus sheets, clay tablets, and woven cloth.

Psionic Feats

Psionic feats can be selected only by those with the psionic subtype.

Elemental Manifestation

Your patron element aids you in your energy manifestations.

Prerequisites: Access to domain spells, manifester level 3rd.

Benefits: To use this feat, you must expend your psionic focus. You add 2 to the save DC of a power you manifest if that power has the same descriptor as your patron element.

Focused Mind

Your meditations strengthen your reasoning.

Prerequisites: Int 13.

Benefits: As long as you are psionically focused, you receive a +2 bonus on Appraisal, Decipher Script and Search checks.

Greater Hidden Talent

Your mind unlocks more of the Will.

Prerequisites: Cha 13, Improved Hidden Talent, character level 5th.

Benefits: You gain 3 power points. Choose one 2nd-level or 1st-level power from any psionic class list and add it to your powers known. Use Charisma to determine

Behind the Veil: Hidden Talents

The Hidden Talent feat (*XPH* 67) can replace the Wild Talent feat found in the same book, since Athas can be considered a high-psionic world, if the DM allows it.

Table 3–5: Raze Feats

Feat	Prerequisites	Benefits
Agonizing Radius	Defiler	Increase the penalties within defiling radius by 1
Sickening Raze	Agonizing Radius	Creatures within your defiling radius become nauseated
Controlled Raze	Defiler	Specify area of your defiling circle that is unaffected by defiling
Distance Raze	Defiler	Move the center of your defiling circle
Destructive Raze	Defiler	Add +1 damage per damage die inflicted by evocation spells when defiling
Efficient Raze	Defiler	Treat the terrain you gather energy as one category better
Exterminating Raze	Defiler	Plant creatures caught in defiling radius suffer 4 points of damage per spell level
Fast Raze	Defiler	Spend move action to gain a +1 caster level bonus when defiling

the saving throws of those powers.

Special: You cannot take or use this feat if you have levels in manifester classes.

You can gain this feat multiple times. Each time, you learn one new 2nd-level or 1st-level power.

Improved Dwarven Focus

You can use the Way to help fulfill your focus.

Prerequisites: Dwarf.

Benefits: You must be psionically focused to use this feat. While actively pursuing your dwarven focus, you receive a +2 morale bonus on all checks related to your focus.

Normal: You receive a +1 morale bonus on checks related to completing your focus.

Improved Elf Run

You can use the Way to run faster.

Prerequisites: Elf.

Benefits: You must be psionically focused to use this feat. While in an elf run state, you gain an insight bonus to your speed of 15 feet.

Improved Hidden Talent

Your mind further awakens to the Will.

Prerequisites: Cha 12, Hidden Talent, character level 3rd.

Benefits: You can manifest your Hidden Talent power as a manifester equal to one-half your Hit Dice (minimum 1st). Additionally, your Charisma modifier now grants you bonus power points based on your new manifester level (*XPH* 18).

Special: You cannot take or use this feat if you have levels in manifester classes.

Jump Charge

You can charge an opponent by jumping at them, hitting the enemy with a powerful attack.

Prerequisites: Psionic Fist or Psionic Weapon, Jump 8 ranks.

Benefits: To use this feat, you must expend your psionic focus. When charging an opponent, you may jump at them as part of the movement. Make a Jump check. If your horizontal jump is at least 10 feet and you end your jump in a square in which you may threaten the opponent, you may increase by one-half the damage dealt by your Psionic Weapon or Psionic Fist. While using a two-handed weapon, damage is doubled instead. This attack must follow all the rules for charging and the Jump skill, with the exception that you ignore the ground terrain in any spaces you jump over.

Pterran Telepathy

You can leverage your *missive* psi-like ability to communicate with other creatures.

Prerequisites: Pterran, *missive* psi-like ability.

Benefits: You can use your *missive* ability to communicate with all humanoid creatures in addition to reptiles. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

Raze Feats

Raze feats are feats that require an arcane spellcaster to be a defiler. They can only be applied when defiling.

Multiple raze feats can be applied simultaneously. For example, a defiler who has Distance Raze, Destructive Raze and Fast Raze can benefit from all of them when casting a single spell. A wizard's bonus feats can be used to acquire Raze feats if the wizard fulfills the feat prerequisites.

Agonizing Radius

Your defiling techniques are particularly painful.

Benefits: The penalties for being caught within your defiling radius increase by one (i.e. from –1 to –2).

Controlled Raze

You increase your defiling radius and may specify unaffected squares.

Benefits: Your defiling radius increases by 5 feet. You can specify one 5 ft. square per 5 ft. radius of your defiling circle that is unaffected by your energy gathering. Creatures in unaffected squares do not suffer the adverse effects of being caught in the defiling circle, nor is vegetation in that square turned to ash.

Distance Raze

You can gather energy for spells at a distance.

Benefits: You can move the center of your defiling circle (on the ground) up to 10 feet per caster level, in effect moving the entire circle of defiling.

Normal: Your defiling circle is centered on you.

Destructive Raze

You can focus the energy you absorb from plants to increase the damage your spells inflict.

Benefits: Add +1 to damage per damage die inflicted by evocation spells when defiling.

Efficient Raze

You can gather energy more efficiently, utilizing the maximum energy potential of a given terrain.

Benefits: Treat the terrain you gather energy in as one category better when you defile. E.g. a spell cast in barren terrain (–1 spell save DC and –1 penalty to caster level checks) is treated as if cast in infertile terrain (no spell save modifier and no penalty to caster level checks). In abundant terrain the bonuses to spell save DCs and spell checks are increased by an additional +1. This feat has no effect in the Obsidian Plains.

Exterminating Raze

Your defiling techniques are particularly damaging to plant creatures.

Benefits: Plant creatures caught in your defiling radius suffer 4 points of damage per spell level.

Normal: Plant creatures caught in your defiling radius suffer 2 points of damage per spell level

Fast Raze

You can gather energy faster.

Benefits: When defiling, you can spend a move action to gain a +1 caster level bonus. Spells with a normal casting time of 1 round or longer still require an extra round to be cast in this manner. Your defiling radius increases by 5 ft. when using Fast Raze.

Normal: It takes one round to gain the caster level benefit.

Sickening Raze

Your defilement makes others sick.

Prerequisites: Agonizing Radius.

Benefits: Creatures within your defiling radius become nauseated (*DMG* 301) in addition to any other penalties for 1 round.

Racial Feats

Racial feats can be selected only by characters of a certain race.

Active Glands

Your venom glands are particularly active.

Prerequisites: Thri-kreen.

Benefits: You can use your poisonous bite two additional times per day.

Advanced Antennae

Your antennae are more developed than those of your fellow thri-kreen, enabling you to detect both predators and prey near you.

Prerequisites: Thri-kreen.

Benefits: You gain the Scent ability (*MM* 314).

Blend

Your carapace meshes better with your surroundings.

Prerequisites: Thri-kreen.

Benefits: Your racial bonus on Hide checks in sandy or arid terrain is increased by +3.

Blessed by the Ancestors

Your egg-clutch hatched near the remains of great ancestors, positively influencing your life.

Prerequisites: Thri-kreen.

Benefits: You get a +1 bonus on all saves.

Special: This feat must be selected at 1st level.

Cannibalism Ritual

You know the secrets of ingesting a defeated opponent's flesh to improve your physical attributes.

Prerequisites: Wis 13, halfling.

Benefits: When you have slain a creature in combat with Hit Dice equal or superior to your character level you may devour its remains after performing a ritual alone that lasts two hours. If you do, you receive a +2 enhancement bonus to either Strength, Dexterity or Constitution for 24 hours. This effect is not cumulative.

Dwarven Vision

You are born with the full heritage of your dwarven parent's vision.

Prerequisites: Mul.

Benefits: You have darkvision up to 60 feet.

Elfeater

You open yourself fully to your racial hate and taste for elves.

Prerequisites: Thri-kreen.

Benefits: You gain a +2 bonus on Bluff, Listen, Sense

Table 3–6: Racial Feats

Feat	Prerequisites	Benefits
Active Glands	Thri-kreen	Use poisonous bite two additional times per day
Advanced Antennae	Thri-kreen	Gain the Scent ability
Blend	Thri-kreen	Bonus on Hide checks in sandy or arid terrain is increased by +3
Blessed by the Ancestors	Thri-kreen	+1 bonus on all saves
Cannibalism Ritual	Wis 13, halfling	Perform ritual to gain +2 bonus on one physical ability
Tikchak	Thri-kreen, character level 5th	Receive a bonus on Survival checks when hunting equal to Wis modifier
Dwarven Vision	Mul	Gain darkvision up to 60 ft.
Elfeater	Thri-kreen	Gain a +2 bonus on selected skills against elves. Get a +1 bonus on attack rolls and a +2 bonus to confirm critical hits
Improved Gyth'sa	Thri-kreen, Con 13	Heal wounds at twice the normal rate
Tikchak	Thri-kreen, character level 5th	Receive a bonus on Survival checks when hunting equal to Wis modifier. Gain proficiency with the chatkcha
Tokchak	Thri-kreen	+1 bonus to Reflex saves to allies adjacent to you

Motive, Spot, and Survival checks when using these skills against elves. Likewise, you get a +1 bonus on attack rolls and a +2 to confirm critical hits against elves.

Improved Gyth'sa

You are born with a better than normal gyth'sa, your blood-producing organ, giving you a better than normal healing time.

Prerequisites: Thri-kreen, Con 13.

Benefits: With a full night's rest (8 hours or more), you recover 2 hit points per character level. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points.

Normal: You recover 1 hit point per character level with a full night's rest.

Special: This feat must be selected at 1st level.

Tikchak

Your racial memories awaken and along with it your hunting skills.

Prerequisites: Thri-kreen, character level 5th.

Benefits: You are proficient with the chatkcha. You also receive a bonus on Survival checks while hunting equal to your Wisdom modifier (add the bonus twice).

Tokchak

You have a very strong clutch mentality.

Prerequisites: Thri-kreen.

Benefits: Allies adjacent to you gain a +1 bonus to Reflex saves. This benefit does not apply when you are flat-footed.

Regional Feats

Regional feats are feats that require that a character belongs to a certain culture, either a race or a specified area. The exact requirements for belonging to a culture are for the DM to decide, but a suggested minimum requirement is that a character lives with and is exposed to a culture for at least five years. Note that a character can only take one single regional feat. This is because most regional feats are more powerful when compared to other feats.

Artisan

You come from a culture famous for its artisans.

You have a trained eye for detail and ability to focus.

Prerequisites: Nibenay, Raam, Urik.

Benefits: You get a +3 bonus on all Concentration checks and one Craft skill check.

Astrologer

Astrologers play an important role in the societies of their cities. Noble families often employ their expertise to plan harvests and other projects, while caravan masters hire their services as navigators.

Prerequisites: Draj, Nibenay.

Benefits: You get a +3 bonus on all Knowledge (nature) and a +5 bonus to Survival checks made to avoid getting lost when able to see the sun, moon or stars.

Companion

You excel in collaborative efforts.

Prerequisites: Kurn, Tyr.

Benefits: When assisting on skill checks and using the aid another action you grant a +3 bonus.

Normal: When assisting on skill checks and using the Aid Another action you grant a +2 bonus.

Disciplined

Your people are known for determination and single-mindedness. You are not easily distracted from the task at hand.

Prerequisites: Dwarf, Urik.

Benefits: You get a +1 bonus to Will saves and a +3 bonus to Concentration checks.

Freedom

You are a citizen of Tyr, known for its freedom heroes and freedom–loving people. When facing danger, Tyrians can mobilize a surge of heroism and defeat overwhelming odds.

Prerequisites: Tyr.

Benefits: You may take an extra move action or standard action in a round, which must be taken immediately (before you take any other actions). You may use this feat a number of times per day depending on your character level (as shown below), but never more

Table 3–7: Regional Feats

Feat	Prerequisites	Benefits
Artisan	Nibenay, Raam, Urik	+3 bonus on Concentration checks and one Craft skill check
Astrologer	Draj, Nibenay	+3 bonus to Knowledge (nature) and +5 bonus to Survival checks
Companion	Kurn, Tyr	+3 bonus when using aid another action
Disciplined	Dwarf, Urik	+1 bonus to Will saves and +3 bonus to Concentration checks
Freedom	Tyr	Gain extra move or standard action
Giant Killer	Sea of Silt	+4 bonus to critical rolls and +2 dodge bonus to AC when fighting giants
Jungle Fighter	Gulg, Forest Ridge	+2 dodge bonus to AC when fighting in forests
Legerdemain	Elf, Salt View	+3 bonus to Open Locks and Sleight of Hand checks
Mansabdar	Raam	+3 bonus to Intimidate checks and +1 bonus to Fortitude saves
Mekillothead	Draj, mul	+1 bonus to Will saves and +3 bonus to Intimidate checks
Metalsmith	Dwarf, Tyr	No penalty to Craft checks when crafting items from metal
Nature's Child	Gulg, halfling	+3 bonus on Knowledge (nature) and Survival checks
Paranoid	Eldaarich	+3 bonus on Sense Motive checks and +1 bonus to Reflex saves
Performance Artist	Nibenay, Balic, Salt View	+3 bonus to Perform checks and Knowledge (local) checks
Tarandan Method	Raam	Add 2 to the save DC of powers from your discipline

than once per round.

Character Level	Times per Day
1st–5th	1
6th–10th	2
11th–15th	3
16th–20th	4

Giant Killer

Your experience in fighting giants gives you a tactical advantage against them.

Prerequisites: Sea of Silt.

Benefits: You receive a +4 bonus on rolls to confirm criticals and a +2 dodge bonus to your AC when fighting against creatures with the giant type.

Jungle Fighter

You know how to take advantage of the terrain while fighting in the woods.

Prerequisites: Forest Ridge, Gulg.

Benefits: When fighting in forest terrain, you receive a +2 dodge bonus to AC.

Special: A fighter may select Jungle Fighter as one of his fighter bonus feats (*PH* 38).

Legerdemain

Your people are infamous for their dubious and roguish ways, and in your case the rumors are not unfounded.

Prerequisites: Elf, Salt View.

Benefits: You get a +3 bonus on all Open Locks and Sleight of Hand checks.

Mansabdar

You belong to the Mansabdar, the feared corrupt public police force of Raam.

Prerequisites: Raam.

Benefits: You get a +3 bonus on all Intimidate checks and a +1 bonus to Fortitude saves.

Mekillothead

Your people are an obstinate folk known for stubbornness and ill temperedness.

Prerequisites: Draj, mul.

Benefits: You get a +1 bonus to Will saves and a +3 bonus to Intimidate checks.

Metalsmith

You have learned how to work with iron and other metals to full effect.

Prerequisites: Dwarf, Tyr.

Benefits: You suffer no penalty to Craft checks when crafting items from metal. Put the item's price in silver pieces when calculating creation time.

Normal: You suffer a –5 penalty to Craft checks when crafting items from metal. Put the item's price in ceramic pieces when calculating creation time.

Nature's Child

Your culture reveres the sanctity of forest life, hunting, and harmony between society and the wild.

Prerequisites: Gulg, halfling.

Benefits: You get a +3 bonus on all Knowledge (nature) and Survival checks.

Paranoid

Your culture is xenophobic and mistrusting, always expecting the worst.

Prerequisites: Eldaarich.

Benefits: You get a +3 bonus on all Sense Motive checks and a +1 bonus to Reflex saves.

Performance Artist

Your culture is famous for one or more performing arts (drama, poetry, music, or dance) with roots in historical events, legends and mythology.

Prerequisites: Balic, Nibenay, Salt View.

Benefits: You get a +3 bonus to a specific type of Perform checks and Knowledge (local) checks for your region.

Tarandan Method

You have mastered the teachings of Tarandas, the Grey Lady, who first codified the psionic disciplines. The powers you manifest from your chosen discipline are harder to resist.

Prerequisites: Raam.

Benefits: Add 2 to the save DC of powers from your chosen discipline.

Religion

On Athas, true gods don't exist, but this fact has never stopped its inhabitants from having faith and religions. Most devote themselves to a specific element, others to nature as a whole, and a few others pray to their sorcerer-kings.

A pterran psychic warrior who prays to Earth Mother and a thri-kreen druid often share the same world views, even though their faiths are not exactly the same. An elf rogue devotee of the element of Air and an aarakocra Air cleric are members of the same religion: they may differ in many respects, certainly in alignment and ethics, but they do not see religion as one of the lines dividing them.

Race and Religion: The religions of Athas are not, in general, racially based. Only pterrans, ssurrans, and a few other races have religions that are rarely practiced by members of other races. The other races share a number of religions that welcome clerics and adherents of all races and origins.

The Elements

Elemental magic is a common source on Athas. Due to the connection between Athas and the elemental planes, the powerful beings that dwell there will aid individuals on Athas if they pledge to support their patron's element.

Elemental priests exist in the city-states, in villages in the wastes, and along barren tracks of desert and scrub brush. Wherever people are found, they can be found worshiping the elements.

Air

Clerics devoted to Air are found wherever the wind affects people's lives. Clerics of air help their communities by using wind turbines to grind grain, by taking the roles of seers by listening to the winds, and by bringing freedom to elf tribes by never staying in one place and going where the wind blows. Worshipers of Air are like the wind, their minds are constantly wandering. They rarely seem focused on a current problem or situation. The most important principle to clerics of Air is freedom. They loathe restrictions on their movement, beliefs, practices, even clothing and food. Air clerics rebel against any attempts to impose such limitations on themselves or others.

Earth

Those who worship earth tend to care about the soil and the land. Of all the elemental clerics, they seem to take the longest view, knowing that time spent now investing n the future can take years to come to fruition. They hate defilers more than any other Elemental clerics. They find themselves concerned with farming, crop rotation, and building projects. Their view of time makes them excellent planners. They also deal often with the dead, as they see death as a tragic but necessary stage in nature's endless chain of life. People will trust that those buried by the worshipers of Earth won't rise from the grave.

Fire

Of all the elemental clerics, fire is the most temperamental. While some are pyromaniacs, burning all they can and looking for destruction in all things, most take a more pragmatic view of the world. They know that the fiery passion they feel needs something to ignite. They often help with the planting of trees and the clearing of scrub brush. In the north, they enjoy the Burning Plains south of the Last Sea. When it comes to farming, they know that the ash left behind after a brush fire makes the crops grow faster and heartier. Finally, they are sometimes seen at funerals for those who don't choose to trust their dead to the earthen embrace. In cities, the fire worshipers are often in charge of the city crematory, as they can dispose of bodies without the need for space.

Water

Water is the giver of life, but the elemental lords of water now perform this task grudgingly. The Elemental Plane of Water has lost more than any of the others to the ravages of defiling. The Lords of Water demand that their clerics preserve and protect the water that remains. Despite this, it remains the duty of water clerics to give a water to any in need. As such, those who worship Water are seen as some of the most beneficial to communities. Where water clerics go, so too do they bring the ability to summon forth the element that they worship. Because of the shortage of water on Athas, water clerics are seen as wonder workers and miracle men. They help find water in the wastes for tribes on the go, help dig wells in cities and villages to ensure the community will survive, and help to purify water that an elf tribe frequents to ensure that it will be there on their next visit. Almost all people on Athas hold water worshipers in high esteem, as they can provide something that is needed in almost every community.

The Paraelements

Paraelemental worshipers are a varied lot. Because their patrons are concerned more with power than responsibility, the destructive nature of these Lords is feared by many. However, this is not always the case, as sometimes worshipers of these elements will work to protect a village from these elements instead of causing chaos.

Magma

Volcanic activity is relatively rare on Athas. That said, the land around Urik, and the Road of Fire is home to many who venerate Magma as a source of power. Magma clerics are elite warriors within the Urikite army, traders within the Road of Fire, and miners of obsidian for merchant houses and protectors of the farming villages around volcanic lands whose soil is rich and fertile.

Rain

Rain is the weakest element on Athas, even after the development of the Cerulean Storm. Rain worship is common in halfling villages in the Ringing Mountains, as it helps the jungle to grow and provide nourishment. Outside of these forest environments, rain clerics are found rarely in the wastes, bringing what little rain they can to starved villages.

Silt

Silt worshipers are found all along the Silt Sea. They protect villages by keeping the silt at bay, and they work for merchant houses by finding safe passage within the deep silt, and guiding travel and trade. They are also found in the fleets of both Balic and Eldaarich, helping the court navies hunt pirates and giants, using the silt to their advantage. Of course, these pirates and giants have silt priests of their own, and will often raise storms and use the silt against those they wish to attack.

Sun

Sun worshipers are seen across the Tablelands. They are quick to anger and are not afraid to scorch those they think have wronged them. Their pack with the Paraelemental Lords requires them to eliminate any obstructions that would defy the sun's rays. Any building, tree, or hill that provides shade is considered an affront to the Sun's harsh embrace. The Paraelemental Lords of Sun would like nothing better than a flat barren landscape in

which no creature could find any shade. Elf tribes that venerate the Sun have been known to stake out victims so that they dry out and wither under the blistering rays. A few sun clerics are seen as beneficial to their village or tribe, and know that the sun is the source of all life on Athas.

Nature

Druids tend to be the ones who worship nature, owing their power to the land that they work with. Druids safeguard nature from defilers, seeking to destroy them and maintain the balance in their guarded lands. Druids are as varied in temperament as any other group, with some being violently opposed to any trespasser; while others will welcome those they see as potential allies. Others who work with druids, in various villages in the wastes, can work towards a balance of things and work in harmony with the land they inhabit. Those who venerate nature do so because they see that working with the land is better than stealing from it, and that the Spirits of the Land will protect those who care for them.

The Sorcerer-Kings

The sorcerer-kings are venerated differently, depending on the city state. Some are worshiped as gods, while others are content to have their followers honor them in other ways. Regardless of whether or not they are worshiped as gods, sorcerer-kings are not divine, though they do grant divine spells to their templars from their connection to the elemental planes.

Abalach-Re

Before her death in FY 10, Abalach-Re called herself the Great Vizier. She claimed to be the representative of Badna, a greater power who bestowed powers upon her. Abalach-Re claimed that Badna would strike her dead if she did not execute her position well. As the head of this religion in the worship of this higher being, she was able to shift the anger of the most volatile city-state away from her and onto Badna. Since her death, Raam has been in chaos, with various religions taking her place. Few of her templars have bothered to continue the worship of Badna, as consolidating power is more pressing at the moment.

Andropinis

Before the death of the Dragon, Andropinis ruled Balic as an elected dictator. He held his post for over seven-hundred years. His rule was absolute and fierce, which was helpful in his almost constant battles against giants and silt pirates. Anyone who spoke out against his rule was executed while Andropinis informed everyone within earshot that he was elected for a life term. Unfortunately for the citizens of Balic, that proved to be a very long time. Since his imprisonment within the Black, his templars have been scattered to the winds and driven underground. They have recently begun to reconnect with their master, and now draw their power from the plane that he is a prisoner of. There are rumors that they work to find a way for him to escape.

Borys

Before the events that led to the creation of the Cerulean Storm and the destruction of Ur Draxa, common Draxans almost worshiped the Dragon, referring to him in the same way a religious fanatic might to the leader of his sect. The Dragon could do no wrong; he was a living example of strength, wisdom, and power to be emulated.

Despite the adulation Borys enjoyed, he did not seek deification. Thousands of years ago he could have proclaimed himself a god, but apparently the absolute loyalty of his citizens was sufficient for his purposes until his recent death.

Daskinor

Daskinor is not seen as a god by his people. In fact, he is not really seen at all, though his influence is definitely felt. His templars refer to him as "The Old Spider." He rarely leaves his chambers, staying in a state of comatose withdrawal, and awakens only to be in fear of some new threat to his life, which he then mobilizes his city-state against, even if that threat is the city-state itself. Well past the point of madness, Daskinor's rule is one of terror. It is an insane asylum run by the craziest inmates of all, a prison rather than a city.

Dregoth

The people of Giustenal were convinced of Dregoth's divine nature even before he rose from the dead as a kaisharga. Returning to walk among them after falling to the sorcerer-kings only served to strengthen their devotion. Later, when he transformed them into the dray, his followers became "the chosen people". To this day, their belief in Dregoth has only increased—even among the first generation dray of Kragmorta.

All dray know the prophecy of the Coruscation, the Day of Light. In the future, Dregoth the Godking will lead the dray to the land above. There, they will swarm over a place of evil called Raam, killing all of its inhabitants as sacrifices to Dregoth. On that day, when the blood of thousands of unbelievers runs in rivers at the feet of Dregoth, the crimson sun will burst with bright light and the Day of Light will begin.

Hamanu

Hamanu portrays himself as a warrior god. He has never lost a battle when he was personally leading his troops. Within the city of Urik, the whim of the Lion is both a curse and a blessing, depending on how it is bestowed. Hamanu is seen as a fiercely protective and strict lord, whose demands and laws are to be followed. Since the fall of the Dragon, Hamanu has closed his city and claimed that he will protect his citizens from the chaos that has erupted across the Tablelands. So far, his godhood is unquestioned and unchallenged, as he has been able to maintain order and stability in a time of disorder and chaos.

Kalak

Before his death at the hands of the heroes of Tyr, King Kalak ruled the city state of Tyr with an iron fist. He never declared himself a god, but rather took the title, the Tyrant of Tyr. Pragmatic and utterly ruthless, Kalak was also the most straightforward of the sorcerer-kings. He placed his own survival above that of his citizens, and it is because of this that the Heroes of Tyr rose up against him. Since his death, he has not been venerated or honored, though rumors persist that a court necromancer has stolen his body and seeks to bring the Tyrant back

Lalali-Puy

The sorcerer-queen of Gulg is called the Oba by her subjects. The Oba is an absolute monarch whose name means "forest goddess" in the language of her people. This is not a title she assumed herself, but one that her subjects placed upon her. Lalali-Puy can command anything she wishes and know that she will be instantly obeyed by her people. In their eyes, she is a goddess: they attribute her long life to immortality, and they believe that only a being of supreme power could have the abilities that she displays.

Nibenay

Nibenay is a bizarre and enigmatic figure. Called the Shadow King by his subjects, the ruler who gave his city his name stays out of the public eye for extended periods of time. Rumors constantly persisted that he died before the events surrounding the death of the Dragon. All his templars are women, and also his wives. While he does not claim to be a god, his subjects venerate and honor him as a wise, if distant ruler.

Since the death of the Dragon he has taken a more active role in the city, working on improving the army and planting agafari trees to replace those he cuts down. Citizens who may not have seen him more than once in a lifetime now see the Shadow King in his more public displays and interactions. Veneration of the ancients and ancestors is common in Nibenay, and no one is more interested in learning about the past than the Shadow King.

Oronis

A marked departure from any of the other sorcerer kings, Oronis does not seek adoration or veneration. Oronis does not even consider himself a king, instead taking a position of advisor to the council that rules Kurn. This, however, makes the people who benefit from his counsel honor and adore him even more.

Oronis works hard to help his people, and is seen helping and risking much for his people. His templars know that he wants to change things, and also know that knowledge is power. He personally teaches at the psionics academy and considers the School of Spies to be an important part of the city.

His people know how life is outside of Kurn, and are learning about the terrible life lead by the Drylanders and Dimlanders. Refugees from Eldaarich come to Kurn to be volunteers as slaves to escape their past. Oronis accepts those he can, and is seen as wise and benevolent by his people.

Tectuktitlay

The sorcerer-king of Draj called himself The Mighty and Omnipotent Tectuktitlay, Father of Life and Master of the Two Moons. Claiming to be a god, he made himself the center of Draj religious ceremony and life. Battle and War were important aspects of this religion, and ritual blood sacrifice was central to the rites of their beliefs. Tectuktitlay's templars, called moon priests, claimed that he raised the city from the mudflat, and that he had ruled since time began.

Since his death, his son Atzetuk has taken the throne. The moon priests continue the rites and rituals in the same manner, connecting them to Ral and Guthay, and to the continued survival of the city. The House of the Mind, Draj's psionic academy has also been influential in maintaining order in the city, though rumors exist of tension between the two groups that advise the New King.

Other Religions

There are other religions that exist besides those of elemental worship or veneration of the sorcerer-kings. Some are specific to a particular race, while others are a throwback to an earlier time.

Coraanu Star Racer

Significant elven individuals from past generations are remembered and glorified in song and dance. This is one of the few examples of elven behavior not based on the current moment. In the legends and histories of past heroes, elves find inspiration for the now. Some of these ancient heroes are common to all elves.

Perhaps the greatest of these heroes is Coraanu Star Racer, who supposedly led the elves to Athas and established their most basic traditions. He taught the elves to run, to fight, to use the sword and bow, to steal, to sing, and even to dance. All tribes acknowledge his contributions, and most revere him as the greatest elf ever to run beneath the crimson sun.

The Cerulean Storm

A new worship has developed after the events in FY 10, the worship of the forces of the storm. The element of Rain has recently established a small temple in Draj. The recent turbulent events and subsequent Tyr-storms have shaken the population, and many have turned to new forces to find solace or meaning in their lives.

The destructive nature of the Tyr-storms have awed many Athasians, but specially Draji, and Rain priests have made sure to use this into their advantage.

The Great One

The legend of the Great One, as held in kreen racial memory, is sketchy at best. The racial memory simply tells the thri-kreen that the Great One is to be revered;

after the memory has been triggered, the thri-kreen reflexively feels awe and fascination when in the presence of the image, or of an actual avangion. The thri-kreen feel compelled to drop their heads close to the ground, and seek to touch their antennae to the image, or to the edge of an avangion's light aura. The Great One gives thri-kreen a sense of peace and calmness, and removes all aggressive tendencies while they stay in the Great One's presence. Thri-kreen consider images of the Great One-in either thri-kreen or avangion form to be sacred, and worthy of respect, though the word "holy" does not quite apply. Those thri-kreen who see the Chak'sa "remember" that it is sacred and very old, but have no knowledge of who carved it, or why.

Out in the Hinterlands, ruins exist where undead will tell tales of other, non-kreen Great Ones. Ruins of cities ravaged by time and war have signs of these Great Ones, though little is known of them, if these tales are true at all.

The Earth Mother

All pterrans revere the Earth Mother, the name they have given to Athas. They believe that they are the Earth Mother's first, best children, and that the Great Earthquake that happened in FY 10 and the subsequent aftershocks are a call to the Earth Mother's children to get more involved in the affairs of the planet. To this end, explorers have been sent to the east to make contact with other civilizations.

Astrology

Many people throughout the Tablelands study and practice astrology. The Merchant's Calendar uses the stars and the lunar cycle to not only designate months, but also for divination and veneration. Some druids worship the night sky, and Air clerics will also pay homage to and participate in astrology. In almost every major city state, and most client villages, a fortune teller will tell you what the stars will guide you to, and what Ral and Guthay will bring the next day.

The Old Gods

There are those who talk of the Old Gods, mythical beings that were worshiped in the past and then disappeared. No one knows what happened to these entities, and clerics and templars today claim them to be false. In ancient ruins one can find evidence of their worship, either through murals or writings, or even some undead lurking in the shadows. Some say that they were powerful beings, like the sorcerer-kings, able to grant spells to their followers. Others say that they were merely aspects of the Elements, with a god of the Forge being nothing more than a patron of fire. The truth might be out there, hiding in the next ruin or over the next dune.

Chapter 4: Prestige Classes

"There are many paths to power, but all power comes at a price. Fame or infamy follows those who make great sacrifices and who reach grand achievements. Would you be called tyrant or savior, I wonder. Perhaps you would prefer to be addressed as Mighty One, or plain and simply by your birthname? Will the bards speak of you as delusional or omnipotent? It all depends on the eye that sees. The hero of one is villain to another. But all beings of power share one trait—each has its own secrets. Remnants of the past, stories of the now, or visions of the future - secrets are the source of power. And the keepers of the greatest secrets are the most dangerous of all beings, for they will use any means to prevent others from unveiling them."

—The Oracle, Blue Shrine Scrolls

The prestige classes in this chapter are designed for characters in an Athasian campaign. They make use of defiling rules, the new characters classes described in Chapter 2, or allow characters to further develop their elemental powers.

In addition to those prestige classes, characters in a *Dark Sun* campaign can adopt any of the prestige classes in the *Dungeon Master's Guide* and the *Expanded Psionics Handbook*, and—with the DM's permission—prestige classes from other sources as well. This chapter is not a comprehensive guide to the prestige classes on Athas; check the *Prestige Class Appendix I* and *Prestige Class Appendix II* for more Athasian prestige classes.

The prestige classes described in this chapter are summarized below.

Arch Defiler: Embraces the taint of defilement to gain more arcane power.

Arena Champion: A class for any gladiator who truly loves an audience.

Dune Trader: Becomes the cunning agent of a Merchant House, a master of fast-talking and trade.

Elementalist: Truly embraces his patron element.

Grove Master: Dedicated to protect a certain area against defilers and intruders.

Master Scout: Knows every path and rock to gain safety and terrain advantage.

Poisonmaster: Learns and masters all poison techniques and secrets.

Psiologist: Harnesses the power of the Way efficiently and effectively.

Templar Knight: Fights for his sorcerer-monarch using divine magic and the sword.

Arch Defiler

"Power comes at a price. I am willing to pay it."

—Marakesh, human arch defiler

Arch defilers are defilers who seek to increase the power of their magic at the cost of a greater taint of defilement. So foul is the magic commanded by these defilers, that their very souls are scarred. Animals become nervous, people feel uncomfortable, and yet the arch defiler demands obedience. To command their foul magics, arch defilers need physical stamina to resist the vast energies they manipulate.

Becoming an Arch Defiler

Almost all arch defilers are wizards corrupted by their desire for power. Sometimes an adept becomes powerful enough to become one, but this is rare to say the best.

Entry Requirements

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.
Feats: Agonizing Radius, Great Fortitude, any metamagic feat.
Spells: Able to cast 3rd level arcane spells.
Special: Must be a defiler.

Class Features

You study how to extract every possible amount of energy from your surroundings, no matter what the cost. You understand the adverse effects of defiling and use them to the fullest.

Spellcasting: When a new arch defiler level is gained, you gain new spells per day as if you had also gained a level in whatever arcane spellcasting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of that class would have gained. This essentially means that you add the level of arch defiler to the level of whatever other arcane spellcasting class you have, and then determines spells per day and caster level accordingly.

If you had more than one arcane spellcasting class before you became an arch defiler, you must decide to which class you add each level of arch defiler for the purpose of determining spells per day.

Tainted Aura (Su): You are tainted by your arcane ways in such a matter that it is noticeable. People feel uncomfortable and wary when you are present and animals whimper when you approach. You suffer a –1 circumstance penalty to Bluff, Diplomacy, Gather Information and Handle Animal checks for every odd level of arch defiler you have. Likewise, you receive a +1 circumstance bonus to Intimidate checks for every level of

arch defiler gained. The tainted aura has a range of 5 feet per arch defiler level.

Defiler Feat: At 1st, 5th and 9th levels, you gain a bonus feat from the following list: Controlled Raze, Destructive Raze, Distant Raze, Efficient Raze, Exterminating Raze, Fast Raze, Path Sinister, Sickening Raze. You must qualify for any feat requirements.

Casting Time Metamagic: Once per day you can apply a metamagic feat you know to a spell at casting time. This does not increase the spell's level or require a higher level spell slot. Casting time metamagic doubles the casting time of the spell (a casting time of 1 action becomes 1 full round). At 7th level, you can use casting time metamagic twice per day, but only once per spell. Only metamagic feats that would increase a spell slot by 3 or less may be applied with casting time metamagic.

Painful Radius: The penalties suffered to attacks, saves and skill checks for being caught in your defiling radius increase by one. This effect stacks with the Agonizing Radius feat, bringing the modifier to a total of –3.

Metamagic Raze: You can gather energy during spell preparation to improve your metamagic capacity. Spell slot level adjustments from metamagic feats are reduced by one (to a minimum of one), but only once per spell. For each use of metamagic raze, you defile a 5-foot-radius where the spell is prepared. Preparation of multiple spells increase the radius by 5 foot for each spell prepared with this ability.

Playing a Arch Defiler

Your years of reckless defiling and delving into forbidden secrets have taken a toll on your soul. Your presence has become uncomfortable for most creatures. So what if you're doomed to spend your last days on Athas as a lonely, and sometimes hunted, wanderer? The power and knowledge you seek is worth any price.

Combat

Spellcasting remains your greatest strength and progresses at its full rate as you advance. Thus, your place in combat is not likely to change much—if you are like most wizards, you will hang back from melee in order to blast opponents with the most potent evocation spells you have available.

All of your abilities revolve around defiling to make your spells stronger, so make sure to have a good mix of Raze feats—always good in a straightforward fight against a physically powerful foe.

Advancement

Arch defilers come from a variety of backgrounds. Human wizards corrupted by their desire for power often become arch defilers. So do nomadic elven mages without concern for the environment they leave behind them in the disappearing horizon, or those who want to increase their spellcasting powers to gain status in their tribes. What they all have in common is a fascination with the interweaving of magic, life, and power. With that fascination comes a lust for more knowledge, a lust that quickly overpowers any concerns about morality.

As an arch defiler, you spend much of your time seeking out ancient scrolls containing forbidden secrets, ruins with arcane inscriptions, undead wizards and the vanished arts they might have preserved. Between adventures, you pore over the lore you have uncovered, looking for to one day to become as powerful as a sorcerer-king, or better yet, the Dragon.

Resources

The one resource you covet above others is knowledge. If you have arch defilers in your acquaintance—or even other defilers or similar characters with arcane interests—the exchange of knowledge can be highly profitable for all of you, if you manage to trust such corrupt and amoral people like yourself. Besides, keeping in touch with your peers puts you in a good position to seize their knowledge should some sad fate befall them.

Arch Defilers on Athas

"I remember the first time I drew in the sweet power of magic. I felt it course through my veins as the land around me turned to ash. I felt powerful, almost complete. Now, I am powerful. Let others worry about the ash, I am as far above those concerns as I am above the common man."

Table 4–1: The Arch Defiler **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Tainted aura, defiler feat	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Casting time metamagic 1/day	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Painful radius, defiler feat	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	—	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Casting time metamagic 2/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Defiler feat	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Metamagic raze	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Disguise, Intimidate, Knowledge (all skills individually), Profession, Spellcraft.

—Friztroy Gelt, under interrogation by high templars of Hamanu for destruction of the western grain fields.

Arch defilers can be found anywhere. Some are loners, practicing their dark art in secrecy, while others seek employment and safety in organizations and groups without moral scruples. NPC arch defilers can typically be found in the ranks of merchant houses, raiding tribes, or operating on their own.

Organization

There is no general organization of arch defilers. A very few arch defiler cabals have been created, but they were quickly destroyed or disbanded since arch defilers, like most defilers, do not usually play well with others.

NPC Reactions

Arch defilers are typically greeted with nervousness, dislike, or outright disgust. Their taint might be invisible, but their corruption is sometimes abundantly clear even to casual acquaintances. As a result, most NPCs have an initial reaction of unfriendly when encountering an arch defiler, even if they can't put a finger on the reason for their dislike.

Druids, good elemental clerics, and members of the Veiled Alliance (page 238) are natural enemies of arch defilers, and will do almost anything to send them to a swift death.

Arch Defiler Lore

Characters with ranks in Knowledge (arcana) can research arch defilers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: The arch defiler is an arcane caster who focuses on defiling as an energy source.

DC 20: The arch defiler embraces the taint of defiling so much his very presence becomes tainted with it.

DC 30: Arch defilers learn defiling secrets that improves their spellcasting, weakens their foes, and grants them unearthly knowledge.

Alternatively, similar information might be learned through bardic knowledge checks, or Gather Information checks made with Veiled Alliance members.

Arch Defilers in the Game

Arch defilers work well as solitary villains or as part of a mysterious evil cabal of defilers unleashing destruction upon an unwary village, merchant house, or even a city-state. A lone arch defiler could be an interesting way to introduce your players to the defiling mechanics.

Sample Encounter

Arch defilers are often encountered alone, but sometimes they form short-lived groups. More powerful individuals acquire minions of various sorts to do their bidding. Adventures involving an arch defiler typically revolve around one becoming the leader of a raiding tribe, or power-hungry mages breaking into libraries, tombs, or house emporiums, to steal scrolls, tomes, or artifacts.

EL 8: Marakesh and his followers (6 standard gith) have invaded a small slave village. He has the townsfolk wrapped tight in a grip of fear, both magical and mundane, and their only hope of rescue comes from outside.

Marakesh **CR 7**

Male human defiler 5/ arch defiler 2
Usually NE Medium humanoid (human)
Init +2; **Senses** Listen +2, Spot +2
Languages Common, Elven, Ignan
Aura tainted (10 ft.)

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 17 (7 HD)
Fort +3, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk dagger +3 (1d4-1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options *potionfruit of cure moderate wounds*, *cloth of dispel magic*
Wizard Spells Prepared (CL 7th):
4th—*silent fireball* (DC 17, CL 8th)
3rd—*lightning bolt* (DC 17), *protection from energy*, *silent invisibility*
2nd—*invisibility*, *protection from arrows*, *scare* (DC 16), *scorching ray* (+5 ranged touch, CL 8th)
1st—*alarm*, *burning hands* (DC 15, CL 8th), *cause fear* (DC 15), *mage armor*, *magic missile*
0—*detect magic*, *light*, *mage hand*, *read magic*

Abilities Str 8, Dex 15, Con 10, Int 18, Wis 14, Cha 10
Feats Agonizing Radius*, Controlled Raze*, Efficient Raze*, Great Fortitude, Path Sinister*, Silent Spell, Scribe Scroll[B]
Skills Bluff +10, Concentration +10, Decipher Script +10, Disguise +0 (+2 acting), Intimidate +9 (+11 within aura), Knowledge (arcana) +13, Listen +2, Literacy (Common), Sense Motive +4, Spellcraft +15, Spot +2
Possessions masterwork dagger, spellbook, *headband of intellect +2*

Arena Champion

"You fought like the Dragon."
—Jarek, half-elf arena champion

Arena champions are gladiatorial combatants who aspire to greatness in their blood sports. They dream of performing in arenas filled with thousands of frenzied spectators. Risking their lives for fame, wealth and adoration, arena champions are the heroes to commoners of all ages. Many hail from local neighborhoods or nearby communities.

Becoming an Arena Champion

Gladiators make up the majority of arena champions, since their abilities already so closely mimic those of the prestige class. Most of the rest are fighters, along with the occasional psychic warrior or barbarian with a knack for flare and extravagance.

Entry Requirements

Base Attack Bonus: +5.
Skills: Perform (any) 6 ranks.
Feats: Weapon Focus (any weapon), Toughness.

Class Features

The arena champion excels at combining great theatrical performance with normal combat.

Gladiatorial Performance: Your gladiator levels stack with your arena champion levels for the purpose of determining your gladiatorial performance special abilities.

Crowd Support (Ex): The crowd may love or loathe you, but regardless their presence motivates you, who enjoys a +1 morale bonus to attack and damage rolls whenever there are ten or more non-combatant spectators present. At 5th and 9th level this bonus increases, but the minimum amount of spectators must be fifty and one hundred respectively for the bonuses to take effect.

Reputation: You enjoy respect and admiration. You receive a +1 circumstance bonus to non-combat uses of the Bluff, Diplomacy, Gather Information and Intimidate skills. These benefits do not apply when dealing with the devoted fans of rival gladiators. If you have or select the Leadership feat, you get a +1 bonus to your leadership score.

Weapon Mastery: You get a +2 bonus to damage rolls with a chosen weapon. The weapon must be one for which you already have selected the Weapon Focus feat.

Signature Move (Ex): You have developed a signature move. The exact technical nature of the move is up to the individual arena champion to develop, and it grants one of the following benefits:

- A +2 competence bonus on opposed rolls for disarm attempts.
- A +2 competence bonus on opposed rolls for trip attempts.
- A +2 competence bonus on damage rolls for sunder attempts.
- A +2 competence bonus on opposed Bluff and Sense Motive checks in combat.
- A +1 dodge bonus to AC when fighting defensively or using total defense.

Fame: As your reputation grows, so does your ability to influence others. Your bonuses to non-combat uses of the Bluff, Diplomacy, Gather Information and Intimidate skills increase to +2, and the bonus to your leadership score increases to +2.

Improved Signature Move (Ex): Through specialization the benefit associated with your chosen signature move is doubled, for example, a +2 competence bonus on opposed rolls for disarm attempts increases to +4.

Alternatively, you may select a second signature move instead to expand your repertoire.

Roar of the Crowd (Ex): At 8th level, you can use the cheering of the crowd to your advantage. In any round when you successfully deal damage to an opponent, you gain a +1 morale bonus on the next attack roll you make in the same round.

Legend: You are a legend known to all. Treat general NPC initial attitudes as one category better. This benefit does not extend to the devoted fans of rival gladiators. Your bonus to your leadership score increases to +3.

Finishing Move (Ex): If an attack reduces an opponent below 0 hit points, you can attempt a coup de grace as a free action.

Playing an Arena Champion

As an arena champion, you are driven to entertain the audience, showcase your superior fighting techniques, and protecting your teammates. You are impetuous and brave, but you're not afraid of using whatever means to be the last one standing in the pit.

You work well with most gladiators and other combat specialists. Becoming a prestigious gladiator instantly affiliates you with a very loose fellowship of warriors (fighters, regular gladiators, and barbarians). You don't get along with every gladiator you meet, though: some jealously guard their techniques and view others of their kind as rivals to be defeated some day.

Combat

Rather than rushing into combat with the mindless rage of a barbarian or the foolhardy courage of a fighter, you carefully study your opponent, looking for the best

Table 4–2: The Arena Champion **Hit Die: d12**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Crowd support +1
2nd	+2	+3	+0	+0	Reputation
3rd	+3	+3	+1	+1	Weapon mastery
4th	+4	+4	+1	+1	Signature move
5th	+5	+4	+1	+1	Crowd support +2
6th	+6	+5	+2	+2	Fame
7th	+7	+5	+2	+2	Improved signature move
8th	+8	+6	+2	+2	Roar of the crowd
9th	+9	+6	+3	+3	Crowd support +3
10th	+10	+7	+3	+3	Legend, finishing move

Class Skills (4 + Int modifier per level): Balance, Bluff, Climb, Craft, Intimidate, Jump, Perform, Profession, Sense Motive, Tumble.

possible angle, and analyze your next move to achieve the maximum dramatic effect.

Select feats that enable you to handle multiple opponents at once, such as Intimidating Presence (page 73), or Whirlwind Attack. Arena Clamor (page 70) or Brutal Attack (page 70) are sure to prove to be handy in the arena pits.

Your fighting experience, solid hit points, repertoire of feats, and signature moves offer you the flexibility to serve as a front-line battler or in a supporting role. You don't see your moves always as a way to impress onlookers or intimidate foes, but rather as additional weapons in your arsenal.

Advancement

Arena champions come from diverse backgrounds. Some are craftsmen or belong to other professions, training in their spare time; others are slaves who see the arena as their only chance for freedom and prosperity in life. Some arena champions are even nobles, who crave excitement and fame beyond that of their rank in society alone.

Becoming an arena champion requires hard work and sacrifice. While others devote their training to learning only fighting skills, you seek a balance between combat and performance. You need to invest in skills, since you need a minimum level of competence in both deception and performing, so try to devote as many skill points as you can to Bluff and Perform.

Resources

While you are indeed a hero of the masses, you can count on little more than moral support from them, since most of them are nothing but the simplest of people, although you can always score an occasional free broy in most taverns. You best hope is to have a wealthy sponsor such a noble or merchant hire (or sometimes purchase) you into their gladiator stables, where you will receive all the equipment and pampering you require, as long as you keep winning, of course.

Arena Champions on Athas

"Those so called "arena champions" receive almost as much pampering as concubines, but the end result is vastly different, of course."

—Daxos, Tyrian gladiator trainer

Slaves used as gladiators are expected to provide momentary distractions from the daily adversities of life on Athas by participating in combat for the entertainment of the masses. Templars, nobles, and merchants keep gladiator stables full of powerful and highly skilled fighting slaves.

Arena champions are the elite entertainers of Athas, and successful arena champions sometimes have popularity unrivaled even by most sorcerer-kings.

Organization

Arena champions often find sponsorship from the rich. Nobles and templars will pay well to get an aspiring arena champion into their gladiator stables. Those cities that allow free gladiators to enter the games often have arena champions without such ties.

NPC Reactions

Most people look on arena champions with awe. The exception is when dealing with rival arena champions and their fans, which usually view them with contempt and try to belittle their abilities, generally displaying indifferent to unfriendly attitudes.

Common folk do not always understand the difference between a gladiator and an arena champion, so their attitudes span the spectrum.

Arena Champion Lore

Characters with ranks in Knowledge (history) or Knowledge (local) can research arena champions to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Arena champions make the best fights in an arena. Always bet on them.

DC 20: Not every arena champion is a pompous gladiator—some of them are also raging barbarians or powerful fighters. They simply want the prestige and fame the profession brings.

DC 30: Characters who achieve this level of success can learn important details about specific arena champions in your campaign, including a notable individual, the area in which he operates, and the kinds of activities he undertakes.

Because arena champions have great reputations and a vast number of fans, the easiest way to find one is to contact the local arena manager or gladiatorial match agent and inquire about individuals with unique fighting talents.

Arena Champions in the Game

Arena champions make interesting opponents. They have such a wide variety of abilities available to them that no two are ever the same. Their abilities, particularly those that allow for escape and evasion, can make them particularly frustrating opponents and set them up well as recurring villains.

A player who likes to surprise the DM or other players or who wants to bring cinematic action into a campaign would probably enjoy playing an arena champion. An arena champion character can fill any number of roles in a party, depending on his other class or classes.

Sample Encounter

Most arena champions show up in arena matches, but sometimes, popular champions can either win their freedom or simply manage to escape from their owners and found a slave tribe, or a raiding tribe. Those

individuals usually employ their fabulous melee abilities to secure their freedom.

EL 15: Jarek was once a famous and adored gladiator, renowned for his courageous victories against overwhelming odds. His luck turned on one day after he was poisoned during his sleep by a poisonmaster (page 101) which caused him to lose a very important match, barely able to survive after a pathetic performance. With his reputation and popularity destroyed, Jarek escaped into the wilderness and now lives a life of raiding and pillaging, hoping one day he finds the poisoner who destroyed his life, hoping to return the favor.

Jarek CR 15

Male half-elf gladiator 10/arena champion 5
CE Medium humanoid (elf)
Init +3; **Senses** low-light vision; Listen +1, Spot +1
Languages Common, Elven

AC 19, touch 14, flat-footed 16; Dodge, improved uncanny dodge, Mobility
(+3 Dex, +4 armor, +1 optimization, +1 dodge)
hp 130 (15 HD)
Fort +13, **Ref** +11, **Will** +4

Speed 30 ft. (6 squares); Spring Attack
Melee mwk elven longblade +21/+16/+11 (1d8+6/18–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +15; **Grp** +19
Atk Options Combat Expertise, gladiatorial performance 15/day (combat stance [swift action], martial display [swift action], team strike +3d4, taunt –3, shake off, trick 3 creatures), mercy, no mercy

Abilities Str 19, Dex 18, Con 14, Int 8, Wis 10, Cha 10
SQ armor optimization (–1 armor check penalty, +1 to AC), crowd support +2, reputation +1
Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (cahulak, elven longblade, thanak)[B], Improved Feint[B], Mobility, Spring Attack, Unarmed Strike[B], Weapon Focus (elven longblade), Toughness
Skills Balance +10, Bluff +12 (+15 in combat), Diplomacy +4, Disguise +0 (+2 impersonating humans/acting), Handle Animal +2, Intimidate +4, Jump +8, Listen +1, Perform (act) +11, Search +0, Sense Motive +14 (+17 in combat), Spot +6, Survival +2, Tumble +8
Possessions masterwork elven longblade, masterwork chitin plate, *belt of giant strength +4*

Dune Trader

"Don't trust anything with pointy ears. It will either cheat you or try to eat you."
—Marek, human trader

Wagons pulled by mekillots and kanks travel along dusty roads, carrying slaves, weapons, food and other goods between the city-states and the villages of the wastes. Caravans of all sizes trek across the Tablelands and beyond, owned by powerful Merchant Houses. Trade ensures the survival of many small villages and is vital to the economy of the city-states of the sorcerer-kings. Dune traders are agents for the merchant houses. Some even aspire to become invited family members of the ancient merchant dynasties.

Becoming a Dune Trader

Because of the requirements for entry, the dune trader can appeal to a wide range of characters. Rogues, bards, rangers, and other skill-focused characters are the most likely to enter the prestige class, but the entry requirements are well within the reach of intelligent members of any class.

Entry Requirements

Skills: Appraise 5 ranks, Bluff 5 ranks, Diplomacy 7 ranks, Profession (merchant) 2 ranks, Sense Motive 5 ranks.
Feats: Trader.
Special: Must be accepted into a merchant house.

Class Features

The dune trader excels at negotiation, trickery, and gathering information.

Open Arms: Beginning at 2nd level, you become skilled at initiating peaceful (and not so peaceful) negotiations. You add a competence bonus equal to one-half your dune trader level on all Diplomacy checks.

Fast Talk (Ex): You can retry Bluff and Diplomacy checks at a –5 penalty, but only once per check.

Contact: Dune traders have the privilege of acquaintances that will do favors for them. The use of contacts is restricted to the listed amount of times per

Table 4–3: The Dune Trader **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Open arms, fast talk
2nd	+1	+0	+0	+3	Contact 1/week
3rd	+2	+1	+1	+3	Distributive bargaining
4th	+3	+1	+1	+4	Dazzle, linguist
5th	+3	+1	+1	+4	Agent
6th	+4	+2	+2	+5	Improved fast talk, contact 2/week
7th	+5	+2	+2	+5	Integrative bargaining
8th	+6	+2	+2	+6	Taunt
9th	+6	+3	+3	+6	Allies
10th	+7	+3	+3	+7	Contact 3/week

Class Skills (8 + Int modifier per level): Appraise, Bluff, Craft, Decipher Script, Diplomacy, Disguise, Forgery, Gather Information, Hide, Intimidate, Listen, Move Silently, Open Lock, Profession, Ride, Search, Sense Motive, Sleight of Hand, Speak Language, Spot.

week. The DM has final say on the extent of favors that may be extracted. The following list provides sample uses of contact.

– Additional 5% discount on purchased goods.

– Access to purchase and sell black market goods.

– Access to hire mercenary of trader's desired race and class (see Hirelings, DMG p 104-105).

– Access to purchasing spellcasting services.

– Access to information (equal to Gather Information DC 20).

– Access to forged materials (equal to Forgery DC 20).

– Access to decipher (equal to Decipher Script DC 20).

– Access to other expert (skill check DC 20, at DM's discretion).

– Appointment or meeting with an NPC (templar, noble, gladiatorial slave, chieftain, etc. At DM's discretion).

– Access to a place to stay hidden for three days.

– Avoid templar inspection.

Distributive Bargaining: You can purchase goods with a 10% rebate off the listed price. This stacks with the discount granted by Contact above. Agents of the major merchant houses listed below gain a +2 circumstance bonus to a skill embedded in the merchant house's culture and organization. Agents of other, smaller houses gain a +1 circumstance bonus to a skill of their choice.

Inika: Gather Information
M'ke: Sense Motive
Shom: Bluff
Stel: Knowledge (warcraft)
Tsalaxa: Intimidate
Vordon: Appraise
Wavir: Diplomacy
Other: Skill of choice

Dazzle (Ex): You have the ability to dazzle a creature through sheer force of personality, a winning smile, and fast-talking. Each creature to be fascinated must be within 90 feet, able to see, hear and understand you, and able to pay attention to you. You must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. At 7th and 10th level you can target one additional creature with a single use of this ability.

As a move action, make an opposed Bluff check. If you succeed on the check, the creature receives a –1 penalty on attack rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your dune trader level. This is a mind–affecting, language-dependent ability.

Linguist: At 4th level, you become a master linguist. Whenever you encounter a new language, either spoken or written, that you do not know, you can make an Intelligence check (for a spoken language) or a Decipher Script check (for a written language) to determine if you can understand it.

The DC for the check is DC 15 if the language is commonly spoken or DC 25 if the language is ancient or unique. Success means you can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language. A single check covers roughly one minute of a spoken language or one page of a written language.

Agent: At 5th level, you gain a cohort as per the Leadership feat. Your Leadership score is your level plus your Charisma bonus. If you possess the Leadership feat, you are entitled to two cohorts. In the case of multiple cohorts, their combined level may not exceed your character level + dune trader level (add your dune trader level twice).

Improved Fast Talk (Ex): Beginning at 5th level, you may make a rushed Diplomacy check as a full-round action with a –5 penalty instead of the normal –10 penalty.

Integrative Bargaining: You can purchase goods with a 20% rebate off the listed price. This stacks with the discount granted by Contact above. Agents of the major merchant houses listed above gain a +4 circumstance bonus to a skill embedded in the merchant house's culture and organization. Agents of other, smaller houses gain a +2 circumstance bonus to a skill of their choice. (See distributive bargaining). These bonuses overlap with those granted by distributive bargaining, they do not stack.

Taunt (Ex): You have the ability to temporarily rattle a creature through the use of insults and goading. As a move action, you may taunt a target able to see, hear and understand you, with an Intelligence score of 3 or higher. The opponent resists the taunt by making a Will saving throw (DC 10 + your dune trader level + your Cha modifier). If the save fails, you are the only creature it can make melee attacks against for 1 round. This is a mind-affecting, language-dependent ability.

Allies: You gain the favor of an organization, tribe, planar creature or a powerful individual (in the most extreme case a sorcerer-king). The frequency and extent of favors a trader may call upon will vary (for example, spending the night under the protected tents of an Elven tribe is a small favor, while asking for a caravan raid in which several tribe members will perish is a large favor). The DM determines how often the trader can call upon his allies for aid without losing their favor. The maximum monetary value of the favor cannot exceed 1,000 Cp.

Playing a Dune Trader

You are a master of commerce, amassing piles of wealth by controlling and manipulating supply and demand. Your efforts keep the Athasian economy moving, giving you great influence over the common folk. You look at adventuring as a means to grow your business, whether as a source of new capital or as a way to remove impediments to your business.

Several dune traders begin their careers by founding, inheriting, or purchasing a business. Successful dune traders concentrate on growing their business, vanquishing commercial rivals, and maximizing profits.

Combat

Your greatest weapons are your tongue and your coin purse, for it gives you the ability to acquire or hire

defenders and convince and bribe potential foes. Master your chosen profession and seek every advantage available to you to increase profits. Then use those profits to bury your enemies under an onslaught of attacks by those in your employ without personal risk to you.

You're certainly no front-line fighter, but you have the potential to talk your way out of trouble most of the time. You work best with teammates, maneuvering to the flanks, helping bringing out opponents with poisonous attacks from afar. Use your fast talk or dazzle abilities to distract opponents while the real heavy hitters in your group mop them up.

Advancement

Qualifying for the dune trader class requires a significant commitment of skill points and feats. As you gain levels, you probably want to focus on your merchant house's skill. Skill Focus in your primary and secondary skills allows you to master your craft. You might want to select the Leadership feat, for careful placement of your agents and allies can give you a significant advantage over your rivals. Greasing the Wheels can be a very handy feat for when dealing with templars and other city-state officials.

Resources

Thanks to their steady source of income, dune traders have access to purchase nearly anything they need, and with their connections, they can easily do so with lower prices than others.

Dune Traders on Athas

"Although the winds are fierce and enemies abound in the blasted wastes along the Sea of Silt, we know that now we have a chance to live through another year. The dune trader has come."

—Giana, human commoner

Across the burning, dust-swirled deserts of Athas, from water-starved village to greedy city, from bloodthirsty halfling tribe to ancient elven nation, a single thread unites a dying world. That thread is trade. Because of that, dune traders can be found across the length and breadth of Athas.

Organization

All dune traders are associated with one of the dynastic Merchant Houses that handle all trade in the Tyr Region, which are presented in detail in Chapter 8: Organizations.

NPC Reactions

Dune traders are well known to commoners and nobles from across Athas, inspiring a mixture of envy disdain, respect, and fawning admiration. Most dune traders are seen as grasping, conning scoundrels who would rather hire another individual to do their dirty work than risk danger to themselves, particularly those who live in distant settlements. Among their clients, dune traders are generally perceived to fall into one of two extremes—greedy profiteers or noble benefactors—with with shades of grey in between.

Dune Trader Lore

Characters with ranks in Knowledge (local) can research dune traders to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Dune traders? Oh, bless them, by all the elements! If it were not for the traders, we would surely perish in a season!

DC 20: Dune traders are masters of glibness, commerce, and information.

DC 30: Characters who achieve this level of success can learn important details about specific dune traders, in your campaign, including a notable individual, the area in which he operates, and the kinds of activities he undertakes.

PCs who try to establish contact with a dune trader should make a DC 15 Gather Information check to find a House Emporium, through which contact can be arranged, or a DC 20 Gather information to track a dune trader down directly. If the PCs are trying to make a deal with a dune trader, give them a +2 circumstance bonus on the check.

Dune Traders in the Game

Characters who establish businesses, rise to leadership positions within a merchant house or artisan guild, or emphasize lucrative skills are well suited to become dune traders.

NPC dune traders can be found anywhere there are profits to be made. Those seeking caravan work are advised to visit the offices of the Merchant Houses found in all major cities and villages.

Sample Encounter

Dune traders can be found anywhere there are profits to be made. Those seeking caravan work are advised to visit the offices of the Merchant Houses found in all major cities and villages. They are commonly encountered as employers, looking to hire adventurers to complete a specific task in exchange for a specified sum of money. Dune traders can also work as foes, using their monetary resources and connections to cause problems for PCs who threaten the success of a business venture.

EL 10: House Inika's reputation is founded on swift delivery of goods, and its caravans are designed in the belief that speed is the best defense. Marek is the senior agent in one of those caravans. He operates from an inix howdah, and is accompanied by his two mul bodyguards. His convoy was attacked by a pack of belgoi (page 289) during the night and most of his employees fell to the belgoi's domination powers. He is in a dire situation and will reward handsomely anyone who can safely escort him and his cargo to the nearest Inika holding.

Marek Inika CR 7

Male human rogue 6/dune trader 1
Usually LN Medium humanoid
Init +1; **Senses** Listen +5, Spot +4
Languages Common, Elven

AC 16, touch 11, flat-footed 15; uncanny dodge (+1 Dex, +5 armor)
hp 24 (7 HD)
Resist evasion
Fort +2, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares)
Melee +2 *short sword* +5 (1d6+1/19–20)
Ranged hand crossbow +5 (1d4/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +3
Atk Options Mounted Combat, sneak attack +3d6
Combat Gear 2 *potionfruits of cure moderate wounds*

Abilities Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 16
SQ fast talk, trap sense +2, trapfinding
Feats Mounted Combat, Negotiator, Persuasive, Trader
Skills Appraise +8, Bluff +17, Diplomacy +17, Disguise +8 (+10 acting), Gather Information +12, Intimidate +12, Knowledge (local) +8, Listen +5, Literacy (Common), Profession (merchant) +12, Ride +7, Search +6, Sense Motive +13, Spot +4
Possessions combat gear plus +2 *short sword*, hand crossbow, bolts (20), +2 *glammered studded leather*

Mul Bodyguard CR 3

Male mul warrior 3
N Medium humanoid (dwarf)
Init +0; **Senses** darkvision 30 ft.; Listen +0, Spot +0
Languages Common

AC 16, touch 10, flat-footed 16 (+6 armor)
hp 19 (3 HD)
Fort +5, **Ref** +1, **Will** +1

Speed 20 ft. in banded mail (4 squares), base speed 30 ft.
Melee longspear +6 (1d8+5/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +6
Atk Options Mounted Combat

Abilities Str 17, Dex 11, Con 14, Int 9, Wis 10, Cha 6
Feats Alertness, Mounted Combat
Skills Intimidate +0, Jump +5, Listen +0, Ride +2, Spot +0
Possessions banded mail, longspear (2)

Elementalist

"Water gives life to the soil. Water quenches the flame, and water will deprive you of the air you breathe."
—Nouri, human water elementalist

Elementalists are clerics who are extremely devoted to their patron element. Through forming greater pacts with their elemental masters, they become stronger and are awarded additional powers tied to their patron element.

Becoming an Elementalist

Elementalist's motives and agendas are diverse. Human clerics often become elementalists seeking more power and understanding. Dwarves usually became elementalists out of commitment to their foci, while elven elementalists tend to view the extended benefits granted by the class as another weapon or means that they could use to make their lives more satisfactory.

Entry Requirements

Skills: Knowledge (religion) 8 ranks, Knowledge (the planes) 5 ranks
Spells: Able to cast 3rd-level divine spells.
Special: Must worship a patron element.

Table 4–4: The Elementalist **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Elemental affiliation, energy resistance 10	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Elemental focus +1	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Additional domain	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Elemental shield, energy resistance 20	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Ignore element, elemental focus +2	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	Spontaneous domain spells	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Energy resistance 30, summon elemental 1/day	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	Elemental focus +3	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	Power element, summon elemental 2/day	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Element immunity	+1 level of existing divine spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Heal, Knowledge (religion), Knowledge (the planes), Profession, Spellcraft.

Class Features

Your entire being is devoted to your element. Your focus on a specific element grants you elemental mastery unrivaled by any other being.

Spellcasting: When a new elementalist level is gained, you gain new spells per day as if you had also gained a level in whatever divine spellcasting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of that class would have gained. This essentially means that you add the level of elementalist to the level of whatever other divine spellcasting class you have, and then determines spells per day and caster level accordingly.

If you had more than one divine spellcasting class before you became an elementalist, you must decide to which class you add each level of elementalist for the purpose of determining spells per day.

Elemental Affiliation: All elements and paraelements have an associated energy type. This relation affects the elementalist's class features. The following table details the affiliation between element and energy type.

Element	Energy Type	Element	Energy Type
Air	Sonic	Rain	Electricity
Earth	Acid	Silt	Acid
Fire	Fire	Sun	Fire
Magma	Fire	Water	Cold

Energy Resistance: As you gain levels in this prestige class, you become increasingly resistant to your patron element, gaining the affiliated energy resistance in the amount shown on Table 4–4.

Elemental Focus: At 2nd level, spells cast by you that have the energy descriptor affiliated with your patron element have their spell save DCs increased. The increase starts at +1 and increases at higher levels, as shown on Table 4–4.

Additional Domain: You gain access to one additional spell domain and its benefits. Choose from those normally available to your patron element.

Elemental Shield (Sp): Beginning at 4th level, you can activate this ability as a move-equivalent action. You wreathe yourself in your element, harming neither you nor your equipment. If you are struck in melee, the attacker takes 2d6 points of damage. The damage is of the energy type associated with your patron element. This ability lasts for up to 1 minute per elementalist level and is usable once per day.

Ignore Element (Sp): At 5th level, you can ignore the presence of your element as a move action. While in this state, you can walk through your element at your regular speed, completely unaffected by it, for example an earth elementalist may pass through stone walls as if they weren't there. You also become immune to the effects of spells, spell–like abilities, and supernatural abilities with the same descriptor as your associated energy type. This ability lasts for up to 1 round per elementalist level and is usable once per day.

Spontaneous Domain Spells (Su): Beginning at 6th level, you can substitute any prepared spell for a domain spell at the time of casting, just as you can substitute *cure* or *inflict* spells for prepared spells.

Summon Elemental (Sp): Once per day, you can summon one or more elementals as if casting the highest level *summon monster* spell you have access to. At 9th level, this ability can be used twice per day.

Power Element (Ex): Beginning at 9th–level, the damage of spells with numeric variables and the energy type associated with your patron element increases by 1 per die. For example, an *elemental strike* spell cast by a 12th-level cleric does 12d6+12 points of damage.

Element Immunity: At 10th level, you become immune to damage caused by the energy type affiliated with your patron element. For example, a water cleric becomes immune to cold damage.

Playing an Elementalist

You possess a fascination with divine magic and lore greater than that of most clerics. You see your divine abilities not as a tool, but as a gift and a natural part of whom and what you are. Everything you do, everything you see, and everything you learn is examined and analyzed as it relates to your element goals first, and to all other concerns second.

This doesn't mean that you have no other goals or other passions. You might adventure alongside your friends, help the local population, or fight on the battlefield for a cause in which you believe, just like any other character might. Even in the midst of all this, however, you learn and study constantly, seeking to understand what your element desires from you and how you could better serve it.

Combat

Your divine spells are still your most potent weapon. Although you have access to powerful offensive spells, consider using your magic to increase your own, or your companions', combat prowess. Don't neglect your ability to heal yourself or your allies, but don't burn through your spells early in an attempt to do so; make the most efficient use of your spells in battle, saving the healing until combat is over or it becomes absolutely necessary.

Advancement

You were a follower of your element before becoming an elementalist. While you pursued your element's goals, the elements took note of your dedication and you have finally begun to reap the rewards.

You work now to increase your divine powers, and to make yourself as potent and skilled a servant of your patron element as possible. You might seek to complete a specific goal laid out for you by your patron element or an emissary thereof; more likely, you pursue your own objectives, knowing that as you advance you honor the entity that empowers you.

You spend most of your available time advancing your element's goals. Whether this means battling opposed clerics, unearthing ancient lore, or simply

communing with nature, nothing is more important to you.

You'll want to keep skills such as Knowledge (religion) and Spellcraft high, if not maxed out. Choose feats that benefit your elemental casting, such as Spell Focus and metamagic feats. Because of your spontaneous conversion of domain spells, your spell selection can be much more versatile than other clerics; it pays to carefully choose your domains.

Resources

The elements expect you to acquire what you need on your own. You might purchase equipment from your temple or from your employer if you serve as a mercenary, but you are highly unlikely to gain it for free.

Elementalists on Athas

"You can use fire to fight fire. As a matter of fact, you can use fire to fight anything."

—Firefly, human fire elementalist

Elementalists represent the most devoted and most misunderstood servants of divine powers, especially in the case of paraelemental elementalists. They might wander alone or serve as leaders or operatives of underground cults, but they rarely hold positions of great prominence or power—or at least, they rarely do so openly. As such, this prestige class is well suited to secret cabalists or religious conspirators who function behind the scenes. Members are, to the last one, religious zealots, so even those who do not have sinister agendas or dangerous secrets are likely treated by others as if they do.

Organization

Elementalists have no organization of their own. Most serve in the elemental temples to some extent, but their positions vary greatly based on the needs and hierarchies of individual temples, usually serving as officers. In more secular groups, such as mercenary or adventuring companies, elementalists normally seek positions of high authority or status, but again, their success in such endeavors depends on the circumstances.

The elemental clerics are much more tightly tied to their temples than paraelemental ones. Because the elements are losing the battle against the paraelements, they cannot afford to be without staunch allies.

NPC Reactions

Most people don't see an elementalist when they look at one; they simply see a priest of Earth, Rain, or Water. Their reactions vary accordingly, based on how they view a specific element. In most places, an NPC's attitude is one step nearer helpful for elemental clerics and one step nearer hostile for paraelemental clerics, but individual alignment and religious beliefs can alter this reaction.

Elementalist Lore

Characters with ranks in Knowledge (religion) can research elementalists to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Elementalists are priests of the elements or paraelements, focusing even more into a single element.

DC 20: Elementalist can channel their patron element's divine energy easier, and are able to cast much stronger spells than ordinary clerics.

DC 30: Experient elementalists become completely immune against their element.

Elementalists are well known among the temples in city-states. Simply asking around in an elemental temple produces directions to the nearest known member of the prestige class—assuming that the priests are convinced the character has good reason for looking.

Elementalists in the Game

Elementalists can be potent adversaries, but they need not be enemies of the PCs. A member of this prestige class could serve as an officer or mercenary on the same side of a conflict as the PCs. A paraelemental elementalist might even share some goals with non-evil PCs, though he may have to fight an uphill battle to gain their trust.

In most instances, PC elementalists either are good elemental elementalists, or neutral paraelemental elementalists. The prestige class should appeal to players who like combining a specialist class and like playing divine characters with a mission.

Sample Encounter

Elementalists can be solitary beings or encountered as part of groups. Some find belonging and extended knowledge in the company of other clerics and elemental cults, while others prefer the company of adventurers. They can be encountered anywhere, as tribal advisors or shamans, in the employment of merchant houses or the armies of the sorcerer-kings, preaching in temples and shrines, or on journeys to promote the causes of their elemental patrons.

EL 14: Nouri is the staunch defender of a caldera lake near the Smoking Crown Mountains. The water in the caldera has been mysteriously poisoned and the fragile ecosystem around it has started to die. Nouri is looking for help to find the source, since her magic hasn't been able to resolve it.

Nouri **CR 14**

Female human cleric 6/elementalist 8
NG Medium humanoid (human)
Init +2; **Senses** Listen +5, Spot +5
Languages Aquan, Common, Dwarven

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 armor)
hp 49(14 HD)
Resist acid 30
Fort +9, **Ref** +8, **Will** +16

Speed 30 ft. (6 squares)
Melee +2 *trident* +9/+4 (1d8+1/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +7
Special Actions elemental shield (8 minutes), ignore element (8 rounds), summon elemental 1/day, spontaneous casting (*cure* and domain spells), turn undead/water creatures 4/day (+3, 2d6+7, 6th), stabilize all dying creature in a 60.-ft radius 1/day
Atk Options Quicken Spell
Cleric Spells Prepared (CL 14th):
7th—*summon monster VII*, *whirlpool of doom**D (DC 25)
6th—*drown on dry land**D (DC 24), *greater dispel magic*, *planar ally*
5th—*elemental strike** (DC 23), *spell resistance*, *summon monster V*, *water trap**D (DC 23)
4th—*divination*, *divine power*, *lungs of water**D (DC 22), *neutralize poison*
3rd—*dispel magic*, *remove curse*, *remove disease*, *summon monster III*, *surface walk**D, *worm's breath**
2nd—*augury*, *lesser restoration*, *remove paralysis*, *resist energy*, *surface tension**D, *silence* (DC 17), *summon monster II*
1st—*bless element**, *cause fear*D (DC 16), *endure elements*, *entropic shield*, *protection from evil*, *sanctuary*, *summon monster I*
0—*create element** (3), *detect magic*, *guidance*, *resistance*
D: Domain spell. Element: Water. *Domains:* Desert Mirage, Drowning Despair, Living Water

Abilities Str 8, Dex 14, Con 10, Int 14, Wis 21, Cha 12
SQ no penalties to Swim checks
Feats Great Fortitude, Lightning Reflexes, Quicken Spell, Weapon Focus (trident)
Skills Concentration +15, Heal +15, Knowledge (geography [Smoking Crown Mountains]) +7, Knowledge (religion) +14, Knowledge (the planes) +12, Listen +5, Search +10, Spellcraft +12, Spot +5, Survival +5 (+7 to keep from getting lost/other planes), Swim +12
Possessions +2 *trident*, +2 *scale mail*, *periapt of Wisdom* +4

Grove Master

"Like the silk wyrm, I strike at night under the guise of the moons. Like the tembo, I wear down my enemy, and like the dune reaper I hold no remorse."

—Jak, dwarven grove master

Grove masters are experienced druids devoted to protecting a certain area from the destruction of defilers and other intruders that would harm the land. In return for their devotion, the Spirit of the Land bestows additional powers on the grove masters. Grove masters are formidable enemies while on their guarded lands. Most grove masters allow travelers free passage as long as they do not harm the ecosystem, but some view all as intruders and enemies. The latter are typically grove masters who have sworn to protect an endangered plant or species from eradication, and will go to any lengths to do so.

Becoming a Grove Master

Druids are natural candidates for this class, but members of this prestige class can come from a variety of backgrounds. A grove master is chosen more for his devotion to the wilderness than for any specific skill he possesses. Sometimes a very dedicated ranger manages to gain the trust of a Spirit of the Land and become a grove master.

Entry Requirements

Skills: Knowledge (nature) 10 ranks, Survival 5 ranks, Hide 4 ranks.
Feats: Wastelander.
Spells: Able to cast 3rd-level divine spells.
Special: Must gain the trust of a Spirit of the Land.

Class Features

As a grove master, you patrol the land and defend it from harm, and the land itself supports your efforts. You also serve as an advance scout for the Spirit of the Land and aid them when necessary.

Spellcasting: When a new grove master level is gained, you gain new spells per day as if you had also gained a level in whatever divine spellcasting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of that class would have gained. This essentially means that you add the level of grove master to the level of whatever other divine spellcasting class you have, and then determines spells per day and caster level accordingly.

If you had more than one divine spellcasting class before you became a grove master, you must decide to which class you add each level of grove master for the purpose of determining spells per day.

Animal Companion: Your druid levels stack with your grove master levels for the purpose of determining the abilities of your animal companion.

Wild Shape (Su): Your druid levels stack with your grove master levels for the purpose of determining the number of daily uses, the maximum Hit Dice, size (but not creature type), and the duration of your wild shape ability.

Guarded Lands (Su): You choose a single area of up to 20 square miles to become your guarded lands. If someone defiles when casting arcane spells on your guarded lands, you instinctively know of the act and where on your lands it takes place.

Sacrifice (Su): If someone defiles on your guarded lands, you can react to protect your lands through sacrificing part of your own life force. This nullifies a wizard's defiling radius and any effects it entails, such as penalties to attacks and saving throws, and damage to plants. It also nullifies the benefits of any Raze feats used in the casting of the defiling spell. You lose 1 hit point per 5 feet of defiling radius nullified.

Smite Intruder (Su): The local Spirit of the Land (see *Faces of the Forgotten North* for more information) infuses you with the power to smite intruders. Once a day, you may attempt to smite intruders with one normal melee attack. You add your Charisma modifier (if positive) to your attack roll and deals 1 extra point of damage per grove master level. At 7th level, you may smite intruders one additional time per day.

Sustenance (Su): While on your guarded lands, the Spirit of the Land provides you with nutrition. You need not eat or drink after spending 24 hours in your guarded lands as long as you remain on your guarded lands.

***Invisibility* (Sp):** You can become invisible as per *invisibility* while on your guarded lands, the listed amount of times per day. If you move outside the boundaries of your guarded lands while invisible, the effect is dispelled.

***Greater teleport* (Sp):** You can teleport as per *greater teleport* to any location within your guarded lands, the listed amount of times per day. You cannot teleport to a location beyond the boundaries of your guarded lands, nor can you teleport back to your lands if you move outside your guarded lands.

***Nondetection* (Sp):** While on your guarded lands, you become difficult to locate through magical means. You are treated as if under the effects of *nondetection*.

***Improved Invisibility* (Sp):** You can become invisible and strike without revealing yourself as per *improved invisibility*, once per day, but only on your guarded lands. If you move outside the boundaries of your guarded lands while invisible, the effect is dispelled.

Timeless Body (Ex): You no longer suffer ability score penalties from aging and cannot be magically aged. Any penalties you may have already incurred, however, remain in place. Bonuses still accrue, and you will die of old age when your time is up.

Playing a Grove Master

You understand that magic is a primal part of the world, and you seek to embody it as thoroughly as possible. You understand the importance of your sacrifice, leaving everything behind and devoting yourself to the land, in order to keep the natural balance and help Athas return to its verdant stage. You seek a fusion between the divine and the mundane, and communion with nature.

Defilers and others who abuse the land are your enemies and you strike them with all of Athas' fury, giving them no quarter.

Combat

Your ability to summon creatures and to turn into them is your primary weapons. Consider using them to aid your companions in flanking maneuvers, or better yet to harass enemy spellcasters (many of whom are easy to hit), especially if they are defilers. Few foes are prepared for an opponent who can call such potent beings to service, so you've also got the advantage of surprise. Don't forget that, even though you are free to come and go as you please; most of your powers come from being within your guarded lands, and be ready for the temporary loss of abilities.

Advancement

It's unclear how or why certain individuals become grove masters. Some get tired of wandering aimlessly around Athas seeing nothing but destruction, others just seek to protection a specific ecosystem from devastation. Whatever the case, you decided to straighten your bond with the land.

You adventure within you guarded lands now, seeking ever-closer communion with it. You might certainly have other goals, but the understanding of your pact with the "magic of nature" remains one of your priorities. When advancing as a grove master, consider feats such as Improved Augment Summoning to increase the power of your nature allies further still. Consider spending every available point on Knowledge (nature) and Survival the better to understand your guarded lands and your Spirit of the Land. Hide and Move Silently are key skills if you prefer to remain undetected until you

Table 4–5: The Grove Master **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Animal companion, wild shape, guarded lands, sacrifice	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Smite intruder 1/day	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Sustenance, *invisibility* 1/day	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	*Teleport* 1/day	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	*Nondetection*	+1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	*Invisibility* 2/day	+1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	Smite intruder 2/day	+1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	*Greater teleport* 2/day	+1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	*Improved invisibility* 1/day	+1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	Timeless body	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Diplomacy, Disguise, Handle Animal, Heal, Hide, Knowledge (nature), Listen, Move Silently, Profession, Ride, Spellcraft, Spot, Survival.

decide it's the moment to strike.

Resources

Grove masters are usually loners or at least have no greater community affiliation than the average adventurer. They must acquire any resources they wish to gain from organizations or communities on their own, through payment or trade as usual.

Most grove masters haven't enough power in order to request direct aid from their Spirit of the Land, besides the abilities received from the class.

Grove Masters on Athas

"I hope you like the soil you are destroying, because you will never leave it again, defiler."

—Enola, the druid

Adventuring grove masters are not common; they usually leave their lands only in moments of dire need or when directed so by the local Spirit of the Land. Their sedentary life, however, provides the time needed to learn and master many abilities that would not otherwise be possible for an adventurer.

Organization

Ever since the Eradication, an anti-druidic jihad led by sorcerer-kings more than 1,500 years ago, no specific druidic organization exists. Grove masters are even more loners than standard druids, although some have a degree of connection with Veiled Alliance members.

NPC Reactions

Because of the nature of their work, few people know about grove masters, and since they have been removed from social interaction for a while, they are not very practiced with social skills. Although they are not necessarily hostile, individuals who would normally be helpful are instead merely friendly, and those who would be friendly are indifferent.

Those who have directly benefited from the master's work of tending the land, on the other hand, begin two steps nearer helpful, while defilers and evil paraelemental clerics begin two steps nearer hostile.

Grove Master Lore

Characters with ranks in Knowledge (nature) can research grove masters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Grove masters are experienced druids devoted to protecting a certain area from harm. In return, they receive additional powers from their Spirit of the Land.

DC 20: Within their guarded lands, grove masters are almost undetectable and can sense defiling from miles away.

DC 30: Characters who achieve this level of success can learn important details about a specific grove master in your campaign, including the areas where he operates, and the kinds of activities he undertakes.

Due to their lack of any central organization, and a tendency of being loners, finding a grove master is no small feat. The best PCs might manage is to visit places known to have Spirits of the Land inhabiting them and hope that a grove master hears of their interest.

Grove Masters in the Game

Grove masters do not fit very well into adventuring parties because they lose much of their abilities when leaving their guarded lands, but they are particularly well suited to those that expect to do a great deal of wilderness exploration.

This prestige class should appeal most to players who want to rebuild and improve their world, and who enjoy the natural powers provided by the class. It is also a good choice for players who like to explore the sources and philosophies of their character's magic, seek an in-character excuse to wander Athas, and are interested in serving the greater good.

Sample Encounter

Grove masters spend most of their time on their guarded lands. They sometimes reveal themselves to travelers, but more often than not, a traveler will pass through a guarded area never knowing he is being watched. Unless he's a defiler, of course.

EL 12: Jak the druid is valiantly fighting a gang of twenty gith lead by an eight-level gith defiler in a filthy clearing, denuded of trees and with the ground covered with ash. His animal companion Gursh is too busy to notice the PCs at first, but as it prepares to charge on the newcomers while Jak, still concentrating on the gith, shouts, "Are you friends of nature?"

Jak **CR 11**

Male dwarf druid 8/grove master 3
N Medium humanoid (dwarf)
Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot +5
Languages Common, Dwarven; link with companion, *speak with animals*

AC 16, touch 10, flat-footed 16
(+6 armor)
hp 82 (11 HD)
Resist fire 10, stability (+4 against bull rush and trip)
Fort +11 (+13 against poison), **Ref** +3, **Will** +12; +2 on saves against spells and spell-like effects

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Speed 20 ft. (4 squares); woodland stride
Melee +1 *scimitar* +9/+2 (1d8+2/18–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +8
Atk Options Blind-Fight, smite intruder 1/day
Special Actions +1 morale bonus on checks related to focus, sacrifice, spontaneous casting (*summon nature's ally* spells), wild shape 4/day (Tiny to Large, 8 hours)
Combat Gear *fruitpotion of cure moderate wounds*
Spell-Like Abilities (CL 11th):

1/day—*invisibility*
Druid Spells Prepared (CL 11th):
6th—*allegiance of the land**
5th—*braxatskin**, *righteous might*
4th—*elemental strike* (DC 17), *klar's heart*, *nondetection*
3rd—*call lightning* (DC 16), *cure moderate wounds*, *eye of the storm**, *sleet storm*, *snare*
2nd—*barkskin*, *bull's strength*, *conservation**, *echo of the lirr* (DC 15), *gust of wind* (DC 15), *sleep* (DC 15)
1st—*backlash** (DC 14), *cure light wounds*, *entangle* (DC 14), *magic fang*, *longstrider*, *plant renewal**
0—*defiler scent** (2), *detect poison*, *know direction*, *nurturing seeds**, *resistance*

Abilities Str 13, Dex 10, Con 16, Int 8, Wis 17, Cha 10
SQ animal companion, guarded lands, nature sense, share spells with companion, sustenance, trackless step, wild empathy +13 (+9 magical beasts)
Feats Blind-Fight, Combat Casting, Natural Spell, Wastelander
Skills Concentration +10, Handle Animal +5, Heal +7, Hide +4, Knowledge (nature) +5, Listen +5, Move Silently +9, Spellcraft +1, Spot +5, Survival +11 (+13 in aboveground natural environments)
Possessions combat gear plus *+3 hide armor of silent moves*, *+1 scimitar*, *ring of minor fire resistance*

Animal Companion — CR —

N Large animal
Init +2; **Senses** low-light vision, scent; Listen +5, Spot +5

AC 22, touch 11, flat-footed 20
(−1 size, +2 Dex, +11 natural)
hp 85 (10 HD)
Fort +11, **Ref** +9, **Will** +2

Speed 40 ft. (8 squares); Run
Melee 2 claws +13 (1d6+7) and bite +11 (1d8+4) and tail slap +13 (1d12+7)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +18
Atk Options improved grab

Abilities Str 25, Dex 15, Con 18, Int 2, Wis 12, Cha 6
Feats Alertness, Endurance, Improved Natural Attack (claw), Multiattack[B], Power Attack, Run, Track[B]
Skills Jump +12, Listen +5, Spot +5, Survival +6

Improved Grab (Ex) To use this ability, a takis must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Master Scout

""Stay away from the cacti... STAY AWAY from the cacti."

—Badu, caravan scout

Caravan masters, army commanders, raiding parties, adventuring groups, and anyone else traversing the hostile wilderness of Athas, all need the services of the master scout. Experienced wanderers and trackers who know every path and rock provide a safety and advantage valued by those who have come to know their services.

Becoming a Master Scout

Rangers and druids are natural candidates for the master scout class, with their extensive knowledge of the wastes and its creatures. Barbarians also make good scouts due to their fast movement.

Entry Requirements

Skills: Survival 8 ranks.
Feats: Track, Wastelander.

Class Features

As a master scout, you focus your abilities on speed, stealth, and guiding others to safety.

Weapon and Armor Proficiencies: Master scouts are proficient in light armor and simple weapons.

Blaze Trail: You are skilled at finding the best route through unfamiliar or obstructed areas and can guide others as well. Add 5 feet to your base speed. Up to one additional creature per master scout level can benefit from this ability. In favored terrains (see below), you may add an additional 5 feet to your own and your party's speed, due to familiarity with these terrains and areas.

Hard March: Due to your knowledge and experience of travel, you add your Wisdom modifier (if positive) to Fortitude saves for enduring a forced march. Up to one additional creature per master scout level can benefit from this ability.

Bonus Feat: You have survived the Athasian wilderness and have become resilient from experience. You gain a bonus feat chosen from the following list: Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Mobility, Toughness.

Table 4–6: The Master Scout — **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Blaze trail, hard march
2nd	+1	+3	+3	+0	Swift strike +1d6
3rd	+2	+3	+3	+1	Uncanny stealth (normal speed)
4th	+3	+4	+4	+1	Favored terrain
5th	+3	+4	+4	+1	Swift tracker (normal speed), swift strike +2d6
6th	+4	+5	+5	+2	Bonus feat
7th	+5	+5	+5	+2	Uncanny stealth (running)
8th	+6	+6	+6	+2	Swift strike +3d6
9th	+6	+6	+6	+3	Favored terrain
10th	+7	+7	+7	+3	Swift tracker (running)

Class Skills (6 + Int modifier per level): Balance, Climb, Craft, Handle Animal, Hide, Jump, Knowledge (nature), Listen, Move Silently, Spot, Survival, Use Rope.

Swift Strike (Ex): At 2nd level, you become skilled at taking down unwary targets quickly. You deal +1d6 points of damage on successful melee and ranged weapon attacks made against a flat-footed opponent. This extra damage can be lethal or nonlethal, as determined by the choice of weapon and the manner in which it's used.

The extra damage increases to +2d6 at 5th level and +3d6 at 8th level.

Uncanny Stealth: Master scouts learn to move quickly yet quietly. At 4th level, you no longer suffer the –5 penalty on Hide and Move Silently checks while moving at normal speed.

At 7th level, you suffer only a –10 penalty on Hide and Move Silently checks while running or charging (instead of the normal –20 penalty).

Favored Terrain: At 4th and 8th level you gain a favored terrain. This is exactly like the ranger class feature ability of the same name (page 53). This benefit scales with previously chosen favored terrains.

Swift Tracker (Ex): At 5th level, you can move at normal speed without penalty when using the Survival skill to track. You can move at twice normal speed while tracking, but you take a –10 penalty on the check when doing so.

At 10th level, you receive no penalty on Survival checks while running or charging.

Playing a Master Scout

You navigate difficult terrain as easily as a commoner walks down a cobbled lane. Your natural talent and intensive training forged you into the ideal tracker and mobile warrior. Where others find themselves caught on brambleweed, falling into giant ant lion sand pits, or lost in the wilderness, you flow, jump and sweep through all distractions offered by the mute landscape.

Quick, trackless, difficult to pin down, you are lethal when you decide to make your presence known, whether in a direct attack or when you make your report to the merchant house eager to act on the intelligence you gathered.

Combat

You are capable in combat, although less so in open melee than fighters, gladiators, or barbarians. Your skills allow you to survive in the wilderness, to find the quickest and safest path and to avoid detection. Your knowledge of various types of terrain gives you an advantage over your foes, and makes it easier for you to live off the land.

Your swift strike works only against flat-footed opponents, so make sure to max out Hide and Move Silently in order to always catch you opponent off guard. Invest every possible skill point in Knowledge (geography) and Survival in order to become the ultimate trailblazer. Select feats that further improve your mobility and stealth, such as Run, Shot on the Run, Sniper, and Stealthy.

Advancement

Perhaps the most dangerous place in Athas is inside a city-state: an environment rife with political intrigue, diseases, and assassination. To escape these noxious environs, you sought refuge in the wild where even the foulest elements of a society fear to tread. By gaining an intimate knowledge of this hazardous realm, you buy some breathing room and security from the urban madness.

As your master scout abilities increase, you find the Athasian wilderness a more and more inviting place (if a place with such constant peril can be called inviting). You can use your skills to establish safe havens for yourself or to gain employment opportunities—perhaps guiding a group of recently caught slaves through the Tyr valley or some noble into distant dangerous, location. You can also find that continuing to advance as a ranger or barbarian augments your already impressive abilities in the Athasian lands.

Resources

Your service is valued by merchant houses and adventurers alike, so you are never without a job. However, you must acquire any resources you wish to gain from organizations or communities on their own, through payment, loot, or trade as usual.

Master Scouts on Athas

"A master scout is never taken by surprise; he knows exactly what to do when anything unexpected happens."
—Master scout motto

Thri-kreen, elves and other races with inborn speed and endurance usually have a master scout within their tribe or clan. Aarakocra scouts patrol the mountains from a height near Winter Nest, quickly reporting intruders. Halfling master scouts use their natural aptitude for stealth to compensate for their lack of overland speed making sure they are the undisputed masters of the Forest Ridge.

Organization

There is no organized master scout organization; you are most likely to be a loner—or at best the leader of a group of raiders or renegades—than you are to gather with other master scouts.

Often a city-state's templarate hires master scouts as spies, and merchant houses are eager to employ you as a guide through the most dangerous trade routes. Additionally, you might be called to lead an expeditionary force to attack some distant target or settlement.

NPC Reactions

Most folk assume master scouts are typical rangers or mercenaries and treat them as such. It is only when someone finds himself outside the secure boundaries of his city-state that he truly appreciates you. Indeed, he

holds you almost in awe, knowing that you are all that stands between him and a horrible death in the wastelands.

Master Scout Lore

Characters with ranks in Knowledge (nature) can research master scouts to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Master scouts are rangers focused in stealth and speed.

DC 15: Master scouts can quickly lead entire patrols through hard terrain without making a single sound.

DC 20: Some master scouts can run even in the densest of undergrowth, unfettered and without making a sound while they kill their prey from the shadows.

DC 30: Characters who achieve this level of success can learn important details about master scouts in your campaign, including groups that sponsor such individuals, notable members, the areas where they currently operate, and the kinds of activities they undertake.

Members with connections with a merchant house should have little problem contacting master scouts through house agents (Gather Information DC 10).

Master Scouts in the Game

Master scouts are usually mercenaries for hire, many of whom cater to adventurers, or they are members of slave, elf or halfling tribes. They are highly prized, since a good master scout can be the difference between a safe and quick arrival or getting eaten by kreen raiders.

As a player character you can serve as a guide for a party helping it to avoid Athas' hidden dangers and using your talents to outmaneuver or outwit those foes that can't be avoided.

A NPC master scout might be the leader of a city-state patrol or the head of a raiding tribe and preying on those foolish enough to venture into the Athasian wilderness. He could also be a spy sent to observe some other community and report its weakness to his masters.

Sample Encounter

Master scouts can usually be encountered working as scouts for caravans or trailblazers for armies. Adventures involving a master scout typically revolve around sneaking into an enemy's camp, exploring a dangerous ruin, or the guidance through an unknown land.

EL 9: Nuuta lives on the outskirts of Nibenay. He fears neither the templars of the city nor the dangers of the surrounding woods, choosing instead to prey upon the former and seek refuge in the latter. Anyone seeking to reach the Ivory Triangle might find himself subject to an ambush by Nuuta.

Nuuta **CR 9**

Male half-elf ranger 6/master scout 3
NE Medium humanoid (elf)
Init +8; **Senses** low-light vision; Listen +4, Spot +6
Languages Common, Elven

AC 17, touch 14, flat-footed 13
(+4 Dex, +3 armor)
hp 58 (9 HD)
Fort +10 (+11 for hard marches), **Ref** +12, **Will** +4

Speed 35 ft. (7 squares); woodland stride
Melee macahuitl +10/+5 (1d8+3/19–20) or
Ranged composite longbow +14/+9 (1d8+2/x3) or
Ranged composite longbow +12/+12/+7 (1d8+2/x3) or
Ranged composite longbow +10/+10/+10/+5 (1d8+2/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +10
Special Actions blaze trail, uncanny stealth
Atk Options favored enemy humans +2, swift strike +1d6
Combat Gear 2 *fruitpotions of cure moderate wounds*
Ranged Spells Prepared (CL 3rd):
1st—*entangle* (DC 12), *speak with animals*

Abilities Str 14, Dex 18, Con 14, Int 8, Wis 12, Cha 10
SQ animal companion, favored terrain +4 (forest), link with companion, share spells, wild empathy +6 (+2 magical beasts)
Feats Endurance[B], Improved Initiative, Manyshot[B], Rapid Shot[B], Sniper*, Stealthy, Track[B], Weapon Focus (composite longbow)
Skills Climb +6, Concentration +4, Craft (trapmaking) +3, Disguise +0 (+2 impersonating humans), Handle Animal +2, Hide +20 (+25 when firing), Jump +6, Knowledge (geography [Forest]) +4, Knowledge (nature) +4, Listen +4, Move Silently +20, Search +4, Spot +6, Survival +9 (+11 to keep from getting lost/aboveground natural environments), Use Rope +7
Possessions composite longbow (+2 Str), masterwork arrows (40), *silent moves shadow studded leather*

Poisonmaster

"That wasn't tea... and that wasn't cinnamon. Oh, dear."
—Salima, elven poisonmaster

All experienced bards know how to apply poisons to a blade and spike a drink, but some go on to study poisons in depth, seeking out ancient recipes and secrets of poison lore. Some pursue poisons with a passion, others for more sinister reasons. Whether it is the thrill of trying out a new poison on a new victim, or inhaling the fumes of the boiling brew, these bards more often than not develop some form of peculiarities as their experimenting with poisons over time deteriorate their nerves and minds.

Becoming a Poisonmaster

Bards and rogues make up the majority of poisonmasters, with multiclass rangers forming the bulk of the rest. These three classes rely most often on poisons. Sometimes a multiclassed assassin expands his deadly repertoire by manipulating poisons to more potent effects.

Entry Requirements

Skills: Craft (poisonmaking) 8 ranks, Craft (alchemy) 4 ranks.

Feats: Skill Focus (Craft [poisonmaking]).

Class Features

The poisonmaster is the ultimate authority in poisons. He has the ability to identify any poison and the required antidote, and to enhance his poisons with alchemical mixtures.

Identify Poison (Ex): You can safely identify any poison through an appropriate method (smell, taste, alchemical test) without risking harm.

Dosage (Ex): Poisonmasters know the exact amount of poison needed for an application, making sure no excessive poison is used. Each dose of poison created by you can be applied twice.

Poison Secret (Ex): At 2nd, 4th, 6th and 8th level you can select one of the following bardic secrets: poisondealer, scorpion's touch, smokestick application, poisonbane, poison resistance. Some of these secrets may be selected more than once. See the bard class for details.

Poison Use (Ex): You can apply poisons without a 5% chance of accidentally poisoning yourself.

Extend Poison (Ex): You can alter the onset time of any poison you manufacture by up to one hour. This can be applied to either or both primary and secondary damage. This increases the poison's base price by 25%.

Mental Resistance (Su): At 4th level you receive a +2 circumstance bonus to saves made against telepathic powers and enchantment/charm spells.

Damage Reduction (Ex): Beginning at 5th level, your nervous system suffers from your experimentations with poisons, making you slightly resistant to physical attacks. You gain damage reduction based on the amount listed on Table 4–7: The Poisonmaster.

Empower Poison (Ex): You can alter the strength of any poison with numeric variables you manufacture. All variable, numeric effects of an empowered poison are increased by one-half. This can be applied to either or both primary and secondary damage. Empower poison increases a poison's base price by 50%.

Poisoner's Fortitude (Ex): You get a +4 bonus to Fortitude saves from physiological changes due to poison, but suffers mental side effects, reducing your Wisdom by 2.

Maximize Poison (Ex): You can maximize the strength of any poison with numeric variables you manufacture. For example, a poison that inflicts 2d6 Str damage inflicts 12 points of Str damage. Maximize poison increases a poison's base price by 75%.

***Mindblank* (Sp):** At 8th level, your mind becomes completely sealed against involuntary intrusion as per the *mindblank* spell. This ability is always considered active and supersedes mental resistance.

Quicken Poison (Ex): You can reduce the time between a poison's initial and secondary damage from 1 minute to 1 round. Quicken poison increases a poison's base price by 100%.

Poison Immunity (Ex): At 10th level, you become immune to all poisons.

Playing a Poisonmaster

From an early age you were fascinated by all aspects of poisons, from their elegant creation to their ingenious lethality. Perhaps you fell victim to a particularly strange venom, or witnessed the effectiveness of one. You might have had a teacher, but just as likely you learned from studying the vials of used poisons or rare ingredients through experimentation. You have dedicated yourself to the ultimate expression of the poisonmaster's craft.

Your role in the party depends on its needs: You might take point, increasing your group's overall lethalness, or follow up the rear, waiting for the perfect time to strike against the enemy leader. In either case you take your responsibility, like everything else in life, very seriously.

Combat

You can hold your own in combat, thanks to the training you received before becoming a poisonmaster, but you should stay out of melee as long as you can. Try not to draw attention to yourself while "spiking" your weapons, and those of your party's, with your special

Table 4–7: The Poisonmaster **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Identify poison, dosage, poison use
2nd	+1	+3	+3	+3	Poison secret
3rd	+2	+3	+3	+3	Extend poison
4th	+3	+4	+4	+4	Poison secret, mental resistance
5th	+3	+4	+4	+4	Empower poison, damage reduction 3/—
6th	+4	+5	+5	+5	Poison secret
7th	+5	+5	+5	+5	Poisoner's fortitude, maximize poison
8th	+6	+6	+6	+6	Poison secret, mindblank
9th	+6	+6	+6	+6	Quicken poison
10th	+7	+7	+7	+7	Damage reduction 6/—, poison immunity

Class Skills (4 + Int modifier per level): Appraise, Bluff, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Gather Information, Heal, Hide, Intimidate, Knowledge (nature), Listen, Move Silently, Perform, Profession, Sense Motive, Sleight of Hand, Spot.

creations. Only after you've given yourself and your party the edge with your expert skills should you get involved in the fight.

Advancement

Even though you have reached a high degree of proficiency, you must continue to hone your craft. Max out your ranks in Craft (poisonmaking), as well as in Craft (alchemy). If you have the skill points to spare, consider investing in Knowledge (local) or Knowledge (nature), to more easily find poison components or how to identify them in the wild. Choose feats that help you keep out of enemies' reach, or that let you move easily around the battlefield, such as Dodge (and related feats), Improved Initiative, and Poison feats (from *Athasian Emporium*).

Resources

Popular with merchant houses and nobles looking for a way to remove a rival, you never want for work or opportunity. Whether employed by an organization or an individual, you can name your own price—and only the wealthy can afford you.

You can expect to receive assistance from an employer to help you do what you do best, usually in the form of poison components. The amount of aid depends on your employer's wealth and needs, as well as the project for which you were hired. When not employed or when plying your trade on the side, you expect and require no support—you can manage quite well on your own.

Poisonmasters on Athas

"The single most frightening experience that I endured while in the service of my master had to be our journey to the poisoner Wheelock. While I cannot say whether the man is living or dead, the stories are true that he seems to tread the border between the two."

—Esreva's journal, Gulg slave

Elven poisonmasters sell their wares on the black markets in the city. Tales of halfling poisonmasters who have unlocked ancient alchemical secrets are whispered in seedy taverns and beyond closed curtains. Dwarven poisonmasters devoted to their art are rare, but very diligent in their pursuits. Thus, you can easily incorporate a poisonmaster into a campaign

Organization

Each poisonmaster comes to his trade in his own way. No guild or organization links these staunch individualists, who freely join or leave an employer as their interests and values dictate. A poisonmaster joins a larger group only if doing so makes sense to him; he won't give up researching the next great poison if it won't be interesting or profitable doing so. A group honored by the company of such an insidious and deadly specialist treats him with honor and respect, or sometimes outright fear.

NPC Reactions

The poisonmaster's trade is of questionable legality in some places, and highly illicit in many others. Those who care about such things and who know a character to be a poisonmaster treat him with scorn, usually having an initial reaction of indifferent at best.

Poisonmaster Lore

Characters with ranks in Knowledge (local) can research poisonmasters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Poisonmasters are equally skilled at creating, identifying, and destroying any kind of poison.

DC 15: A skilled poisonmaster can whip up a poison that kills his victim in a matter of seconds instead of minutes.

DC 20: Some poisonmasters can make poisons seemingly out of almost nothing.

DC 30: Characters who achieve this level of success can learn important details about specific poisonmasters in your campaign, including a notable individual, the area in which he operates, and the kinds of poisons in which he specializes.

Habitués of a bard's quarter always know who the poisonmasters are within their city-state, even if none are currently working for them. PCs wishing to meet a specific poisonmaster should attempt Gather Information checks with bards, elves or anyone within a bard's quarter.

Poisonmasters in the Game

Poisonmasters work best in campaigns set within an urban environment, particularly if there's a bard's quarter nearby. Some wilderness-based campaigns might also provide enough opportunities to keep poisonmasters busy, looking for new poison components. Players who enjoy using poisons, or who are looking for a new direction for their bards or rogues, might enjoy playing poisonmasters. Elves, halflings, and half-elves find the class especially appealing.

Even a single poisonmaster NPC can make an interesting series of encounters, harassing the PCs with debilitating or irritating poisons. The party faces a substantial challenge in tracking down and putting a stop to the interference, especially if the poisonmaster has an influential employer.

Sample Encounter

Poisonmasters are usually found practicing their art in the cities, journeying in the wilderness in search of rare ingredients, or living lives in solitude or with chosen companions in reclusive locations. Some poisonmasters seek the services of adventurers to help them retrieve rare plants or body parts from savage beasts to be used in their deadly profession.

EL 11: The PCs most likely encounter Salima after tasting her latest creation. The PCs might have been

poisoned by one of her venoms and need the antidote before it is too late, or they might need to hire her services to create a special poison against a specific foe.

Salima **CR 11**

Female elf bard 6/poisonmaster 5
CN Medium humanoid (elf)
Init +3; **Senses** low-light vision; Listen +10, Spot +5
Languages Common, Dwarven, Elven

AC 19, touch 13, flat-footed 16
(+3 Dex, +5 armor, +1 natural)
hp 60 (11 HD)
Resist mundane extreme heat or cold
Fort +8, **Ref** +14, **Will** +14; +2 against telepathic powers and enchantment/charm spells

Speed 40 ft. (8 squares); elf run
Melee *+1 bard's friend* +8/+3 (1d4/18–20)
Ranged blowgun +10/+5 (1 plus poison)
Ranged tanglefoot bag +10 touch (special)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +6
Atk Options Quick Draw, improved poison use, poison (giant wasp poison, Fort DC 14, 1d6 Dex/1d6 Dex) or (methelinoc, For DC 16, 1d6 Con/1d6 Con)
Special Actions bardic music 6/day (inspire courage +1, *fascinate* 2 targets, countersong, *suggestion*), extend poison
Combat Gear 5 doses of giant wasp poison, 5 doses of methelinoc, 2 tanglefoot bags

Abilities Str 8, Dex 16, Con 14, Int 12, Wis 16, Cha 8
SQ bardic knowledge +10, dosage, poison use, trade secret (poison dealer, scorpion's touch)
Feats Skill Focus (Craft [poisonmaking])
Skills Appraise +9 (+11 related to alchemy/poisons), Bluff +7, Craft (alchemy) +11, Craft (poisonmaking) +20, Diplomacy +6, Disguise +1 (+3 impersonating humans), Gather Information +8, Hide +8, Intimidate +3, Knowledge (local) +11, Listen +10, Move Silently +8, Perform +6, Profession (poisonmaster) +10, Search +3, Sense Motive +10, Sleight of Hand +16, Spot +5
Possessions combat gear plus *+2 studded leather armor*, +1 bard's friend, blowgun, darts (10), *amulet of natural armor +1*

Psiologist

"The Way is hard for those without the Will to follow it to the end."

—Urmexca, Draji psiologist

Many are those who are trained in the use of the Way, but few dedicate themselves completely to its comprehension. The psiologist studies extensively in the psionic academies and schools to unlock a mastery over the Way that others never dream of. By learning from the various existing traditions of the Way, he can benefit from the wisdom of hundreds of great masters. Intense contemplation on the uses of his powers and on the understanding of his Will are paramount to this end.

Becoming a Psiologist

Only manifesters who have given a priority to their psionic development are likely to be drawn to becoming psiologists. Thus, almost all psiologists come from the ranks of psions or psychic adepts (see page 245), and a few wilders who trained in the academies after developing their powers on their own. Psychic warriors and rarely have the intellectual focus required to become psiologists.

Entry Requirements

Alignment: Any lawful.
Skills: Knowledge (psionics) 12 ranks, Psicraft 12 ranks.
Feats: Psionic Affinity, Skill Focus (Knowledge [psionics]), Skill Focus (Psicraft), any two metapsionic feats.
Psionics: Able to manifest 5th-level powers.
Special: Must have trained in at least three different psionic academies or schools and must still be a member in good standing in one of them.

Class Features

Manifesting: At every level, you gain additional power points per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, metapsionic, psionic or item creation feats, psicrystal special abilities, and so on). This essentially means that you add the level of psiologist to the level of whatever manifesting class you have, then determines power points per day, powers known, and manifester level accordingly.

If you had more than one manifesting class before you became a psiologist, you must decide to which class you add the new level of psiologist for the purpose of determining power points per day, powers known, and manifester level.

Psiologism (Ex): The time you spend learning and discovering the intricacies of the Way provides you with an ever-growing knowledge and mastery of the things of the mind. You gain a competence bonus equal to one-half your psiologist level on all Concentration, Knowledge (psionics) and Psicraft checks.

Psionic Acumen (Su): At 2nd level, you develop ways to strengthen your powers farther than other users of the Way. You can now augment any power you know for a total of 1 power point more than your manifester level. At 5th and 9th level, you add an additional power point to the limit of power points you can spend for augmenting powers you know. This benefit cannot be used while you are wild surging, since it is by consciously controlling your use of the Will that you achieve this result.

Psionic Rationalization (Su): At 3rd level, your understanding of the Way shows itself as you can

enhance your powers while making less use of your Will. When using a metapsionic feat, you reduce the increased power point cost by 1. At 7th level, you can reduce the cost by an additional point. The cost cannot be reduced below its original cost by the use of this ability.

Forethought (Su): Upon achieving 4th level, and later at 6th level, your control of the Way becomes such that you can manifest a quickened power as though using the Quicken Power feat, but without increasing the power point cost or expending your psionic focus a number of times indicated in Table 4–8: The Psiologist.

Discipline Insight (Su): At 8th level, you master a single discipline that you choose, and your knowledge and understanding of this chosen discipline is so great that you can, once per day, manifest a power from that discipline as if you had two additional manifester levels. This benefit cannot be used while you are wild surging, since it is by consciously controlling your use of the Will that you achieve this result. If you are already a psion, then you must choose your chosen psion discipline when using this ability.

Schoolmaster (Su): At 10th level, you are able to manifest powers from your chosen discipline for the maximum effect possible. Once per day, you can manifest a power from that discipline that is both empowered and maximized, without any extra power point cost. The chosen discipline for the schoolmaster ability must be the same one as was chosen for discipline insight.

Playing a Psiologist

You firmly believe that psionics is superior to magic, or any physical training, if the user is knowledgeable enough in the Way and has the Will to back it up. You even consider yourself superior to other more mundane users of the Way.

You might appear very similar to an average psion or wilder, but beneath that veneer of normality exists a piercing understanding of the Way and a mastery of it that none but another psiologist can match. Your knowledge of the intricacies of your discipline and of psionics in general gives you tremendous confidence even in the face of overwhelming odds. Every power of your chosen discipline is another chance to enhance your effectiveness and expand your mastery of the Way. You hunger for knowledge and are interested in anything to do with your favored form of psionics.

Psiologists have no organization of their own, besides their psionic academy or school, but a few distinguished (and neutral) psiologists sometime develop a connection with the secretive organization known as the Order (page 231), or evil ones with the Brotherhood of the Mind (page 228).

Combat

For the most part, your techniques in combat should match those of other specialists in your field. Kineticists attempt to destroy the foe, telepaths to win them over, shapers to send creatures against them, and so forth. Your psionic acumen grants you special benefits and you should use it to your best advantage by augmenting your powers to their fullest.

Advancement

You stepped onto the path of the psiologist as soon as you realized it was the only true from of psionics. Your chosen discipline called to you like nothing else, and you answered that call with fervor. You have reached the point where you are an acknowledged expert in your field, but you have quite a way to go before you have gained the level of power and understanding you desire. You spend much of your time in study and research, but nothing teaches like real experience, so you are as likely to adventure as a more traditional psion.

As you advance as a psiologist, consider feats that expand the abilities of your psionics—such as metapsionic feats—that augment your powers in general. Keep Knowledge (psionics) and Psicraft high.

Resources

Most psiologists are members of, or at least have ties to, psionic schools, academies, monasteries, and similar groups. Although these organizations aren't likely to simply hand you equipment, they are useful places to trade resources. If psionic items are available in the area, this is the place to find them. You might even be able to purchase them at a small discount (5% to 10%), in exchange for training other members or an agreement to perform some service for the school.

Table 4–8: The Psiologist **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Psiologism	+1 level of existing manifesting class
2nd	+1	+0	+0	+3	Psionic acumen (1)	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic rationalization (−1)	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Forethought (1/day)	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic acumen (2)	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Forethought (2/day)	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Psionic rationalization (−2)	+1 level of existing manifesting class
8th	+4	+2	+2	+6	Discipline insight	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Psionic acumen (3)	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Schoolmaster	+1 level of existing manifesting class

Class Skills (2 + Int modifier per level): Autohypnosis, Bluff, Concentration, Diplomacy, Knowledge (all skills individually), Literacy, Psicraft, Sense Motive, Use Psionic Device.

Psiologists on Athas

"All creatures possess the Will—the potential for psionic power—but without schooling in the Way, they will never be able to use their hidden gifts. Some of you will listen and learn. Others of you will spend months here without comprehending a thing I say. The decision is up to you. Now, shall we begin?"

—Master Zeranna, telekinesis psiologist

The psiologist is to *Dark Sun* what the archmage is to other *D&D* settings. Wherever psions exist, some seek to more thoroughly understand their discipline and the Way. Psiologists are most often found in areas where psionic study is highly formalized, such as the city-state, except for Eldaarich, or large villages that have schools and academies. Because a psiologist might well not appear any different to a casual observation than any other psion, DMs can easily assign this prestige class to established NPCs after the fact.

Organization

You benefit from being a member from a psionic academy or school. The organization you are a member of provides you a place to stay for as long as you wish. You may board at the schoolground campus and are provided with meals and lodging of common quality. You must perform various duties in return for these benefits. Duties include making yourself available to teach students on campus for at least 2 consecutive weeks every six months and accepting special commissions handed down by senior members of the institution.

NPC Reactions

To the layman, nothing about a psiologist differentiates him from any psion (or, in some cases, a wilder). Thus, most people react to a psiologist exactly as they would to any other manifester in their community. A psion has not adopted the psiologist path might look to psiologists with envy, derision, or awe, depending on how confident the psiologist is in his own skills as a manifester.

Psiologist Lore

Characters with ranks in Knowledge (psionics) can research psiologists to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Psiologists deeply study the Way, and through that gain abilities beyond the reach of mere psions.

DC 20: Psiologists can manifest powers easier, faster, and stronger than other manifesters.

DC 30: Characters who achieve this level of success can learn important details about specific psiologists in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

Any community large enough to have a psionic academy or school contains a few psiologists as members, and even if none of them have the specialty the PCs seek, they likely know where to look. PCs are far more likely to pique the interest of a psiologist if they have some new tidbit of psionic lore to share.

Psiologists in the Game

NPC psiologists are most often found in the various psionic academies dotting the lands of Athas. They are often teachers of the Way, masters who show the superiority of psionics over all other disciplines to those who wish to listen. They are always on the lookout to find new ways to develop their already impressive grasp of the Will and the Way.

The psiologist prestige class should appeal to players who enjoy portraying a psionic specialist but desire better representation of a master of the Way, or new abilities relating to their powers that they can't achieve through more traditional means.

Sample Encounter

It's entirely possible that PCs encounter a psiologist and never realize it. With the exception of his heightened interest in study and psionic practice, a psiologist likely appears in the same circumstances as any other psion or wilder. PCs might battle the creations of a shaper psiologist, face a kinetic psiologist across the battlefield, or protect a seer psiologist from harm until he can deliver his vital information.

EL 13: Urmexca is a captivating personality and a well-studied psionicist. She funds her studies by hiring herself out to adventurers and powerful patrons that might require her abilities. Although she is not evil, she doesn't particularly care about the politics of those she works for (though she avoids working for blatantly evil ones).

Urmexca **CR 13**

Female mul egoist 8/psiologist 5
LN Medium humanoid (dwarf, psionic)
Init +0; **Senses** darkvision 30 ft.; Listen +1, Spot +1
Languages Common

AC 12, touch 11, flat-footed 12
(+1 natural, +1 deflection)
hp 71 (13 HD) ; **DR** 1/– non-lethal
Resist extended activity, tireless (+4 on Con checks for extended physical activities and +4 against weakness, fatigue, exhaustion or *enfeeblement*)
Fort +6, **Ref** +3, **Will** +11

Speed 30 ft. (6 squares)
Melee *+1 quarterstaff* +9/+4 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Extend Power, Quicken Power
Combat Gear *power stone of animal affinity* (ML 8th)
Power Points/Day 129; **Psion Powers Known** (ML 13th):

7th—*fission*
6th—*breath of the black dragon* (DC 20), *psionic overland flight, psionic restoration*
5th—*adapt body, power resistance, psionic revivify, psionic true seeing*
4th—*energy adaptation, intellect fortress, metamorphosis, psionic freedom of movement*
3rd—*body adjustment, dispel psionics, ectoplasmic form, hustle*
2nd—*animal affinity, chameleon, empathic transfer, mass missive*
1st—*detect psionics, inertial armor, mind thrust* (DC 15*), *thicken skin, vigor*
*The save DCs for these powers might increase with the use of augments.

Abilities Str 14, Dex 10, Con 16, Int 18, Wis 13, Cha 10
Feats Combat Manifestation, Extend Power, Psionic Affinity, Psionic Meditation, Quicken Power, Skill Focus (Knowledge [psionics]), Skill Focus (Psicraft)
Skills Autohypnosis +3, Concentration +13, Knowledge (psionics) +19, Listen +1, Literacy (Common), Psicraft +22 (+24 with power stones), Spot +1, Use Psionic Device +8 (+10 with power stones)
Possessions combat gear plus *amulet of natural armor +1, gloves of Dexterity +2, +1 quarterstaff, ring of protection +1, torc of power preservation*

Templar Knight

"Halt in the name of the Lion King."
—Talon, human templar knight

Templars knights are usually experienced warriors with strong personalities who serve a sorcerer-king. Their duties differ, but many lead patrols of templar guards, act as bodyguards for higher ranking templars, or are charged with missions requiring a single capable warrior and templar.

In return for their services, the templar knights receive combat enhancing powers and spells from their sorcerer-king. However, due to their focus on combat prowess, the amount and selection of spells is limited.

Becoming a Templar Knight

Any character willing to draw power and authority from his sorcerer-king can become a templar knight. The majority hail from combat-oriented classes, especially fighters, but occasionally a psychic warrior or barbarian train enough to qualify for the class.

Entry Requirements

Base Attack Bonus: +5
Skills: Diplomacy 2 ranks
Special: Must be proficient with at least one martial weapon. Must be accepted into the templarate.

Class Features

Weapon and Armor Proficiency: Templar knights are proficient with all martial weapons, as well as all armors and shields (including tower shields).

Spellcasting: You cast divine spells, which are drawn from the templar knight spell list on page 108. When you gain access to a new level of spells, you automatically know all the spells for that level on the templar knight's spell list. You can cast any spell you know without preparing it ahead of time. Essentially, your spell list is the same as your spells known list.

To cast a templar knight spell, you must have a Wisdom score of 10 + the spell's level. The Difficulty Class for a saving throw against a templar knight's spell is 10 + the spell's level + the templar's knight Wis modifier. Like other spellcasters, a templar knight can cast only a certain number of spells of each level per day. The base daily allotment is given on Table 4–9. In addition, you receive bonus spells for a high Wisdom score (*PH* 8).

A templar knight need not prepare spells in advance. You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

You use your sorcerer-king's sigil as divine focus, but unlike templars, your sigil cannot be used to cast certain orisons at will.

Secular Authority: At 1st level, you gain Secular Authority as a bonus feat.

Spell-Like Abilities (Sp): You can use the spell-like powers *defiler scent, detect magic,* and *slave scent* a

Table 4–9: The Templar Knight **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day— 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Secular Authority, spell-like abilities, smite opponents 1/day	0	—	—	—
2nd	+2	+3	+0	+0	Fearless presence	1	—	—	—
3rd	+3	+3	+1	+1	Bonus feat	1	0	—	—
4th	+4	+4	+1	+1	—	1	1	—	—
5th	+5	+4	+1	+1	Spell channeling, smite opponents 2/day	1	1	0	—
6th	+6	+5	+2	+2	Bonus feat	1	1	1	—
7th	+7	+5	+2	+2	Smite opponents 3/day	2	1	1	0
8th	+8	+6	+2	+2	—	2	1	1	1
9th	+9	+6	+3	+3	Bonus feat	2	2	1	1
10th	+10	+7	+3	+3	Spell channeling (full attack), smite opponents 3/day	2	2	2	1

Class Skills (2 + Int modifier per level): Bluff, Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Knowledge (religion/warcraft), Literacy, Profession, Ride, Sense Motive, Spellcraft.

combined total of times per day equal to 3 + your Wis modifier. These spell-like powers do not count against your total of spells per day.

Smite Opponent (Su): Once per day, you may attempt to smite an opponent with one normal melee attack. You add your Charisma bonus (if any) to your attack roll and deals 1 extra point of damage per templar knight level. At 5th and 10th level, you may smite opponents one additional time per day, as indicated on Table 4–9: The Templar Knight.

Fearless Presence (Su): Beginning at 2nd level, you are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions while you are conscious, but not if you are unconscious or dead.

Bonus Feat: At 3rd, 6th, and 9th level, you get a bonus combat–oriented feat. These bonus feats must be drawn from the feats noted as fighter bonus feats. You must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. You cannot choose feats that specifically require levels in the fighter class unless you are a multiclass character with the requisite levels in the fighter class.

Spell Channeling (Su): Beginning at 5th level, you can use a standard action to cast any touch spell you know and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke an attack of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

At 10th level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you hit in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

Templar Knight Spell List

The templar knight spell list appears below. Spells new to this book are marked with an asterisk.

1st: *cause fear, command, cure light wounds, detect magic, divine favor, doom, entropic shield, inflict light wounds, magic weapon, shield of faith, true strike.*

2nd: *bear's endurance, bull's strength, cure moderate wounds, death knell, hold person, inflict moderate wounds, rage, resist energy.*

3rd: *bestow curse, cure serious wounds, dispel magic, inflict serious wounds, invisibility purge, magic vestment, protection from energy, searing light, speak with dead.*

4th: *cure critical wounds, divine power, freedom of movement, inflict critical wounds, greater magic weapon, wrath of the sorcerer-king*.*

Ex–Templar Knights

A templar knight who abandons his sorcerer–monarch, or whose sorcerer–monarch dies, loses all templar knight spellcasting abilities. If you later become the templar knight of another sorcerer–monarch, you immediately regain your full templar knight spellcasting abilities.

Playing a Templar Knight

You are a student of warfare and combat in all its forms. You seek to master the skills of the warrior but also to gain the powers a templar has, attempting to become the ultimate soldier. You are pragmatic and practical, determined to achieve victory. This doesn't necessarily mean that you fight without honor, merely that you are willing to make use of every tool at your disposal. You despise arcane magic, and seek every opportunity to slay those that cast arcane magic without your sorcerer-monarch's authorization.

You can count on your bureau for regular opportunities for combat, adventure, and potentially lucrative assignments. On the other hand, you'll be giving up some degree of personal freedom, since you are expected to answer when your templarate calls and won't be able to leave your city-state without previous authorization.

Combat

You are a straightforward combatant in battle. Although you might well be capable of casting offensive spells and should certainly do so when the situation calls for it, you are best suited to melee. Use your various abilities to improve your combat effectiveness, casting enhancement spells and using your smite and spellstoring abilities as necessary. Although you don't want to squander your limited-use abilities, don't be afraid to use them either. After all, if you don't win the day now, you might never make it to the next battle.

Advancement

Only a select few templarates teach the skills of the templar knight: specific bureaus that need more muscle than others. Likely you already had some interest in augmenting your martial prowess with mystical arts, though it's possible you were simply a soldier looking for an edge on the battlefield. A few templarates seek out those who show signs of the proper skills, or recruit strong willed or intelligent soldiers to serve them in new ways. You might have been sworn to service, but you have vowed never to teach your techniques to another without the templarate's permission, in fear of losing your own.

As a templar knight, you should focus on skills that provide the greatest advantage in combat. Physical skills, such as Climb and Jump, allow you to take optimal tactical positions, while Concentration and Spellcraft enable you to effectively make use of your magic and anticipate the magic of others. Also, Knowledge (warcraft) can be very useful when leading troops and armies. Select feats that improve your martial talents, since you aren't likely to cast enough spells to make Spell Focus, Spell Penetration, and the like worthwhile.

Resources

You can count on your templarate for support, especially through the use of your secular authority, since it is in the templarate's best interest to ensure its members remain effective.

On the other hand, the leader of your templarate expects you to accept assignments they hand down and to come to the aid of your fellows. If you have left the templarate, you can no longer call on its resources for support, but neither does it have any influence over your activities.

Templar Knights on Athas

"I mean, how am I supposed to know that a templar could take a beating like that and still be alive?"

—Bargos, captured mul slave

Many templar knights were soldiers recruited from the armies of their city-states after years of loyal servitude to their sorcerer-monarchs. Because their abilities are useful under almost any combat circumstances, they can effectively be placed in armies, mercenary companies, adventuring parties, or anywhere else a strong arm and a swift sword are in demand.

Organization

While not all templar knights are members of the same bureau or even the same city-state, they all have the same basic organization. These organizations vary dramatically from one place to the other, however. The city-state of Kurn, for instance, only employs those who genuinely wish to protect and serve the people, whereas the members from Eldaarich are chosen only from the most brutal, cruel, and vicious soldiers from the army of Daskinor.

Regardless, a templar knight's daily life allows little free time. Waking hours not spent in direct service to the templarate, on patrol, or on the field of battle are filled with martial training, divine study, or both.

NPC Reactions

Unless a templar knight is blatant in his use of spells, most individuals can't easily distinguish him from a more mundane member of their city-state army (other than perhaps by his lack of visible armor) and react accordingly. Fighter-types and spellcasters who recognize the templar knight for what he is, however, have the same reaction as they would for a templar of his rank.

Templar Knight Lore

Characters with ranks in Knowledge (religion) can research templar knights to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: Oh, yeah, I have heard of them. Soldiers who got promoted to templars and now cast spells and offer to be bribed just like all templars do.

DC 20: Templar knights develop the ability to deliver spell damage through weapon strikes.

DC 30: Characters who achieve this level of success can learn important details about specific templar knights in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs who wish to meet with a templar knight need only to go to his templarate. Although the information might not be shared easily, it could be easily accomplished with a few silvers.

Templar Knights in the Game

Templar knights are relatively easy to integrate into most campaigns. They can be often seen accompanying guard or templar patrols, or leading attacks against raiders or Veiled Alliance ambushes. They can appear as agents or soldiers from another city-state, one with which the PCs have had little direct interaction, or even as people whom the PCs have met before, but of whose special abilities they were unaware. After all, in the midst of battle, it's difficult to tell that one particular soldier has somehow imbued himself with a small bonus or an enhancement spell.

The templar knight should appeal to PCs who enjoy playing martial characters, but who seek a touch of magical ability. The prestige class allows them to prove particularly effective in combat without overshadowing other warriors in the party.

Sample Encounter

Templar knights are found wherever battle rages: on the fields of war, the walls of forts, and the streets of a city-state. Characters can encounter a templar knight as a companion or enemy anywhere they might meet a soldier of an allied or a rival city-state.

EL 11: For the last two years, Talon has hunted an elusive organization of evil psionicists, the Brotherhood of the Mind. His recent investigations suggest that the owner of a local tavern has connections to the organization. This rapidly progressing tavern owner is ever surrounded by his retinue of attendants, bodyguards, and sycophants, any of whom might be an undead mindbender in disguise or merely an infatuated innocent. Talon seeks a few allies to help him force his way past the suspected cultist's clique and get the information he needs, through any means necessary.

Talon **CR 11**

Male human fighter 6/ templar knight 5
LE Medium humanoid (human)
Init +5; **Senses** Listen +4, Spot +4
Languages Common

AC 21, touch 12, flat-footed 20
(+1 Dex, +9 armor, +1 deflection)
hp 82 (11 HD)
Immune fear
Fort +11, **Ref** +4, **Will** +5

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.; Rotate Lines
Melee +2 *ghost touch great macahuitl* +19/+14/+9 (2d6+10/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +15
Atk Options Cleave, Power Attack, smite opponents 2/day, spell channeling
Spell-Like Abilities (CL 5th):
5/day—*defiler scent*, *detect magic*, *slave scent*
Templar Knight Spells Known (CL 5th):
2nd—*bull's strength*, *resist energy*
1st—*cause fear* (DC 13), *divine favor*

Abilities Str 18, Dex 12, Con 14, Int 8, Wis 14, Cha 10
Feats Alertness, Cleave[B], Field Officer*, Greater Weapon Focus (great macahuitl)[B], Greater Weapon Specialization (great macahuitl)[B], Improved Initiative, Power Attack[B], Rotate Lines*, Secular Authority[B], Weapon Focus (great macahuitl), Weapon Specialization (great macahuitl)[B]
Skills Climb +3, Diplomacy +9 (+11 dealing with troops), Knowledge (warcraft) +7, Intimidate +8, Jump +2, Listen +4, Spot +4
Possessions *+4 breastplate*, *+2 ghost touch great macahuitl*, *ring of protection +1*, *gauntlets of ogre power*

Chapter 5: Equipment

"I have heard tales that suits of clothing fashioned from metal have even been found from time to time. It is generally agreed that these were worn by warriors to protect against the blows of enemy weapons. I can only speculate that the climate must have been far cooler in those ancient days. Any fool that would wear such clothing now would die faster from heat stroke than he would have from the weapons of his foes. Still, the idea that there was once enough metal in the world to allow such a garment to have been manufactured astounds me.

There are even rumors that mounds of steel, silver, and gold lie hidden in the deepest tunnels of certain forlorn cities. I have never seen such a thing myself, but if such treasures exist, they will reward those who find them most handsomely. Those who control such stores of metal can buy food, power, influence, and sometimes even the sorcerer-king's protection."

—The Wanderer's Journal

Dark Sun characters must be well equipped in order to endure the rigors of Athas. This chapter covers a variety of topics related to mundane equipment that every hero needs to survive and prosper.

For additional Athasian equipment, see *Athasian Emporium*.

Equipping a Character

Characters in Dark Sun receive the same starting packages as their *Player's Handbook* and *Expanded Psionic Handbook* counterparts. This means they receive the same starting funds (converted to ceramic pieces; see below for more information on the currency of Athas), have access to the same weapons, armor, and equipment that their funds allow.

Wealth and Money

All prices in *Dark Sun* are given in terms of ceramic pieces. 10,000 bd = 1,000 bits =100 Cp = 10 sp = 1 gp.

Table 5–1: Currency Conversions

Athasian Currency (weight)	*Player's Handbook* Equivalent	Ceramic Pieces
Lead bead (bd)	Copper piece (cp)	1/100
Ceramic bit (bit)	Silver piece (sp)	1/10
Ceramic piece (Cp)	Gold piece (gp)	1
Silver piece (sp)	Platinum piece (pp)	10
Gold piece (gp)	N/A	100

Prices for goods and equipment in the *Player's Handbook*, except as stated here, convert directly from gold to ceramic. For example, rather than costing 10 gp, a suit of leather armor would cost 10 Cp. Items that must be made using metal components, however, retain their full *Player's Handbook* cost.

Note: Cp (ceramic pieces) must not be confused with cp (copper pieces).

Ceramics are made from glazed clay and baked in batches once a year in a secure process supervised by the high templar that supervises the city's treasury. Bits are literally one-tenth parts of a ceramic piece—the ceramic pieces break easily into ten bits. Some cities' ceramic pieces have small holes that can be threaded onto a bracelet or necklace. The lowest unit of Athasian trade is the lead bead (bd).

In general, the Athasian economy in the cities is relatively stable thanks to the Merchant Houses. Under normal conditions, supply is ample thanks to the caravans traveling back and forth between the cities. However, for smaller communities and trade outposts the price situation on certain goods can sway drastically. A raider attack or sandstorm can result in lack of necessities such as food and water, for which people will pay almost any amount of coin. Coins are not the only means of exchange. Barter and trade in commodities is widespread.

Weapons

Characters in a *Dark Sun* game use a variety of weapons: some with direct counterparts in the *Player's Handbook*, some without. Table 5–3: Athasian Weapons details new weapons available for *Dark Sun* campaigns.

Inferior Material and Athasian Weapons

Metal is rare on Athas, and many weapons ordinarily crafted using metal components are extremely expensive.

Unworked iron is worth 100 Cp per pound on average, but can cost much, much more in some places. Worked metal is even more expensive, as craftsmen who actually know how to craft metal items are rare at best. Most metal weapons are items dating back to the Green Age, or have been crafted from the meager resources of Tyr's iron mines.

Due to the rarity of metal, weapons and other items constructed primarily from metal are priced at their *Player's Handbook* listed cost in gp—they are not converted to Cp. For example a metal longsword costs 15 gp (or 1,500 Cp).Weapons and items containing only small quantities of metal are priced at half their *Player's Handbook* listed cost in gp. Divide the listed *Player's Handbook* price by 2.

For example, 20 metal-tip arrows cost 50 Cp. Due to the extremely high cost of metal weaponry, most weapons from the *Player's Handbook* are constructed from inferior, but functional, materials instead on Athas. Most common

are bone and stone such as flint or obsidian, but treated wood is sometimes used as well. Weapons constructed from inferior materials, such as bone longsword or an axe with a head made from stone, suffer a –1 penalty to attack and damage rolls. This penalty cannot reduce damage dealt below 1. These weapons cost half of the listed price in the *Player's Handbook*. Convert the listed *Player's Handbook* price to Cp, and then divide the cost by 2. For example a bone shortsword costs 5 Cp.

The following weapons from the *Player's Handbook* can be constructed from non-metal materials *without* penalty: bolas, all bows (and arrows), club, all crossbows (and bolts), dart, dagger, greatclub, javelin, all lances, all maces, net, nunchaku, quarterstaff, sai, sap, sling (and bullets), all spears, and whip. They weigh the same as listed in the *Player's Handbook*. These weapons cost 1% of the listed price in the *Player's Handbook*. Simply convert the listed price in the *Player's Handbook* to Cp. For example, a spear listed at 2 gp in the *Player's Handbook* costs 2 Cp.

Furthermore, due to the rarity of metal, Athas has its share of unique weapons designed to be constructed from non–metal materials; as such, they do *not* suffer from the inferior materials penalties described above.

Bone and wood weapons weigh 1/2 of their metal equivalents, but stone weapons weigh twice as much. The hardness and hit points for non–metal weapons are listed in Table 5–2: Inferior Material Hardness and Hit Points.

The weapons appearing in the *Player's Handbook* can be separated into the following categories used in Table 5–2 in regards to their hardness and hit points:

Light blade: Kama, kukri, punching dagger, siangham, sickle, short sword, spiked gauntlet.

One-handed blade: Bastard sword, long sword, rapier, scimitar.

Two-handed blade: Falchion, greatsword.

Light hafted weapon: Handaxe, light hammer, light pick, throwing axe.

One-handed hafted weapon: Battleaxe, dwarven waraxe, flail, heavy pick, morningstar, trident, warhammer.

Two-handed hafted weapon: Dire flail, glaive, greataxe, guisarme, halberd, hammer, heavy flail, orc double axe, ranseur, scythe, spiked chain, two–bladed sword, urgrosh.

Table 5–2: Inferior Material Hardness and Hit Points

Weapon	Hardness	hp[1]
Light bone blade	6	1
Light stone blade	8	1
Light wood blade	5	1
One-handed bone blade	6	2
One-handed stone blade	8	3
One-handed wood blade	5	2
Two-handed bone blade	6	4
Two-handed stone blade	8	5
Two-handed wood blade	5	4
Light bone-hafted weapon	6	2
Light stone-hafted weapon	8	3
Light wood-hafted weapon	5	2
One-handed bone-hafted weapon	6	5
One-handed stone-hafted weapon	8	8
One-handed wood-hafted weapon	5	5
Two-handed bone-hafted weapon	6	10
Two-handed stone-hafted weapon	8	15
Two-handed wood-hafted weapon	5	10

1 The hp value given is for Medium weapons. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

Large Weapons

Half-giants, as well as many other beings such as b'rohgs and braxats, use larger weapons than the other races. A damage conversion table can be found on page 114 of the *Player's Handbook*.

Weapon Descriptions

The weapons found on Table 5—3: Athasian Weapons are described below, in alphabetical order, along with any special options the wielder has for their use.

Alak: An alak consists of a 2-foot long shaft of bone or wood, with four serrated bones tied to the sharp end, like the four prongs of a grappling hook. When using an alak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

Alhulak: The alhulak consists of an alak tied to a 5-foot long leather cord, which wraps around your wrist at the other end. An alhulak has reach. You can strike opponents 10 ft. away with it. In addition, you can use it against an adjacent foe. When using an alhulak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Atlatl: The atlatl, sometimes called a "staff-sling," is a javelin-throwing device that is swung over the shoulder, using both hands. Javelins flung with an atlatl gain greater range than those thrown by hand.

Bard's Friend: This weapon is crafted with several obsidian blades and wooden prongs, which are fastened to a handle. Several small spikes jut out from where the knuckles hold the weapon. Bards are known for smearing these spikes with injury poison. The bard's friend can be coated with three charges of poison, but only one may be delivered per attack made with the weapon.

Blowgun: The blowgun is a long tube through which you blow air to fire needles. The needles don't deal much damage, but are often coated in poison.

Blowgun, Greater: The greater blowgun fires blowgun darts, which are slightly smaller than thrown darts, and are capable of delivering poison as well.

Table 5—3: Athasian Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Puchik	4 Cp	1d3	1d4	x3	—	1 lb.	Piercing
One-Handed Melee Weapons							
Quabone	3 Cp	1d4	1d6	x2	—	4 lb.	Piercing
Tonfa	5 Cp	1d3	1d4	x2	—	2 lb.	Bludgeoning
Two-handed Melee Weapons							
Great tonfa	10 Cp	1d4	1d6	x2	—	5 lb.	Bludgeoning
Ranged Weapons							
Blowgun	5 Cp	1	1	x2	10 ft.	4 lb.	Piercing
Needles, blowgun (20)	1 Cp	—	—	—	—	—	—
Pelota	2 Cp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning/Piercing

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Forearm Axe	30 Cp	1d3	1d4	x3	—	6 lb.	Slashing
Macahuitl, Small	20 Cp	1d4	1d6	19–20/x2	—	2 lb.	Slashing
Slodak	18 Cp	1d4	1d6	19–20/x2	—	4 lb.	Slashing
Tortoise Blade	20 Cp	1d3	1d4	20/x2	—	2 lb.	Piercing
One-Handed Melee Weapons							
Alak	7 Cp	1d4	1d6	x3	—	6 lb.	Piercing
Alhulak[4]	40 Cp	1d4	1d6	x3		9 lb.	Piercing
Carrikal	10 Cp	1d6	1d8	x3	—	6 lb.	Slashing
Impaler	8 Cp	1d4	1d6	x4	—	5 lb.	Piercing
Macahuitl	35 Cp	1d6	1d8	19–20/x2	—	5 lb.	Slashing
Two-handed Melee Weapons							
Crusher, Fixed[4]	60 Cp	1d6	1d8	x2	—	12 lb.	Bludgeoning
Datchi Club[4]	5 Cp	1d6	1d8	x3	—	10 lb.	Bludgeoning
Gouge	20 Cp	1d8	1d10	x3	—	12 lb.	Piercing
Macahuitl, Great	50 Cp	1d10	2d6	19–20/x2	—	12 lb.	Slashing
Maul	25 Cp	1d10	1d12	x2	—	10 lb.	Bludgeoning
Tkaesali[4]	8 Cp	1d8	1d10	x3	—	15 lb.	Slashing
Trikal	10 Cp	1d6	1d8	x3	—	7 lb.	Slashing
Ranged Weapons							
Atlatl	25 Cp	1d4	1d6	x3	40 ft.	6 lb.	Piercing
Javelin, Atlatl	2 Cp	—	—	—	—	2 lb.	—
Fixed Crossbow	200 Cp	1d12	2d8	19–20/x2	150 ft.	100 lb.	Piercing
Bolts (10)	3 Cp	—	—	—	—	3 lb.	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type[2]
Light Melee Weapons							
Bard's Friend	20 Cp	1d3	1d4	18–20/x2	—	1 lb	Piercing
Ko·	1 Cp	1d3	1d4	x4	—	3 lb.	Piercing
Garrote, Bard's	200 Cp	1d6[3]	2d4[3]	x2	—	1 lb	Bludgeoning
Handfork	20 Cp	1d3	1d4	x2	—	2 lb.	Slashing
Lajav	8 Cp	1d3	1d4	x4	—	8 lb.	Bludgeoning
Singing Sticks	10 Cp	1d4	1d6	x2	—	1 lb.	Bludgeoning
Talid	40 Cp	1d4	1d6	19–20/x2	—	4 lb.	Piercing
Widow's Knife	50 Cp	1d3	1d4	x3	—	2 lb.	Piercing
Wrist Razor	15 Cp	1d4	1d6	18–20/x2	—	2 lb.	Slashing
One–Handed Melee Weapons							
Elven Longblade	100 Cp	1d6	1d8	18–20/x2	—	3 lb.	Slashing
Heartpick	9 Cp	1d6	1d8	x4	—	2 lb.	Piercing
Master's Whip[4]	25 Cp	1d2	1d3	x2	—	5 lb.	Slashing
Two–handed Melee Weapons							
Cahulak[5]	120 Cp	1d4/1d4	1d6/1d6	x3	—	12 lb.	Piercing
Crusher, Free[4]	18 Cp	1d8	1d10	x2	—	12 lb.	Bludgeoning
Dragon's Paw[5]	80 Cp	1d4/1d4	1d6/1d6	19–20/x2	—	9 lb.	Piercing
Gythka[5]	60 Cp	1d6/1d6	1d8/1d8	x2	—	25 lb.	Slashing
Lotulis[5]	115 Cp	1d6/1d6	1d8/1d8	19–20/x2	—	9 lb.	Slashing
Spear, double-tipped	20 Cp	1d6/1d6	1d8/1d8	x3	20 ft.	6 lb.	Piercing
Thanak	20 Cp	1d10	2d6	x3	—	10 lb.	Slashing
Weighted Pike[5]	75 Cp	1d6/1d4	1d8/1d6	19–20/x2	—	15 lb.	Bludgeoning/Piercing
Swatter	100 Cp	1d12	2d8	x4	—	35 lb.	Bludgeoning
Mekillot Sap[4]	25 Cp	1d123	2d83	x2	10 ft.	30 lb.	Bludgeoning
Ranged Weapons							
Blowgun, greater	10 Cp	1d3	1d4	x2	10 ft.	4 lb.	Piercing
Darts, blowgun (10)	1 Cp	—	—	—	—	1 lb.	—
Chatkcha	20 Cp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Dejada	20 Cp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Pelota, Dejada	2 Cp	—		—	—	1 lb.	Piercing
Lasso	2 Cp	—	—	x2	10 ft.	2 lb.	Bludgeoning
Net	20 Cp	—	—		10 ft.	10 lb.	—
Skyhammer	50 Cp	1d8	1d10	x2	15 ft.	6 lb.	Bludgeoning
Splashbow	300 Cp	1d3	1d4	x2	60 ft.	60 lb.	Bludgeoning
Pelota, Hinged	5 Cp	—		x2	15 ft.	2 lb	Bludgeoning

Zerka	30 Cp	1d6	1d8	18–20/x2	30 ft.	9 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3 The weapon deals nonlethal damage rather than lethal damage.
4 Reach weapon.
5 Double weapon.

Cahulak: A cahulak consists of two alaks (see above) joined by a 5-foot rope. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light offhand weapon (*PH* 160). A creature using a double weapon in one hand, such as a half-giant using a set of cahulaks can't use it as a double weapon. When using a cahulak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). Because the cahulak can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the cahulak to avoid being tripped. If you strike at an opponent 10 ft. away, you cannot use the cahulak as a double weapon unless you possess natural reach.

Carrikal: The sharpened jawbone of a large creature is lashed to a haft. The jagged edges are sharpened, forming a sort of battleaxe with two forward-facing heads.

Chatkcha: The chatkcha returns to a proficient thrower on a missed attack roll. To catch it, the character must make an attack roll against AC 10 using the same bonus they threw the chatkcha with. Failure indicates the weapon falls to the ground 10 ft. in a random direction from the thrower. Catching the chatkcha is part of the attack and does not count as a separate attack.

Crossbow, Fixed: This version of the crossbow can be fired by any capable of using it, but cannot be carried like a conventional crossbow. It is fixed in place, i.e. mounted on top of a wall, pole, or vehicle, and swivels so that you can aim the shot. Crossbows at the edge of a caravan, cart, or wall tend to offer cover, but limit your range of firing to a cone shape directly in front of the weapon. It is possible to mount a fixed crossbow on top of a pole but inside a shallow pit, giving you a 360-degree range of motion, while giving you cover. In any case, it is impossible to swivel a fixed crossbow in order to attack upwards (your upward angle is limited to 45 degrees). Reloading a fixed crossbow is a full-round action.

Crusher: The crusher is made from a large stone or metal weight, mounted at the end of a 15-foot long shaft of springy wood. The weight is whipped back and forth. The crusher is a reach weapon. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. You need a 15-foot ceiling to use the weapon, but it can reach over cover. Crushers come in two varieties, fixed and free. A fixed crusher requires a base to use. The fixed crusher's base is enormously heavy, usually consisting of a thick slab of stone with a hole drilled through it to support the crusher's pole. The base is transported separately from the pole, and it takes one full minute to set the fixed crusher up for battle. The fixed crusher is a martial weapon, finding most use in infantry units. It is possible to use the crusher pole without the base as a free crusher, but this requires considerable expertise. You need an exotic weapon proficiency in the free crusher to accomplish this feat without the –4 proficiency penalty, even if you are proficient in the fixed crusher.

Datchi Club: A datchi club has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. This weapon, generally found in the arenas, is made by affixing a 4-5 foot length of dried insect hive or roots to a three-foot long shaft. Teeth, claws, or obsidian shards are embedded into the head of the weapon.

Dejada: The dejada allows the wielder to throw pelota (see the pelota description for details). These pelotas deal more damage than those thrown by hand, due to the great speed at which they are thrown from a dejada.

Dragon's Paw: Popular in the arenas, the dragon's paw consists of a five or six-foot long pole, with a blade on either end. A basket guards your hands from attack, granting a +2 bonus on all attempts to defend against being disarmed. A dragon's paw is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (*PH* 160). A creature using a double weapon in one hand, such as a half-giant using a dragon's paw can't use it as a double weapon.

Forearm Axe: Strapped to the forearm like a buckler, the forearm axe resembles a double-headed battleaxe, with the wearer's arm serving as the haft of the axe. You may continue to use your hand normally, but you cannot attack with the forearm axe and a wielded weapon in the same hand in one round. Your opponent cannot use a disarm action to disarm you of a forearm axe.

Garrote, Bard's: This exotic weapon is made from giant hair. A bard's garrote can only be used as part of a grapple attack, and you must wield it with both hands regardless of your size. As part of a grapple attack, using a garrote subjects you to attacks of opportunity and all other limitations described in the *Player's Handbook* grappling rules, except that as follows: The garrote inflicts 2d4 points of nonlethal damage plus 1.5 times your Strength bonus. You can use a bard's garrote to deliver a coup de grace (*PH* 153).

Gouge: Worn in an over-the-shoulder harness, the gouge is commonly found in the Nibenese infantry. A wide blade of bone, obsidian or chitin is mounted to a three-foot long shaft of wood. Your opponent cannot use a disarm action to disarm you of a gouge while you are wearing the harness. Donning the harness is a full-round action. Removing it is a move action.

Gythka: A gythka is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (*PH* 160). A creature using a double weapon in one hand, such as a half-giant using a gythka can't use it as a double weapon.

Handfork: The handfork, most popular among tareks, is a slicing weapon with a handle-grip and obsidian blades that join above the knuckles in an "M" shape.

Heartpick: The name of this weapon expresses its simple intent. Usually made of bone, the heartpick is a hammer like weapon with a serrated pick on the front, and a heavy, flat head on the back.

Impaler: Like many Athasian weapons, the impaler was developed for the arenas. Two blades are mounted parallel to the end of a four-foot long shaft, forming a bladed 'T'. The impaler is swung horizontally or vertically with great force.

Ko•: The Ko• combines a jagged blade that has been carved from a roughly oval stone. This exotic weapon of kreen manufacture is typically used in matching pairs. The ko• is designed to pierce chitin, shells and tough skin. If a ko• is used against a creature with natural armor, the attacker gets a +1 bonus to attack rolls.

Kyorkcha: The kyorkcha is a more dangerous variant of the chatkcha. This tohr-kreen weapon consists of a curved blade, much like a boomerang, with several protrusions along the edge, as well as jutting spikes near each end.

Lajav: The lajav is a kreen weapon designed to capture opponents. It incorporates two flattened bones, joined in a hinge about two feet from the end. The result looks something like a nutcracker, and is used roughly in the same crushing way. If you hit an opponent at least one size category smaller than yourself with a lajav, you can immediately initiate a grapple (as a free action) without provoking an attack of opportunity (*PH* 155). Regardless of your size, you need two hands to use a lajav, since a second hand is required to catch the other end of the lajav. As with the gythka, kreen are able to wield two lajav at a time because of their four arms.

Lasso: This weapon consists of a rope that you can throw and then draw closed. The total range of your lasso depends on the length of the rope. Throwing a lasso is a ranged touch attack. If you successfully hit your opponent, make a grapple check. If you succeed at the grapple check, then your opponent is grappled, and you can continue the grapple contest by continuing to pull on the rope. You can make trip attacks with a lasso against a grappling opponent. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

Longblade, Elven: You can use the Weapon Finesse feat to apply your Dexterity modifier, rather than your Strength modifier, to all attack rolls made with the elven longblade.

Lotulis: Two barbed, crescent shaped blades adorn either end of the lotulis, a double weapon once popular in the arena of Tyr. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off–hand weapon (*PH* 160). A creature using a double weapon in one hand, such as a half-giant using a lotulis can't use it as a double weapon.

Macahuitl: A macahuitl is a sword painstakingly crafted using a core of solid wood, with small, sharp shards of obsidian embedded into the wood to form an edge on two opposite sides of the weapon. These weapons are swung like the scimitar, though macahuitls tend to require more maintenance. The macahuitl is especially popular among the Draji, who seem to be the only ones who can easily pronounce this weapon's Draji name ("ma-ka-wheet-luh"). Non-Draji simply refer to it as the "obsidian sword" or the "Draji sword."

Mekillot Sap: The mekillot sap is a soft but tough large leather bag filled with fine gravel or sand, stitched together with giant's hair, and tied to the end of a five-foot rope. The throwing sap is swung overhead with both hands. A mekillot sap has reach, so you can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can grip the rope higher, and use the mekillot sap against an adjacent foe. You can make trip attacks with the mekillot sap. If you are tripped during your own trip attempt, you can drop the sap to avoid being tripped. You get a +2 bonus to your opposed Strength check when attempting to trip your opponent.

Master's Whip: The master's whip is usually braided from giant hair or leather, and has shards of chitin, obsidian or bone braided into the end of the whip. Unlike normal whips, the master's whip deals damage normally, has only a ten-foot range, and you apply your Strength modifier to damage dealt. In all other respects, it is treated as a normal whip.

Maul: A maul is effectively a very large sledgehammer that crushes opponents to death. This weapon is commonly used by dwarves, muls, half-giants and other creatures that value great strength.

Pelota: Popular in arena games and increasingly popular in the street games of some city-states, pelota are hollow leaden spheres with small holes that cause the sphere to whistle as it flies through the air. The surface of most pelota is studded with obsidian shards. You can use the dejada throwing glove to cast pelota at much higher speed and with greater accuracy, dealing more damage than a pelota thrown by hand.

Pelota, Hinged: To the careless eye a hinged pelota looks like an ordinary pelota without obsidian spikes. Hinged pelota can be twisted open like a small jar. Bards and assassins often use this feature to insert a splash-globe—a thin crystal sphere that contains acid, injury poison, contact poison, alchemical fire, or some other liquid. When the pelota strikes, the globe breaks, spilling the liquid through the holes of the pelota. Like pelota, hinged pelota can be thrown with a dejada. Hinged pelotas are also used as ammunition for the splashbow.

Puchik: A bone or obsidian punching dagger.

Quabone: Four jawbones are fastened around a central haft, at right angles to one another. The quabone is often used in the arenas. The wounds it inflicts are non-lethal, yet have entertainment value, as the quabone tends

to open up many small cuts that bleed freely—for a brief time.

Singing Stick: A singing stick is a carefully crafted and polished club, often used in pairs. Singing sticks draw their name from the characteristic whistling sound they make when used. A character proficient with singing sticks may use a pair of singing sticks as if he had the Two-Weapon Fighting feat. In the hands of a nonproficient character, singing sticks are nothing more than light clubs.

Skyhammer: The sky hammer consists of a 10-foot length of rope with a large hammer-like object at one end. Its rope is coiled and swung around the body two-handedly until enough momentum is gained to hurl the hammer at a target. A successful hit grants a free trip attempt, and you receive a +4 bonus to your opposed Strength roll due to the momentum of the skyhammer.

Slodak: The slodak is a wooden short sword, carved from young hardwood trees and treated with a mixture of tree sap and id fiend blood. This treatment renders the blade of the weapon extremely strong, making it a deadly weapon.

Spear, Double-Tipped: A double-tipped spear is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a double-tipped spear in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Splashbow: This exotic weapon looks like a misshapen crossbow, only three feet long from bow to handle, but with a horizontal bow nearly five feet wide. Rather than bolts, the splashbow fires hinged pelotas, which can be filled with splash–globes of alchemical fire, contact poison, acids, or other interesting liquids. Splash–globes burst on impact, spraying their contents like a thrown grenade. The splashbow takes a full round to draw and load, assuming that the hinged pelotas have already been prepared.

Swatter: The swatter is a popular name for a half-giant weapon consisting of a heavy spiked club made from hardwood, with a bronze or lead core in the tip for added weight. The swatter got its name from the tales of a half-giant soldier who reputedly used a similar weapon to defeat an entire thri-kreen hunting party.

Talid: The talid, also known as the gladiator's gauntlet, is made of stiff leather with metal, chitin or bone plating on the hand cover and all along the forearm. Spikes protrude from each of the knuckles and along the back of the hand. A sharp blade runs along the thumb and there is a 6-inch spike on the elbow. A strike with a talid is considered an armed attack. The cost and weight given are for a single talid. An opponent cannot use a disarm action to disarm a character's talid.

Thanak: The thanak is a chopping weapon of pterran manufacture resembling a jagged sword or sawblade. It consists of a pair of hardwood strips bound together, with a row of pterrax teeth protruding from between them along one edge of the weapon particularly capable of slicing through muscle and sinew. On a critical hit, the thanak inflicts one point of Strength damage in addition to triple normal damage.

Tkaesali: This polearm, commonly used by the nikaal, consists of long wooden haft topped with a circular, jagged blade. A tkaesali has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Tonfa: The tonfa is a stick with a short handle, and is popular among street-patrolling Nibenese templars and their guards. You can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Trikal: Three blades project radially from the business end of a six-foot long haft. A series of sharp serrated edges line the shaft below the foot-long blades, while the far end of the weapon is weighted, in order to balance the weapon. Because of the trikal's curved blades on the top of the weapon, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the trikal can be dropped to avoid being tripped.

Tortoise Blade: The tortoise blade consists of a foot-long dagger mounted to the center of a shell. The tortoise blade is strapped over the wearer's hand, preventing them from holding anything but the tortoise blade.

The tortoise blade also functions as a buckler, granting a +1 armor bonus, inflicting a –1 armor check penalty and incurring a 5% arcane spell failure chance. A masterwork tortoise blade either functions as a masterwork shield or a masterwork weapon (or both, for twice the normal masterwork cost).

Weighted Pike: A solid head, generally stone or baked ceramic, is mounted on the end of a spear or a pike. A weighted pike is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (*PH* 160). A creature using a double weapon in one hand, such as a half-giant using a weighted pike can't use it as a double weapon.

Widow's Knife: Two prongs are hidden within the hilt of a widow's knife. On a successful hit, you may trigger the prongs by releasing a catch in the hilt as a free action. The prongs do an additional 1d3 points of damage (1d2 for a Small widow's knife) when sprung, and take a standard action to reload.

Wrist Razor: Several shards of obsidian or bone are fastened to a strip of leather or other binding material, or are lashed onto the forearm of the wielder. Wrist razors are hard to disarm, granting you a +2 bonus when opposing a disarm attempt.

Zerka: The zerka is a javelin with short barbs that cover two feet of the bone shaft. These barbs point away from the zerka's tip, causing the weapon's head to snag against its target's flesh and bone as it is removed. If a zerka hits, it lodges in the victim if he fails a Reflex save (DC equal to 5 + damage inflicted). A failed check means the zerka is stuck and the victim moves at half-speed, cannot charge or run, and must make a Concentration check (DC 10 + spell level) in order to cast a spell with somatic components. The victim can pull the zerka from his wound with a move action if he has at least one hand

free, but suffers an additional 1d4 damage. A Heal check DC 13 allows the zerka to be removed without further injury.

Armor

All forms of armor given in the *Player's Handbook* have a non–metal equivalent that costs 1/100th of the cost listed in the *Player's Handbook*; simply change the gp price to Cp. In addition to being the equivalent of armor on a metal rich world, thousands of years of tortuous heat have lead Athasian armorers to develop ingenious air ventilation and air circulation methods. This allows medium and heavy armors to be worn in the Athasian heat.

While Athasian characters use all the varieties of armor described in the *Player's Handbook*, the armor they use incorporates materials commonly found in the world around them. Though most of the armors are made using various parts of common Athasian animals, the armor construction process makes use of several different reinforcement methods developed over time. Many of the armors are highly composite, made using the pieces of several different animals – no two suits of armor look quite alike. Through the use of hardening resins, shaped chitin and stiff leather backings, Athasian armorers can craft remarkably durable armors from the material at hand.

Breastplate, Full Plate and Half Plate: These armors are constructed using choice plates taken from shelled animals, such as mekillots or braxat.

Studded Leather: This armor is crafted using close-set rivets made of bone, hardwood, stone, or talons.

Shell Armor: Shell armor is made by weaving giant's hair around the shells of various small creatures such as an aprig. Shell armor is the Athasian equivalent to the *Player's Handbook's* chain mail armor.

Chitin Armor: This armor is skillfully made by interlocking hexagonal bits of chitin (usually carved from a kank's carapace). Chitin armor is the Athasian equivalent to the *Player's Handbook's* chain shirt armor.

Scale mail: Scale mail is usually made from the scales of an erdlu, inix or other naturally scaled creatures.

Banded Mail and Splint Mail: These armors are fashioned from shavings of agafari wood, bonded to softer, more flexible woods, and treated with a hardening resin.

Special Substances and Items

The following items are often, but not always available for sale in the Bard's Quarter of most city-states. Contacting someone willing to sell these and other associated goods usually requires proficient use of the Bluff, Diplomacy, and/or Gather Information skills.

Table 5–4: Special Substances and Items

Item	Cost	Craft (Alchemy) DC
Esperweed	250 Cp	—
Hypnotic brew	30	15
Pre-poisoned darts	Poison cost + 10 Cp	20
Splash-globe		
Acid	10	15
Liquid darkness	35	15
Liquid dust	25	20
Liquid fire	20	20
Liquid light	40	15
Poison	Poison cost x 1.5	Varies

Esperweed: This rare and notoriously addictive herb cannot be cultivated, and does not last more than a single week after being picked, unless somehow magically kept fresh (as through the *nurturing seeds* spell). After esperweed is eaten, a DC 12 Fortitude save must be made. Failure results in nausea for one minute. If the save is made, the eater has managed keep the esperweed down, taking 1d4 points of Strength damage, but you also begin to regain one power point per minute, up to 10% above your normal power point limit (round down). You also gain the *empathy* power as a psi-like ability that can be used once per day. Manifester level is equal to 1/2 Hit Dice (minimum 1st). These benefits last for one hour, after which you lose all remaining power points. These power points are spent first when manifesting powers (much like temporary hit points).

Hypnotic Brew: This is a tasteless, odorless mixture of herbs commonly peddled in Bard's Quarters. It is typically used by bards and mindbender to "soften up" a target before attempting to manipulate or manifest a power. When a hypnotic brew is imbibed, the drinker's Will saves suffer a –2 circumstance penalty for 1 hour if they fail a Fortitude save (DC 15).

Pre-poisoned Darts: Athasian bards sometimes sell especially prepared blowgun darts that contain a dose of injected poison inside a hollow tip, protected with a wax plug. This reduces the risk of self–poisoning to 2% rather than 5%. You can remove the wax plug as a free action while preparing to fire the dart.

Splash-globes: Splash-globes are spherical glass jars containing contact poison or up to half a pint of some alchemical fluid. In addition to bursting on impact like any grenade, splash-globes can be placed in hinged pelota, thus giving the grenade additional range when fired through a splash-bow or dejada. The following types of splash-globes are available:

Acid: Standard flask acid can be placed in splash-globes.

Contact Poison: Any contact poison can be placed in a splash-globe.

Liquid Darkness: Anyone struck directly by liquid darkness must make a Reflex save (DC 15) or be blinded for one minute. Those splashed with liquid darkness have their vision blurred for one minute if they fail a DC 15 Reflex save, granting their opponents concealment. In addition, all natural fires within the splash area are instantly extinguished. Liquid darkness immediately extinguishes liquid light.

Liquid Dust: The liquid from this splash-globe turns into dust on contact with the air. You can use this liquid to cover up to 20 5-foot squares of tracks. On impact,

liquid dust forms a 15-foot diameter cloud, ten feet high that lasts one round. Alternately, liquid dust can be launched via slash-globes. Anyone struck directly by liquid dust must make a DC 15 Fortitude save each round for one minute; failure dictates that they are nauseated for that round. Those splashed with liquid dust suffer the same effect for one round if they fail a DC 15 Fortitude save.

Liquid Fire: Alchemist's fire can be placed in splash-globes.

Liquid Light: This splash-globe contains two liquids that mix together when the splash-globe is ruptured. The resulting mixture glows for eight hours. If you break the liquid light globe while it is still in its pouch, the pouch can serve as a light source just like a sunrod. Anyone struck directly by liquid light must make a DC 20 Fortitude save or be temporarily dazzled (–1 on all attack rolls) for 1 minute, and will glow in darkness for eight hours unless they somehow cover the affected areas. Creatures splashed with liquid light (see grenade rules) also glow in the darkness, but are not blinded.

Tools and Skills Kits

The items described below are particularly useful to characters that have certain specific skills or abilities and are used in specific situations.

Table 5–5: Tools and Skills Kits

Item	Cost	Weight
Candle of rejuvenation	50 Cp	—
Concealing weave	5 Cp	2 lb.
Meditative kit	35 Cp	3 lb.
Navigator kit	75 Cp	10 lb.

Candle of Rejuvenation: This item allows a manifester to recover power points as if he were resting at night. The manifester recovers 10 power points at the end of each complete hour spent within 10 feet of a lit candle. By making an Autohypnosis DC 15 check, this amount increases by one-half. Each candle burns for a total of eight hours.

Concealing Weave: This kit is composed of one or more related articles of clothing specifically made to camouflage a caster's arm and hand movements while casting a spell. This kit grants a +2 circumstance bonus on Bluff checks made to conceal the casting of spells with a somatic component.

Meditative Kit: This small and delicately carved crystal container produces a hypnotic rainbow-like effect while filled with clear water and struck by light. After 1 minute of uninterrupted observation of the rainbow pattern, the kit provides a +2 circumstance bonus to the next Autohypnosis check made by the viewer within the next 10 minutes.

Navigator's Kit: Prized possessions of many trading houses and frequent wanderers of the wastes, each of these kits is composed of a set of maps made of straight sticks representing roads, and small stones for villages, cities and others special locations, all lashed together by strings. If you succeed at a Knowledge (geography) check DC 10 while using this kit, you gain a +4 bonus on Survival checks made to keep from getting lost.

Clothing

Additionally to the various outfits available in the *Player's Handbook*, Athasians can benefits from wearing some other types of outfits.

Table 5–6: Clothing

Item	Cost	Weight
Elven	30 Cp	5 lb.
High templar	100 Cp	5 lb.
Royal defiler	80 Cp	5 lb.
Slave	2 bd	1 lb.
Wastelander	20 Cp	6 lb.

Elven Outfit: Although varying greatly from tribe to tribe, all elven clothing is based around two concepts: functionality and flattery. This set of clothes most often includes a hooded cloak or stylized robes, although some outfits make do with tight leather wrappings or other heat-shielding and water-retaining materials. In regards to its other aspect—visual appeal—every elven outfit is, no matter how functional, also designed to complement the wearer's form. Each outfit is tailor-made by elves, following a particular tribal pattern, and are normally not for sale. In addition, various portions of this outfit—such as a cloak, thick shoulder scarf, or even an entire tunic—are colored, patterned, or designed to be reversible in such a way as to blend in with the Athasian landscape, helping the wearer to blend in with the terrain in sandy areas: this provides a +3 circumstance bonus on Hide checks while in desert terrain. For twice the listed price, this outfit can be made to fit over light armor.

High Templar's Outfit: High templar's outfits differ for each of the Tablelands' cities. This set of clothing is made of the best material produced by a city-state's artisans and exemplifies that city's templarate. Wearing the proper high templar outfit for a city's templarate gives a +2 circumstance bonus to Diplomacy checks in contests of Secular Authority made within that city.

Royal Defiler's Outfit: Royal defilers, who practice sorcery with the full legal backing of a sorcerer-king, must clearly indicate their protected status if they are to be spared the mob's wrath. This set of clothing is made from the best materials available to a city-state's artisans, and is second in quality only to a templar's outfit. The outfit varies greatly from city to city. In Raam, for example, this outfit is a checkered silk robe adorned with a silver brooch denoting royal defiler status. Wearing the proper defiler outfit for a city gives a +2 circumstance bonus to Intimidate checks against citizens who aren't part of the templarate.

Slave's Outfit: This simple set of clothes consists of a loincloth, or a short skirt and sleeveless tunic, all made of rough-hewn materials.

Wastelander's Outfit: Similar to clothing worn by the many elven tribes dotting the Athasian landscape, this set of clothes commonly includes a large hooded cloak, multiple layers of heat-resistant, porous cloth, and reinforced leather padding designed to protect against blowing sand, sharp rocks and the ever-present cacti needles. In addition, this outfit is colored to blend in with whatever environment the wastelander has chosen as his home, helping the wearer to blend in with rocky surroundings. This provides a +2 circumstance bonus on Hide checks while in the appropriate terrain; each wastelander's outfit provides this bonus for a single terrain type only. For twice the price, this outfit can be made to fit over light armor.

Documents

This class of items has a symbolic function, conveying authority or permission. No price is listed for these items, because their value is not inherent.

Letter of Marque: This letter bears the personal mark of the sorcerer-king, and bestows limited secular authority on the bearer, as if the bearer were a templar. The bearer of a letter of marque gains the authority to contest the actions of templars, using the bearer's Diplomacy check. If the bearer is already a templar, then having the letter as additional authority grants the templar a +4 circumstance check towards authority contest checks. The letter of marque does not grant the authority to Intrude, Requisition, Accuse or Judge, but does grant power to contest such actions by templars.

A letter of marque is limited by time. After a specified period (usually one year, and never longer than seven years) the letter loses its effectiveness. A sorcerer-king can also declare the letter invalid. Forging or fraudulently using a letter of marque is an unpardonable offense that brings a death sentence. Obviously, only the templars and other servants of the sorcerer-king that issued the letter of marque will honor its terms. A person who is caught with a king's letter of marque within another sorcerer-king's territory will have some explaining to do.

Letter of Reprisal: Like a letter of marque, this letter bears the personal mark of the sorcerer-king, and bestows limited secular authority on the bearer, as if the bearer were a templar. Unlike a letter of marque, a letter of reprisal has a limited scope to carrying out a specific mission, usually a reprisal or retaliation against a specific group of the King's enemies, for example, killing or capturing a specific enemy officer, capturing a particular enemy fortress or silt vessel, defiling a stretch of key farmland, or annihilating or enslaving a designated village. Depending on the bearer's Diplomacy ranks, she can Requisition, Intrude, Accuse, Judge, but only if she can show that her request relates to fulfilling her assigned mission. She can attempt to contest the actions of other templars, but takes a –4 circumstance penalty on such attempts, since the opposing templars can argue (even if it is not true) that she is acting outside of the scope of the assigned reprisal mission. The –4 penalty also applies if templars contest any of her Requisition, Intrude, Accuse, or Judge actions.

Food, Drink, and Lodging

Many Athasian travelers are lodged by merchant houses, elemental temples, psionic academies, or family. Adventurers, however, pay for hospitality.

Table 5–7: Food, Drink, and Lodging

Item	Cost	Weight
Broy		
Gallon	2 Cp	8 lb.
Mug	4 bits	1 lb.
Inn stay (per day)		
Good	2 sp	—
Common	5 Cp	—
Poor	2 Cp	—
Meals (per day)		
Good	5 bits	—
Common	3 bits	—
Poor	1 bit	—
Water		
Gallon	2 bits	8 lb.
Mug	1 bd	1 lb.

Broy: Broy is made from fermented kank nectar. Spiced broy and watered-down broy are also available. When served plain, it is potent and foul tasting. However, broy can be served warm and spiced with a pungent herb that disguises its sourness, as well as enhancing its enrapturing powers.

Mounts and Related Gear

Getting across Athasian wastes is always a dangerous adventure. Many Athasians use mounts for just this reason.

Table 5–8: Mounts and Related Gear

Mount	Cost
Crodlu, riding	200 Cp
Crodlu, warmount	400 Cp
Erdland	25 Cp
Erdlu	10 Cp
Inix	100 Cp
Kank, herding	50 Cp
Kank, riding	125 Cp
Kank, warmount	250 Cp
Mekillot	200 Cp

Crodlu: A crodlu (described on page 292) is a large bipedal lizard mount, resembling a scaled ostrich. A crodlu is appropriate as a mount for a Medium humanoid creature. Crodlu are hard to control in battle (*PH* 157), while war crodlu can be ridden into battle easily. Crodlu benefit from stabling, can wear barding, and require feed like normal mounts (*PH* 131).

Erdland: These creatures (described on page 294) are large, flightless birds used as mounts or to pull caravans. They weigh around 2 tons and can stand up to 15 feet tall. An erdland is appropriate as a mount for a Medium

humanoid creature. Erdlands can be ridden into battle easily. Erdlands benefit from stabling, can wear barding, and require feed like normal mounts (*PH* 131).

Erdlu: Erdlus (described on page 295) are a smaller variety of erdland, mostly used as herd beasts. They stand 7 feet tall and weigh around 200 lbs. An erdlu is appropriate as a mount for a Medium humanoid creature. Erdlus are hard to control in battle (*PH* 157). Erdlus benefit from stabling, can wear barding, and require feed like normal mounts (*PH* 131).

Inix: The inix (described on page 301) is a large, 16-foot long reptile commonly used for riding and as a beast of burden. An inix is appropriate as a mount for a Medium or Large humanoid creature. Inixes can be ridden into battle easily. Inixes benefit from stabling, can wear custom barding (specially constructed, adding an additional 50% to the price), and require feed like normal mounts (*PH* 131).

Kank: A kank (described on page 304) is a large, 8-foot long insect, commonly used as a personal mount. These insects cannot be used as food, for their meat smells atrocious, but they produce highly nutritious globules of honey. A kank is appropriate as a mount for a Medium humanoid creature. Kanks are hard to control in battle (*PH* 157). Kanks benefit from stabling, cannot wear barding, and do not require feeding (*PH* 131).

Mekillot: A mekillot (described on page 306) is a huge, 6,000-lb. lizard, used for hauling large cargo or serving as transportation for troops. These beasts are hard to control in combat (*PH* 157) and usually require a psionic handler. Mekillots benefit from stabling, can wear barding, and require feed eight times more than a normal mount (*PH* 131).

Transport

Sometimes it is too hard or too dangerous to ride a kank—you'll need some other form of transportation. Some vehicles, such as the chariot and howdah, are moved by muscle power. The Handle Animal skill is used only if that power comes from a team of draft animals. When the team consists of creatures with Intelligence scores of 3 or higher, the operative skill is Diplomacy. When they are slaves or forced labor, the operative skill is Intimidate.

The *Athasian Emporium* provides detailed information on vehicles, vehicle movement, and vehicle combat.

Table 5–9: Transport

Transport	Cost
Chariot, two-person, transport	50 Cp
Chariot, two-person, war	125 Cp
Chariot, four-person, war	250 Cp
Howdah, inix	10 Cp
Howdah, inix, war	100 Cp
Howdah, mekillot	20 Cp
Howdah, mekillot, war	500 Cp
Wagon, open, 1,000 lbs capacity	20 Cp
Wagon, open, 2,500 lbs capacity	35 Cp
Wagon, open, 5,000 lbs capacity	50 Cp
Wagon, open, 10,000 lbs capacity	100 Cp
Wagon, enclosed, 1,000 lbs capacity	40 Cp
Wagon, enclosed, 2,500 lbs capacity	70 Cp
Wagon, enclosed, 5,000 lbs capacity	100 Cp
Wagon, enclosed, 10,000 lbs capacity	200 Cp
Wagon, armored caravan	1,000 Cp

Chariot: A chariot is a two-wheeled vehicle used for transportation, racing, war and processions. Transport chariots are very small and simple, requiring only a single animal to draw it. A war chariot built for two riders is slightly larger, but significantly better constructed. Generally one person will drive the chariot while the other uses a bow or other ranged weapon. A war chariot built for four is much larger than the other two kinds of chariots and requires at least two mounts to drive it. A war chariot offers cover to its occupants.

Howdah: A howdah is an enclosure mounted on a riding animal containing space for one or more persons.

Howdahs can be fitted on inix or mekillots, and provide shade and cover from the elements. An inix howdah usually has room for only one person, though the war howdah, built much stronger, can hold four. A mekillot howdah can hold one or two persons, but a war howdah is much bigger, consisting of two levels and holding up to sixteen warriors.

Wagon: Wagons are an essential part of Athasian economy, as they facilitate the caravans that make life in the wastes possible. Open wagons are basic, open–topped wagons that can carry a certain amount of cargo. As Athasian wagons are built using little or no metal, there's a limit to how much cargo they can carry. Open wagons generally require two beasts to draw them, but sometimes a single erdland will work.

Enclosed wagons are more commonly used to transport people or fragile cargo that would otherwise be damaged by exposure to the elements.

Armored wagons are primarily used by caravans traveling through areas plagued by dangerous monsters or raiders. It is an enclosed wagon with agafari wood used to strengthen the wagon throughout. There are also mount points for fixed crossbows on each side of that wagon that can swivel 180 degrees. Anyone using the crossbows or firing out of the rear of the wagon (when it is open) receives cover. Armored wagons require at least four smaller mounts to draw it, two inixes or one mekillot.

Services, Spellcasting, and Manifesting

Spellcasting, unless divine, is rarely, if ever, for sale on Athas. However, the manifesting of psionic powers for cash is much more common.

Table 5–10: Services, Spellcasting and Manifesting

Service	Cost
Draqoman	varies
Power, 0–level	Caster level x 5 Cp[1]

Power, 1st–level	Caster level x 10 Cp[1]
Power, 2nd–level	Caster level x 20 Cp[1]
Power, 3rd–level	Caster level x 30 Cp[1]
Power, 4th–level	Caster level x 40 Cp[1]
Power, 5th–level	Caster level x 50 Cp[1]
Power, 6th–level	Caster level x 60 Cp[1]
Power, 7th–level	Caster level x 70 Cp[1]
Power, 8th–level	Caster level x 80 Cp[1]
Power, 9th–level	Caster level x 90 Cp[1]

1 See power description for additional costs. If the additional costs put the power's total cost above 3,000 Cp, that power is not generally available.

Draqoman: The fee for a draqoman ranges from five ceramics to a silver a day, depending upon the importance of their contacts, their level of expertise, and availability.

Power: The indicated amount is how much it costs to get a manifester to manifest a power for you. This cost assumes that you can go to the manifester and have the power manifested at his or her convenience. If you want to bring the manifester somewhere to manifest a power you need to negotiate with the manifester, otherwise the default answer is no.

The cost given is for a power with no XP cost. If the power has an XP cost, add 5 Cp per XP lost.

Furthermore, if a power has dangerous consequences, the manifester will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the manifester even agrees to manifest such a power, which isn't certain). In the case of powers that transport the manifester and characters over a distance, you will likely have to pay for two manifestations of the power, even if you aren't returning with the manifester.

In addition, not every town or village has a manifester of sufficient level to manifest any power. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a manifester capable of manifesting 1st–level powers, a large town for 2nd–level powers, a small city for 3rd– or 4th–level powers, a large city for 5th– or 6th–level powers, and a metropolis for 7th– or 8th–level powers. Even a metropolis isn't guaranteed to have a local manifester able to cast 9th–level powers.

Special Materials

Most of the *Dungeon Master's Guide's* special materials can be found on Athas, albeit in alternate forms. In addition to those described there, there also exist unique materials that have their own uses and unique properties.

Adamantine: While weapons and armor made from adamantine, also called "dwarven steel", can be found on Athas, they are quite rare. Nearly all items made from adamantine are relics from a long past age, scavenged from ruins by elves and treasure hunters. Raw adamantine cannot be bought on the market, and weapons and armor constructed from adamantine are considered priceless relics. Adamantine has the same qualities as listed in the *Dungeon Master's Guide*.

Agafari: Agafari is the Athasian equivalent of darkwood (*DMG* 283). For weapons affected by the inferior material rule, agafari is considered an inferior material.

Dasl: Dasl is a special kind of crystalline material created by thri-kreen and often used to manufacture their weapons. An item made from dasl is treated as if it was made from iron and is not considered to be made from inferior materials. However, for purposes of harming creatures with damage reduction, a dasl weapon is not treated as being made from metal. An item made from dasl costs ten times what it normally would. Thus, a dasl chatkcha costs 200 Cp instead of the 20 Cp a stone or bone chatkcha would.

Dasl has a hardness of 7 and 15 hp per inch of thickness.

Drake Hide: The hide of a drake is of such value that most sorcerer-kings forbid their sale. They have instructed templars to confiscate any such items that appear in the market in the name of their sorcerer-king. Because drakes are so rare it is easy for templars to claim the item was stolen from the sorcerer-king and have the seller put to death. Elves, of course, defy these edicts at every turn, and make a fair profit selling drake materials while just one step ahead of their templar pursuers.

One drake produces enough hide for four suits of masterwork hide armor, three suits of masterwork banded mail, two suits of half-plate, or one suit of full plate for a Medium creature. Drake hide otherwise has the same qualities as dragonhide in the *Dungeon Master's Guide*.

Drake Ivory: Drake ivory is extraordinarily strong and easy to work compared to the bone that most Athasian weaponsmiths use. Since it can only be obtained from the claws and teeth of deadly drakes, it is rare, expensive, and forbidden (see drake hide, above). Weapons made from drake ivory cost an additional 2,000 Cp to enchant. Weapons crafted from drake ivory cost twice what they normally would. A double weapon that is only half crafted using drake ivory increases its cost by 50%. For purposes of damage reduction, drake ivory is considered equivalent to cold iron (*DMG* 284). For weapons affected by the materials rule, drake ivory is considered inferior.

Drake ivory has a hardness of 10 and 30 hp per inch of thickness.

Giant Hair: Giant hair is very strong and frequently woven together to form a very strong cord. While sometimes used in armor, it is most frequently used to create rope. This rope costs 50 Cp for 50 feet, has a hardness of 5 and 2 hp per inch of thickness.

Iron: Iron (and most other metals) is rare on Athas, but weapons and armor made of iron can still be found. In all of the city-states, there are at least a few craftsmen that are able to work iron. The only fresh source of iron is the mines in the city-state of Tyr. Many of the iron weapons and armor available for sale have been scavenged from ruins. Weapons made of iron (including iron-based compounds like steel) can bypass the damage reduction possessed by some Athasian monsters.

Silver, Alchemical: The process of binding silver to weapons has been greatly refined on Athas. Very little silver is actually needed in the process, and it can be bound to weapons crafted from dasl, obsidian and bone, as well as those made from iron. Athasian alchemical silver otherwise has the same qualities as alchemical silver in the *Dungeon Master's Guide*.

Chapter 6: Magic and Psionics

"The Tablelands are a giant wasteland, to the untrained eye barren and devoid of life. When people see plants wither and die when someone utters mysterious phrases accompanied by unknown gestures, they assume the worst. They cry wizard and the mob instantly gathers to kill him. But if people venture into the wastes and look under the rocks, they will learn that Athas is teeming with all sorts of life. And when the vermin swarm forth to envelop them, biting and crawling into every orifice, do they see the irony?"

—The Oracle, Blue Shrine Scrolls

Magic in Athas is relatively scarce and universally feared, while psionic powers are a common and accepted part of life. This chapter discusses the role of magic in *Dark Sun*, describes the planar cosmology of Athas, and includes spells lists and new spells for spellcasting characters. In addition, it discusses the relationship between magic and psionics on Athas; power lists and new powers are also included in this chapter.

Magic in Athas

The abuse of magic has shaped and scarred the world of Athas in the past 8,000 years. Because of that magic is universally feared and hated by the general populace. Wizards are outlaws that are hunted and killed by templars. Magic is hard to find, and even low-level spells are not easily accessible.

Spellcasters

Athasian wizards drain energy from the surrounding soil. The method used labels wizards as defilers or preservers. Preservers have the self–control to gather energy without destroying plants. Those who do not, or who feel no remorse about the damage caused, become defilers. Defilers leave behind sterile soil and infertile ash when they cast spells. Due to this fact, most wastelanders blame wizards for the desert landscape that dominates the Tablelands today, and their hatred extends to defilers and preservers alike.

Clerics, druids and rangers, like their counterparts on other worlds, cast divine spells. There are no paladins on Athas. Unlike most campaign settings, Athas does not have any gods to grant spells. Instead, clerics forge a pact with a particular element, and draw their power from the elemental planes themselves. Rangers learn to manipulate minor nature spirits, druids are granted their powers directly from the spirits of the lands, while templars are gifted with spell by their sorcerer-kings.

The Corruption of Power

Defilers leave behind an ashen circle when casting spells. The radius is 5 ft. x spell slot level expended (a 0-level spell defiles a single 5-ft. square occupied by the caster). Creatures except the defiler caught within the defiling radius at casting time experience pain and suffer a –1 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round. Plant creatures also suffer 2 hp damage x spell slot level expended (a 0-level spell inflicts 1 hp damage).

Defiler's ash is black and totally devoid of life-giving properties. It is the telltale sign of wizardry. Nothing grows in a defiled area for years. Even if the defiler's ash moves with the wind, the ground remains a lifeless scar. A defiler cannot preserve, but a preserver can defile if desperate.

When defiling, a wizard can extend the casting time of her spells to 1 round and gain a +1 bonus to caster level. Her defiling radius increases by 5 ft. Spells with a normal casting time of 1 round or longer require an extra round to be cast in this manner. Experienced defilers often increase their spellcasting power further through Raze feats (see Chapter 3: Heroic Characteristic).

The Road to Corruption... And Redemption

Arcane casters who defile must roll a Will save DC 10 + spell level + amount of times previously defiled. Failing this save, they become defilers. Preservers succeeding the save lose their preserver status and become tainted.

Tainted wizards are not defilers, but risk becoming so. Tainted wizards may seek redemption from a druid. The druid, if willing and able, can cast a *conversion* spell on the tainted wizard, restoring her preserver status (reset the number of times defiled to zero). The wizard loses 100 XP per arcane spellcaster level. Defilers can also seek redemption, but lose 1000 XP per arcane spellcaster level. Usually the defiler must undertake a quest or otherwise demonstrate a true willingness to redeem herself before the druid casts the *conversion* spell.

Terrain Modifiers

Terrain types affect arcane magic depending on the amount of plant life available. Barren and desolate terrains weaken spells, while fertile and abundant terrains boost spells. Spell save DCs and caster level checks are affected as indicated in Table 6–1: Terrain Modifiers.

The Obsidian Plains are completely devoid of plant life. If arcane spellcasters have no alternative energy sources, or magical items such as wands, they are unable to cast spells in this terrain.

Table 6–1: Terrain Modifiers

Terrain Type	Examples	Spell DC Modifier	Caster Level Check Modifier
Desolate	Salt flats, sea of Silt	–2	–2
Barren	Boulder fields, stony barrens, scrublands	–1	–1
Infertile	Cities, rocky badlands, stony barrens, scrubland	+0	+0
Fertile	Verdant plains, savannahs, swamps, mud flats	+1	+1
Abundant	Forests, oceans, gardens	+2	+2

Spellbooks

Athasian wizards conceal their "spell books" from templars, rival wizards and others with ability to discern them for what they are. Spell books take many forms, including animal hides, stone and clay tablets, bone staves, knotted giant hair and necklaces of colored beads. Wizards use different, often personalized codes and systems for organizing their spells.

The Disguise skill masks a spell book's true nature. Someone inspecting the spell book must win an opposed Spellcraft vs. Disguise check to identify it as such. Every time a new spell is added, a spell book must be disguised anew. Unless in a hurry, a wizard normally takes 20 on this check.

Services

Arcane magic, due to its universal loathing by the general populace, is almost never offered for sale. Regardless, there exist some avaricious black souls that sell their abilities to casts spells for money. They are mostly found outside the city-states, among the villages dotting the wastelands or living in the tribes trying to survive by raiding every unfortunate that crosses their path.

On the other hands, divine spellcasters show less reticence using their powers to call upon the elements for the benefits of others. They still don't overtly use these in the city-states as the sorcerer-kings and their templars don't like to see such a power not under their control flaunted under their nose for all to see.

Securing the services of an arcane or divine spellcaster is often difficult, requiring time spent on Knowledge (local) and Gather Information checks just to locate such an available and willing spellcaster. Pricing for such services, if available, is found on Table 5–10 in Chapter 5: Equipment.

Communication

Most forms of nonmundane communications are done psionically on Athas (see Psionics in Athas), although most Veiled Alliance members usually have these kind of spells easily available. Air clerics also fill this role with spells such as *sending* and *whispering wind*.

Healing

Though magical healing is prohibitively expensive for most Athasians, many Water clerics have many trained in the mundane art of healing. These clerics use the Heal skill to treat disease, injuries, and poison effectively and even treat sunburn and heatstroke, although some sort of donation to their temple is required before the service is performed.

Transportation

Arcane magical teleportation, such as *teleport* and *dimension door*, is very hard to find due to the ban on magics. Some elemental clerics have similar abilities, such as *storm legion*, *waterways*, and *spirit of flame*, which they usually reserve for members of their faith and nobles who are in most need of them.

Other Services

Since arcane magic is universally feared and loathed, forms to detect arcane casters are high on demand, either in arcane or divine nature. City druids are hard to find, and most veiled ones are too distrustful of other arcane users to openly sell this kind of service. Those interested have to rely on chasseurs (see *Prestige Class Appendix 1*) or greedy templars or reckless defilers for that.

Goods

Magic items are no harder to create in Athas, but there are less spellcasters making them. Most city-states have banned all types of arcane magic, and clerics are barely tolerated by the templars, and vice-versa. In general, magic items are harder to find and purchase in Athas than describer on *Dungeon Master's Guide*. This difference is reflected in the adjustments to the Cp limit for smaller settlements, as shown on the following table.

Town Size	Cp Limit	Minor items
Thorp	20 Cp	None
Hamlet	50 Cp	None
Village	100 Cp	1st–level scroll, 0–level potion
Small town	400 Cp	2nd–level scroll, 1st–level potion
Large town	1,500 Cp	3rd–level scroll, 2nd–level potion 1st–level wand
Small city	7,500 Cp	4th–level scroll, 3rd–level potion 1st–level wand
Large city	20,000 Cp	5th–level scroll, 3rd–level wand
Metropolis	50,000 Cp	Any

Planes of Existence

Athas has its own Material Plane, enfolded by three coexistent transitive planes: the Astral Plane, just as in the core *D&D* cosmology (see Chapter 5 of the *Dungeon Master's Guide*); the Gray; and the Black. However, some planes from the standard D&D cosmology do not exist at all in Athas.

The Elemental and Paraelemental Planes have an interesting connection with Athas. These planes have been involved for ages in a battle known as the Unseen War. Forces from the Elemental Planes have joined to attack those of the Paraelemental Planes for an important reason: the tides of battle effect the quantity of elemental and paraelemental material on Athas. When Magma wins a battle, a volcano will erupt, spewing more material into the Material Plane. This relationship makes things on Athas different than on other worlds. The Elemental and Paraelemental Planes have a direct relationship with the very structure of Athas.

Athasian Plane	D&D Equivalent
The Gray	Ethereal Plane Negative Energy Plane
The Black	Plane of Shadow
Elemental and Paraelemental Planes	Elemental Planes Positive Energy Plane
Deep Gray	Outer Planes

The Black

Most men call it shadow, that dark stain visible only as an absence: the cold gloom cast upon the ground when their bodies block the light of the crimson son. Wiser minds referred to it as the Black, and they knew that it separated everything that existed from everything that did not. It lurked just beneath the surface of all things, like a leathery shell of some great egg, buried shallow and about to hatch. Outside lay the barren mountains, the endless sand wastes, and the bleak, windswept plains that were the world of Athas. Inside lay the Hollow, filled with the languid albumin of nothingness.

—The Cerulean Storm

The Black is a coterminous and coexistent plane that resides next to Athas. It is a reflection of the Prime Material Plane and shows what exists by way of negative space. For as long as Athasians have realized the power of the shadows the Black has been used, whether magically, psionically, or mundanely. The landscape of the Black is in constant flux, spells and psionic powers draw power from the planes, and due to the reflexive nature of the plane, changes on Athas cause changes in the Black.

The power and energy from the Black comes from its connection to the Material Plane of Athas. Shadows show what exist by absence. Shadows are negative space that shows existence through a negative. The Black exists where shadows are, and as its own plane. The Black contains not only the negative space from the reflections of existing objects, but also the potential of what all those things could be. Within the Black, all the things that could be are, but they are reflections, and have no substance, not existence, no life. When creatures used the Black to fuel their abilities, they are drawing on this potential and giving it a reality. The Black is not only the reflection of what is on Athas, but also the reflection of what could be. Powerful spellcasters have investigated the power of exploiting this potentiality to great effect. Rumors of a place beyond the Black, where not even reflections of reality exist are true. The Hollow is a plane outside of space and time. It is non–existence, and it is here that the Champions trapped Rajaat during the Rebellion.

Because of this, the landscape of the Black is constantly in motion, and never settled. It is at once a reflection of what is, and all the things that could be. The landscape resembles Athas, and there is a definite up and down, ground and sky, buildings, trees, rivers, and seas. However, all these things change and warp constantly. Gravity here exists, but only if one wishes it to.

Within the Black there are creatures that once lived on Athas. The halfling servants of the Warbringer were thrown into the Black during the Rebellion. To this day, they remain bodily within the Black, and are only able to interact with Athas through manipulating shadows. Also within the Black is the body of King Tithian of Tyr, his spirit trapped within the Cerulean Storm. When Rajaat was freed from the Hollow, he imprisoned Andropinis within the Black where he remains unable to escape from. Creatures native to the Black are few, but rumor has it that deep within the depths are possibilities of what could be, for both good and ill, and that these things sleep, unless someone awakens them. Terror could be unleashed on Athas if these things were given form outside the depths of the Black.

The Black has the following traits:

- Subjective directional gravity.
- Magically morphic. Certain spells (those with the shadow descriptor, those that draw on the Black) modify the base material of the Black. The utility and power of these spells within the Black make them particularly useful for explorers and natives alike.
- Cold aligned: The dark nature of the Black brings numbing cold to all who visit. Without proper protections, creatures within the Black must make a Fortitude check every round (DC 20). Those who fail their save take 1d4 points of Strength damage, 1d6 non–lethal damage, and are numbed for one round. Those that make their save take 1 point of Strength damage, and 1 point of non–lethal damage. Creatures immune to cold, and those that have cold resistance of 10 or greater do not need to make these checks.
- Mildly neutral–aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced when within the Black. Such spells are cast as though they were prepared

with the Maximize Spell feat, though they don't require the higher spell slots.

Furthermore, specific spells become more powerful on the Black. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

- Impeded magic. Spells that use or generate light or fire may fizzle when cast within the Black. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved within the Black.

The Black Inhabitants: Black-touched creature (template), psi-shadow, shadow, shadow giant, shadow mastiff.

Monster Manual III: Night twist, shadesteel golem.

Monster Manual IV: Skiurid.

Planar Handbook: Shadow jelly, void ooze.

Example Black Site: Shadow People Settlement

The shadow people were trapped within the Black when Rajaat was trapped within the Hollow. They tend to stay close to the Pristine Tower when on Athas; however, in the Black they stay close to the reflection of the Pristine Tower since this is where the shadow people raise their young, within the Steeple of Crystals.

The Elemental Plane of Air

"I just hung there, unable to move. It wasn't until a small bird came and helped me that I was able to find my way."

—Frestian Hodra, planar explorer of the Green Age in his diary

The Elemental Plane of Air is vast expanse of sky with nothing above and nothing below. The Elemental Plane of Air is the most comfortable and survivable of the Elemental Planes, and it is the home of all types of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage. Because they cannot move unless acted upon by others, nonfliers simply float in the air, unable to move.

Cities in the Elemental Plane of Air are vast floating fortresses composed of clouds and walls of wind. While non-natives will find these disorienting and weird, denizens of the plane have little trouble navigating the streets of these floating cities.

Armies of Air are strange indeed. While many Air elementals are naturally invisible, elemental beasts and incarnations soar within the ranks. They may seem like smaller numbers than are actually there by sight, but the Armies of Air make a fearsome and terrible noise as they approach. If traveling on the plane, one should flee from the sound of great rushing wind, and thunderclaps that have no clouds or lightning.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

The Elemental Plane of Air Inhabitants: Air drake, air elemental (all), Air elemental beast, Air incarnation, Air mephit, arrowhawk, belker, djinni (genie).

Monster Manual III: Storm elemental.

Monster Manual IV: Cyclonic ravager.

Planar Handbook: Air elementite swarm, xac-yij (energon).

Sandstorm: Dust twister, sulphur mephit.

The Elemental Plane of Earth

"The noise was of an earthquake, so loud and terribly wonderful. The grasping maws of the creatures there were made of iron and worse, and when they found me, I thought I was done for."

—Tanque Golden Tongue, recounting a banishment to the Plane of Earth he endured while seeking an audience with the King of Hogalay.

The Elemental Plane of Earth is a plane of solid stuff. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his body crushed into powder so all that is left is dust to stand as a warning to any foolish enough to follow.

Despite its unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal. Moving within the areas of softer soil will lead to the occasional isolated pocket of air. These locations typically have settlements in them for interacting with and talking to non-natives. The Lords of the Elemental Plane of Earth understand their followers on Athas aren't as hardy as they, and when they seek an audience, it will be here.

When off to war, the inhabitants of the Plane of Earth come like an earthquake. Their forms are the earth itself, so all manner of stone, metal, gems, soil and sand rush forward to meet their foes. Earth is the most patient of the

Elemental Planes, however, and a sign of surrender or intentions of peace will typically be accepted, even if only for a short while.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

The Elemental Plane of Earth Inhabitants: Crystal spider, Earth drake, Earth elemental (all), Earth elemental beast, Earth incarnation, Earth mephit, pit snatcher, salt mephit, styr.

Monster Manual III: Avalancher, omnimental.

Monster Manual IV: Blackrock triskelion.

Planar Handbook: Earth elementite swarm.

The Elemental Plane of Fire

"It was beautiful. Everything was burning, burning burning. It seemed it would never go out!"

—Spark, worshiper of Fire and pyromaniac

The Elemental Plane of Fire is a nightmare to behold. The ground is nothing more than great, ever shifting plates of compressed flame. The air ripples with the heat of continual firestorms. The oceans are made of liquid flame. Yet, many creatures call this place home. Non-natives who lack protection from fire will find themselves nothing more than cinders within minutes if not seconds.

Fire burns here without fuel or air, and flammables brought onto the plane are ignited and consumed. The cities of this plane are constructed of compressed flames and heavy metals, like brass. The Lords of Fire are some of the most volatile, yet weakest rulers of the Elemental Planes. Their passion burns like everything else and they change their minds in a flash. Beware the traveler who makes a deal with the Lords of Flames as the contract may go up in smoke.

Armies of Fire are masked by the rolling smoke that heralds their approach, and they radiate heat that will burn those that come too close. Travelers on the plane should flee if they encounter a war party, as Fire delights in setting those unburned alight.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

The Elemental Plane of Fire Inhabitants: Azer, Fire drake, Fire elemental (all), Fire elemental beast, Fire incarnation, efreeti (genie), hell hound, magmin, fire mephit, rast, salamander (all), thoqqua.

Monster Manual III: Cinder swarm, conflagration ooze, omnimental.

Monster Manual IV: Holocaust disciple, inferno spider.

Planar Handbook: Fire elementite swarm, xac-yel (energon).

The Elemental Plane of Water

"It is a source of fiction, I tell you! That much water can't possibly exist. You've spent too much time in the sun!"

—Rak'ti'po, vocalizing his disbelief in a water cleric's sermon

The Elemental Plane of Water is a sea of green and blue. Lacking a floor or a surface, it is an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Elemental Planes once a traveler figures out how to breathe.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. The water is constantly in motion, wracked by currents and tides. The plane's permanent settlements form around bits of coral and other drifting things suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

Armies of the Elemental Plane of Water are strange and surprisingly plentiful. Within the waves that are water elementals ride fearsome aquatic creatures, from sharks to kraken. The armies of the plane are aware when an intruder lurks, and if one is injured in battle, the scent of blood will travel for miles, attracting more and more creatures to devour the interloper.

The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.

- Enhanced magic. Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

The Elemental Plane of Water Inhabitants: Ooze mephit, Water drake, Water elemental (all), Water incarnation, Water elemental beast, Water mephit, tojanida (all).

Monster Manual III: Chraal, omnimental.

Monster Manual IV: Waterveiled assassin.

Planar Handbook: Water elementite swarm, xac-yorst (energon).

The Gray

"Do not try to take energy from life, for there is none to be had here. Rather, feel the Gray, and its power. There's more might there than in any tree."

— Gretch, instructing students

When a character enters the Gray (as Tithian does in *The Obsidian Oracle*), its vast emptiness stretches out before him. It can be extremely hard to keep one's bearing in the Gray, especially without a reference point. Distances are hard to determine, and even figuring out which direction one is moving can be a challenge!

The Gray is coexistent with the Material Plane but separate from the Elemental Planes. The Material Plane itself is visible from the Gray, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. The Gray is usually invisible to those on the Material Plane, and creatures in the Gray cannot normally attack creatures on the Material Plane, and vice versa. A traveler in the Gray is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Gray is infinite; moving "away" from the Material Plane brings a creature to the negative energy–infused Deep Gray.

The Gray has the following traits:

- No gravity. Gravity does not exist in this plane of nothing. There is no concept of up or down in the Gray. The effect can be extremely disorienting.
- Mildly neutral–aligned.
- No Elemental or Energy Traits. The Gray does not pose an immediate danger to living creatures traveling within it.
- Enhanced magic. In the Gray, a wizard can draw energy for a spell from an incorporeal undead (whether or not it has been forced into corporeal form). So potent is the undead that it acts as a battery of energy. As part of casting a spell, a wizard can make a touch attack against the undead, dealing 1d6 points of damage per level of the spell to be powered by its energy. This touch attack is a free action that provokes attacks of opportunity.
- Impeded magic and psionics. Spells and powers that draw upon the power of the Black are completely useless, for there is no light or shadow in the Gray. Spells and powers of the shadow subschool or with the light or darkness descriptors fail, absorbed into the surroundings. This light absorption does not affect psionic displays, which are visible as normal.

Since the Gray contains no plant life, wizards in the Gray cannot draw magic for their spells. Items that contain magical charges (rods, staves, wands and scrolls) still function, as the energy powering the magical effect is contained within the item.

- Low visibility. Visibility is reduced to twilight levels, but the dimness does not grant concealment to creatures. Low-light vision and darkvision function normally. A creature's range of vision to the Material Plane is limited to 60 feet in any direction.

Living, corporeal creatures cast a faint glow that, though perceptible, fails to illuminate any of the ashen drear of the Gray. However, the warm body of a living creature appears as a beacon, visible up to a mile and often drawing spirits near (as Tithian discovers in *The Obsidian Oracle*).

- Restricted movement. Creatures move at half speed in the Gray, though they may move in any direction.
- Alterable morphic. The plane contains little to alter, however.

The Gray Inhabitants: See *Terrors of the Deadlands*.

Monster Manual III: Cadaver collector, dust wight, salt mummy.

Monster Manual IV: Defacer, plague walker.

Monster Manual V: Sanguineous drinker, skull lord.

Sandstorm: Ashen husk, dry lich, forlorn husk.

The Deep has the following traits:

- Major negative–dominant. Some areas within the plane have only the minor negative–dominant trait, and these islands tend to be inhabited.
- Spells and spell–like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher–level slots). Spells and spell–like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead; gain a +10 bonus on the roll to determine Hit Dice affected.
- Spells and spell–like abilities that use positive energy, including cure spells, are impeded. Characters on this plane take a –10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack.

- Vision of the Material Plane becomes more obscured the farther one moves into the Deep Gray. Each minute a traveler moves deeper, his range of vision shrinks by 10 ft. (min 10 ft).
- Deep Gray: Returning to the part of the Gray coexistent with the Material Plane takes 1d10 minutes. Finding a specific object or mindscape takes 1d10 × 100 hours.

The Deep Gray Inhabitants: See *Terrors of the Deadlands*.

Example Gray Site: Qwith's Laboratory.

Existing partially within the Prime Material Plane on the Deadlands, and also within the Gray, Qwith, former student and researcher of Rajaat looks for ways to increase her power and fight off the other Dead Thrones of the Obsidian Planes, and also fight off the Bugdead Hordes. Magical experiments into the nature of the plane, as well as experiments that take advantage of the plane's properties, exist within her laboratory. Travelers who find themselves here should flee, as Qwith will do all in her power to capture, question, experiment upon and then eat intruders. She hasn't seen a living soul in thousands of years, and her interest would spell doom for anyone unfortunate enough to blunder into her lair.

The Mindscape

"Picture something familiar, something that you wouldn't want to leave. If you are attacked in this way, this will help you stay, and not become lost and vulnerable."

—Kalb De'eveque, instructor at Nibenay's School of Augurs

Some spells, powers, and undead abilities enable creatures to create mental duplicates of themselves, similar to the *astral projection* spell. In doing so, the creature enters a mindscape, a temporary demiplane constructed by its mind that floats in the Astral Plane.

A mindscape has finite size and is coterminous with the Astral Plane. Whenever a creature enters a mindscape, its spirit takes a physical form as though the character were using *astral projection*, except the creature cannot travel to planes beyond the Astral, and it lacks a silver cord; it dies if its spiritually traveling body is slain.

A character can use a spell or power to form a mindscape, in which case it appears as a landmark, building, or room important to the creator.

At the edges of a mindscape, the Astral Plane's vast emptiness becomes apparent. A victim of possession is often lured, tricked, or coerced from its mindscape and into the void, where it is naked and unprotected. Separation from a mindscape forces a spiritual traveler to make a Will save (DC 20 + the number of previous saves) each round or perish, physically and spiritually.

Mindscapes have the planar traits as normal for the mindscape's environment (usually somewhere from the Material Plane), except for alignment traits.

The Mindscape has the following traits:

- Mildly aligned. A mindscape is aligned to each component of its creator's alignment.

The Mindscape Inhabitants: Githyanki, githzerai, psurlon.

Expanded Psionics Handbook: Astral construct (all), phthisic, temporal filcher, thought eater, thought devourer, thought slayer, unbodied.

Monster Manual III: Astral stalker, odopi.

Monster Manual V: Ethereal defilers.

Planar Handbook: Astral kraken.

Example Mindscape Site: Klab's Mindscape Training Ground

The master of a Nibenese Psionics Academy and skilled telepath Kalb De'eveque will take worthy students and allow them to come into his mindscape to train them in the art of mental combat. Winner of a thousand psychic duels and teacher of hundreds of students, Kalb has become adept at showing his students just what a mindscape can do, and what the pitfalls are. Klab's mindscape is a noble house outside of Nibenay that he grew up in, with a small pool and a meditation hut. The rock garden that surrounds the pool is where he trains his students, using a fraction of his talents to easily whip his pupils into shape.

The Paraelemental Plane of Magma

"It erupted without warning, and the lava took three of my best workers. It's put me behind in schedule, and stolen the two weeks of life those slaves had felt in their hands."

—Gralk, an Urikite Templar complaining to his peers

The Paraelemental Plane of Magma is a vast expanse of flowing lava. Different pockets of alternating temperatures make some places within the plane harder or softer. Occasionally, a pocket of toxic fumes will exist. Travelers on the planes who are not native will be burned to cinders then crushed under the weight of all that liquid stone.

Cities within the plane are made of obsidian and basalt. The hellish landscape leaves little room for error for those travelling here. Passions erupt like volcanoes, and violence spews forth in pyroclastic shows of force and magic.

The armies of the plane are fearsome. They drip with molten rock burning and crushing all those in their way. They are highly aggressive and militaristic. Those who fail their lords are consumed, and their remains return to the plane that gave them life. Those travelling here would be best served to make the trip a short one. If they don't, the inhabitants of the plane will.

The Paraelemental Plane of Magma has the following traits:

- Fire and Earth dominant.

- Enhanced magic. Spells and spell-like abilities with the fire or earth descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

The Paraelemental Plane of Magma Inhabitants: Magma drake, Magma half-elemental, Magma incarnation, Magma paraelemental (all), Magma paraelemental beast.

Monster Manual III: Omnimental.
Monster Manual IV: Bloodfire ooze.
Monster Manual V: Ember guard, magmacore golem.
Sandstorm: Glass mephit, lava ooze.

The Paraelemental Plane of Rain

"When she finished her prayer, clouds came and water fell from the sky. It was one of the most amazing experiences of my life."

—Glixara, a trader on the first visit to the Forest Ridge

The Paraelemental Plane of Rain is an endless expanse of clouds, lightning and, of course, rain. The plane is not uniform, so pockets of peaceful light drizzle give way to raging storms that blow with the force of a hurricane. The Paraelemental Plane of Rain also has varying temperatures, so that one place will have warm, tropical rains, while others will have storms that are the rarest of all on Athas: blizzards.

Settlements in the plane are made of clouds and ice, hardened into vast castles and cities. Lightning jumps from structure to structure, and the sound of thunder, both from the storms and from the voices of the inhabitance, echo for hundreds of miles. A sadness seems to infect the plane, as well as an anger that burst like a thunderclap.

The forces of the Plane of Rain are the weakest of all the Paraelemental planes. Due to the weakened condition of Athas and their connection to the planes, Rain has suffered. However, weakest does not mean weak, and to withstand the force unleashed by the denizens of the planes when off to war is to be electrified, deafened, and then to have your flesh ripped by your bones from the onslaught of hailstones. Travelers should be prepared to make their stay as short as possible.

The Paraelemental Plane of Rain has the following traits:

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air or water (including spells of the Air or water domains) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth or fire (including spells of the Earth and Fire domains and spells that summon earth or fire elementals or outsiders with the earth or fire subtype) are impeded.

The Paraelemental Plane of Rain Inhabitants: Rain drake, Rain incarnation, Rain paraelemental (all), Rain paraelemental beast.

Monster Manual III: Omnimental.
Planar Handbook: Xac-yaup (energon).
Sandstorm: Thunderbird.

The Paraelemental Plane of Silt

"The Silt is maddening. It kills crops, it kills slaves, it seems to kill everything but those damn giants."

—Hotpokirt, Balic noble and recent victim of a giant raid

The Paraelemental Plane of Silt is a powdery field of gray that stretches for as far as the eye can see, which is a very short distance due to the clouds of silt that blanket the plane.. The silt is uniform throughout the plane, so one has trouble finding his way, or differentiating between this section of Gray Death and that section.

Settlements within the plane are formed from compressed silt into cities. These cities are thriving places where creatures rely on sonar and touch more than any other sense. Travelers need some way to survive, due to the lack of oxygen, the nature of silt, and the effects of Gray Death.

Being one of the more powerful Paraelemental Planes, the Armies of the Silt Lords are fierce. They flow forward like a tide. Anything that they catch is pulled apart and ground away by the thousands of tiny particles sandblasting the meat from a victim's bones.

The Paraelemental Plane of Silt has the following traits:

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Enhanced magic. Spells and spell-like abilities with the acid descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on

them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

The Paraelemental Plane of Silt Inhabitants: Silt drake, Silt incarnation, Silt paraelemental (all), Silt paraelemental beast, Silt weird.

Monster Manual III: Omnimental.
Planar Handbook: Xac-yij (energon).
Sandstorm: Dustform creature (template), sand golem.

The Paraelemental Plane of Sun

"The Sun is the source of all life, and of death as well. It creates and destroys as it sees fit. Know its secrets and it will reward you, fail to learn and you will be nothing more than bleached bones left on the next dune."

—Solarus, a sun cleric instructing his new pupil.

The Paraelemental Plane of Sun is a vast plane of cloudless sky and an enormous sun, with heat and light radiating on all. There is no protection from the heat, nor do the denizens of the plane care to have it.

Settlements on the plane are cities of light, radiating like the sun on solidified rays of solar energy. While different colors exist, the structures tend to mimic the sun and have a dark red coloring. Every so often a building will have prisms, scattering the light into more colors than a traveler could imagine. Visitors will want protection from the exposure to so much light and heat.

The Armies of the Sun are blinding forces that radiate not only their anger and power, but also cast out any shadows or darkness. They travel fast and strike hard, vanishing in the blink of an eye, leaving their victims blind and burned.

The Paraelemental Plane of Sun has the following traits:

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air and Fire Dominant
- Enhanced magic. Spells and spell-like abilities with the air or fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water, darkness or shadows (including spells of the Water domain and spells that summon water elementals or outsiders with the water or shadow or Black subtype) are impeded.

The Paraelemental Plane of Sun Inhabitants: Sun drake, Sun incarnation, Sun paraelemental (all), Sun paraelemental beast.

Monster Manual III: Omnimental.
Planar Handbook: Xac-yong (energon).

Spells

The spellcasters of Athas have access to a number of new spells, as detailed below.

Reincarnate: Use the following table for determining new incarnations for Athasian characters.

d%	Incarnation	Str	Dex	Con
01–05	Aarakocra	–2	+4	+0
06–15	Dwarf	+0	+0	+2
16–25	Elf	+0	+2	–2
26–37	Half-elf	–0	+2	–0
38–47	Half-giant	+8	–2	+4
48–57	Halfling	–2	+2	+0
58–72	Human	+0	+0	+0
73	Jozhal	–4	+4	–2
74–83	Mul	+4	+0	–2
84	Nikaal	+2	+0	+2
85–89	Pterran	+0	–2	+0
90	Tarek	+4	+0	+4
91	Tari	–4	+4	+0
92–99	Thri-kreen	+2	+4	+0
100	Other	?	?	?

Cleric Spells

Like their counterparts in the *Player's Handbook*, Athasian clerics choose spells from a general spell list and get bonus spells from domains. Spells in strikeout are *Player's Handbook* spells that *Dark Sun* does not make available to all clerics. Spells new to this book are marked with an asterisk (*).

0-Level Cleric Spells (Orisons)

~~**Create Water:**~~ Replaced by *create element*.
Create Element*: Create a small amount of patron element.
Detect Element*: Detect presence of element.

1st-Level Cleric Spells

Bless Element[M]*: Makes holy element.
~~**Bless Water:**~~ Replaced by *bless element*.
Cooling Canopy*: Summons a cloud to provide shade and prevent dehydration.
Curse Element[M]*: Makes unholy element.
~~**Curse Water:**~~ Replaced by *curse element*.
Heat Lash*: Creature suffers 1d4+1 damage and is knocked back 5 ft.

2nd–Level Cleric Spells

Return to the Earth*: Turns dead and undead bodies into dust.

3rd–Level Cleric Spells

Eye of the Storm*: Protects 30 ft. radius from effects of storm for 1 hour/level.

Lighten Load*: Increases Strength for carrying capacity only.

Sand Pit*: Excavates sand in a 30 ft. wide and 50 ft. deep cone.

Surface Walk*: Subject treads on unstable surfaces as if solid.

~~**Water Breathing:**~~ Replaced by *worm's breath*.

~~**Water Walking:**~~ Replaced by *surface walk*.

Worm's Breath*: Subjects can breathe underwater, in silt or earth.

4th–Level Cleric Spells

Control Tides*: Raises, lowers, or parts bodies of water or silt.

~~**Control Water:**~~ Replaced by *control tides*.

Curse of the Black Sands*: Target leaves black oily footprints.

Elemental Armor*: Armor or shield gains enhancement bonus and special quality.

Elemental Weapon*: Weapon gains enhancement bonus and special quality.

Sand Spray*: Sprays sand or silt as an area attack.

5th–Level Cleric Spells

Cleansing Flame*: 1d6/level fire damage (max 10d6).

Elemental Strike*: Smites foes with 1d6/level of divine and elemental energy (max. 15d6).

~~**Flame Strike:**~~ Replaced by *elemental strike*.

Ragestorm[M]*: Summons a storm with high winds, hail, and lightning.

Rangeblade*: Can strike with melee weapons at a distance.

6th–Level Cleric Spells

Braxatskin*: Your skin hardens, granting armor bonus and damage reduction.

Rejuvenate*: Increase the fertility of the land.

~~**Wall of Stone:**~~ Only available through specific domains.

7th–Level Cleric Spells

Infestation*: Tiny parasites infect creatures within area.

Elemental Chariot*: Enhances chariot with elemental effects.

Sands of Time[F]*: Reverses or accelerates aging of a non–living object.

Unliving Identity[MX]*: Transforms a zombie into a thinking zombie.

8th–Level Cleric Spells

Elemental Storm*: Deals 1d6 energy damage/level.

~~**Fire Storm:**~~ Replaced by *elemental storm*.

9th–Level Cleric Spells

Greater Elemental Chariot*: As *elemental chariot*, but with greater effects.

Heartseeker[X]*: Creates a deadly piercing weapon.

Cleric Domains

The following domains replace those found on Chapter 11 of the *Player's Handbook* for Athasian campaigns.

Broken Sands

Worshippers: Magma, Silt

Class Skill: Survival

Weapon: Alak.

Granted Power: You continually use *pass without trace* as the spell. This is a supernatural ability.

Broken Sands Domain Spells

1. Sand Pit: Excavates sand in a 10 ft./level wide and deep cone.

2. Curse of the Black Sands: Subject leaves black oily footprints.

3. Sand Spray: Sprays sand or silt as an area attack.

4. Sand Trap[M]: You entrap an area of sand.

5. Sand Flow: You shift the location of sand dunes.

6. Blade Barrier: Blades encircling you deal 1d6 damage/level.

7. Glass Storm: Creates a whirlwind of broken glass.

8. Molten: Melt sand into glass, or rock into magma.

9. Fissure[M]: Opens a volcanic fissure in natural stone.

Burning Eyes

Worshippers: Fire, Sun

Class Skill: Spot

Weapon: Atlatl.

Granted Power: You cannot be dazzled or blinded by light effects, such as spells with the light descriptor. During the day, you gain a competence bonus on Spot checks equal to your cleric level.

Burning Eyes Domain Spells

1. Faerie Fire: Outlines subjects with light, canceling blur, concealment, and the like.

2. Clues of Ash: You receive a vision of an item's destruction

3. Continual Flame[M]: Makes a permanent, heatless torch.

4. Fire Track: Fiery spark follows tracks.

5. True Seeing: See all things as they really are.

6. Find the Path: Shows most direct way to a location.

7. Watch Fire: Spies through campfires within range.

8. Confessor's Flame: Uses threat of flame to extract confession.

9. Spirit of Flame: As watch fire, plus you can teleport or cast spells through flames.

Cold Malice

Worshippers: Rain.
Class Skill: Move Silently.
Weapon: Garrote.
Granted Power: You gain your cleric level in cold resistance.

Cold Malice Domain Spells
1. Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
2. Chill Metal: Cold metal damages those who touch it.
3. Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
4. Enervation: Subject gains 1d4 negative levels.
5. Cone of Cold: 1d6 cold damage/level.
6. Cerulean Hail: A hailstorm appears and does 3d8 damage and causes weak creatures to flee.
7. Freezing Sphere: Freezes water or deals cold damage.
8. Horrid Wilting: Deals 1d6 damage/level within 30 ft.
9. Energy Drain: Subject gains 2d4 negative levels.

Dead Heart

Worshippers: Magma, Silt.
Class Skill: Intimidate.
Weapon: Impaler.
Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.

Dead Heart Domain Spells
1. Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 Str and +1 level.
2. Speak with Dead: Corpse answers one question/two levels.
3. Animate Dead: Creates undead skeletons and zombies.
4. Vampiric Touch: Touch deals 1d6/two caster levels; caster gains damage as hp.
5. Unliving Identity[MX]: Turns a mindless animated undead into a thinking zombie, skeleton, or exoskeleton.
6. Gray Beckoning: Summons gray zombies
7. Finger of Death: Kills one subject.
8. Gray Rift: A hovering rift to the Gray bolsters undead.
9. Vampiric Youthfulness: Increases your lifespan at the expense of another's.

Decaying Touch

Worshippers: Earth, Silt.
Class Skill: Knowledge (dungeoneering).
Weapon: Carrikal.
Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Decaying Touch Domain Spells
1. Return to the Earth*: Turns dead and undead bodies into dust.
2. Rusting Grasp: Your touch corrodes iron and alloys.
3. Contagion: Infects subject with chosen disease.
4. Acid Rain: Conjures an acidic shower.
5. Sands of Time[F]: Reverses or accelerates aging of a nonliving object.
6. Disintegrate: Makes one creature or object vanish.
7. Destruction: Kills subject and destroys remains.
8. Power Word, Blind: Blinds 200 hp worth of creatures.
9. Time Stop: You act freely for 1d4+1 rounds.

Desert Mirage

Worshippers: Air, Sun, Water.
Class Skill: Search.
Weapon: Alhulak.
Granted Power: You can use a turn attempt to dispel a figment or glamer. Make a caster level check against DC 11 + illusion's caster level (as if you cast *dispel magic*). If you are successful, then the illusion is dispelled.

Desert Mirage Domain Spells
1. Entropic Shield: Ranged attacks against you suffer a 20% miss chance.
2. Glitterdust: Blinds creatures, outlines invisible creatures.
3. Curse of the Choking Sands*: Victim's touch turns water to dust.
4. Coat of Mists[M]: Coalesces a magical mist about the subject's body.
5. Shining Sands: Affected sand reflects light, blinding foes.
6. Mislead: Turns you invisible and creates illusory double.
7. Prismatic Wall: Wall's colors have array of effects.
8. Horrid Wilting: Deals 1d6 damage/level within 30 ft.
9. Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Drowning Despair

Worshippers: Rain, Water.
Class Skill: Swim.
Weapon: Net.
Granted Power: You do not suffer armor check penalties and encumbrance penalties to Swim checks. Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead.

Drowning Despair Domain Spells

1. Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
2. Surface Tension*: Affected water acquires rubbery surface
3. Control Tides*: Raises, lowers or parts bodies of water or silt.
4. Lungs of Water*: Conjures water inside victim's lungs.
5. Water Trap: Body of water becomes death trap.
6. Drown on Dry Land*: Targets can only breathe water.
7. Whirlpool of Doom: You stir the ground into a whirlpool.
8. Flash Flood: Conjures a flood.
9. Storm of Vengeance: Storm rains acid, lightning, and hail.

Earthen Embrace

Worshippers: Earth.
Class Skill: Survival.
Weapon: Bolas.
Granted Power: You can use your Survival ability to assess your depth underground (DC 15). You gain your cleric level in acid resistance.

Earthen Embrace Domain Spells
1. Magic Stone: Three stones gain +1 attack, deal 1d6+1 damage.
2. Bear's Endurance: Subject gains +4 Con for 1 min./level.
3. Secure Shelter: Creates sturdy cottage.
4. Wall of Stone: Creates a stone wall that can be shaped.
5. Stoneskin[M]: Ignore 10 points of damage per attack.
6. Flesh to Stone: Turns subject creature into statue.
7. Whirlpool of Doom: You stir the ground into a whirlpool.
8. Iron Body: Your body becomes living iron.
9. Imprisonment: Entombs subject beneath the earth.

Fiery Wrath

Worshippers: Fire, Sun.
Class Skill: Intimidate.
Weapon: Flail.
Granted Power: You gain your cleric level in fire resistance.

Fiery Wrath Domain Spells
1. Burning Hands: 1d4 fire damage/level (max: 5d4).
2. Fire Trap: Opened object deals 1d4+1/level damage.
3. Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
4. Sunstroke[F]: Ray attacks induce sunstroke.
5. Elemental Strike: Smites foes with divine energy (1d6/level).
6. Fire Seeds: Acorns and berries become grenades and bombs.
7. Flame Harvest: Creates a timed fire trap.
8. Sunburst: Blinds all creatures within 10ft., deals 6d6 damage.
9. Conflagration: Incinerates a living creature and animates its remains.
** Resist cold or fire only.

Forged Stone

Worshippers: Earth.
Class Skill: Search.
Weapon: Maul.
Granted Power: You gain the stonecunning ability (*PH* 15).

Forged Stone Domain Spells
1. Sandstone: Your touch packs sand into sandstone
2. Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.
3. Stone Shape: Sculpts stone into any shape.
4. Spike Stones: Creatures in area take 1d8 damage, may be slowed.
5. Transmute Mud to Rock: Transforms two 10 ft. cubes/level.
6. Move Earth: Digs trenches and build hills.
7. Statue: Subject can become a statue at will.
8. Repel Metal or Stone: Pushes away metal and stone.
9. Legendary Stonecraft[X]: Stretches time with respect to stonecraft labor.

Furious Storm

Worshippers: Rain.
Class Skill: Balance.
Weapon: Small macahuitl.
Granted Power: You get a +4 bonus to resist being bull rushed or tripped, and are treated as one size larger against wind effects (such as *gust of wind*).

Furious Storm Domain Spells
1. Gust of Wind: Blows away or knocks down smaller creatures.
2. Eye of the Storm: Protects 30 ft. radius from effects of storm for 1 hour/level.
3. Sleet Storm: Hampers vision and movement.
4. Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
5. Control Winds: Change wind direction and speed.
6. Summon Tyr-Storm[F]: Call a powerful Tyr-storm.
7. Whirlwind: Cyclone inflicts damage and can pick up creatures.
8. Storm Legion: Transports willing creatures via a natural storm.
9. Storm of Vengeance: Storm rains acid, lightning and hail.

Ill Winds

Worshippers: Air, Magma.
Class Skill: Craft (alchemy).
Weapon: Splashbow.

Granted Power: You get a +4 bonus to Fortitude saves against poison.

Ill Winds Domain Spells

1. Channel Stench: Emit a vile cone of stench

2. Pyrotechnics: Turns fire into choking smoke.

3. Breeze Lore: Gives you temporary scent ability.

4. Stinking Cloud: Nauseating vapors, 1 round/level.

5. Cloudkill: Kills 3 HD or less; 4–6 HD save or die.

6. Acid Fog: Fog deals acid damage.

7. Poisoned Gale: Poisonous cloud (10 ft. wide, 10ft. high) emanates out from you to the extreme of the range.

8. Incendiary Cloud: Cloud deals 4d6 fire damage/round.

9. Wind Trap: Prepare a magical wind trap to spring on specified conditions.

Light's Revelation

Worshippers: Fire, Sun.

Class Skill: Sense Motive.

Weapon: Warhammer.

Granted Power: Once per day as a standard action you can burn all creatures within 30 ft. who intentionally tell a lie (it must be a falsehood, not a half-truth or incomplete information), dealing 1d6 fire damage/3 cleric levels. This power lasts for 1 minute. Each creature can only be damaged once, regardless of how many lies they tell. This granted power is a supernatural ability.

Light's Revelation Domain Spells

1. Detect Secret Doors: Reveals hidden doors within 60 ft.

2. Zone of Truth: Subjects within range cannot lie.

3. Invisibility Purge: Dispels invisibility within 5 ft./level.

4. Discern Lies: Reveals deliberate falsehoods.

5. True Seeing: See all things as they really are.

6. Find the Path: Shows most direct way to a location.

7. Legend Lore: Learn tales about a person, place or thing.

8. Discern Location: Exact location of creature or object.

9. Foresight: "Sixth sense" warns of impending danger.

Living Waters

Worshippers: Rain, Water.

Class Skill: Swim.

Weapon: Trident.

Granted Power: Once per day you can stabilize all dying creatures within a 60 ft. radius centered on you. This granted power is a supernatural ability.

Living Waters Domain Spells

1. Clear Water: Doubles the benefit of water.

2. Fog Cloud: Fog obscures vision.

3. Worm's Breath: Subjects can breathe underwater, in silt or earth.

4. Pact of Water[F]: Seal a pledge between willing creatures.

5. Sweet Water: Enhances water with life–preserving properties.

6. Awaken Water Spirits: Gives sentience to a body of natural water.

7. Waters of Life[M]: Absorb another creature's ailments.

8. Flash Flood: Conjures a flood.

9. Waterways*: Use water sources as conduit for teleportation.

Mountain's Fury

Worshippers: Earth, Magma.

Class Skill: Climb.

Weapon: Heartpick.

Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric rebukes undead.

Mountain's Fury Domain Spells

1. Magic Stone: Three stones gain +1 attack, deal 1d6+1 damage.

2. Heat Metal: Hot metal damages those who touch it.

3. Spike Stones: Creatures in area take 1d8 damage, may be slowed.

4. Oil Spray: A fountain of flammable oil gushes from the ground.

5. Repel Metal or Wood: Pushes away metal or wooden objects.

6. Flesh to Stone: Turns subject creature into statue.

7. Earthquake: Intense tremor shakes 5 ft./level radius.

8. Magma Tunnel: Tunnels through solid rock.

9. Fissure[M]: Opens a volcanic fissure in natural stone.

Rolling Thunder

Worshippers: Air.

Class Skill: Listen.

Weapon: Skyhammer.

Granted Power: You cannot be deafened or stunned by sonic spells or abilities. Turn or destroy air creatures like a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. This granted power is a supernatural ability.

Rolling Thunder Domain Spells

1. Command: One subject obeys one–word command for one round.

2. Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

3. Wind Wall: Deflects arrows, smaller creatures, and gases.

4. Shout: Deafens all within cone and deals 2d6 damage.

5. Command, Greater: As *command*, but affects one subject/level.

6. Power Word, Stun: Stuns creatures up to 150 hp.

7. Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

8. Power Word, Blind: Blinds 200 hp worth of creatures.

9. Power Word, Kill: Kills one tough subject or many weak ones.

Ruinous Swarm

Worshippers: Earth.

Class Skill: Ride.

Weapon: Lasso.

Granted Power: Rebuke, command, or bolster a vermin as an evil cleric rebukes undead. This granted power is a supernatural ability.

Ruinous Swarm Domain Spells

1. Animal Messenger: Sends a Tiny animal to a specific place.

2. Summon Swarm: Summons swarm of small crawling or flying creatures.

3. Repel Vermin: Insects, spiders and other vermin stay 10 ft. away.

4. Giant Vermin: Turns insects into giant vermin.

5. Insect Plague: Insect horde limits vision, inflicts damage, and causes weak creatures to flee.

6. Infestation: Tiny parasites infest creatures within area.

7. Creeping Doom: Carpet of insects attacks at your command.

8. Sympathy: Object or location attracts certain creatures.

9. Swarm of Anguish: Transforms you into a swarm of agony beetles.

Sky Blitz

Worshippers: Air, Water.

Class Skill: Listen.

Weapon: Forearm axe.

Granted Power: You gain your cleric level in electricity resistance.

Sky Blitz Domain Spells

1. Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2. Water Shock: Entraps water with electric charge.

3. Call Lightning: Calls down lightning bolts (3d6 per bolt) from the sky.

4. Quench: Extinguishes nonmagical fires or one magic item.

5. Lightning Storm: As call lightning, but 5d6 damage per bolt.

6. Control Weather: Changes weather in local area.

7. Chain Lightning: 1d6 damage/level; secondary bolts.

8. Liquid Lightning: Lightning strikes victim and first person to touch victim.

9. Water Light: Water within range emits light.

Smoldering Spirit

Worshippers: Fire.

Class Skill: Intimidate.

Weapon: Shortbow.

Granted Power: Turn or destroy fire creatures like a good cleric turns undead. Rebuke, command, or bolster a fire creature as an evil cleric rebukes undead. This granted power is a supernatural ability.

Smoldering Spirit Domain Spells

1. Burning Hands: 1d4 fire damage/level (max: 5d4).

2. Pyrotechnics: Turns fire into blinding light or choking smoke.

3. Fireball: 1d6 damage per level, 20-ft. radius.

4. Blindscorch: Fire burns the face of one opponent.

5. Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

6. Delayed Blast Fireball: 1d6 fire damage/level; you can postpone blast for 5 rounds.

7. Elemental Storm: Deals 1d6 energy damage/level.

8. Incendiary Cloud: Could deals 4d6 fire damage/round.

9. Blazing Wreath: Shrouds you in elemental flame.

Soaring Spirit

Worshippers: Air.

Class Skill: Escape Artist.

Weapon: Longbow.

Granted Power: For a total time per day of 1 round per cleric level, you can act normally regardless of magical effects that impede movement as if you were affected by the *freedom of movement* spell. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.

Soaring Spirit Domain Spells

1. Feather Fall: Objects or creatures fall slowly.

2. Spider Climb: Grants ability to walk on walls and ceilings.

3. Fly: Subject flies at speed of 60 ft.

4. Air Walk: Subject treads on air as if solid (climb at 45–degree angle).

5. Teleport: Instantly transports you as far as 100 miles/level.

6. Wind Walk: You and your allies turn vaporous and travel fast.

7. Teleport, Greater: As teleport, but no range limit and no off–target arrival.

8. Reverse Gravity: Objects and creatures fall upward.

9. Greater Elemental Chariot*: As *elemental chariot*, but with greater effects.

Soul Slayer

Worshippers: Silt.

Class Skill: Tumble.

Weapon: Master's whip.

Granted Power: Whenever you successfully strike with a whip, you can automatically attempt to grapple with it, as if you had the improved grab ability (*MM* 310).

Soul Slayer Domain Spells

1. Ray of Enfeeblement: Ray reduces Str by 1d6 points + 1 point/level.

2. Death Mark: Curses a target marked for death.

3. Death Whip[F]: Enhances a whip to deal Strength + Dexterity damage.

4. Black Tentacles: 1d4 +1/level tentacles grapple randomly within 15 ft.

5. Slay Living: Touch attack kills subject.

6. Harm: Deals 10 points/level damage to target.

7. Circle of Death: Kills 1d4/level HD of creatures.

8. Trap the Soul: Imprisons subject within gem.

9. Soul Bind: Traps newly dead soul to prevent resurrection.

Sun Flare

Worshippers: Sun.

Class Skill: Spot.

Weapon: Dejada.

Granted Power: You automatically succeed on Fortitude saves against heat caused by natural weather; your water consumption is treated as if you were continually in the shade.

Sun Flare Domain Spells

1. Color Spray: Knocks unconscious, blinds or stuns 1d6 weak creatures.

2. Daylight: 60-ft. radius of bright light.

3. Searing Light: Ray deals 1d8/two levels, more against undead.

4. Rainbow Pattern: Lights prevent 24HD of creatures from attacking or moving away.

5. Air Lens: Directs intensified sunlight at foes within range

6. Sunbeam: Beam blinds and deals 4d6 damage.

7. Prismatic Spray: Rays hit subject with a variety of effects.

8. Incendiary Cloud: Cloud deals 4d6 fire damage/round.

9. Prismatic Wall: Wall's colors have array of effects.

Druid Spells

The spells listed below are added to the druid spell list given in the *Player's Handbook*. Spells new to this book are marked with an asterisk (*).

0–Level Druid Spells (Orisons)

Defiler Scent*: Smells the presence or absence of defilers.

Nurturing Seeds*: Makes 10 seeds or cuttings hardy and easy to transplant.

1st–Level Druid Spells

Backlash*[M]: 1d6+1 damage/2 levels to defilers.

Black Cairn*[F]: Locates a corpse nearby.

Cooling Canopy*: Summons a cloud to provide shade and prevent dehydration.

Detect Undead: Reveals undead within 60 feet.

Plant Renewal*: Brings one plant back from near destruction.

Proof Against Undeath: Prevents dead subject from being raised as undead.

2nd–Level Druid Spells

Boneharden*: Hardens bone, making weapons stronger and impairing living beings.

Clear Water*: Doubles the benefit of water.

Conservation*[M]: Protect the land from defilement.

Darkness: 20-foot radius of supernatural darkness.

Echo of the Lirr*: Stuns creatures in a cone.

Gentle Repose: Preserves one corpse.

Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow.

Sleep: Put 2d4 HD of creatures into comatose slumber.

Sting of the Gold Scorpion*: Enlivens scorpion barb to strike with poison of real scorpion once.

3rd–Level Druid Spells

Boneclaw's Cut*[F]: Deals damage that continues to cause bleeding damage.

Claws of the Tembo*: Deals 1d6 Str damage and transfers hp.

Clear-river*: Blows aways or knocks creatures.

Curse of the Black Sands*: Target leaves black oily footprints

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds absolute darkness in 60-ft. radius.

Eye of the Storm*: Protects 30 ft. radius from effects of storm for 1 hour/level.

Remove Curse: Frees object or person from curse.

Return to the Earth*: Turns dead and undead bodies into dust.

Searing Light: Ray deals 1d8/two levels against undead.

Surface Walk*: Subject treads on unstable surfaces as if solid.

~~**Water Walking:**~~ Replaced by *surface walk*.

Worm's Breath*: Subjects can breathe underwater, in silt, or earth.

Zombie Berry*: 1d4 berries from the zombie plant become attuned to you.

4th–Level Druid Spells

Control Tides*: Raises, lowers, or parts bodies of water or silt.

~~**Control Water:**~~ Replaced by *control tides*.

Elemental Strike*: Smites foes with 1d6/level of divine and elemental energy (max 15d6).

~~**Flame Strike:**~~ Replaced by *elemental strike*.

Klar's Heart*: Enhances combat abilities of all creatures within range.

Nondetection: Hides subject from divination, scrying.

5th–Level Druid Spells

Braxatskin*: Your skin hardens, granting armor bonus and damage reduction.

Cleansing Flame*: 1d6/level fire damage (max 10d6).

Coat of Mists*[M]: Coalesce a magical mist about the subject's body.

Conversion*[FX]: Removes burden of acts of defiling from a wizard.

Groundflame*: Mist deals 1d6/level acid damage (max 15d6).

Mark of Justice: Designates action that will trigger curse on subject.

Rejuvenate*: Increase the fertility of the land.

Righteous Might: Your size increases, and you gain +4 Str.

Skyfire*: Three exploding spheres each deal 3d6 fire damage.

6th–Level Druid Spells

Allegiance of the Land*: Grants bonus to AC, temporary hit points, and energy resistance.

Awaken Water Spirits*: Gives sentience to a natural body of water.

Create Oasis*: Conjures a temporary oasis.

Raise Dead: Restores life to subject who died up to 1 day/level ago.

Infestation*: Tiny parasites infect creatures within area.

7th–Level Druid Spells

Elemental Storm*: Deals 1d6 energy damage/level (max 20d6).

~~**Fire Storm:**~~ Replaced by *elemental storm*.

Waters of Life*[M]: Absorb another creature's ailments.

8th–Level Druid Spells

Flame Harvest*: Creates a timed fire trap.

Sirocco*: You conjure a legendary desert wind.

9th–Level Druid Spells

Flash Flood*: Conjures a flood.

Heartseeker*[X]: Creates a deadly piercing weapon.

Storm Legion*: Transports willing creatures via a natural storm.

Swarm of Anguish*: Transforms you into a swarm of agony beetles.

Wild Lands*: Attract wild creatures to an area.

Ranger Spells

The spells listed below are added to the ranger spell list given in the *Player's Handbook*. Spells new to this book are marked with an asterisk (*).

1st–Level Ranger Spells

Cooling Canopy*: Summons a cloud to provide shade and prevent dehydration.

Nurturing Seeds*: Makes 10 seeds or cuttings hardy and easy to transplant.

Plant Renewal*: Brings one plant back from near destruction.

2nd–Level Ranger Spells

Echo of the Lirr*: Stuns creatures in a cone.

Footsteps of the Quarry[M]*: Track a specific creature or person.

Sting of the Gold Scorpion*: Enlivens scorpion barb to strike with poison of real scorpion once.

3rd–Level Ranger Spells

Claws of the Tembo*: Deals 1d6 Str damage and transfers hp.

Eye of the Storm*: Protects 30 ft. radius from effects of storm for 1 hour/level.

Surface Walk*: Subject treads on unstable surfaces as if solid.

Worm's Breath*: Subjects can breathe underwater, in silt or earth.

~~**Water Breathing:**~~ Replaced by *worm's breath*.

~~**Water Walking:**~~ Replaced by *surface walk*.

Templar Spells

The templar spell list appears below. Spells new to this book are marked with an asterisk (*).

0–Level Templar Spells (Orisons)

Cure Minor Wounds: Cures 1 point of damage.

Defiler Scent*: Smells presence or absence of defilers.

Detect Magic: Detects spells and magical items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st–Level Templar Spells

Black Cairn*[F]: Locates a corpse nearby.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: Understand all spoken and written languages.

Cure Light Wounds: Cures 1d8+1/level damage (max +5).

Deathwatch: Sees how wounded subjects within 30 ft. are.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain attack, damage bonus, +1/three levels.

Doom: One subject suffers –2 on attacks, damage, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Hand of the Sorcerer-king*: Protects caster from spells.

Hide From Undead: Undead can't perceive one subject/level.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Remove Fear: +4 on saves against fear for one subject +1/four levels.

Protection from Evil/Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield of Faith: Aura grants +2 or higher deflection bonus.

2nd–Level Templar Spells

Battlefield Healing*: Stabilizes one creature/level.

Bear's Endurance: Subject gains +4 Con for 1 min./level.

Cure Moderate Wounds: Cures 2d8+1/level damage (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Enthrall: Captivates all within 100 ft. + 10 ft/level.

Footsteps of the Quarry[M]*: Track a specific creature or person.

Hold Person: Holds one person helpless; 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magic ability penalty or repairs 1d4 ability damage.

Return to the Earth*: Turns dead and undead bodies into dust.

Silence: Negates sound in 15–ft radius.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3rd–Level Templar Spells

Cure Serious Wounds: Cures 3d8+1/level damage (max +15).

Dedication*: Allows target to avoid sleep, consume half food and water, and +1 to attack, damage, saves, ability, and skill checks while pursuing a specified task.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels magical spells and effects.

Glyph of Warding: Inscription harms those who pass it.

Image of the Sorcerer-King*: Touched creatures must save or become affected by cause fear.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Lightning Bolt: Electricity deals 1d6/level damage.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Evil/Good: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Disease: Cures all diseases affecting subject.

Sand Pit*: Excavates sand in a 30 ft. wide and 50 ft. deep cone.

Speak with Dead: Corpse answers one question/two levels.

Surface Walk*: Subject treads on unstable surfaces as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Worm's Breath*: Subjects can breathe underwater, in silt, or earth.

4th–Level Templar Spells

Air Walk: Subject treads on air as if solid (climb at 45–degree angle).

Command, Greater: As *command*, but affects one subject/level.

Cure Critical Wounds: Cures 4d8+1/level damage (max +20).

Dimensional Anchor: Bars extradimensional movement.

Fool's Feast*: Enhances food for one creature/level and blesses.

Freedom of Movement: Subject moves normally despite impediments.

Geas, Lesser: Commands subject of 7 HD or less.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Mage Seeker[F]*: Locate nearby wizard.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison: Detoxifies venom in or on subject.

Sending: Delivers a short message anywhere, instantly.

Status: Monitors condition, position of allies.

Tongues: Speak any language.

Wrath of the Sorcerer-king*: Know if a creature has broken the law, and punish him.

5th–Level Templar Spells

Air Lens: Directs intensified sunlight at foes within range.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrifaction.

Elemental Strike*: Smites foes with 1d6/level of divine and elemental energy (max 15d6).

Fire Track*: Fiery spark follows tracks.

Klar's Heart*: Enhances combat abilities of all creatures within range.

Mark of Justice: Designates action that will trigger curse on subject.

Scrying: Spies on subject from a distance.

Symbol of Pain[M]: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep[M]: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing: See all things as they really are.

6th–Level Templar Spells

Control Tides*: Raises, lowers, or parts bodies of water or silt.

Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.

Forbiddance: Denies area to creatures of another alignment.

Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th level spell.

Raise Dead: Restores life to subject who died up to 1 day/level ago.

Symbol of Fear[M]: Triggered rune panics nearby creatures.

Symbol of Persuasion[M]: Triggered rune charms nearby creatures.

Wisdom of the Sorcerer-king*: Apply metamagic to one spell of up to 4th level.

Word of Recall: Teleports you back to designated place.

7th–Level Templar Spells

Confessor's Flame*: Uses threat of flame to extract confession.

Crusade*: Allies receive +4 bonus to attack rolls, damage rolls, and saving throws, 2d8 hit points, and immunity to magical fear.

Refuge: Alters item to transport its possessor to you.

Scrying, Greater: As scrying, but faster and longer.

Symbol of Stunning[M]: Triggered rune stuns nearby creatures.

Symbol of Weakness[M]: Triggered rune weakens nearby creatures.

8th–Level Templar Spells

Antipathy: Object or location affected by spell repels certain creatures.

Discern Location: Exact location of creature or object.

Finger of Death: Kills one subject.

Poisoned Gale: Poisonous cloud (10 ft. wide, 10ft. high) emanates out from you to the extreme of the range.

Regenerate: Subject's severed limbs grow back.

Symbol of Death[M]: Triggered rune slays nearby creature.

9th–Level Templar Spells

Energy Drain: Subject gains 2d4 negative levels.

Gray Rift*: A hovering rift to the Gray bolsters undead.

Power Word, Blind: Blinds 200 hp worth of creatures.

Soul Bind: Traps newly dead soul to prevent resurrection.

Wizard Spells

The spells listed below are in addition to the spells listed for sorcerers and wizards in the *Player's Handbook*. Spells new to this book are marked with an asterisk.

0–Level Wizard Spells (Cantrips)

Div **Slave Scent*:** Divines target's social class.

1st–Level Wizard Spells

Conj **Cooling Canopy*:** Summons a cloud to provide shade and prevent dehydration.

Ill **Illusory Talent*:** Provides the appearance of skill.

2nd–Level Wizard Spells

Abj **Eye of the Storm*:** Protects 30 ft. radius from effects of storm for 1 hour/level.

Backlash*[M]: 1d6+1 damage/2 levels to defilers.

Div **Footsteps of the Quarry*[M]:** Track a specific creature or person.

Ench **Wakefulness*:** Target can postpone sleep.

Evoc **Cerulean Shock*[M]:** Imbue target with harmful static electricity.

Ill **Magic Trick*[F]:** Conceal your spellcasting.

Necro **Death Mark*:** Target becomes sickened.

Sting of the Gold Scorpion*: Enchants scorpion barb to strike with poison of real scorpion once.

Trans **Boneharden*:** Hardens bone, making weapons stronger and impairing living beings.

Sandstone*: Touch turns sand into sandstone.

3rd–Level Wizard Spells

Abj **Conservation*[M]:** Protect the land from defilement.

Ench **Dedication*:** Allows target to avoid sleep, consume half food and water, and +1 to attack, damage, saves, ability, and skill checks while pursuing a specified task.

Evoc **Clear-river*:** Blows away or knocks creatures.

Necro **Boneclaw's Cut*[F]:** Deals damage that continues to cause bleeding damage.

Death Whip*[F]: Whip deals temporary Strength damage.

Trans **Sand Pit*:** Excavates sand in a 30 ft. wide and 50 ft. deep cone.

Zombie Berry*: Enchants 1d4 berries to act like a berry from the zombie plant.

Worm's Breath*: Subjects can breathe underwater, in silt or earth.

4th–Level Wizard Spells

Div **Mage Seeker*[F]:** Locate nearby wizard.

Ench **Gloomcloud*[M]:** Make one creature despair.

Evoc **Sand Spray*:** Sprays sand or silt as an area attack.

Necro **Claws of the Tembo*:** Deals 1d6 Str damage and transfers hp.

Ghostfire*: Kills 2 HD/level of creatures (max 40 HD).
Touch the Black*[M]: Cold deals 1d6 damage per level, 40-ft. radius.

5th–Level Wizard Spells

Conj **Cerulean Hail*:** A hailstorm appears and does 3d8 damage and causes less than 10 HD creatures to flee.
Ench **Scapegoat*[M]:** Put the blame on a nearby target.
Evoc **Ragestorm*[M]:** Storm rains hail, winds and lightning.
Quietstorm*: Ranged touch attack deals 8d6 sonic damage.
Skyfire*: Three exploding spheres each deal 1d6 bludgeoning damage and 3d6 fire damage.
Sparkrain*: Bolt dispels magical effects.
Trans **Rangeblade*:** Can strike with melee weapons at a distance.
Sandflow*: You shift the location of sand dunes.
Sand Trap*[M]: You entrap an area of sand.

6th–Level Wizard Spells

Abj **Banish Tyr–Storm*[F]:** Repel a Tyr–Storm.
Conj **Summon Tyr–Storm*[F]:** Call a powerful Tyr-storm.
Evoc **Cleansing Flame*:** 1d6/level fire damage (max 10d6).
Groundflame*: Mist deals acid damage.
Necro **Shroud of Darkness*[M]:** Imbue a cloak with protective qualities.
Trans **Braxatskin*:** Your skin hardens, granting armor bonus and damage reduction.
Control Tides*: Raises, lowers, or parts bodies of water or silt.
~~**Control Water:**~~ Replaced by *control tides*.
Sands of Time*[F]: Reverses or accelerates aging of a nonliving object.
Shining Sands*: Grains of sand rotate to reflect light where you wish it to go.

7th–Level Wizard Spells

Conj **Infestation*:** Tiny parasites infest creatures within area.
Necro **Gray Beckoning*:** Summons zombies from the Gray.
Unliving Identity*[MX]: Transform a zombie into a thinking zombie.

8th–Level Wizard Spells

Abj **Protection from Time*[MX]:** Makes creature or object immune to aging for 1 month/2 levels.

9th–Level Wizard Spells

Conj **Gray Rift*:** A hovering rift to the Gray bolsters undead.
Evoc **Tempest*[M]:** Create an obliterating storm.
Necro **Pact of Darkness*[M]:** Exchange services with a shadow giant.
Vampiric Youthfulness*: Age others to reverse your aging.
Trans **Magma Tunnel*:** Tunnels through solid rock.

Spells

Acid Rain

Conjuration (Creations) [Acid]
Level: Decaying Touch 4
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft. / level)
Area: 20 ft. cube
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: No

A mustard–colored cloud whirls into being. It unleashes a foul–smelling rain accompanied by sizzling noises as it eats through metal, cloth and flesh.

A toxic shower covers the area of effect. Anything caught beneath the rain takes 4d4 points of acid damage. It is easy to move out of the cube, but if a creature cannot, it continues to take damage for each round spent in the rain. If a creature fails its saving throw, an item it holds could take damage, as if the creature had rolled a natural 1 (*PH* 177). Unattended objects also take damage from the falling acid. When the spell expires the acid that had rained down instantly evaporates.

Air Lens

Transmutation [Air]
Level: Tmp 5, Sun Flare 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Magical lens
Duration: Concentration, up to 1 round/level (D)
Saving Throw: No
Spell Resistance: Yes

A lens flare appears in the sky as you raise your divine focus to harness the power of the sun, accompanied by the smell of burnt hide.

You shape the air into a magical lens that you can use to direct intensified sunrays. If sunlight becomes unavailable, the spell prematurely ends. You can make ranged touch attacks with the air lens. It uses your base attack bonus (possibly allowing multiple attacks per round). The lens inflicts 2d6 points of fire damage +1 per caster level. Creatures that are especially vulnerable to sunlight (such as some undead) take double damage. You can use an air lens attack to ignite unattended combustible materials such as dry sticks, straw, parchment and cloth.

Allegiance of the Land

Evocation
Level: Drd 6
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

A tangible, glowing, white–green aura surrounds you like a sheath of flame and your eyes glow with life–giving energy as you are infused with the protective powers of the spirits of the land.

You call upon the spirits of the land to protect you from harm. You receive 1 temporary hit point per caster level and a +5 enhancement bonus to your natural armor bonus. You ignore the first 15 points of energy damage per round. (For example, if you take 13 points of fire damage and then 5 points of electricity damage, you suffer only 3 points of electricity damage that round).

Awaken Water Spirits

Transmutation [Water]
Level: Drd 6, Living Waters 6
Components: V, S, DF
Casting Time: 1 hour
Range: See text
Target: 1 body of water; see text
Duration: Permanent
Saving Throw: None
Spell Resistance: No

Your touch sends ripples through the water. A tingling sensation fills your mind as you witness the sentience of the summoned water spirit coming to life.

You give sentience to a natural body of water. To awaken a body of water, you must touch the water's surface while calling on a water spirit.

You can communicate with any body of water that you have awakened from any distance on the same plane. Awakened water spirits are initially friendly towards you, but not obliged to follow you. The awakened water spirit has no offensive or defensive combat ability and cannot move; it has no Strength, Dexterity, or Constitution score. The awakened water spirit has an Intelligence, Wisdom and Charisma of 3d6. The water spirit can sense any creature within 200 feet of its location. The water spirit can also channel spells cast by you. Any spell of 3rd level or lower can be cast through the water spirit as if the caster was actually the location of the water spirit. The water spirit must be willing for you to use this function of the spell.

Dispel magic and similar spells and powers destroy the water spirit if successful—the water spirit gets no saving throw to resist being dispelled. The spirit is treated as a 10–Hit Dice creature for purposes of turning and rebuking water creatures.

Backlash

Abjuration
Level: Drd 1, Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 40–ft–radius spread (S)
Duration: 1 day/level or until discharged (D)
Saving Throw: Fortitude half
Spell Resistance: Yes

The ground glows with a translucent sheen of green light, as you complete the casting of the preserver's scourge.

Also known as the *preserver's scourge*, this spell makes the ground dangerous to defilers. Should a defiler try to tap into land that is protected by a backlash, she automatically takes 1d6+1 points of damage for every two caster levels you have (maximum 5d6+5). The defiler must make a Concentration check (DC 10 + spell level + damage dealt) in order to continue casting her spell.

Once it has inflicted damage, the spell is discharged and the ground returns to normal. Only one backlash can be cast on any given plot of ground.

Material Component: A thorn.

Banish Tyr–Storm

Abjuration
Level: Wiz 6
Components: V, S, F
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

Holding up your blue lens, you feel the power of the Tyr Storm surging through you. At your trembling command the storm changes the direction of its destructive wake.

This spell repels Tyr–storms from a particular area. You are able to force the storm to leave its normal path and head off in a direction of your choice. The storm continues to rage and causes normal damage wherever it goes, but the spell allows you keep it out of an area you want to protect.

Focus: A blue lens worth 100 Cp.

Battlefield Healing

Conjuration (Healing)
Level: Tmp 2
Components: V, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

You call upon the power of your king to save those who have fallen on the battlefield, who have yet to succumb to the Grey. Their bloody and battered bodies continue to breathe for a little longer.

You stabilize each selected, dying creature within range. A dying creature has between –1 and –9 current hit points. Upon stabilization they lose no further hit points. The spell has no effect on undead creatures.

Black Cairn

Divination
Level: Drd 1, Tmp 1
Components: V, S, F, DF
Casting Time: 1 minute
Range: Long (400 ft, + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level.
Target: One corpse within range
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A cold breeze carrying the scent of rotting flesh raises the hairs on your neck. Its direction reveals the direction of the corpse you seek if it is nearby.

This spell allows helps you determine the direction of one specific corpse (animal or otherwise) within the spell's radius. If the corpse is within range, you sense the direction to the corpse.

Focus: An item which belonged to or has been in contact with the corpse.

Blazing Wreath

Evocation [Fire]
Level: Smoldering Spirit 9
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

Your body bursts into magnificent flames as you call upon the true power of Fire. A wreath of divine flame surrounds you and leaves a fiery trail behind you as you move, devouring everything in your path.

Your body is shrouded in flames that damage opponents and protect you. Any creature within 10 feet of you takes 2d8 points of fire damage each round on your turn. Any creature that strikes you with an unarmed attack or with a natural weapon catches on fire (*DMG* 303). Any nonmagical weapon that strikes you must make a Reflex save or be destroyed.

The flames grant you damage reduction 15/magic, and total immunity to fire. When you move, a blazing wall forms in your wake in each square you pass through. The blazing wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The blazing wall dissipates when the spell ends.

The *blazing wreath* produces light as a *daylight* spell (bright light in a 60–foot radius, shadowy illumination for an additional 60 feet).

Bless Element

Transmutation [Good]
Level: Clr 1
Components: V, S, M, DF
Casting Time: 1 minute
Range: Touch
Target: Element touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You channel divine energy into a physical manifestation of your element. It glows for a moment as it is charged with positive power.

This transmutation imbues a small amount (no more than 1 lb of solid, or 1 pint of fluid) of your patron element with positive energy, turning it into a holy element. Holy elements deal 2d4 points of damage to creatures vulnerable to them, such as undead and evil outsiders. Using a holy element in this way expends the positive energy. No matter the element, it functions as a grenade–like weapon with a range increment of 10 ft. and deals 1 point of splash damage to creatures within 5 ft. of impact. Specifics for the elements follow:

Air: An air cleric can bless the air around him. After this spell is cast, the air remains blessed for 1d4 minutes. As a standard action, the cleric can direct the blessed air at a creature.

Earth: An earth cleric can bless dirt, soil or sand.

Fire: A fire cleric can bless flames (ranging in size from candles to torches) or obsidian. Blessed fire may deal fire damage in addition to any damage to undead or evil outsiders.

Magma: A magma cleric can bless lava or any igneous rock. Blessed lava may deal fire damage in addition to any damage to undead or evil outsiders.

Rain: A rain cleric can bless rain in a 5-ft.–radius area within 30 ft. that is currently receiving rain.

Silt: A silt cleric can bless silt or dust.

Sun: A sun cleric can bless the light around him. The light remains blessed for 1d4 minutes. As a standard action, the cleric can direct the blessed light at a creature.

Water: A water cleric can bless water in a flask. Alternatively, he can throw a small amount of water into the air. This water forms a blessed cloud that lasts 1d4 minutes and can be directed as a standard action.

Material Component: A small amount of powdered silver worth 25 Cp.

Blindscorch

Evocation [Fire]
Level: Smoldering Spirit 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (200 ft. + 20 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude save partial
Spell Resistance: Yes

As you hold out your palm and utter incantations of fire, your enemy's face is engulfed in painful crimson flames that scorch his eyes. The smell of charred flesh and burnt hair fills the air.

You burn the face of one opponent. The subject takes 1d4 points of fire damage per level (maximum 10d4) and is permanently blinded. A successful Fortitude save halves the damage and negates the blindness.

Boneclaw's Cut

Necromancy
Level: Drd 3, Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft. per level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You viciously slice the air in front of you with a boneclaw knife. Wounds appear on your target's flesh, which bleed profusely.

The victim of the boneclaw's cut suffers wounds as if from a boneclaw's talons. The victim receives one cut per four caster levels (to a maximum of five cuts at 20th level). Each cut inflicts 2 point of damage and continues to bleed, dealing an additional 2 points of damage per round for 10 rounds (for a total of 20 points of damage per cut). A successful Heal check (DC 15) or use of a *cure* spell prevents the wounds from bleeding further.

Focus: A knife made from a boneclaw's talon.

Boneharden

Transmutation
Level: Drd 2, Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature or object
Duration: 1 min./level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The targeted bones emit a cracking sound as they swell. You complete the gestures for your spell, spilling mortar from your hand.

When this spell is cast, it causes bone to harden and become less brittle. Bones under the affect of this spell are harder to break than normal. If used on an inferior bone weapon, this spell removes the normal penalties to attack rolls. If cast on a creature, the creature's bones harden, causing them to ache and the joints to swell. This gives the creature a –4 penalty to Dexterity. Creatures without a skeleton (elementals, oozes, plants and most constructs) are unaffected by this spell.

Material Component: A bit of mortar.

Braxatskin

Transmutation
Level: Clr 6, Drd 5, Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

Your skin hardens into chitin plates that grant you natural protection, and spikes grow on your body, emerging from your skin with a burst of pain.

You get a +5 enhancement bonus to natural armor, but you suffer a –2 penalty to Dexterity and an additional 20% chance of arcane spell failure. The spikes act as *+5 armor spikes*, and you gain proficiency with them. You also gain damage reduction 10/metal.

Material Component: A piece of braxat hide.

Breeze Lore

Divination [Air]
Level: Ill Winds 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min/level

You inhale the air from the breeze, becoming attuned to the scents and flavors carried on it. Your sense of smell become as keen as a klar's – a new world of sensory impressions opens to you.

You gain the scent ability (*MM* 314) allowing you to notice creatures by scent at a 30–foot distance (60 feet if downwind, 15 feet if upwind). In addition, you can track by scent and gain a +4 competence bonus on Survival checks to track. You get a +4 competence bonus on Craft (poisonmaking) checks to identify poisons. Enhanced scent even gives you a limited reading of the emotions of others—fear has a distinct smell, for example. You get a +4 competence bonus on Sense Motive checks if you are within 10 feet of the person that you are observing. With a

successful Wisdom check (DC 15) with a +4 competence bonus, you can determine by scent whether a person is a defiler, freeman, slave, templar, or noble. Elemental priests who can cast this spell claim that defilers carry a bitter scent of smoldering flesh, that nobles can be noted by the faint lingering smell of luxurious spices in their skin, etc.

Cerulean Hail

Conjuration (Creation)
Level: Wiz 5, Cold Malice 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.–radius spread
Duration: 1 round
Saving Throw: Reflex half and special (see text)
Spell Resistance: No

When you let a drop of water fall into a pinch of dust, a deep blue–black cloud forms over the area and it rains blue hailstones that fall with a piercing scream.

The hailstones deal 1d6 points of damage per caster level to all creatures and structures in the area of effect (maximum 15d6). Half the damage is cold damage, and the other half is bludgeoning damage. Creatures who make a successful Reflex save reduce the damage by half. The cloud remains for one full round, but the hailstones are instantaneous – they fall only once and evaporate upon impact. All creatures with 10 HD or less who come within 60 feet of the cloud must make a Will save or become panicked for 1d4 rounds, fleeing from the storm.

Material Component: A drop of water mixed with a pinch of dust.

Cerulean Shock

Evocation [Electricity]
Level: Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D) or until discharged
Saving Throw: Fortitude half
Spell Resistance: Yes

The air hums and tiny electrical discharges spring from the body of your target. Setting the charge, you wait for your enemy to make the mistake of moving.

The target of this spell is imbued with static electricity. If the target leaves its occupied square, the built–up electrical charge is discharged, inflicting 2d6 points of electrical damage, plus another 2d6 per 4 caster levels.

If the affected creature touches someone or something before the spell is discharged, both the target and whatever it touched receives the damage.

Material Component: Small piece of glass and a clump of fur.

Channel Stench

Conjuration [Air]
Level: Ill Winds 1
Components: V, S
Casting Time: 1 standard action
Range: 15 ft.
Area: Cone–shaped burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: No

You draw in a deep breath and expel it towards your opponents. Noxious odors are channeled through your breath and ejected in a vile cone of stench.

All breathing creatures within the cone must make a Fortitude save. Those who fail become nauseated for 1d6 rounds. Those who succeed instead become sickened for 1d6 rounds. Creatures with 5 or more Hit Dice are immune to this effect.

Claws of the Tembo

Necromancy
Level: Drd 3, Rgr 3, Wiz 4
Components: V, S, M
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level (D)

You feel an intense pain as vicious claws spring forth from your hands, similar to those of a tembo.

You grow vicious claws similar to those of a tembo. You may make two claw attacks per round, each dealing 1d6 (1d8 if you are Large, or 1d4 if you are Small) points of damage plus your Strength modifier. Like the dreaded tembo, your claws can drain a victim's life force and transfer it to you. Every time you hit with a claw, the creature struck must make a Fortitude save. If it fails, it takes an additional 1d4 points of damage, and you heal that many hit points. If the transferred hit points bring your total above your normal maximum, the additional hit points are temporary hit points. You are unable to cast spells with somatic components while this spell is in effect.

Material Component: A scale from a tembo.

Cleansing Flame

Evocation [Fire]
Level: Clr 5, Drd 5, Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One creature
Effect: Bolt of flame

Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: Yes

By performing a throwing gesture as you complete the spell, you launch an arrow–shaped, pure, white flame. A hissing noise is heard as it darts towards its target.

You create a bolt of flame that strikes its target, dealing 1d6 points of fire damage per caster level (maximum 10d6).

This spell can only affect defilers, templars whose sorcerer-kings are defilers, creatures with the defiled template, creatures with the evil subtype, and undead.

The bolt strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out.

A creature killed by this spell has its remains utterly consumed (but not its equipment and possessions). The only way to restore life to a creature that was killed in this way is to use *wish*, *true resurrection*, *reality revision*, or *miracle*.

Clear Water

Transmutation [Water]
Level: Drd 2, Living Waters 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: 1 gallon of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Impurities and imperfections are removed, as you change the regular water into a truer elemental form with your magic.

You make water twice as effective at quenching thirst and nourishing plant life. A creature only needs to drink half as much clear water as it would need to drink normal water. For example, an active human needs only 1/2 gallon of clear water each day to avoid dehydration, instead of the normal one gallon. When used to grow plants, clear water can double the yield of fruit or grain–bearing plants, but this benefit only comes if clear water is used to irrigate the crop every day.

Clear–river

Evocation [Force]
Level: Drd 3, Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: 50 ft.
Area: Cone–shaped burst
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes

A roaring stream of force spreads from your fingertip towards your enemies, deflecting their arrows before slamming them off their feet.

This spell functions like *gust of wind*; except that the effect is force–based and that the creature sizes affected by the spell are increased by one size category (i.e. Large creatures are unable to move forward against the force of the blast).

The roaring blast is sufficient to tear objects from unsuspecting hands within the area of effect. (A Reflex save allows a creature to maintain its grasp on an object.) Arrows, bolts, and spears are deflected away and miss. (A giant–thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Incorporeal creatures, gases, most gaseous breath weapons, and creatures in gaseous form are shunted away from the area of the blast.

Clues of Ash

Divination [Fire]
Level: Burning Eyes 2
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Ashes touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You receive a smoky vision of the scene before the moment the item was destroyed by touching its ashes. Echoes of screams resonate within your ears as its fate is revealed.

The vision begins from the time the object was destroyed or killed, going backward in time up to 1 min./level. For example, a 4th–level cleric would see the last 4 minutes of the item's existence. You can also tell whether the object was destroyed by defiler destruction or not. If vegetation destroyed by defiling is tested, you can make a Spellcraft check (DC 15 + spell level) to determine the school of magic cast.

Coat of Mists

Conjuration [Water]
Level: Desert Mirage 4, Drd 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

Spilling the contents of your waterskin, you watch as mists rise from the ground where the water lands. The mist coalesces around your target, enveloping it in a bluish shroud.

You gather a magical mist around a creature. The mist absorbs the first 5 points of damage from any fire–based effects each round. It also provides the same protection against hot weather as the *endure elements* spell, and grants the creature concealment (20% miss chance) as the *blur* spell.

Further castings of coat of mists do not have any effect, and coat of mist's damage absorption does not stack with any other kind of energy resistance.

Material Component: 1 gallon of water.

Confessor's Flame

Evocation [Fire]
Level: Burning Eyes 8, Tmp 7
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 level)
Target: 1 creature/round
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes

With pupils like glowing embers you turn towards the victims of your interrogation, knowing that your truth is the only that matters. They will confess or die resisting.

This spell allows you to demand questions of any creature within range. If the creature does not reply with what you consider to be the correct answer to the question, within one round, part of the creature's body bursts into flame. While some claim that this spell detects falsehoods, in fact the answer is pre–determined by the caster.

Subjects can avoid damage by telling you exactly what you want to hear. Ignorance or silence is no defense. Targets can escape by leaving the spell's range or by silencing or killing you, preventing you from asking more questions.

The spell is limited to 10 questions – one per round. You can pose all the questions to one creature, or shift your questioning to another creature within range, as suits your whim. The first time that a question is answered "incorrectly" (or not answered) a target takes 1d12 fire damage, the second time, 2d12 damage, the third time, 3d12 damage, and so on. A target must answer your question (correctly) within one round or take damage.

Focus: An open flame.

Conflagration

Evocation [Fire]
Level: Fiery Wrath 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: 20– ft.–radius spread
Duration: 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

You grin as this gruesome spell explodes in a fiery burst, setting creatures on fire, incinerating their hair, clothing, and one layer of flesh at a time – slowly roasting them alive.

Creatures caught in the blast suffer 10d6 points of fire damage (no save) and automatically catch on fire (*DMG* 303). Creatures on fire suffer 2d6 points of fire damage for each round. Unlike mundane fire, this fire cannot be put out by normal means.

Spraying a creature caught on fire by this spell with water or sand only creates a billowing cloud of steam or hot dust out to 20 ft. from the target; instead of the normal damage, creatures within the cloud suffer 5d6 points of fire damage and are sickened for one round. Complete immersion in a large amount of water, or burial beneath the sand, reduces damage to 1d6 point per round for both the creature on fire and those within 20 ft. A successful *dispel magic* or *quench* spell puts out the fire.

Conservation

Abjuration
Level: Drd 2, Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 40-ft.–radius spread
Duration: 1 day/level or until discharged.
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Upon completing the ritual of ash, blood and water, a mysterious pattern appears on the ground. As it is absorbed by the land, it secures its energy from those who would siphon it.

If a defiler tries to use land that is under a *conservation* spell to power his spells, he must make a Will save or be unable to use the land at all. Even if he succeeds, the land is considered as barren terrain for the purposes of determining the spell's DC and level check modifier.

The area of ash the defiler actually creates when tapping land under a *conservation* spell is half that of normal. A second attempt to pull power from the same area for the duration of the spell fails completely, regardless of any success achieved the first time.

Material Component: A drop of water, a drop of blood, and a sifting of ash.

Control Tides

Transmutation [Water or Earth]
Level: Clr 4, Drd 4, Wiz 6, Tmp 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Water or silt in a volume of 10 ft./level x 10 ft./level x 2 ft./level (S)
Duration: 10 minutes/level (D)
Saving Throw: None: see text
Spell Resistance: No

Stretching your hands towards the sky and shouting incantations that echo off into the distance, you witness the instant changing of the tide.

Depending on the version you choose, the *control tides* spell raises or lowers the level of water or silt.

Lower Tide: This causes silt (or water or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The surface is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of silt, such as deep in the sea of silt, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water or silt elementals and other water– or silt–based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

Raise Tide: This causes silt (or water or similar liquid) to rise in height, just as the lower tide version causes it to lower. Silt skimmers raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, other land near the raised water or silt, the water or silt can spill over onto dry land. With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A pinch of dust.

Note: This spell replaces the *control water* spell in the *Player's Handbook*.

Conversion

Abjuration
Level: Drd 5
Components: V, S, M, F, XP
Casting Time: 1 hour
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

You share the herb concoction with the repentant wizard, establishing a link between the two of you. You take upon yourself the burden of sacrifice to remove his taint. As if sucking poison from a wound, you feel a sharp sting as it courses through your veins, slowly being diluted by your blood until it is gone.

This spell removes the burden of acts of defiling from an arcane spellcaster. The wizard seeking atonement must be truly repentant and desirous of setting right their destruction of plant life. If the subject defiled while under some sort of magical or psionic compulsion or was otherwise unwilling, conversion operates normally at no cost to you. However, if the defiling was deliberate and willful, you must expend personal energy to cleanse the subject. This costs the caster 500 experience points to expunge the subject's taint of defiling. Naturally, many casters first assign the subject some sort of quest (via *geas/quest*) or similar penance to make sure the creature is truly repentant before casting conversion on its behalf. The caster must be at least one level higher that the subject.

Conversion may be cast for one of several purposes, depending on being cast on a preserver or a defiler:

Preserver: This removes all taint of defiling from the spellcaster. Thus, the Will save DC to resist falling to the path of the defiler is now reset to 10 + level of spell cast by defiling.

Defiler: A repentant defiler becomes a preserver and can cast spells without damaging plant life.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP. If the subject is a defiler, this cost is doubled.

Material Component: Burning incense.

Focus: Rare plants and herbs worth at least 500 Cp.

Cooling Canopy

Conjuration (Creation) [Water]
Level: Clr 1, Drd 1, Rgr 1, Wiz 1
Components: V, S, M, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 12 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A blue cloud gathers in the sky above your target, providing shade from the sun's searing rays.

When *cooling canopy* is cast, a 30-ft.–radius blue cloud gathers in the sky far above the target's head. This cloud blocks the direct rays of the sun and provides shade for anyone within the spell's radius. Those so protected need only one–half their normal water ration (or one–quarter if resting instead of traveling) needed to prevent dehydration. A creature must spend the majority of the 12 hours underneath the *cooling canopy* to decrease their required water intake.

Material Component: A drop of water.

Focus: A filmy bit of material (anything will do) stretched over the top of a stick or twig.

Create Element

Conjuration (Creation) [see text]
Level: Clr 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Element created (see below)
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

By mere words and gestures you conjure a manifestation of your patron element, a testament to your power as a cleric.

This spell creates a small amount of the caster's patron element. Specifics for each element follow:

Air: An air cleric can conjure a lungful of pure air. This air can be breathed by any one character within range. If that character is holding his breath or suffocating, he is no longer suffocating and if he must continue to hold his breath, he does so as if he had taken a deep breath of air. The pure air also invigorates a creature if it is not drowning or suffocating. The creature receives a +4 bonus on any check made for prolonged physical activity (as the Endurance feat), provided the check is made within one minute.

Earth: An earth cleric can conjure a small amount of elemental earth. This earth can weigh no more than 1 lb./level, but can be either loose earth or unworked stone. This conjured earth appears level to the ground.

Fire: A fire cleric can conjure a torch–sized flame in the palm of his hand. (This deals no damage to the cleric and has no danger of setting him or his equipment on fire.) This flame provides light as a torch and lasts 1 round/level. The torch can be used to light flammable objects aflame or as a weapon that deals 1 point of fire damage (like a normal torch). If the flame is used in this way, it dissipates after hitting an object or creature.

Magma: A magma cleric can summon a small amount of red–hot magma. The magma appears anywhere in range at ground level, provided that space is not occupied by a creature. The magma is a 5-ft.–radius circle. It deals 1d6 points of fire damage to any creature or object touching it. It cools after one round into a block of stone that weighs 10 lbs.

Rain: A rain cleric can conjure a small rainstorm. This storm rains 1 gallon of water/level over a 5-ft.–radius circle. It puts out any torch–sized or smaller fires in the area.

Silt: A silt cleric can conjure a cloud of silt that surrounds the head of a creature within range. This silt obscures vision, inflicting a –1 penalty on attack rolls made for 1 round if the target fails a Fortitude save. Sightless creatures are not affected by this cloud.

Sun: A sun cleric can conjure bright light. This functions as the daylight spell but lasts only 1 round.

Water: A water cleric can conjure up to 2 gallons of water/level. This function exactly like the create water spell from the *Player's Handbook*.

Note: This spell has the same type as the element conjured. This spell replaces the *create water* spell from the *Player's Handbook*.

Create Oasis

Conjuration (Creation)
Level: Drd 6
Components: V, S, M, DF, XP
Casting Time: 10 minutes
Range: See text
Effect: A magic oasis
Duration: See text
Saving Throw: None
Spell Resistance: No

Between the four stone markers etched with druidic symbols water sprouts from the ground as your ritual is completed, bringing into existence what will be a lush oasis – a source of life in the wastes.

You create a lush oasis within the confines of a ring of standing stones of your creation. The maximum radius of the oasis is 50 feet per caster level beyond 10th; you may create a smaller oasis if desired. Before the spell can be cast, you must erect a circle of stones. Each stone must be at least 12 feet tall and no more than 4 feet wide or thick, rough–hewn and oblong, and set into the ground to stand on end. Four stones must be placed around the area the oasis will fill: one to the north, east, south and west points of the oasis. Cutting and placing a single stone requires 48 worker–hours, provided stones are readily available in the area and the workers have appropriate tools (chisels, spikes, hammers, rollers). If tools or ready stones aren't available, this time may increase or, at the DM's discretion, the preparation may be impossible. Also, particularly skilled or capable workers may cut the time by as much as half. You can erect the stones yourself through physical or magical labor, or you may enlist the help of any number of other creatures. After the last stone is placed, you must cast create oasis from the exact center of the ring. Interruptions during the placement of stones do not negate the spell, provided all the stones are in place at the time of casting.

Once cast, the circle inside the stones is instantly transformed into a plant–filled, water–rich oasis. The trees and bushes are laden with nourishing, delicious fruits, and small game birds and animals appear, supported by springs and pools of fresh, cool water. The oasis can also sustain one Medium creature for every 50 square feet of the oasis. Each night, lost animals, fruits, and water are automatically replenished. Defiling magic still causes permanent damage; subtract the damaged area when considering the oasis' ability to support living creatures.

The oasis remains intact until you physically move beyond the ring of standing stones or until you voluntarily end the spell. Once ended, the oasis and the standing stones vanish, leaving the exact terrain that existed before. The spell also ends if you are slain.

Material Component: Four standing stones.
XP Cost: 100 per 50-ft.-radius of oasis created.

Crusade

Enchantment (Compulsion) [Mind–Affecting]
Level: Tmp 7
Components: V, S, DF
Casting Time: 1 round
Range: 20 ft.
Area: The caster and all allies within a 20-ft. burst, centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Through rallying words and broad gestures you summon the power of your king to inspire your troops to a crusade against the infidels that would dare stand against you.

When you cast this spell, you fire your allies with a divine fury. Your allies gain a +4 morale bonus on attack rolls, damage rolls, and saving throws, and they are immune to fear effects. They also receive 2d8 temporary hit points for the duration of the spell.

Curse Element

Transmutation [Evil]
Level: Clr 1
Components: V, S, M, DF
Casting Time: 1 minute
Range: Touch
Target: Element touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You channel profane energy into a physical manifestation of your element. It darkens for a moment as it is charged with negative power.

This transmutation imbues a small amount of the caster's patron element with negative energy, turning it into an unholy element. *Curse element* otherwise acts like *bless element*, except that an unholy element damages good outsiders in the same way a holy element damages undead and evil outsiders.

Material Component: A small amount of powdered silver worth 25 Cp.

Curse of the Black Sands

Transmutation
Level: Clr 4, Drd 3, Broken Sands 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

Oily black footprints appear in the earth and silt in which the creature you designate steps. An inix would have an easier time hiding its tracks.

When this curse is cast, the target leaves black, oily footprints in the earth or on silt. The prints are easily tracked and cannot be erased or destroyed until the spell expires. Any Survival checks to track the target have the DC reduced by 10. These tracks can be covered, but not by earth. A giant leaf, for example, could hide a few footprints, but this would be a temporary fix at best. The target does not leave these tracks if he flies, teleports, or climbs on a non–earthen surface (such as climbing through trees).

In areas of silt, a black streak resembling a slow current will follow the cursed character whenever he is in contact with the surface. This includes wading or walking on the top of the silt by spell or magical devices, but not the use of a siltskimmer or floater. Should you cast several of these spells on multiple targets, you will be able to tell the various trails apart, even if they should cross or overlap.

The trail disappears when the spell expires.

Curse of the Choking Sands

Transmutation
Level: Desert Mirage 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

Uttering the dreaded curse makes your throat feel dry like sandpaper, but it is nothing compared to the fate of your victim when he seeks to quench his thirst.

The unfortunate victim of this curse is unable to drink water for the duration of the spell. When he puts a container to his lips, the water inside turns to sand, usually pouring down the unfortunate victim's throat. If the victim hasn't died from dehydration (*DMG* 304) when the spell ends, he may begin to drink normally. Of course, everything that had turned to sand remains sand. The spell terminates if the cursed person is completely immersed under water, and can also be broken by spells that end other divine curses.

Death Mark

Necromancy [Mind–Affecting]
Level: Wiz 2, Soul Slayer 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 min./level
Saving Throw: Will negates
Spell Resistance: Yes

The shard of obsidian turns to black dust. Your victim takes a gray pall to the skin, which feels clammy and rubbery, as if entering a severe shock.

This spell marks the target for death. The target feels hopeless and ill, feeling as if it had one foot in the grave. The target becomes sickened and loses its Dexterity bonus to armor class.

Material Component: A small shard of obsidian.

Death Whip

Necromancy
Level: Wiz 3, Soul Slayer 3
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Whip touched
Duration: Concentration, up to 1 round/level; see text (D)
Saving Throw: None
Spell Resistance: Yes

A dull streak of grey trails the whip and a faint moan is heard when you crack it. The whip feels clammy to the touch, and those struck by it have limp motions.

This spell uses a whip as a conduit for negative energy from the Gray. A creature damaged by the whip takes 1d2 points of temporary Strength damage. The damage is also dealt if the wielder trips a creature with the *death whip*. You must maintain concentration on the whip to sustain this spell, but if you wield the whip yourself, you may attack with the whip as normal while maintaining concentration.

Focus: The target whip.

Dedication

Enchantment (Compulsion)
Level: Wiz 3, Tmp 3
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: One creature
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Clenching the cloth into the target's hand and uttering a groan, you complete the spell. The smell of a sweaty mul worker fills your nostrils.

This potent spell provides benefits to a single creature that is engaged in an ongoing activity, which must be named at the time the spell is cast. Any activity that requires focus or exertion can be named, such as digging a large trench, repairing a wall, or reading a lengthy tome. While engaged in this activity, the target needs no sleep for the duration of the spell, needs only one–half of the food and water it normally would, and cannot becomes exhausted or fatigued. The target also receives a +1 morale bonus on all attack rolls, damage rolls, saving throws, ability checks, and skill checks, provided that it relates directly to the aforementioned task. At the end of the spell's duration, the creature must rest for eight hours or become exhausted and suffer 1d4 points of temporary Constitution damage. This spell can only be cast on a creature once every 72 hours. If dedication is cast on a creature more than once in a single 72–hour period, it suffers 1d4 points of temporary Constitution damage, and the spell has no other effect.

Material Component: A small piece of baked clay wrapped in cloth.

Defiler Scent

Divination
Level: Drd 0, Tmp 0
Components: V, S
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.–radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your nostrils flare open, searching for the bitter scent of smoldering flesh which accompanies defilers.

You can smell the presence of defilers within the spell's area of effect. This spell does not reveal the number of defilers, their locations, or their strength; just their presence or absence. If there are defilers in the spell's area of effect, you smell the very strong odor of smoldering meat.

Detect Element

Divination
Level: Clr 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone–shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

Using your adoration of your element, you reach out with your magic and your mind to sense its presence.

You can detect a particular type of element (air, earth, fire, magma, rain, silt, sun, or water). You must think of a type of element when using the spell, but you can change the element each round. The amount of information revealed depends on how long you search a particular area or focus on a specific type of element.

1st Round: Presence or absence of that type of element in the area.

2nd Round: Amount of element and the location of each. If an element is outside your line of sight, then you discern its direction but not its exact location.

3rd Round: The strength and location of each aura. If the object is in line of sight, you can make a Spellcraft skill check to determine more information about a single item.

Check Result	Information Learned
20	Whether the item is natural or a spell effect. (A normal Spellcraft check against DC 15 + spell level can then determine the nature of the spell effect.)
25	Whether the item is a creature or an object.
30	The exact nature of the item (for example, whether an object is obsidian or stone, whether air is breathable or not).

Each round, you can turn to detect an element in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect element can be made permanent with a *permanency* spell.

Drown on Dry Land

Transmutation
Level: Drowning Despair 6
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Target: One air–breathing creature
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Drawing the shape of a sea creature in the sand, then pointing at your target transforms its lungs to gills. It gasps for air, but it can breathe only in water.

The subject gains the ability to breathe water, but loses the ability to breathe in air. This spell can be used to make a creature "drown on dry land," i.e. suffocate unless it finds sufficient water to breathe in (*DMG* 304).

Echo of the Lirr

Evocation [Sonic]
Level: Drd 2, Rgr 2
Components: V, S, F
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone–shaped burst
Duration: Instantaneous (see text)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You open your mouth and mimic the forceful roar of the lirr. A sound wave ripples the air in a cone before you, stunning your enemies.

Creatures caught in the cone of sound you emit must make a successful Will save or be stunned for 1d3 rounds. Creatures that cannot hear are not stunned.

Focus: A lirr scale.

Elemental Armor

Transmutation [see text]
Level: Clr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Your shield or armor
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

Your armor glows with energy as it is imbued with elemental power, granting you additional protection.

You imbue a suit of armor or a shield with the powers of your patron element or paraelement. The armor gains a +1 enhancement bonus for the duration of the spell, and an additional special quality depending on your patron element or paraelement (see the list below). You become proficient in the armor this spell is cast upon for the duration of the spell. Creatures other than you wearing the armor enjoy no benefits from the spell's effects. At 9th level and every 3 levels thereafter, the enhancement bonus of the armor or shield increases by 1, to a maximum of +5 at 18th level.

*Air: Arrow catching**.
Earth: Light fortification.
Fire: Fire resistance.
Magma: Fire resistance.
Rain: Electricity resistance.
Silt: Acid resistance.
*Sun: Blinding**.
Water: Cold resistance.

*These properties can be applied to armor with elemental armor.

This spell's subtype is the same as the type of energy you cast.

Elemental Chariot

Transmutation [see text]
Level: Clr 7
Components: V, S, F, DF
Casting Time: 1 standard action
Range: Touch
Target: Chariot touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

A brilliant flash of light dazzles you as you complete the spell. When you regain your sight a magical chariot has appeared, ready for use.

This spell imbues a masterwork chariot with elemental magic. The caster must provide a crodlu and a driver with the Handle Animal skill (though the caster may be the driver). The crew (crodlu, driver, and passengers) all gain damage reduction 10/magic against ranged weapons. All ranged weapons fired from the chariot gain a +4

enhancement bonus and deal an additional 5 points of elemental damage based on the element imbued (see below). Clerics must choose the energy type that corresponds their patron element. The chariot may make horizontal "jumps" using the driver's Handle Animal skill in lieu of a Jump roll (but the chariot's ground speed still affects the check).

Air: Sonic
Earth: Acid
Fire: Fire
Magma: Fire
Rain: Electricity
Silt: Acid
Sun: Fire
Water: Cold

This spell's subtype is the same as the type of energy you cast.

Focus: The masterwork chariot.

Elemental Chariot, Greater

Transmutation [see text]
Level: Clr 9
Duration: 1 hour/level

A brilliant flash of light dazzles you as you complete the spell. When you regain your sight a magnificent chariot has appeared, ready for use.

This spell functions as *elemental chariot*, except as noted above and as follows. The spell provides the following additional benefits depending on the element imbued:

Air: The chariot and crodlu gain a fly speed equal to the crodlu's base land speed (poor maneuverability).

Earth: The chariot and crodlu can burrow through earth or solid rock at the crodlu's base land speed. The chariot leaves no tunnel

Fire: You can concentrate to make the chariot leave a *wall of fire* in its wake (on one edge of each square it leaves). This fire acts as the spell, except that it emits heat at half range on both sides and lasts 1 round per caster level. The chariot cannot leave a wake two rounds in a row.

Magma: You can concentrate to make the chariot leave molten lava in its wake (on one edge of each square it leaves) that takes 1 round per caster level to cool. Heat rising from the lava has the same effect as a wall of fire, as the spell, except it emits heat at half range on both sides. The chariot cannot leave a wake two rounds in a row.

Silt: You can concentrate to make the chariot leave a wake of *cloudkill*. This wake acts as the spell, except that it only fills each square the chariot leaves, the cloud doesn't move, and it lasts 1 round per caster level. The chariot cannot leave a wake two rounds in a row.

Sun: The chariot shines with such dazzling brightness that anyone within 60 feet that looks directly at the chariot must make a Fortitude save or be blinded for 1d4 rounds. Those who succeed at the save are instead dazzled for the same duration.

Water or *Rain:* The chariot, crodlu, and crew all enjoy the benefits of the *displacement* spell, and the chariot may pass underwater for up to 1 round per caster level at a time without the animals or passengers needing air. The chariot and crodlu have a swim speed equal to the crodlu's base land speed.

This spell's subtype is the same as the type of energy you cast.

Elemental Storm

Evocation [see text]
Level: Clr 8, Drd 7, Smoldering Spirit 7
Components: V, S
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Area: Two 10-ft. cubes/level (S)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Sheets of energy rise from the ground, enveloping the area in destructive elemental energies. Streaks of elemental energy fork and shoot back and forth with destructive power.

When an *elemental storm* spell is cast, the whole area is shot through with sheets of destructive elemental energies. The energies do not harm natural vegetation, ground cover, and plant creatures in the area you wish to exclude. Any other creatures within the area take 1d6 points of energy damage per caster level (maximum 20d6). The type of energy damage, as well as the energy descriptor of the spell, is chosen at the time of casting. Clerics must choose the energy type that corresponds to their patron element.

Air: Sonic.
Earth: Acid.
Fire: Fire.
Magma: Fire.
Rain: Electricity.
Silt: Acid.
Sun: Fire.
Water: Cold.

This spell's subtype is the same as the type of energy you cast.

Note: This spell replaces the *fire storm* spell in from the *Player's Handbook*.

Elemental Strike

Evocation [see text]
Level: Clr 5, Drd 4, Fiery Wrath 5, Tmp 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (10-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A column of divine and elemental energy shoots downward from the point you designate, striking those caught beneath it with the fury of your element.

An *elemental strike* produces a vertical column. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is energy damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to energy–based attacks. The type of energy damage, as well as the energy descriptor of the spell, is chosen at the time of casting. Clerics must choose the energy type that corresponds to their patron element.

Air: Sonic
Earth: Acid
Fire: Fire
Magma: Fire
Rain: Electricity
Silt: Acid
Sun: Fire
Water: Cold

This spell's subtype is the same as the type of energy you cast.

Note: This spell replaces the *flame strike* spell from the *Player's Handbook*.

Elemental Weapon

Transmutation [see text]
Level: Clr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Your weapon
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

The weapon is imbued with elemental energy, providing additional offensive capability to its strikes.

You imbue a melee weapon with the powers of your worshipped element. The weapon gains a +1 enhancement bonus to attack and damage rolls for the duration of the spell, and an additional special ability depending on your patron element. You are treated as being proficient with the enchanted weapon. Creatures other than you wielding the enchanted weapon do not benefit from the spell. If the weapon is a double–weapon, only one end is affected. At 9th level and every 3 levels thereafter, the enhancement bonus of the armor or shield increases by 1, to a maximum of +5 at 18th level.

Air: Throwing.
Earth: Mighty cleaving.
Fire: Flaming.
Magma: Flaming.
Rain: Shock.
Silt: Keen.
Sun: Spell storing.
Water: Frost.

This spell's subtype is the same as the type of energy you cast.

Eye of the Storm

Abjuration
Level: Wiz 2, Clr 3, Drd 3, Furious Storm 2, Rgr 3
Components: V, S, M, DF
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.–radius emanation centered on you
Duration: 1 hour/level.
Saving Throw: None
Spell Resistance: No

You create a magical calm in the center of the storm, an area safe from powerful winds, rain and sand.

You create a pocket of calm in a 30 ft. radius centered on you. The circle moves with you. Within the circle, the air is calm, and people may converse at a normal volume. Outsider the circle, there may be a raging sand storm or a terrifying Tyr–storm. Like the eye of a hurricane, the area affected by the spell remains unharmed. The storm roars by but has no effect on those within the sheltered eye. *Eye of the storm* does not exclude storms created by spells or the storm–like abilities of creatures.

Material Component: A few grains of sand thrown into the wind.

Fire Track

Divination [Fire]
Level: Burning Eyes 4
Components: V, S, M, DF
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

A fiery spark appears that follows the path of a creature as doggedly as a desert hound follows a scent.

The caster identifies a target when casting the spell, either by name or by physical description (e.g., "the man who stole the high templar's purse today," or "the woman I saw wearing the gray eye patch"). A spark of flame appears harmlessly at the caster's fingertip—the faithful "hound" ready for the hunt.

If the target has not been within range during the last 24 hours, then the flame leaps off the caster's finger, lands on the ground nearby, and extinguishes itself. If the target has been within range, the flame leaps off the caster's fingertip and flies toward the target's trail, striking the ground as soon as it "picks up the scent."

The *fire track* is like a brilliant flame traveling along a fuse. In its wake is a faint line of scorched earth and dust, marking the path of its prey. (The scorch marks are easily swept clean.) The flame moves from 0 to 240 feet per round, at a speed chosen by the caster, which can be changed as a free action once per round. The fire track burns with the strength and brightness of a torch. It

inflicts 1d6 points of damage upon those who get in its way and sets combustible materials aflame. (A wise spellcaster does not use this spell to investigate burglaries in a cotton warehouse.)

The fire track can be foiled in a number of ways. It cannot cross water and is extinguished by doing so, but it can cross silt. It can be snuffed out while in motion by strong breezes, blowing sand, and heavy rain. If the pursued individual takes to the air or teleports, the fire track circles in place until its time expires. Mere climbing, leaping, or jumping (even across a chasm), however, cannot foil the fire track, which always pursues in the correct direction.

Material Component: A fragment of antennae from a cilops, wrapped in wax. The wax is melted to cast the spell.

Firewater

Transmutation
Level: Sky Blitz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./level)
Target: One gallon of water/level
Duration: 1 hour/level
Saving Throw: None; see text
Spell Resistance: No

The water smells and tastes as normal, but it has the poisonous qualities of fermented cactus milk.

You give water the intoxicating properties of brewed spirits, such as wine or broy. A cup of this water acts as a poison (the Fortitude save DC is equal save DC this spell would have) that deals no initial damage, and 1 point of Wisdom damage and 1 point of Dexterity damage, as secondary damage. *Detect poison* positively detects *firewater*, but the water tastes and smells like normal water.

Fissure

Evocation [Earth]
Level: Mountain's Fury 9
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Effect: See text
Duration: Permanent until closed
Saving Throw: See text
Spell Resistance: No

The very earth itself comes alive with furious anger, which is unleashed in the form of a great maw spewing forth deadly elemental matter, ravaging any creature unfortunate to be near it.

You open a fissure in natural earth or stone; you can seal the fissure with a word (a free action). You can leave a fissure open for rounds, minutes, or decades, but you can only have one fissure open at a time—until you close a fissure that you created, you cannot create another. Fissure offers several possible variant effects:

Aqueous Fissure: You crack open the ground in a cylinder with 5 ft. radius and up to 200 ft. deep. The fissure stops when it reaches underground water, if any exists. In all but the wettest areas of Athas, that ground water will not rush up to the surface of the new well; someone needs to climb down into the fissure to retrieve the water.

Billowing Fissure: You cause the earth to first burst in an immediate shower of rocks, then, the next round, to belch a gout of flame from the fissure, and afterward to emit nauseating gasses until sealed. The initial burst of rocks inflicts 8d6 points of bludgeoning damage to creatures within 40 feet (Reflex save for half damage). Treat the gout of flame as an elemental strike (fire), and the nauseating gasses that follow as a stinking cloud that persists until 1d6 rounds after you seal the fissure.

Cavernous Fissure: This variant effectively opens a jagged cave or tunnel into the rock, 10 feet long per caster level.

Gaping Fissure: You open a crack in the ground in the shape of a cylinder with 5 ft. radius and depth 5 ft. per caster level. Creatures standing in the fissure or within 5 ft. take 8d6 points of bludgeoning damage (no saving throw), and must make a Reflex save or fall into the crack. Until you seal the crack, trapped creatures can attempt to climb out (the fissure walls are natural rock).

Oily Fissure: Like with a billowing fissure, you cause a burst of stones (8d6 points of bludgeoning damage within 40 ft., Reflex save for half damage), but in the second round, a double–radius oil spray issues from the ground, covering everything within a 40-ft. radius with flammable oil. In the third and subsequent rounds, oil continues to seep from the earth, but at an almost imperceptible rate. Until you seal the fissure, the ground within 40 feet of the fissure will remain oily.

Steaming Fissure: Like with a billowing fissure, you cause a burst of stones (8d6 points of bludgeoning damage within 40 ft., Reflex save for half damage), but in the second and following rounds, scalding steam bursts from the ground, continuing to issue from the fissure until you seal it. The steam cloud has a 10-ft. radius and is 40 ft. high. A creature that starts his turn within the cloud takes 4d6 points of fire damage.

Volcanic Fissure: Like with a billowing fissure, you cause a burst of stones (8d6 points of bludgeoning damage within 40 ft., Reflex save for half damage). In the second round, magma issues in a spurt from the fissure, inflicting 10d12 points of fire damage to those still within 40 ft. Each subsequent round, victims take an addition 1d12 points of fire damage for 10 rounds as the magma cools. Each gallon of water used to cool the magma on one victim reduces the magma cooling time by 1 round, preventing 1d12 points of damage.

Material Component: A sculpture made of igneous rock worth at least 50 Cp. You dash this sculpture against the ground at casting time.

Flame Harvest

Evocation [Fire]
Level: Drd 8, Fiery Wrath 7
Components: V, S, DF
Casting Time: 1 hour
Range: Touch
Area: Up to 36 5-ft. by 5-ft. squares (S)
Duration: See text
Saving Throw: Reflex half
Spell Resistance: Yes

You slowly walk the area to be trapped for an hour, envisioning the rising flames and setting on the conditions that will trigger its activation.

You create a trap in a large field, copse of wood, or other flammable area, to be triggered by predefined conditions. You may leave the area, and the trap remains set for 1 month.

The trigger conditions may be as simple or as complex as you like, but they cannot be changed once the spell is placed. You should be careful about the wording, lest the trap trigger unintentionally. Some possible conditions are: whenever anyone sets foot in this grove, or whenever a templar draw his or her weapon. When the trap triggers, the area is engulfed in flames, dealing 8d8 points of fire damage to creatures and objects in the area. The site continues to burn normally, and creatures in the area takes 1d6 points of fire damage until the fire burns itself out.

Flash Flood

Conjuration (Creation) [Water]
Level: Drowning Despair 8, Drd 9
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: One mile upstream and downstream of a chosen point, or a 100-ft.–radius circle
Duration: Instantaneous or 1 min./level
Saving Throw: None
Spell Resistance: No

You open a gateway to the elemental planes, conjuring forth a powerful wave of water, which floods the land. The flood is accompanied by the roars of the raging sea.

This spell is most effective in a river or stream's flood plain, or another contained area, such as a twisted canyon in a mountain pass, in rocky badlands terrain, or even a dried–out riverbed.

Flood Plain: If cast in a river or stream's flood plain, flash flood causes the river to overflow its banks as its level rises 40 feet from the current level with fast–moving water. You choose a point of the river. From that point to a mile upstream and a mile downstream, the river's flood plain becomes full with water. All creatures caught in the flood must make successful Swim checks (DC 20) or go under. Each round underwater, a victim suffers 1d8 points of nonlethal damage from battering. If a creature stays afloat, it must continue to make a Swim check every round. After 5 successful Swim checks, the creature successfully reaches the bank of the fast–flowing river. The flood carries creatures along with it downstream until it empties into a larger channel, or a distance of 10 miles (in which case the flood has run its limit), whichever occurs first. Creatures caught in the flood are carried at a speed of 90 feet per round.

Outside a Flood Plain: This spell is far less devastating in an open plain. Water pours from the sky, seemingly out of nowhere, absolutely drenching a 100–foot–radius area and reducing visibility to 10 feet. Tiny creatures are swept off their feet and must make a Swim check (DC 10) each round to stay afloat; Small and Medium creatures are checked, and verbal communication is impossible for the duration of the storm (1 minute per caster level). All fires within the area of effect are instantly quenched, and fire spells such as fireball are impeded (as if underwater).

Fool's Feast

Transmutation
Level: Tmp 4
Components: V, S, DF
Casting Time: 10 minutes
Range: Medium (100 ft. +10 ft./level)
Target: Feast for one creature/level
Duration: 1 hour plus 12 hours; see text
Saving Throw: None
Spell Resistance: Yes (harmless)

Let the fools feast, lulling themselves into perceived safety. Little do they know that each bite makes them all the more susceptible to your ploys.

You turn an ordinary banquet into a nourishing feast with the same 12–hour blessing effect as the food and drink provided by the *heroes' feast* spell. In addition, you receive a +4 circumstance bonus to interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive) when dealing with those who have consumed the feast. This spell can only be cast on a sufficient supply of clean, unpoisoned, edible food and wine. This spell enhances the food's appearance, flavor, and texture to resemble the ambrosia and the sumptuous food available through *heroes' feast*.

Footsteps of the Quarry

Divination
Level: Rgr 2, Tmp 2, Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

If your quarry has passed through here during the last 24 hours, its path shall be revealed to you in the form of ghostly footprints.

This spell allows you to follow the tracks of a specific creature or person named at the time of casting. The person so named must have traveled through the area within the last 24 hours.

The spell creates a line of footprints that lead in the direction taken by the person being tracked. The footprints fade into invisibility once you have passed. You are treated as having the Track feat and receive a +20 bonus on Survival checks to follow tracks of you quarry.

If the quarry travels in a way other than on land, the trail ceases. Only after the quarry has resumed traveling by land does the trail continue.

This spell works against trackless step or other forms of concealing tracks.

Material Component: A piece of straw and a bone needle.

Ghostfire

Necromancy [Death]
Level: Wiz 4
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Range: 40 ft.
Area: Cone–shaped burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

After uttering the chant, a geyser of nebulous light springs forth from your hand, covering your enemies in a crimson hue. Then as the hue fades they begin to scream, as the flesh from their bodies pours off.

This spell functions like *circle of death*, except that the spell slays 2 HD worth of living creatures per caster level (maximum 40 HD) and no creature of more than 5 HD can be affected.

Glass Storm

Evocation [Air, Earth]
Level: Broken Sands 6
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Area: Sphere with 50-ft.–radius minus 10-ft.–radius eye
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: No

A cyclone rises from the ground, whirling up sand and silt. Tiny crystal shards are separated from the particles, and they are propelled by the howling wind.

This powerful version of the *sand spray* spell not only lifts and separates tiny crystal shards from sand or silt; it creates a 100 mph wind to propel them. The particles whip about the storm's area, leaving a 10-ft. diameter eye where you and your companions may stand unharmed. In addition to the effects of hurricane force winds (*DMG* 94), creatures and unattended objects take 2d8 points of damage per round until they leave the area. All unprotected flames in the spell's area are extinguished. Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

Gloomcloud

Enchantment [Mind–Affecting]
Level: Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Effect: Cloud that hovers over target's head
Duration: 1 min./level (D)
Saving Throw: Will negates
Spell Resistance: Yes

A gloomy cloud appears over a creature that becomes despaired and succumbs to apathy, leaving it little more than helpless.

Gloomcloud creates a small, gray cloud over the creature's head. Only the creature affected by the cloud can see it and it moves with the creature. The despair caused by the gloomcloud is so profound that the victim can do nothing but walk slowly, sit silently, or weep in frustration. If attacked, his actions are determined by rolling d% at the beginning of his turn: 01–50, do nothing; 51–70, defends himself but is considered shaken and also suffers a –1 penalty to AC; 71–100, reacts normally.

Attackers are not at any special advantage when attacking an affected creature. Note that an affected character will not make attacks of opportunity.

Material Component: A drop of dirty water and a small, twisted length of chain.

Gray Beckoning

Conjuration (Summoning) [Evil]
Level: Dead Heart 6, Wiz 7
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more summoned zombies
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

A small vortex appears accompanied by the stench of decaying flesh. A rotting hand appears, as a powerful zombie claws its way out of the dimensional portal.

This spell briefly opens a conduit to the Gray, allowing negative energy to slip through and form Gray zombies (*TotDL* 42). You may summon one Gray zombie per caster level. Summoned zombies attack you unless

you promise them payment for their services; the undead can be satisfied by devouring living victims with total HD equaling the number of zombies summoned. When destroyed or when the spell ends, the summoned zombies become insubstantial and melt back into the Gray.

Material Component: A gray cloth and a piece of bone.

Gray Rift

Conjuration (Creation) [Evil]
Level: Dead Heart 7, Tmp 9, Wiz 9
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. +10 ft./level)
Effect: Diamond–shaped rift 30 ft. high and 15 ft. wide in the middle
Duration: Concentration + 1d6 rounds
Saving Throw: None; see text
Spell Resistance: No

Calling upon the negative energy of the Gray to bolster the unliving, you conjure a two–dimensional diamond–shaped rift. An overwhelming stench of decay assaults your nose, confirming the connection to the plane of the dead.

This spell tears and holds open a rift between Athas and the Gray. The rift itself is a two–dimensional, diamond–shaped plane 30 feet high and 15 feet wide in the middle. Any creature that touches the rift is affected as if you cast harm on it. A character that attempts to dispel the rift and fails is also subjected to harm. Once per round as a move action, you can move the rift 30 feet in any direction within range. If you cease concentration or are slain, the rift lingers for 1d6 rounds without moving and then dissipates. All undead creatures within range gain a +4 profane bonus to Strength, 3 bonus hit points per hit die, and fast healing 1.

Groundflame

Conjuration (Creation) [Acid]
Level: Drd 5, Wiz 6
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cylinder (20-ft. radius, 5 ft. high)
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

A glob of fluorescing green gas spews from the ground. In the blink of an eye, it changes color to vibrant blue. Then a blinding flash and all of your enemies are in suffering.

A highly corrosive mist deals 1d6 points of acid damage per caster level (maximum 15d6) to each creature in the area.

Hand of the Sorcerer-King

Abjuration
Level: Tmp 1
Components: V, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level

You call upon your sorcerer-king's protection to shield you from malignant spells.

You receive a +2 sacred or profane bonus to all saving throws against spells and spell–like abilities, depending on the alignment of your sorcerer-king.

Heartseeker

Transmutation
Level: Clr 9, Drd 9, Forged Stone 8
Components: V, S, XP
Casting Time: 1 minute
Range: Touch
Target: One piercing weapon
Duration: Permanent
Saving Throw: None; Fortitude partial
Spell Resistance: No

You transform the pointed weapon into a true harbinger of death, a weapon which sprouts roots when it hits its target. The roots and branches seek out vital organs, instantly killing or lethally wounding the victim.

This terrible spell is cast on a piercing weapon made partially of wood, usually a spear or an arrow. When the weapon damages a creature, the wooden shaft of the weapon begins to sprout as if growing. The roots and branches seek out vital organs as a source of nutrients. If the creature fails a Fortitude save, the vines burst through the victim's vital organs, killing him instantly. If the save is successful, the creature manages to pull the weapon out but takes 10d8 points of damage. The weapon is destroyed after being used. Creatures immune to critical hits automatically make their Fortitude save.

XP Cost: 100 XP.

Heat Lash

Evocation [Fire]
Level: Clr 1
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft. per level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A gust of heat strikes your foe, as if exiting a cool cellar establishment to face the sun at noon in the city-states.

The target suffers 1d4+1 points of fire damage and is knocked back 5 feet by the sudden heat. A successful save reduces the damage by half and prevents the creature from being knocked back.

Illusory Talent

Illusion (Glamer)
Level: Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: You plus up to one willing creature
Duration: 10 min./level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

You disguise any imperfections in your act through magical assistance, making it appear that you are far more skilled than which is the case.

You make it seem as though you and a single other willing person possess talent in performance ability. You both receive a +10 bonus on Perform checks. This spell does not actually impart any skill or learning; you do not perform any better than you could before, but it appears to observers that you do. However, simply watching or listening to the performance counts as "interaction," and observers may make a Will save to notice the illusion. Otherwise, the performance appears flawless.

Image of the Sorcerer-king

Necromancy [Fear, Mind–Affecting]
Level: Tmp 3
Components: V, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature or creatures touched (up to one/level)
Duration: 10 minutes; see text
Saving Throw: Will negates
Spell Resistance: Yes

Upon touching your enemy with your sigil, it receives a frightening vision of your sorcerer-king.

This spell protects the sorcerer-king's agents from aggressors. You may make a melee touch attack with your sigil up to one time per caster level. A touched creature must succeed on a Will save or become frightened. On a successful save the target is shaken for one round. Creatures with more than 10 Hit Dice are unaffected by the spell.

Infestation

Conjuration (Summoning)
Level: Clr 7, Drd 6, Ruinous Swarm 6, Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Living creatures in a 10-ft.–radius sphere
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes

You hold your palm in front of your face and gently blow the magical parasites into the air. They dart towards your enemies, taking root in clothes, hair and flesh.

Tiny parasites take root in the clothes, hair, and skin of living creatures within the area. The victims rarely realize a spell has been cast on them—they must make a Wisdom check (DC 20) to sense the parasites—so the symptoms are usually the first sign of the spell's effects. It takes 1 day before infestation sets in. A remove disease or heal spell removes the parasites, as do spells that repel or destroy insects.

Even if the infestation is removed, a creature must heal its effects separately. Those who have lost their sight to eye mites, for example, need a spell that could restore vision, such as remove blindness/deafness. A heal spell, however, cures all injuries.

You choose the type of parasite from the following list:

Ear Mites: These microscopic creatures cause permanent deafness in 1d6+6 days.

Eye Mites: Eye mites cause permanent blindness in 1d6+6 days.

Desert Lice: Desert lice cause their host to feel generally unhealthy, uncoordinated, and dizzy. The victims suffer a –4 penalty on all saving throws.

Sand Fleas: While these tiny creatures aren't deadly, they are a source of constant itching and discomfort. Anyone infected by sand fleas cannot heal wounds naturally, due to misery and discomfort. The victim becomes cranky and irritable, resulting in a –2 penalty on all interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive) and initiative rolls. Sand fleas notoriously leap from host to host, almost like a contagious disease. Anyone coming into contact with an afflicted creature must make a Fortitude save or become infested as well.

Mind Worms: These tiny vermin infest a victim's hair and secrete a drug that excites certain portions of the brain, causing hallucinations, delirium, and hysteria. The worms' effects grow in time, so the first few hallucinations are mild and probably undetectable by the victim's companions. Eventually, his condition deteriorates, and it becomes obvious that he is suffering from some mind–altering ailment. Whenever in combat (or other stressful situations) the character becomes confused (as the spell). Each day, he must make a Will save or become permanently confused.

Klar's Heart

Transmutation
Level: Drd 4, Tmp 5
Components: V, S, DF
Casting Time: 1 round
Range: 20 ft.
Target: All living creatures within a 20-ft. burst, centered on you

Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You transform nearby creatures into beings as fierce as klars, increasing their fighting capacity.

You magically enhance the combat ability of all living creatures, allies and enemies alike, within 20 feet (including you). Subjects of the spell receive a +4 enhancement bonus to Strength and +1d4 temporary hit points per two caster levels. When the spell ends, any remaining temporary hit points from its effect are lost.

Legendary Stonecraft

Transmutation
Level: Forged Stone 9
Components: V, S, XP
Casting Time: 1 minute
Range: Long (400 ft. + 40 ft./level)
Target: You and other willing creatures within range
Duration: 12 hours; see text
Saving Throw: None
Spell Resistance: No

Time slows to a halt when you embrace solitude. Tyr was not built in one day, but you will perform great acts of construction before nightfall.

This spell can only be cast at sunrise, in an isolated location with no onlookers. *Legendary stonecraft* stretches out the duration of the day with respect to stonecraft—digging ditches, quarrying stone, building masonry, carving stone, etc. While the spell endures, the sun seems to stay still in the sky, and neither you nor your fellow stone workers have need of food, drink, or sleep. The day seems endless, and indeed, for you, it virtually is. You can choose how long to make the day last in terms of your labor; however, you cannot make creatures work for more than a year. Every subject must willingly participate in this spell at its casting. If any other creature enters the spell's range, or even views its effects, legendary stonecraft abruptly terminates. Similarly, if anyone uses the time to do anything other than stonecraft, the spell terminates.

All subjects age as normal for the number of workdays. For example, if you stretched the day to the maximum one year's worth of work, you and all your co–workers would age one year during this time, even though only a day passed for the rest of the world.

XP Cost: 10 XP per subject per workday. For example, if you have 19 workers (plus you) and wish to stretch the day into 100 work days, it would cost 2,000 XP.

Lighten Load

Transmutation
Level: Clr 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creatures touched
Duration: 2 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The rancid smell of a kank herd floats past you as you imbue creatures with increased strength for carrying.

You increase the carrying capacity of up to one creature per caster level. Divide the duration by the number of subjects. The subjects' carrying capacity is quadrupled.

Liquid Lightning

Evocation [Electricity]
Level: Sky Blitz 8
Saving Throw: Fortitude half; Reflex half; see text;

You prepare a deadly trap that will electrocute those who dare approach the water.

This spell functions as *water shock*, except as noted above and as follows. An effect similar to chain lightning strikes the first creature to touch the water, with secondary bolts striking all creatures within 60 feet. The creature that triggers the trap suffers 1d6 points of electricity damage per caster level (maximum 20d6) and is paralyzed for 1d6 minutes if it fails its Fortitude save. Secondary targets receive half damage and are not paralyzed.

Lungs of Water

Conjuration (Creation) [Water]
Level: Drowning Despair 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Target: One breathing creature
Duration: Concentration (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You spit towards your foe. As the phlegm trickles, your enemy's eyes widen as it coughs up water and begins to suffocate.

This spell magically creates water inside a victim's lungs, drowning it if it cannot cough the stuff up. Creatures that do not need to breathe are unaffected by this spell.

If the target succeeds on a Fortitude save when you cast *lungs of water*, it is unaffected. If it fails its save, it can

still continue to take choking breaths each round with a standard action.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Fortitude save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it begins to drown (0 hp). In the following round, it drops to –1 hit points and is dying. In the third round, it drowns. Curing spells or powers can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Material Component: Your saliva, spat at the intended victim.

Mage Seeker

Divination
Level: Wiz 4, Tmp 4
Components: V, S, F
Casting Time: 10 minutes
Range: Touch.
Target: One object used as focus
Area: 20 ft. + 20 ft./level radius circle centered on you
Duration: 1 day
Saving Throw: No
Spell Resistance: No

The pointer swirls until it comes to a rest, pointing out the direction of the most potent wizard to be here the last day and night.

When *mage seeker* is cast, the selected object (see below) glows slightly and pivots to point in the direction of the most potent wizard (not you) who has been in the area of effect within the last 24 hours. The item becomes a sort of compass that continually readjusts to point the direction of the wizard it first located.

If a name or description of a wizard is stated at the time the spell is cast, the seeker will home in on that particular wizard if he has been within the area of effect within the last 24 hours. If the particular wizard is not detected, the seeker stays immobile to indicate failure and can be used normally 1 round afterwards to seek out the most potent wizard who has been in the area of effect.

Focus: The object that is to be used as the seeker (an arrow, dart, or piece of bone or wood that is shaped like a pointer) and a few grains of sand.

Magic Trick

Illusion (Phantasm) [Mind–Affecting]
Level: Wiz 2
Components: F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.–radius spread
Duration: 1 min/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You perform your tricks, concealing the fact that you use magic to aid you. While everyone focuses on your little mask, they fail to notice your lips moving and your hand gestures.

First developed by arena mages (*APXII* 7) who used it to help disguise their spellcasting, this spell conceals the casting of other magic. When cast, magic trick makes other magic seem to be the result of ordinary prestidigitator's tricks. You receive a +10 circumstance bonus on resisted Bluff checks made to disguise spellcasting while the spell is in effect.

Focus: A tiny cloth mask with no eyeholes.

Magma Tunnel

Transmutation [Earth, Fire]
Level: Mountain's Fury 8, Wiz 9
Components: V, S
Casting Time: 1 minute
Range: 0 ft.
Area: 10-ft. diameter tunnel
Duration: 1 min./level
Saving Throw: None; see text
Spell Resistance: No

By heating the very fabrics of earth, you create a flow of magma, which burrows a tunnel. The magma is accompanied by a sulphurous smell and misty vapors. When the magma hardens, you can pass through unharmed.

You can tunnel through solid earth, rock, sand, or silt, by liquefying it into flowing magma. The liquid rock moves out of the way to allow you to pass, and hardens in that position, creating a permanent, nonmagical tunnel. The tunnel forms at a rate of 30 ft./round through sand, silt, or wood, 20 ft./round through solid earth and 10 ft./round through rock or metal. Any creatures or objects caught in the magma current while the tunnel is being created suffer 10d6 points of fire damage (Reflex save for half damage).

It takes one day for the heat to dissipate enough for the unprotected to enter, although you are magically protected for the duration of the spell. Creatures entering the tunnel unprotected during this time suffer 1d6 points of fire damage per round from the extreme heat.

The tunnel is formed at a rate of 30 ft/round through sand, silt or wood, 20 ft/round through solid earth and 10 ft/round through rock or metal. Any creatures or objects

caught in the magma current while the tunnel is being created suffer 10d6 points of fire damage per round

Molten

Transmutation [Earth, Fire]
Level: Broken Sands 8
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to one 5-ft. cube/level (S)
Duration: Concentration; see text
Saving Throw: See text
Spell Resistance: No

Rock and sand heats to its melting point, causing blisters and searing wounds for creatures in contact with the earthen ground. Concentrating, you cause the earth to burst open with smoky flames, incinerating those still around.

This spell heats rock or sand to its melting point in a matter of rounds:

1st Round: Earth dries; rock or sand heats up. Creatures in contact with the ground take 4d8 points of fire damage (Reflex save for half damage).

2nd Round: Creatures in contact with earthen ground take 2d6 points of fire damage (Reflex save for half damage). Rock continues to heat up, increasing the damage to 8d6 points of fire damage (Reflex save for half damage). Sand liquefies into glass; any creature still standing in the area falls into the molten glass, taking 16d6 points of fire damage (no save). Creatures outside or above the area but within 10 feet take 1d6 points of fire damage (no save).

3rd Round: Earth bursts into smoky flames, and creatures in area take 10d6 points of fire damage (Reflex save for half damage). Rock melts into magma; any creature still standing in area falls into the lava, taking 20d6 points of fire damage (no save). Molten sand continues to burn immersed creatures. Creatures outside or above the area but within 10 feet take 2d6 points of fire damage (no save).

When you cease concentrating, the spell terminates, and the molten area begins to gradually cool. Every hour that passes, reduce the damage inflicted by stepping into the area by one die of damage. Eventually molten sand cools to solid glass, while scorched earth and molten rock cool into igneous rock and ash.

Material Component: A small piece of obsidian or glass.

Nurturing Seeds

Abjuration
Level: Drd 0, Rgr 1
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Touch
Target: Up to 10 seeds touched
Duration: Permanent
Saving Throw: None
Spell Resistance: No

With utmost care you prepare a dung casing to protect the delicate seeds and cuttings, so that they may be transported elsewhere and sprout new plants.

You render up to 10 cuttings or seeds dormant and suitable for transport. The seeds or cuttings can then be taken to an area where inclement weather, lack of moisture, or other problems have kept plants from growing. The dormant seeds or cuttings are planted there and will magically take root and can be used to start new patches of vegetation, anchoring the soil and creating an environment suitable for more plants to survive. This spell protects the transplants from normal weather conditions, but defilers, hungry animals, or unnatural phenomenon (like Tyr–Storms) can still destroy the plants.

Material Component: A tiny bit of dung and a drop of water.

Oil Spray

Conjuration
Level: Mountain's Fury 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.–radius spread
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

Fountains of flammable oil spout up from the ground, showering everything in vicinity with sticky, black liquid.

When you cast this spell over rough earth or sand, fountains of flammable oil spout up from the ground, covering everything within a 20–foot radius. Creatures in the area must make a Reflex save or be covered in oil. The spell effectively causes the area to suffer the effects of a grease spell. The oil itself isn't particularly dangerous unless ignited. Burning oil inflicts 2d8 points of fire damage + 2 points per caster level its first round, and 1d8 points of fire damage + 1 point per caster level in the second round. The oil burns off by the third round, but creatures that were covered in oil still burn, as they have caught fire, suffering 1d6 points of fire damage per round until the fire is put out. If the oil isn't ignited, it will remain until removed by no less than 30 minutes of scrubbing or washing. Thus, any creature that is covered with the oil is at risk of being ignited by as little as a spark. A creature that enters the oil–covered area after the initial gush is not at risk of being ignited because it was not doused by the oil, but it still takes damage if it enters the area when it is aflame.

Pact of Darkness

Necromancy
Level: Wiz 9
Components: V, S, M

Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned shadow giant
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Surrounded by shadowy illumination, you cut your finger, letting a drop of blood fall to the ground – sealing your pact with the shadow giant, which accepts your obsidian spheres as payment for its services.

To use the *pact of darkness* spell, you must be in an area of shadowy illumination. You create a pact between you and a shadow giant. If you know an individual giant's name, you may request that individual by speaking the name during the spell (though you might get a different giant anyway).

You may ask the giant to perform one task taking up to one hour in exchange for a payment of 10 perfect spheres of obsidian. This payment must be made before the giant agrees to perform any services. The bargaining takes at least 1 round, so any actions by the giant begin in the round after it arrives.

At the end of its task, the creature returns to the Black (after reporting back to you, if appropriate and possible).

This spell cannot be cast in areas of absolute darkness.

Material Component: The obsidian spheres (100 gp value minimum) and a drop of the caster's blood.

Pact of Water

Necromancy
Level: Living Waters 5, Tmp 5
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: Two touched creatures
Duration: 1 year
Saving Throw: None
Spell Resistance: No

You clearly recite the terms of the pact, and fill a silver cup with water. Both subjects entering the pact drink one half of the cup, and the last few drops of the cup are poured into the dust.

You formalize a pledge between two living creatures, one of which can be yourself. A creature that violates the terms of the pact of water is struck with a *curse of the choking sands* (no save).

Both subjects of the water pact must be willing and fully informed of the terms of the pact; otherwise the spell has no affect. No creature can be coerced or deceived into making a water pact, but the terms themselves may be coercive—for example, party A pledges not to kill party B or any of his tribe, as long as party B delivers 10 silver pieces per month to party A. There is an old story of the desert in which a water cleric offers a water pact to a wanderer dying of thirst, in which the wanderer pledges himself into slavery in exchange for the half-cup of water.

Focus: The silver cup (worth at least 50 Cp), which is ornamented with drawings of rain.

Plant Renewal

Transmutation
Level: Drd 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One plant
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Your caring touch restores the dying plant to life. Its color returns, and the air feels fresher for a moment.

You revive a single plant that has been mostly wilted or dried out, but not completely turned to ash. The plant may have suffered from a lack of water, partial defilement, or insect predation that has left it on the verge of destruction. This spell revives it and makes it hardy enough to transplant elsewhere. If the plant then receives proper care, it will survive and thrive, living out its appointed time and possibly leaving seeds from which other plants may grow. If neglected or misused, the plant does not remain artificially alive. This spell has no effect on plant creatures.

Material Component: A drop of water.

Poisoned Gale

Conjuration (Creation) [Air]
Level: Ill Winds 7, Tmp 8
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Effect: Line–shaped gust of poisoned wind emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

A gust of toxic green fumes flows from your mouth in a straight line, a debilitating poison to those who inhale it.

This spell resembles *gust of wind*, except that the range is shorter and the wind is filled with inhaled poison. You choose the ability score you would like the poison to damage. Poison gale creates a poison that deals 2d8 points of temporary ability damage as primary and secondary damage. The exception is Constitution, which is damaged 1d8 points. The ability score damaged does not have to be the same for the primary and secondary damage.

For example, you could create a poisoned gale that deals 2d8 points of primary Wisdom damage and 1d8 points of secondary Constitution damage. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis or Cha modifier).

Material Component: The stinger or fang of a poisonous creature.

Protection from Time

Abjuration
Level: Wiz 8
Components: V, S, M, XP
Casting Time: 1 minute
Range: Touch
Target: One creature or object touched
Duration: 1 month/2 levels
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The sand in the hour glass freezes to a halt, as does the aging process of the spell's recipient.

You protect the target from the adverse effects of aging. This spell makes a living creature immune to natural, magical, and psionic aging. This spell continues on beyond the creature's death, and time limits for spells like speak with dead or raise dead do not count the time that protection from time is in effect. This spell can be cast on a dead creature.

The target moves through time at the same rate as other beings. A living subject must still eat, drink and rest as usual; it simply does not age. This spell does not affect the duration of other spells.

Material Components: An hourglass.
XP Cost: 3,000 XP.

Quietstorm

Evocation [Sonic]
Level: Wiz 5
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Several rays
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A beam of white light silently shoots from your fingertip towards your enemy.

A white ray of subsonic energy springs from your hand. You may fire seven rays, plus one additional ray for every other level beyond 10th (to a maximum of twelve rays at 19th level). Each ray requires a ranged touch attack to hit and deals 8d6 points of sonic damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Ragestorm

Evocation [Electricity]
Level: Clr 5, Wiz 5
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.–radius emanation centered on a creature or object
Effect: One storm
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes

Lightning flares up the sky accompanied by a great thunderclap. Dark clouds appear above a creature, and in an instant, the sky opens to unleash rain, hail, winds and lightning.

Ragestorm creates a miniature Tyr–storm, the affected target becoming the focus of an intense force of rain, hail, high winds, and lightning strikes for the duration of the spell. The storm inflicts 4d8 points of damage to anyone within its radius on a failed save due to high winds, dangerous hail, and electrical discharges.

A creature that fails its saving throw can't run out of the area of effect, for they carry the storm with them wherever they go.

If some container is left in the area (and it survives the deluge), up to two gallons of water can be collected.

Material Component: A drop of water, a pinch of dirt, and a tiny replica of a lightning bolt carved in wood or bone.

Rangeblade

Illusion (Shadow)
Level: Clr 5, Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

As you touch the weapon, it takes on a ghostly, ethereal, gray hue.

One melee weapon touched by you takes on a ghostly, ethereal gray hue. For the duration of the spell, the wielder of the weapon can strike opponents at a distance, just as if he was standing directly next to them. The maximum range for attacks with the rangeblade is 5 ft. + 5 ft. per 2 caster levels. Creatures struck by the rangeblade see a faded, ghostly image of the weapon strike them, but the damage dealt to them is real. A rangeblade threatens no area and cannot provide a flanking bonus. This spell does not grant the wielder proficiency in the weapon.

Rejuvenate

Transmutation
Level: Clr 6, Drd 5
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Area: Circle of ground extending out to range
Duration: Instantaneous
Saving Throw: None
Spell Resistance: None

Ash and dust is whirled up into the air and takes on a bright green glow, resembling that of fireflies. As they fall on the sterile land, the ground feels soft and moist once more.

You grant the ability to support vegetation to an area of ground. In the case of ground made sterile by defiler magic, rejuvenate dispels the ground's sterility, making it immediately capable of supporting vegetation. A circle of ground extending out from you is enriched and moistened, and a blanket of fine grass appears instantly. The soil and grass are not magical, however, and are subject to normal weather conditions. However, the grass will survive for at least a week, even in the worst of weather.

The spell may also be cast on any ground short of solid rock. If cast on an area that can already support plant life, rejuvenate increases the ground's fertility as the enrichment effect of the spell plant growth, and the range is a half mile.

Material Component: A seed (any kind) and a drop of water.

Return to the Earth

Necromancy
Level: Clr 2, Drd 3, Decaying Touch 1, Tmp 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Corpses or corpse–like creatures
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Throwing dust at the body and uttering a prayer of destruction, you make the creature wither and decompose at an unnatural rate. It dries to become a lifeless husk before it decomposes into dust.

You can decompose a body just by casting dust or earth at it. You need to spend 4 rounds to decompose a Medium corpse. (Double the time required for each size category larger than Medium; halve the time for each size category less than Medium, to a minimum of 1 round). Corpses decomposed by this spell can still be restored to life, but cannot be turned into undead.

You may throw earth or dust as a ranged touch attack (maximum range 10 ft., no range increment); the earth deals 1d12 points of damage to corporeal undead and constructs that are composed of dead flesh or bones.

Sand Pit

Transmutation [Earth]
Level: Wiz 3, Clr 3, Broken Sands 1, Tmp 3
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cylinder (30 ft. radius, 50 ft. high)
Duration: Concentration (D)
Saving Throw: None
Spell Resistance: No

As you cast this spell, sand and dust within a circle is randomly dispersed, and an indentation appears in the sand.

This spell only works in silt, sand, or loose gravel; it has no effect on rock, rich soil, or tightly packed earth. A cylinder–shaped pit appears in the sand. Any objects other than dust and sand that were in the excavated area become visible, lying at the bottom of the pit. This spell lasts as long as you concentrate; when concentration ceases, silt immediately collapses into the empty area, while sand takes 1d6 minutes to do so.

This spell is particularly useful in excavating ruins that have fallen beneath silt or sand, or for retrieving companions that have been buried by sand storms or have fallen into the silt.

Sand Spray

Evocation [Earth]
Level: Wiz 4, Clr 4, Broken Sands 3, Tmp 3
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone–shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Small, glassy particles of sand or silt spray towards your opponents' eyes.

Creatures within the area are blinded for 1d6 minutes and take piercing damage: 2d6 nonlethal and 2d6 lethal. A successful Reflex save halves the damage and blinds a creature for only one round. Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

Sand Trap

Transmutation [Earth]
Level: Wiz 5, Broken Sands 4
Components: V, S, M
Casting Time: 1 minute
Range: Long (400 ft. + 40 ft./level)
Area: Sand up to 100 ft. + 10 ft./level in radius
Duration: 1 day/level
Saving Throw: See text
Spell Resistance: Yes

Tearing the map to tiny pieces that disappear with the wind, you put a curse on the sand in the area, providing a nasty surprise for those who would cross it.

Table: Sands of Time

Caster Level	Time Reversed	Papyrus	Wood	Soft Stone	Hard Stone	Metal
9th	30 days	Faded	—	—	—	—
10th	1 year	Fragile	—	—	—	—
11th	2 years	Brittle	Faded	—	—	—
12th	5 years	Crumbled	Fragile	—	—	—
13th	10 years	Dust	Brittle	—	—	—
14th	20 years	—	Crumbled	Paint	—	—
15th	50 years	—	—	—	—	—
16th	100 years	—	Dust	Etching	—	—
17th	200 years	—	—	Relief	Paint	—
18th	500 years	—	—	Form	—	Paint
19th	1,000 years	—	—	1/2 mass	Etching	—
20th+	2,000 years	—	—	3/4 mass	—	Etching

You trap an area of sand. You must designate a 30–foot radius "trigger area" somewhere within the larger area. When a creature sets foot inside the trigger area, the trap is sprung, and all of the entrapped area is affected with one of the following effects (your choice):

Drum Sand: Every footstep taken within the entrapped area of sand is amplified so loudly that it can be heard for miles, typically attracting predators.

Sand Spikes: Treat the entire entrapped area as though affected by *spike stones.*

Slip Sand: The entire area of sand becomes difficult to travel. Treat the area as if affected by the *grease* spell.

Material Component: A paper map of the area affected.

Sandflow

Transmutation [Earth]
Level: Broken Sands 5, Tmp 5, Wiz 5
Components: V, S

The work of 50 slaves is performed at the snap of your fingers, as huge barrows of sand are excavated at your command.

This spell functions like *move earth*, except that this spell can only be used to move sand.

Sands of Time

Transmutation
Level: Clr 7, Decaying Touch 5, Wiz 6
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: Item touched up to 10 cubic ft./level
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You can reconstruct materials of the past or deteriorate them further through presenting either an hourglass or sundial during your casting of this spell.

This spell has two modes.

Restoration: You can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be reversed depends on your caster level, according to the following table.

Erosion: You to speed up erosion dramatically on any nonliving object. The table also indicates the average effects of time and the elements on various materials (items protected from the elements may take longer to erode, but use these times for all restoration). Papyrus and wooden objects fade over time, making it difficult, but not impossible, to read or identify surface features. Fragile objects only possess half of their original hardness and hit points. Crumbled items are unusable but still identifiable as papyrus or wood; dust is completely unidentifiable and unusable. Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; etching means carved letters or pictures are worn away; relief indicates that deeply carved letters or images are severely eroded; form indicates that time has eroded away all but the basic form of the original stone or metal. The fractions 1/2 and 3/4 tell when the item has lost that amount of its original mass (and also means the item's present hardness and hp total). Dust means the original item is completely gone, eroded away to nothing.

A 15th–level cleric could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use the above table as a guide for other objects that don't exactly fit into these categories.

Focus: A tiny hourglass (during the spell, the sands run upward), if restoring, or a miniature sundial that has timed the passage of at least one year, if eroding

Sandstone

Transmutation [Earth]
Level: Forged Stone 1, Wiz 2
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: 5-ft. square/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Sand and gravel clumps into sandstone at your touch.

You can transform into sandstone one 5–foot block of sand or gravel per level. This spell allows you to reinforce ditches made in sand, building makeshift walls. Sandstone does not have the resilience of normal stone: It has a hardness of 6 and only 10 hit points per inch of thickness. A 1–foot–thick wall of sandstone created by this spell has hardness 5, 25 hit points, and a break DC of 30.

Sandstone is useless for the purpose of making weapons.

Scapegoat

Enchantment (Charm) [Mind–Affecting]
Level: Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.–radius spread
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You casually throw a stone in the direction of your target and then, by the top of your lungs, cry "Wizard!"

This spell causes all creatures within 20 feet of the target to believe he is to blame for all troubles or difficulties they have. All creatures in the area become hostile towards the target.

Affected creatures with Intelligence 3 or greater are allowed to make a Will save to come to their senses.

Material Component: A strand of hair and a stone thrown in the chosen target's direction.

Shining Sands

Transmutation [Light]
Level: Wiz 6, Desert Mirage 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Sphere (20 ft. radius)
Duration: 1 hour/level (D)
Saving Throw: Fortitude negates
Spell Resistance: No

The sand shifts, every single grain of sand realigning to reflect sunlight to your convenience.

This spell can only be cast outside, in sand, during the daytime. It can be cast one of two ways:

Reflected Outward: All creatures outside the area but within 60 feet of its center are blinded for 1 round unless they make a Fortitude save. A creature must save each round it remains in the area.

Reflected Inward: All creatures within the area are blinded unless they make a Fortitude save, but creatures outside the area can look into it with no risk of being blinded.

Shroud of Darkness

Necromancy
Level: Wiz 6
Components: V, S, M, F
Casting Time: 1 round
Range: Touch
Target: Cloak touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The cloak reflects no light and feels heavier after you cast your spell. The silver you sprinkled on it has disappeared, but you spot a faint trace line which leads to another dimension.

You imbue an ordinary cloak with magical power. While wearing it, you gain damage reduction 5/magic, darkvision out to 60 feet and a deflection bonus to AC equal to your Charisma bonus.

The cloak also allows you to enter and exit the Black as a standard action.

If you enter an area without any source of illumination, the spell ends.

Focus: A gray cloak.

Material Component: A pinch of silver dust (worth 1 sp).

Sirocco

Evocation [Air]
Level: Drd 8, Furious Storm 6
Components: V, S, DF
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level) and cylinder (1,000 ft. radius, 400 ft. high)
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

You conjure forth a terrible sandstorm, the dreaded sirocco. An uncontrollable force which sweeps up anything on the ground not tied down, and tearing at the flesh with stinging sand and chips of stone.

You create a raging storm over a vast area. To cast this spell, you must be able to see the sky, and you must be in an area covered with sand or loose stone. Calling up a sirocco is perilous, since you cannot control it, and you are as affected by the storm as anyone else.

Once formed, the sirocco sweeps along the ground, whipping up small objects, dust, and sand, and carrying them along with terrific speed. Each round of exposure to the storm inflicts 2d8 points of piercing and bludgeoning damage to all creatures and objects in the area. Creatures with total cover take no damage. In addition, winds of windstorm force buffet the area.

Skyfire

Evocation [Fire]
Level: Drd 5, Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Three 5-ft.–radiuses spreads; see text
Duration: Instantaneous
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes

Three bolts of crimson flame spurt from the end of your fingers, quickly moving towards their target, exploding on a fiery blast upon contact.

This spell functions like *meteor swarm*, except that you create three egg–sized spheres that inflict 1d6 points of bludgeoning damage (no save), and 3d6 points of fire damage in a 5-ft.-radius spread.

Slave Scent

Divination
Level: Wiz 0
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You smell the air, searching for the unnaturally musky scent of sweat slaves are tainted with by their very existence.

This spell reveals whether or not the target is a slave, runaway slave, freeman, or noble. If the target is from a classless society (such as an elf tribe or a small village), the spell reveals him as a freeman.

Sparkrain

Evocation [Force]
Level: Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A bright, silver and gold flare shoots out of your hand, filling the air with the smell of melting copper. As it strikes its target it explodes in a deafening cascade of red and blue sparks.

A *sparkrain* spell allows you to hurl a bolt of force that has two effects. You must make a ranged touch attack to strike a target, and if you succeed you automatically dispel any defensive spell or power with the force descriptor that affects the target, with no limit on the level of the effect dispelled.

As the bolt strikes it explodes in a shower of sparks, affecting creatures and objects within a 20-ft.–radius burst. All defensive spells or powers of 1st level with the force descriptor within the area of effect are automatically dispelled.

Spirit of Flame

Divination (Scrying)
Level: Burning Eyes 9
Duration: 1 hour/level

In the dancing flames you see a remote vision of an area surrounding another fire. Your face appears in the fire as a dark silhouette. If you will it, you appear at the site you see.

This spell functions like the *watch fire* spell, except as noted above and as follows. In addition to being able to observe and communicate from any fire within range, you can cast spells as if you were actually within the flames. Spells cast through the fire cannot require somatic components. The risk of this spell is that creatures can target you through the fire with light– and sonic–based attacks, and with mind–affecting effects.

In addition, you can walk into a fire and *greater teleport* to any other fire up to the limit of your range. If you choose to go blindly, you will appear by the nearest fire within range. If the original fire that you used to scry is put out, you can still use other fires within range.

Sting of the Gold Scorpion

Necromancy
Level: Drd 2, Rgr 2, Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

The dried out barb of the gold scorpion once more seethes with poison as you finish casting your spell, being careful not to hurt yourself on the barb.

You magically enliven the barb of a gold scorpion's tail and immediately make a normal melee attack against a living creature. (You are considered armed and do not provoke an attack of opportunity.) If you hit the target with the scorpion barb, the victim suffers as if he had been stung by a real gold scorpion. He must make a Fortitude save immediately or suffer 1d6 points of temporary Strength damage. The victim must make a second Fortitude save 1 minute later. If the secondary save fails, the victim suffers 1d4 points of temporary Strength damage. This spell does not affect creatures immune to natural venoms or poisons. The barb becomes useless once it is used.

Material Component: The barb of a gold scorpion.

Storm Legion

Transmutation [Air]
Level: Drd 9, Furious Storm 8
Components: V, S, F, DF
Casting Time: 1 minute
Range: Touch
Target: You and other creatures with total Hit Dice 5/caster level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The powerful winds of the storm tear at your party's bodies, painfully dissolving layer by layer of skin, then bone and organs, until you are completely dissolved. The storm carries your essence for a distance you have specified, upon which your bodies are reassembled from raining bone, tissue and blood.

You transport willing corporeal creatures via a storm system. The storm may not be created magically; it must be a natural storm, such as a dust storm, sandstorm, windstorm, or lightning storm produced by natural weather. Note that Tyr–storms are magical in origin and thus cannot be used for storm legion.

The storm dissolves the subjects of the spell and all of the possessions that they were carrying. Only you retain consciousness, and you control the storm's direction. The storm moves at 8d6 miles per hour and cannot be affected by any further weather–affecting magic, including another *storm legion* spell.

Once you travel the desired distance, or if the storm legion is dispelled or the duration expires, you and the other traveling creatures begin to rain down from the sky as fragments of bone, tissue, and blood. This lasts for 1 minute, as the fragments reassemble into the transported creatures. A creature is helpless as its body is reassembled.

Focus: A storm in the sky overhead.

Summon Tyr–Storm

Conjuration (Summoning)
Level: Wiz 6
Components: V, S, F
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: No

You summon a Tyr–storm. Ominous cerulean clouds fill the sky. Hail, lightning, hurricane winds, slashing rain, acidic vapors, and furious thunder rock the area.

The spell draws a Tyr–storm into an area designated by you. The storm is typical of those spun off from the Cerulean Storm, lasting for 2d10 minutes and inflicting 2d8 points of damage per round.

A Tyr–storm is a violent tempest and can't be used to bring water. This spell does not imbue you with the ability to control the Tyr–storm.

Focus: A blue lens worth 100 Cp.

Sunstroke

Evocation [Light]
Level: Fiery Wrath 4
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. / level)
Effect: Rays
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: Yes

Rays of brilliant sunlight fly from your fingertips. Those struck gasp for air and break in sweat, as if having spent the afternoon in the smoldering heat of the Smoking Crown.

Casting this spell allows you to fire rays of brilliant sunlight that cause the creatures struck by a ray to overheat as if suffering from sunstroke or fever. You may fire one ray per round. With a successful ranged touch attack, each sun ray strikes for 4d4 points of nonlethal damage and causes the target to become fatigued. A successful Fortitude save halves the damage and negates the fatigue.

Creatures immune to heat effects or nonlethal damage (such as constructs) are unaffected, except for undead, who suffer lethal damage from the sun rays.

This spell can only be cast in the sunlight.

Focus: A small mirror worth 1 sp.

Surface Tension

Transmutation [Water]
Level: Drowning Despair 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Area: Water in a 20-ft.–radius circle
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes

The water becomes cohesive and resilient, making it impossible to drink but possible to cross on foot.

You greatly increase the surface tension of water within the affected area. This change has different effects, depending on the size and shape of the affected water.

Bodies of water become cohesive and resilient, allowing creatures to walk on the water at half speed (as the water surface bends under their weight). However, if a creature is already running when it reaches the water's surface, it can continue running at the same speed, much

as some tiny insects can run across the surface of normal water.

A swimmer can move from the spell's area underwater, but the water's surface proves difficult to breach. A creature attempting to break through the water's surface must make a Strength check (DC 5 + caster level); a creature without a swim speed takes a –5 penalty on this check. You may affect smaller amounts of water with surface tension, creating balloon–like containers that can be burst with the same Strength check. You can carry gallons of water without a water skin, or bounce them like a ball. A creature could even wield a water bubble as an improvised sap. Drinking the water, on the other hand, becomes virtually impossible.

Surface Walk

Transmutation
Level: Clr 3, Drd 3, Rgr 3, Tmp 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: 1 touched creature/level
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As the spell is completed, the recipients feel lighter, as if they are floating on air. They hover slightly above the ground, allowing them to walk on any surface.

The transmuted creatures can tread on an unstable surface as if it were firm ground. Mud, oil, silt, snow, quicksand, running water, ice, and even lava can be traversed easily; since the subjects' feet hover an inch or two above the surface (creatures crossing molten lava still take damage from the heat). The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater or under silt (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Note: This spell replaces the *water walking* spell from the *Player's Handbook*.

Swarm of Anguish

Transmutation
Level: Drd 9, Ruinous Swarm 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)

Your skin bulges and it feels as if hundreds of insects crawl beneath it. In an explosion of flesh and blood, a swarm of agony beetles burst from your body, taking the shape of your form, accompanied by a loud buzzing.

Your body and equipment transform into a swarm of agony beetles with a collective will. This spell functions as *shapechange*: You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. If the swarm disperses, you die.

Agony Beetle, Swarm — CR 13

Always N Medium vermin (swarm)
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages —

AC 21, touch 21, flat–footed 18
(+3 Dex, +18 deflection)
hp 136 (16 HD)
Immune swarm immunities
Fort +14, **Ref** +13, **Will** +5
Weakness swarm vulnerabilities

Speed 5 ft. (1 square), fly 20 ft. (good)
Melee swarm (4d6 plus agony)
Space 30 ft.; **Reach** 20 ft.
Base Atk +12; **Grp** –9
Atk Options agony, distraction

Abilities Str 1, Dex 17, Con 19, Int —, Wis 10, Cha 1
SQ swarm traits
Feats —
Skills Listen +0, Move Silently +8, Spot +0

Agony (Su) Agony beetles attach painful tendrils to their victims. A creature that takes damage from an agony beetle swarm also suffers indescribable pain, causing 2d6 points of temporary Constitution damage.

Distraction (Ex) Any living creature that begins its turn with an agony beetle swarm in its space must succeed on a DC 22 Fortitude save or be nauseated for 1 round. The save DC is Constitution–based.

Sweet Water

Transmutation [Water]
Level: Living Waters 5
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Area: Cylinder (15-ft. radius, 20 ft. high)
Duration: 1 day
Saving Throw: None
Spell Resistance: No

You create a honey–flavored cocoon of purified water, imbued with positive energy. The water sparkles in the sun, a testament to its healing qualities.

You neutralize all poisons, diseases, curses, or other maladies in water in the spell's area, but water leaving the area becomes as foul as before. Any breathing creature

can breathe normally in the water. Creatures who drink a gallon of sweet water gain a +4 resistance bonus on saves against poisons for the duration of the spell and they heal 1d8 hit points. A creature can benefit from this healing only once per single casting of *sweet water*.

Tempest

Evocation
Level: Wiz 9
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.–radius spread
Effect: One storm
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

You create a monstrous storm, with, ominous cerulean clouds rolling into the area and unleashing the full fury of the Cerulean Storm. Hail, lightning, hurricane winds, slashing rain, acidic vapors, and furious thunder rock the area.

Any living creatures in the designated area must make a Reflex save or be completely obliterated.

Material Component: A waterskin full of water, a tiny replica of a lightning bolt carved of wood or bone, and a pinch of powdered silver.

Touch the Black

Necromancy [Cold, Death]
Level: Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.–radius burst, centered on you
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You open a conduit to the Black, gating forth an inky–black cube of numbing cold nothingness, sapping the life–force of anything it touches.

This spell calls into being a 40–foot cube of inky–black nothingness that chills everything inside it and deals 1d6 points of cold damage per caster level (maximum 15d6). Those who are successful take only half damage from the numbing cold.

All within the cube take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for the next 1d4+1 rounds whether they succeed or not.

Material Component: A shard of obsidian or glass.

Unliving Identity

Necromancy [Evil]
Level: Clr 7, Dead Heart 5, Wiz 7
Components: V, S, M, XP
Casting Time: 1 round
Range: Touch
Target: One zombie
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: See text

In a macabre ritual, you sacrifice some of your essence to imbue a mindless zombie with a sentience of its own. You restore its memory and skills it once knew in life.

You recall a mindless zombie's consciousness from the Gray, transforming it into a thinking zombie (*TotDL* 78). This spell restores personality, memory, identity, skills, class levels—everything but life. The creature remains undead, and if you previously controlled the zombie, you may elect to retain control of it, but its Hit Dice count against the total you can control with animate dead; if you exceed that number, excess undead from previous castings become uncontrolled.

Many creatures prefer not to return from the Gray to inhabit an undead body. If the creature is unwilling to return, it can make a Will save using its save bonus from life (not that of the target zombie). The spirit's spell resistance, if any, also applies. Some clerics and all druids transformed into thinking zombies become ex–members of their class. The "good vs. evil" component of the thinking zombie's alignment becomes evil, but creatures who were nonevil in life usually gain the death wish weakness (*TotDL* 18).

Material Component: An item significant to the zombie's former life, such as an article of clothing, a favorite piece of equipment, etc.

XP Cost: 20 XP per HD of the thinking zombie to be created.

Vampiric Youthfulness

Necromancy [Evil]
Level: Dead Heart 9, Wiz 9
Components: V, S
Casting Time: 1 hour
Range: Touch
Target: Living, corporeal creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The powerful being heaves for breath, as you leech off its life force. Your grey hairs are reduced and wrinkles smoothened somewhat, while the other appears much older.

This spell makes you younger at the expense of another creature. The victim must have Hit Dice equal or greater than your character level and must be at full hit points when you cast the spell. The caster and the victim must be in continuous contact throughout the casting of this spell; any interruption negates the spell. At the completion of this spell, the victim ages ten years while you become one year younger. Outsiders and plants are immune to this spell.

Wakefulness

Enchantment
Level: Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You force a creature to remain awake for an extended period of time. Bloodshot eyes that see tiny sparkling lights will not close before the spell ends, when the creature collapses from exhaustion.

The subject of this spell cannot naturally fall asleep. When this spell ends, the subject becomes exhausted. Another *wakefulness* cast before the previous expires allows the subject to stave off exhaustion, but the subject must afterwards get eight hours of sleep for each casting to remove exhaustion or fatigue. This spell counters, and is countered by, spells that induce magical slumber (such as sleep).

Watch Fire

Divination (Scrying)
Level: Burning Eyes 7
Components: V, S, DF
Casting Time: 1 round
Range: 10 miles/level
Effect: Fiery sensor
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

In the dancing flames you see a remote vision of an area surrounding another fire. Your face appears in the fire as a dark silhouette.

You use a small fire to scry through other fires within range. You know how many fires burn within range and the approximate location of each. Once per minute, you may choose one of these fires and peer out of it as if you were actually within the flames. Anyone watching the fire sees a dark face within but can only dispel the visage by extinguishing the flame or casting some form of protection from scrying. You may communicate through the flames but cannot cast spells or use other abilities. If your flame is put out, then the spell ends prematurely.

Focus: A fire as small as a candle flame that you light yourself.

Water Light

Transmutation [Electricity]
Level: Sky Blitz 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Area: 30-ft.–radius emanation
Duration: 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

Tiny, glowing algae appear on the hide and flesh of those with bodies containing water. The algae illuminate the area with a bright light.

With the exception of you and everything that you are carrying, all living creatures and objects that contain more than one gallon of water glow as if affected by a *light* spell. Once per round, as a free action, you may cause an affected creature or object to emit lightning. The affected creature or object takes 5d8 points of electricity damage. Creatures within 10 feet of the target also take 5d8 points of electricity damage (Reflex save for half damage).

Water Shock

Evocation [Electricity]
Level: Sky Blitz 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: A quantity of water between 1 and 100 gallons
Duration: 1 hour/level or until discharged
Saving Throw: Reflex half
Spell Resistance: Yes

A low hum is heard as you touch the water, preparing your trap. Anyone touching the body of water will experience a strong electrical current.

This spell entraps a small body of water (ranging from 1 pint to 100 gallons) with an electric charge. The first creature to touch the water receives a shock that inflicts 1d6 points of electricity damage per two caster levels (maximum 5d6). The water instantly evaporates when the spell discharges.

Water Trap

Transmutation [Water]
Level: Drowning Despair 5
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Body of water up to 20 ft. in diameter
Duration: 1 day/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

Tiny air bubbles rise from the water, as if a creature lurks near the surface. As the bubbles disappear, there is no evidence of the trap set in place.

When a creature of Large size or smaller (but no larger than the body of water) touches the pool, oasis, or watering hole altered by this spell, it must make an immediate Reflex saving throw. Failure indicates that the

victim is instantly pulled under the surface and trapped. Creatures pulled under by this spell will find that the surface of the water now has a tough, rubbery consistency that makes escape very difficult. Treat the water's surface as if affected by the *surface tension* spell.

Waters of Life

Transmutation [Water]
Level: Drd 7, Living Waters 7
Components: V, S, M, XP
Casting Time: 8 hours
Range: Touch
Target: One gallon of liquid
Duration: See Text
Saving Throw: None; see text
Spell Resistance: No

You create an elixir of potent herbs that heals wounds and other ailments. The serum smells sweetly, like kank honey, only purer, and glows in the darkness.

You transform one gallon of any liquid into sweet–smelling serum that cures hit point damage, blindness, disease, poisoning, and fungal growth (such as the transformation of flesh into green slime), regenerates lost organs and limbs, and ends magical enchantments.

You give half of the potion to the subject and drink the rest yourself. Drinking the half gallon requires one minute. If the subject is unconscious, then you can wet the subject's lips with the elixir and anoint its face and body with the rest of its share. Once you drink your half, the subject is healed as though it received the spells *heal*, *break enchantment*, and *regenerate*.

The subject's ailments transfer to you. You suffer all hit point damage, ability damage, poisons, curses, and diseases—everything that previously afflicted the subject. You fall into a near–comatose state for 1 hour while your body fights off infections and repairs the damage. At the end of the hour, you awaken and must make a Fortitude save (DC 20). If you succeed, you are healed as the subject was, and all is well. If you fail, you retain every injury and ailment the subject had suffered, and you are exhausted.

You can use rare and expensive herbs to reverse even death itself, as long as the subject could be raised by the raise dead spell. On drinking the elixir, the subject suffers a loss in level. Raising the dead with this spell brings your Fortitude save DC to 25; you die if you fail the save.

As a third option, you may instead divide the waters of life into 8 pint–sized flasks, which require only a standard action to drink. The flask heals 3d8 points of damage and cures one of the conditions listed above. These smaller doses do not require you to drink them and do not cause a coma.

XP Cost: 1,000 XP.

Material Component: Local herbs with a value no less than 100 Cp. If you wish to raise the dead, you must use rare herbs costing 5,000 Cp.

Waterways

Conjuration [Teleportation, Water]
Level: Living Waters 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: You plus 1 creature/level (see text)
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

Your skin takes on a bluish, translucent scaly appearance. Submerging yourself in water, you resurface in another locale.

You can use natural water sources (such as wells, springs, lakes, or rivers) as conduits for teleportation. This spell functions as *greater teleport*, except you must leave from and arrive at a body of water.

As long as this spell endures, water does not adhere to any of the spell subjects, so you step out of the water as dry as a bone. The *waterways* spell does not terminate when you reach your destination. As long as the spell duration persists, you can reenter any natural water source and attempt to travel again. Thus, you could use this spell to travel from an oasis pool to a noble's private well, rescue a prisoner from the noble's dungeons, dive back into the noble's well and "swim" to yet another body of water far away.

Whirlpool of Doom

Transmutation [Earth]
Level: Earthen Embrace 7
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (20-ft. radius, 50 ft. deep)
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

The ground collapses, drawing desperate creatures into a whirlpool of rock and sand. Those disappearing in the vortex will slowly suffocate to death.

This spell turns earth or sand into a swirling sea of rock and earth. Anyone standing in the area must make a Reflex save. Failure indicates that they have been sucked into the center of the whirlpool and must make a Swim check (DC 20) each round. Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free. Failing a single skill check means that the creature is pulled below the surface (and must hold its breath) until it succeeds at a Swim check. Failing two Swim checks in a row means that the character has been pulled 1d6x5 feet under the earth.

Wild Lands

Enchantment [Mind–affecting]
Level: Drd 9
Components: V, S
Casting Time: 4 hours
Range: 1 mile/level
Area: Emanation with radius 1 mile/level, centered on a natural object
Duration: Permanent
Saving Throw: None
Spell Resistance: No

The smell of raw meat and sickly sweet flowers permeates the air and is caught by the wind, attracting wild creatures to your location.

An object you designate attracts wild animals and magical beasts. It must be a natural object, such as a tree or boulder, of at least Medium size. Wild animals and magical beasts gravitate slowly over several weeks to occupy the area of effect. Druids use this spell to protect their guarded lands. Each week, creatures with total HD equal to the caster's level are attracted to the site and remain if the environment can support them. If there is not sufficient plant and animal life to support the creatures, they will leave.

Wild lands can be dispelled by destroying the object that serves as the focal point of the spell.

Wind Trap

Conjuration (Creation)
Level: Ill Winds 9
Components: V, S, M
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level
Area: Cylinder (50-ft. radius, 30 ft. high)
Duration: 1 year or until discharged (D)
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

You meticulously trace the path of the area to be trapped. As you complete the pattern, you smear yourself with the dried egg yolk, and bury the bronze sun dial in the ground.

This spell traps a large area, and the trap is triggered by certain conditions that you must define ahead of time. When the conditions that you specify are met, the trap discharges, creating a cloud of fumes 30 feet high. You can designate these fumes to duplicate *stinking cloud*, *cloudkill*, *acid fog*, or *incendiary cloud*, or you can use this cloud to distribute a contact or inhaled poison used as a material component.

Casting this spell is a largely mental process; you slowly walk the area to be trapped for ten minutes, envisioning the rising fumes and deciding on the conditions that will trigger its activation. When the meditation period ends, you may leave the area and the trap remains set for 1 year.

You set the conditions under which a creature in the area will trigger the trap. The conditions may be as simple or as complex as you like, and they cannot be changed once the spell is placed; the caster should be careful about the wording lest the trap trigger unintentionally. Some possible conditions are: whenever anyone steps foot in this grove, whenever a templar draw his or her weapons.

When the condition is met, the area is engulfed in fumes, and everyone inside is affected. The fumes dissipate after 1 round per caster level. A moderate wind (11+ mph), such as from the *gust of wind* spell, disperses the trap in 4 rounds. A strong wind (21+ mph) disperses the trap in 1 round.

Material Component: A bronze sundial and the dried yolk of an erdlu egg. If the cloud duplicates a poison, you also need a dose of that poison.

Wisdom of the Sorcerer-King

Transmutation
Level: Tmp 6
Components: DF
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

The omnipotence of your liege is manifested as your sigil attains an ominous yellow sheen, allowing you to unleash a spell with maximum potential.

This spell grants spellcasting power directly from your sorcerer-king. You may apply one of the following metamagic feats to a spell of 4th level or lower you cast this turn: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Silent Spell, or Still Spell.

Worm's Breath

Transmutation
Level: Clr 3, Drd 3, Rgr 3, Tmp 3, Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Living creatures touched
Duration: 2 hours/level (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The skin crawls and sharp pain stings in the chest, as the body ceases to breathe with its lungs, instead absorbing oxygen into the capillaries under the skin's surface.

The transmuted creatures can breathe freely regardless of being submerged in water, silt, or earth. Divide the duration evenly among all the creatures you touch. The subjects can breathe normally in silt–filled air (commonly known as the gray death), but otherwise get no benefits against inhaled poisons or gaseous contact poisons of any sort.

This spell does not make creatures unable to breathe air.

Arcane Material Component: A worm.

Note: This spell replaces the *water breathing* spell in the *Player's Handbook*.

Wrath of the Sorcerer-King

Divination
Level: Tmp 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.–radius burst
Duration: Instantaneous
Saving Throw: None; Will negates (see text)
Spell Resistance: Yes

Clenching your sigil, you call upon the omniscience of your king to reveal transgressions of the law, and to allow you to swiftly exact justice.

With this spell, you know whether creatures in the spell's area have broken the laws of your city-state, and you can exact punishment on them if they have. You instantly know what crimes the creatures committed, when, and under what circumstances. There is no save to avoid the divination.

If you have one of the following spells available, you may immediately cast it at a creature within the area. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may choose from *cause fear*, *command*, *dispel magic*, and *hold person*. The target can make a Will save to avoid the effect (except for *dispel magic*), and the spell functions normally in all other ways.

Zombie Berry

Transmutation
Level: Drd 3, Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: 1d4 berries from a zombie plant
Duration: 1 day/level; see text
Saving Throw: None; see text
Spell Resistance: No; see text

Purple fumes and a sickly sweet odor momentarily seep from the berries you enchant with the enslaving feature of the zombie plant.

Casting zombie berry on a handful of berries from a zombie plant temporarily alters them so that instead of becoming enslaved by the zombie plant, the one who consumes such a berry becomes your loyal servant instead. You can always tell which berries you have affected. Any humanoid eating one of the berries must succeed at a Will save or be affected as by the charm person spell (this is a mind–affecting effect).

Material Component: The berries to be enchanted.

Psionics in Athas

Unlike arcane magic, psionics is an accepted part of life on Athas. Wild talents and psionicists aren't feared. Instead, a community's psionic members are valued as vital assets and encouraged to improve. In many ways, psionics has become the edge needed to compete and survive in this unforgiving and dangerous world.

Manifesters

Many creatures have learned to shape portions of their own psyche to attack other psyches, to defend their own psyche in unusual ways, or to directly affect the physical world. The general term psionics refers to the ability to use one's psychic energy to affect the world outside of the mindscape. Various animals, monsters, humanoids, and even plants use psionics in various degrees and applications. Those who specialize in psionics are called psions; those whose psionic abilities are a lesser part of their lives are called wild talents; those who use any type of telepathic psionics are called mindbenders.

Magic Vs Psionics

Athasian magic works in a very different way than psionics and most forms of protection do not apply to both. Therefore, all *Dark Sun 3* materials uses the Psionics is Different variant rule (*XPH* 65).

Services

Most Athasians who can afford supernatural services resort to psionics, because it is much easier to find, and cheaper. Almost every major city-state or settlement has some sort of psionic academy that can perform services. However, most sorts of services are still mundane, especially when compared to other settings.

This section discusses in general terms the kinds of psionic services that are available and their impact on society. Specific prices are given in Chapter 5: Equipment.

Communication

The specialist area of many telepaths, long-distance communication is only one of the many services provided by the adepts of telepathy, with abilities such as *mindlink* and *correspond*. In addition, they can also serve as interpreters with *psionic tongues*, and repair mental damage with *psychic chirurgery*.

Transportation

Psionic transportation is available in a variety of forms and controlled by nomads in Athas. Certain psiologists from city academies can use psionic teleport to travel limited distances, carrying passengers for a fee.

Many kineticists create and operate several psionic ships powered with obsidian engines, making them able

to hover over the Sea of Silt and quickly carry cargo and passengers.

Powers

The following powers are in addition to the powers listed in the *Expanded Psionics Handbook*, and may be taken by any psion or wilder, regardless of discipline.

Psion/Wilder Powers

The powers listed below are in addition to the powers listed for psions and wilders in the *Player's Handbook*. Powers new to this book are marked with an asterisk.

1st-Level Psion/Wilder Powers

Aura Reading*: Reveal personal details about the target.

Bioflexibilty*: You gain a bonus to Escape Artist checks.

Cast Missiles*: You can launch missiles without a bow or other weapon.

Cause Sleep[A]*: Puts 4 HD of creatures into deep slumber.

Cryokinesis*: You cool a creature or object.

Deflect Strike*: You psychokinetically deflect the next attack of a creature within range.

Detect Poison, Psionic*: Detects poison in one creature or object.

Ghost Writing*: Creatures writing on a distant surface or creature touched.

Hush[A]*: Subjects become utterly silent.

Photosynthesis[A]*: Transform light into healing.

Psionic Draw*: Instantly draw a weapon.

Psychic Tracking*: Track a creature using Psicraft.

Tattoo Animation[A]*: Animates your tattoos or steals another's.

Trail of Destruction*: Detects recent defiling.

Wild Leap[A]*: Make an additional leap and gain a bonus to Jump checks.

2nd-Level Psion/Wilder Powers

Alter Self, Psionic[A]*: Assume form of a similar creature.

Calm Emotions, Psionic*: Calms creatures, negating emotion effects.

Concentrate Water*: Collects water from surrounding area.

Detect Life*: Reveals living creatures.

Molecular Bonding*: Temporarily glue two surfaces together.

Pheromone Discharge*: Vermin react well to you.

Return Missile[A]*: Make one weapon return to you after thrown.

Sensory Suppression*: Victim loses one sense—sight, hearing, smell.

Sever the Tie[A]*: Disrupt an undead's tie to the Gray, damaging or destroying it.

Watcher Ward[A]*: You are aware of creature within the warded area.

Weather Prediction*: Predicts weather for next 24 hours.

3rd-Level Psion/Wilder Powers

Antidote Simulation[A]*: Detoxifies venom in your system.

Beacon[A]*: Creates a ball on light that can become much larger with concentration.

Blink, Psionic[A]*: You randomly vanish and reappear for 1 round/level.

Lighten Load, Psionic*: Increases Strength for carrying capacity only.

Mass Manipulation[A]*: Alter the weight of a creature or object.

Nerve Manipulation[A]*: Disrupts a creature nervous system.

Psionic Sight[A]*: Psionic auras become visible to you.

4th-Level Psion/Wilder Powers

Detonate[A]*: Explode one object.

Magnetize[A]*: Make metallic object magnetic.

Repugnance*: Make a creature repugnant to others.

Shadow Jump[A]*: Jump into shadow to travel rapidly.

5th-Level Psion/Wilder Powers

Electroerosion[A]*: Create a ray that erodes iron and alloys.

6th-Level Psion/Wilder Powers

Dimensional Screen*: Create a shimmering screen that diverts attacks.

7th-Level Psion/Wilder Powers

Incorporeality[A]*: You become incorporeal for 1 round/level.

Mindflame*: Kills, paralyzes, weakens, or dazes subjects.

Psion Discipline Powers

The following powers are in addition to the discipline powers that are listed in the *Expanded Psionics Handbook*.

Egoist (Psychometabolism) Discipline Powers

2. Share Strength[A]*: Temporarily transfer your Strength to another.

3. Aging[A]*: Make subject older.

Death Field[A]*: Release an energy burst from the Gray that drains vital energy.

4. Accelerate[A]*: Move faster, +1 on attack rolls, AC, and Reflex saves.

7. Complete Healing[A]*: Heals all damage.

Poison Simulation[A]*: Coat surface with potent poisons.

Nomad (Psychoportation) Discipline Powers

7. Teleport Object, Psionic*: As *teleport*, but affects a touched object.

Seer (Clairsentience) Discipline Powers

2. Locate, Psionic[A*]: Indicates direction to familiar objects and creatures.

3. Detect Moisture[A*]: Reveals moisture within 60 ft.

Truthear*: Receive +20 bonus to Sense Motive checks.

9. Cosmic Awareness*: You perceive all things in range.

Shaper (Metacriativity) Discipline Powers

5. Pocket Dimension[A*]: Create a small storage area in an extradimensional space.

Telepath (Clairsentience) Discipline Powers

4. Hallucination[A*]: Phantasm cause psychosomatic damage.

Psychic Warrior Powers

The powers listed below are in addition to the powers listed for psychic warriors in the *Player's Handbook*. Powers new to this book are marked with an asterisk.

1st-Level Psychic Warrior Powers

Bioflexibilty*: You gain a bonus to Escape Artist checks.

Cast Missiles*: You can launch missiles without a bow or other weapon.

Deflect Strike*: You psychokinetically deflect the next attack of a creature within range.

Psionic Draw*: Instantly draw a weapon.

Tattoo Animation[A*]: Animates your tattoos or steals another's.

Wild Leap[A*]: Make an additional leap and gain a bonus to Jump checks.

2nd-Level Psychic Warrior Powers

Antidote Simulation[A*]: Detoxifies venom in your system.

Return Missile[A*]: Make one weapon return to you after thrown.

Share Strength[A*]: Temporarily transfer your Strength to another.

3rd-Level Psychic Warrior Powers

Accelerate[A*]: Move faster, +1 on attack rolls, AC, and Reflex saves.

Death Field[A*]: Release an energy burst from the Gray that drains vital energy.

4th-Level Psychic Warrior Powers

Shadow Jump[A*]: Jump into shadow to travel rapidly.

5th-Level Psychic Warrior Powers

Nerve Manipulation[A*]: Disrupts a creature nervous system.

6th-Level Psychic Warrior Powers

Poison Simulation[A*]: Coat surface with potent poisons.

Powers

Accelerate

Psychometabolism
Level: Egoist 4, psychic warrior 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: Egoist 7, psychic warrior 5

A bright flash shines on your body for a moment as your body is accelerated through the Will.

As *haste* (*PH* 239), except as noted here.

You drastically alter your own metabolism, gaining speed and agility. When the power ends, you become fatigued for a period equal to the power's duration.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, your bonus on attack rolls and bonus to AC and Reflex saves increase by 1.

2. If you spend 4 additional power points, you can manifest this power as a swift action instead of a standard action.

3. If you spend 5 additional power points, you do not become fatigued at the end of this power's duration.

Alter Self, Psionic

Psychometabolism
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)
Power Points: 3

A faint humming sound can be heard as your frame begins to change, altering your entire appearance.

As *alter self* (*PH* 197), except as noted here.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Antidote Simulation

Psychometabolism
Level: Psion/wilder 3, Psychic Warrior 2
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 5, psychic warrior 3

Focusing your Will, you psionically alter the molecules of the foul venom on your body, making it harmless.

You instantly neutralize any sort of venom in your body. You suffer no additional damage or effects from the poison, and any temporary effects are ended, but the power does not reverse any hit point or ability score damage already dealt.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 4 additional power points, this power can affect any willing creature or object of up to 1 cubic ft./level touched.

2. If you spend 6 additional power points, you can manifest this power as an immediate action, quickly enough to negate initial poison damage.

Aura Reading

Clairsentience
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/round
Duration: Concentration, up to 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

Several colored halos start appearing in your view, revealing information about those around you.

You learn details about the target's social status by examining the psychic aura that surrounds it. You can focus on one target within range per round. The amount of information you discern about the target depends on how long you focus on the subject.

1st Round: Social class of the target, such as slave, freeman, templar or noble. If the target is from a classless society (such as an elf tribe or a small village), the spell reveals him as a freeman.

2nd Round: Primary allegiance of the target, such as a patron element, sorcerer–monarch, a slave's master, or a druid's guarded lands (reveals a brief glimpse of the land, not its specific location). This doesn't need to be an allegiance the character embraces, such as a slave, only the primary one in her life. This only reveals the allegiance the character regularly projects, not any hidden or secret allegiances.

3rd Round: Most commonly used name of target.

4th Round: Profession of the target. Again, this only reveals information the target openly projects. So if a wizard masquerades as a bricklayer, this power reveals that they are a bricklayer.

5th+ Round: Any additional professions held by the character, currently or previously.

Beacon

Psychokinesis [Light]
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Light the size of a torch
Duration: 10 minutes/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 5

A sphere of flashing light flies from your hand.

With this power, you create a bright colored ball of light (the exact color is your choice) that you can direct anywhere within range. The sphere normally emits as much light as a torch, but by concentrating on this power (as a standard action); you can increase the light to the level of a *daylight* spell.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Bioflexibilty

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Material
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 1

Your skin turns into a silvery hue as your body start to become more and more flexible.

You become extremely flexible and malleable, almost fluidic in form. You can manifest this power to escape a grapple, manacles, ropes or other restraining effects. This grants you a +10 competence bonus to Escape Artist checks.

Augment: For every 4 additional power points spent, you gain an additional +10 bonus to Escape Artist checks.

Blink, Psionic

Psychoportation
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 5

A bluish hue can be perceived over your body as you perceive the distance between the Astral Plane becoming smaller.

As *blink* (*PH* 206), except as noted here.

You "blink" back and forth between the Material Plane and the Gray.

Augment: If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

Calm Emotions, Psionic

Telepathy (Compulsion) [Mid–Affecting]
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Creatures in a 20-ft.–radius spread.
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

A peaceful sensation takes over your body, and through sheer force of will, you radiate it outward.

As the *calm emotions* spell, except as noted here.

Cast Missile

Psychokinesis
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 1

You wave your hand at the projectiles nearby, imbuing them with telekinetic power and thrusting them at your enemy.

You can cast sling stones without a sling, launch arrows without a bow, or launch bolts without a crossbow. The ammunition travels as if it had been fired from a sling, shortbow, or light crossbow (as appropriate) using that weapon's damage, critical, and range. As long as you have the ammunition at hand, you can fire one missile per attack without needing to reload. You can even apply feats from the Point Blank Shot tree to these attacks.

Alternatively, you can throw objects you hold as an improvised ranged weapon without suffering the normal –4 penalty.

Augment: If you spend 2 additional power points, you may fire ammunition as if using a longbow or heavy crossbow (as appropriate).

Cause Sleep

Psychometabolism
Level: Psion/wilder 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Touch
Target: 1 living creature
Duration: 1 min./level
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 1

Your fingertips darken until they are as black as the moonless night.

As *sleep* (*PH* 280), except as noted here.

You can rearrange a living creature's biorhythm, making it slumber. Doing so requires a successful melee touch attack.

Cause sleep does not affect unconscious creatures, constructs, kreen, or undead creatures.

Augment: For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points and its save DC increases by 1.

Complete Healing

Psychometabolism
Level: Egoist 7
Display: Auditory and visual
Manifesting Time: 24 hours
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 13

You enter a deep trance, leaving your body to heal itself off all wounds and ailments.

This power allows you to heal yourself completely of all ailments, wounds, and normal diseases. You must place yourself in a trance for 24 hours to accomplish the healing. At the end of this manifesting, you are restored to full hit points, no longer suffer from any temporary ability damage, are no longer exhausted or fatigued, and lose any negative levels you had. You also return to full power points, less the cost of this power.

Augment: For every 2 additional power points you spend, the manifesting time is decreased by 2 hours (minimum 2 hours).

Concentrate Water

Psychokinesis
Level: Psion/wilder 2
Display: Material and visual
Manifesting Time: 1 round
Range: 30ft
Area: 30–ft radius burst centered on you
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 3

Focusing on your Nexus, you cause all moisture around you to coalesce in front of you and form a small pool of potable water.

You draw all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain type.

Sandy wastes, dust sink, or salt flats: 1d3 –2 gallons (minimum 0).

Rocky badlands, stony barrens, or boulder fields: 1d4–1 gallons (minimum 1).

Mountains or scrub plains: 1d6–1 gallons (minimum 1).

Verdant belts or forest: 1d8 +1 gallons.

You must hold the container while manifesting this power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Free standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most plants can survive the temporary loss of ground moisture.

Cosmic Awareness

Clairsentience
Level: Seer 9
Display: Visual
Manifesting Time: 1 minute
Range: 60 ft.
Area: 60-ft. radius emanation centered on you
Duration: Concentration, up to 1 min./level
Saving Throw: None
Power Resistance: No
Power Points: 17

You focus all your Will into your inner self, receiving a glimpse of your surroundings as you become one with the universe.

You perceive all things within the area of effect, including the shallow Gray. The amount of information revealed by this power depends on how long you study a particular area.

1st Round: You see all inanimate features and unattended objects within the area of effect; you can see what is on the other side of a hill, detect hidden caves, see secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena. You also hear all sounds and detect all smells within the area.

2nd Round: You perceive forces – winds, water currents, or any free standing spell effects such as glyphs of warding, areas of reversed gravity, null psionics fields, and so forth.

3rd Round: You perceive all creatures within the area, ignoring effects such as blur, displacement, and invisibility, as well as any significant pieces of equipment they carry. Creatures who are shapechanged or polymorphed are noted and their true forms understood. Illusions are perceived for what they are.

Cryokinesis

Psychokinesis
Level: Psion/wilder 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 2 sq. ft. of surface area of an object or creature
Duration: Concentration, up to 1 min./level
Saving Throw: None
Power Resistance: Yes
Power Points: 1

A glowing white halo surrounds your target, stealing all its kinetic movement, slowly and completely freezing it.

You can suppress the molecular movement of a mundane object, cooling it to the point of freezing over time. The suppression grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Unprotected flames are extinguished, metal becomes cold to the touch, and water condenses on objects. Skin reddens (1 point of damage).

2nd Round: Protected flames are extinguished, bone and chitin become brittle (ignore half of object's hardness), skin becomes frostbitten (1d4 points of damage), and liquids freeze.

3rd and Subsequent Rounds: Metal, wood, stone and obsidian become brittle (ignore half of object's hardness) metal burns with cold (1d4 points of damage for those holding metallic objects); flesh freezes (1d6 points of damage).

Cryokinesis negates and is negated by *matter agitation*.

Death Field

Psychometabolism
Level: Egoist 3, psychic warrior 3
Display: Olfactory and visual
Manifesting Time: 1 round
Area: 10 ft.–radius burst centered on you
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5

An exhalation of gray haze erupts from your body and steals the life energy of all living creatures around you.

This power releases an energy burst from the Gray that drains vital energy. When you manifest this power, you decide how much hit points you will sacrifice. (Damage sacrificed this way counts towards massive damage as described in the *Player's Handbook*.) Every living creature in the area of effect must make a Fortitude save or receive negative energy damage equal to the amount you sacrificed.

Since undead are powered by negative energy, this power cures such creatures of a like amount of damage, rather than harming them.

Augment: For every 4 additional power points you spend, this power's radius increase by 5 feet, and the power's save DC increases by 2.

Deflect Strike

Psychokinesis
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft +5 ft./2 levels)
Target: 1 creature
Duration: 1 round
Saving Throw: None
Power Resistance: Yes
Power Points: 1

A loud clang can be heard when a translucent barrier appears in front of you just in time to deflect you enemy's attack.

This power psychokinetically deflects the next attack of a creature within range. The target's next melee, missile, or ranged touch attack that round suffers a –20 penalty to the attack roll.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Detect Life

Clairsentience
Level: Psion/wilder 2
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Area: Cone–shaped emanation
Duration: Concentration, up to 10 min./level
Saving Throw: None
Spell Resistance: No
Power Points: 3

Your eyes take a golden hue as your vision is able to detect all life around you as it were a tangible object.

You can detect living creatures in a cone emanating out from you in whatever direction you face. The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of intelligent life in the area.

2nd Round: Number of individuals in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If a creature is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect creatures in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Moisture

Clairsentience
Level: Seer 3
Display: Visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone–shaped emanation
Duration: Concentration, up to 1 min./level
Saving Throw: None
Spell Resistance: No
Power Points: 5

Suddenly after manifesting the power, you begin to sense all moisture around you, as it had an intense smell as fordorran's husk.

You can feel the presence of water. You detect all creatures greater than Tiny that have moisture, plus any concentration of one gallon or more. The amount of information revealed depends on how long you search a particular area.

1st Round: Presence or absence of moisture in the area.

2nd Round: Amount of moisture in the area.

3rd Round: The location of each individual with moisture present and all others sources of moisture. If a moisture concentration is outside your line of sight, then you discern its direction but not its exact location.

Each round you can turn to detect moisture in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks it. Note that dirt does not block the power.

Augment: If you spend 3 additional power points, you can tell whether the source of moisture is poisonous or otherwise contaminated.

Detect Poison, Psionic

Clairsentience
Level: Psion/wilder 1
Display: Auditory and olfactory
Manifesting Time: 1 standard action
Range: 20 ft.
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 1

Your eyes and nose become so keen that you are capable of detecting even the slightest taint of poison.

As *detect poison* (*PH* 219), except as noted here.

Detonate

Psychokinesis
Level: Psion/wilder 4
Display: Auditory, material, and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One object
Duration: Instantaneous
Saving Throw: Fortitude negates and Reflexes half
Power Resistance: Yes
Power Points: 7

A loud echoing boom can be heard as you unleash a burst of telekinetic force.

You cause an object to explosively release the latent energy stored within it. This power affects a single object or a section of a larger object (such as a wall) no larger than a 10 foot cube. This power can also be used against mindless constructs and undead (those with no intelligence score). The target takes 7d6 points of damage; creatures, and held or magical items can negate this with a successful Fortitude save. An object or creature reduced to 0 hit points is completely destroyed, reduced to a residue of fine dust. In addition all creatures and objects within 10 feet of the target take an equal amount of damage (Reflex save for half damage); but not more than twice the hit point total of the target.

Augment: For every additional power points you spend, this power's damage increases by 1d6 points. For each extra two dice of damage, this power's save DC (for both saves) increases by 1.

Dimensional Screen

Psychoportation (Teleportation)
Level: Psion/wilder 6
Display: Visual
Manifesting Time: 1 standard action
Range: 0 ft.
Effect: 5 ft.–radius cylinder centered on you
Duration: 1 round/level
Power Points: 11

A bluish shimmering screen materializes in front of you, sucking all missiles thrown at your and making them reappear on the opposite side.

You create a shimmering screen around you, any physical or energy attack that touches it (both from outside or from within), comes out at the opposite end of the screen, causing you no harm.

Effects and ranged attacks that are transported through the screen affect creatures in the line of effect, using the original attack roll, if applicable.

Dimensional anchor and similar effects suppresses this power.

The power ends if any object or energy bigger than the screen become in contact with it.

Electroerosion

Psychokinesis [Electricity]
Level: Psion/wilder 5
Display: Material and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Target: One mundane metallic object (or the volume of the object within 3 ft. of the affected point) or one metallic creature
Duration: Instantaneous
Saving Throw: Fortitude partial (object)
Power Resistance: Yes
Power Points: 9

Focusing your mental power, you shoot a cackling psychokinetic ray towards the metallic gear of your opponent.

You create a ray of energy that shoots forth from your fingertip. You must make a successful ranged touch attack to hit. If the item is so large that it cannot fit within a 3–foot radius, a 3–foot–radius volume of the metal is instantaneously vanishes. Magic or psionic items made of metal are immune to this power.

A creature or object that makes a successful Fortitude save is partially affected, taking only 4d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely destroyed.

Augment: For every additional power point you spend, the damage this power deals to a target that fails its saving throw increases by 1d6 points.

Ghost Writing

Metacreativity
Level: Psion/wilder 1
Display: Material and visual
Manifesting Time: 1 minute
Range: 10 miles/level
Target: One sheet of paper or parchment
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates (object)
Power Resistance: Yes
Power Points: 1

With the power of your mind, you become able to write on distant surfaces without any type of ink.

You can write messages on blank paper or parchment at a distance. The sheet can lie by itself, among others, rolled into a scroll, etc. You must know of the sheets existence and its present location (if the sheet is no longer where the psionicist remembers it, the power automatically fails). You mentally darken the sheet in a thin continuous line, forming, with time and effort, letters,

words, and sentences. You can form up to five words per round. This power does not confer the ability to write, if the character is illiterate. You receive no clairvoyance during the power's use—he does not get any impression of whether or not the intended people read his message, only that it has been so written, Anyone can read the message once transmitted.

Hallucination

Telepathy [Mind–Affecting]
Level: Telepath 5
Display: Mental
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One creature
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Power Resistance: Yes
Power Points: 9

As you create the mental image of the illusion you carefully considered, you send it to your foe's mind like hungry maggots.

You can project visions or images in the subject's mind. This acts as *major image*, except the illusion is only visible to the target. In addition, if the phantasm attacks the target, and is not disbelieved, the victim believes she is taking real damage appropriate to the illusion. However, the physical effects of the hallucination are psychosomatic–the victim may believe she is being mauled by a tembo, but she is not really being harmed physically.

Whatever the victims believes she's experiencing, the illusionary damaged is nonlethal and is at most 9d6 points of damage.

Augment: For every additional power point you spend the maximum amount of nonlethal damage increases by one die (d6). For every extra two dice of potential damage, this power's save DC increases by 1.

Hush

Telepathy [Compulsion, Mind–Affecting]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: 20 ft.
Area: Cone-shaped emanation centered on you
Duration: 1 round//level (D)
Saving Throw: Will negates
Power Resistance: Yes

After concentrating on the image of a calm prairie, you release a subconscious twinge to all nearby creatures, making them as silent as an elven pickpocket.

You send out a subconscious twinge that causes one or more creatures of 4 Hit Dice or less to be as silent as possible. Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. They cannot speak, intentionally pound on something to make a loud noise, etc. Creatures affected by this power cannot cast spells with verbal components nor use bardic music.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points.

Incorporeality

Psychoportation
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 13

You see you body quickly become enwrapped in a silvery sheen and all of a sudden, you find yourself between the Astral plane and Athas.

You shift your body's molecules into a different frequency of motion. You become incorporeal, bringing along with you objects as long as their weight doesn't exceed your maximum load.

While the power lasts you're insubstantial, scentless, inaudible and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures.

You can harm and be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell–like effects, or supernatural effects.

Even when struck by magic or magic weapons, you have a 50% chance to ignore any damage from a corporeal source — except for a force effect or damage dealt by a ghost touch weapon.

Treat other incorporeal creatures and objects as if they were material.

If the power ends while you are inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect an additional 25 pounds of objects.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Lighten Load, Psionic

Psychometabolism
Level: Psion/wilder 3
Display: Olfactory
Manifesting Time: 1 standard action
Range: Touch
Target: Creatures touched
Duration: 2 hours/level
Saving Throw: No
Power Resistance: Yes (harmless)
Power Points: 5

The strong odor of mul sweat can be felt as the touched creatures become able to lift heavier loads.

This power increases the recipients' carrying capacity for the power's duration (divide the duration by the number of recipients). For purposes of carrying capacity only, treat the power's recipients as though their Strength were increased by 10 points.

Locate, Psionic

Clairsentience
Level: Seer 2
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Area: Spread with a radius of 100 ft. + 10 ft./ level, centered on you
Duration: Concentration
Saving Throw: None
Power Resistance: No
Power Points: 3

A thin blue and silver is traced on the ground, leading to that which you seek.

As *locate object* (*PH* 249), except as noted here.

This power is not affected by lead or running water. It can be fooled by *cloud mind*, *escape detection*, and *metamorphosis* powers.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also locate a particular kind of plant.

2. If you spend 4 additional power points, this power can also locate a known or familiar creature.

2. If you spend 1 additional power point, this power's duration is 1 min./level rather than concentration. If you spend 2 additional power points, this power's duration is 10 min./level rather than concentration. If you spend 4 additional power points, this power's duration is 1 hour/level rather than concentration.

Magnetize

Psychokinesis
Level: Psion/wilder 4
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 metallic object of up to 25 lb./level
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: Yes
Power Points: 7

A strong smell of rust can be felt as the metallic object you pointed takes on a pulsating glow.

You can change the magnetic orientation of a mundane metal object, strongly magnetizing it to all metal objects within 20 feet. The targeted object can be made to attract to or repel all metal objects within the field of influence and is affected according to its size category. Magnetic objects, whether they are being attracted or repelled, move in relation to the target at a rate of 10 feet for each size category difference.

A creature holding or wearing an object under magnetize can make an opposed Strength check (DC equal to the save DC of this power) to retain control of the item. Every round in which metal creatures or creatures wearing metal armor remain within the magnetic field, they must attempt an opposed Strength check (DC equal to the save DC of this power) against the force. If the attracted creature wins this contest, it suffers no ill effects this round. However, if the creature fails, then it becomes immobile, rendering it helpless.

Augment: For every 2 additional power points you spend, the weight limit of the target increases by 5 pounds, and the power's save DC increases by 1.

Mass Manipulation

Psychokinesis
Level: Psion/wilder 3
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: 60 ft.
Target: 1 creature or object of up to 25 lb./level
Duration: 1 min./level (D)
Saving Throw: No
Power Resistance: No
Power Points: 5

Using the Way, you momentarily alter the gravity surrounding a small object.

You can alter the way gravity affects a creature or a mundane object's weight. The mass can be increased up to 200% its normal weight or reduced to 25%.

A creature's encumbrance is affected by the new weight of an object. The balance of an affected weapon is greatly altered, thus it is considered one size category bigger (or smaller, if decreased in weight) for every 50% of weight increase for purposes of wielding and damage (*PHB* 113). Ranged weapons that become at least 50% lighter have their range increment increased by one–half (or decreased in half, if increased in weight).

Multiple effects that increase weight do not stack, which means (among other things) that you cannot use a

second manifestation of this power to further increase weight.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the weight limit of target increases by 5 pounds.

2. If you spend 4 additional power points, you can alter the mass between 10% and 400%.

Mindflame

Telepathy [Mind–Affecting]
Level: Psion/wilder 7
Display: Mental
Manifesting Time: 1 standard action
Range: 40ft.
Area: Creatures in a 40-ft. radius centered on you
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 13

Harnessing all the hatred you have within yourself, you project a massive wave of mental force.

All creatures within the area of affect who fail their save suffer the following ill effects:

Hit Dice	Effect
Equal to manifester level	Dazed
Up to manifester level –1	Weakened, dazed
Up to manifester level –5	Paralyzed, weakened, dazed
Up to manifester level –10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent.

Dazed: The creature takes no action for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die.

Molecular Bonding

Psychokinesis
Level: Psion/wilder 2
Display: Olfactory and material
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 6 sq. ft. of surface area of an object
Duration: 1 min./level (D)
Saving Throw: No
Power Resistance: No
Power Points: 3

Waving you hand, you temporarily fuses two items together, like they were always the same object.

You can temporarily join two surfaces together at the molecular level (i.e. an enemy's boots can be joined to the floor, his sword to its sheath, or the joints of his armor fused together into a useless plug of metal).

Creatures that are somehow rendered unable to move cannot apply their Dexterity bonus to Armor Class. The power otherwise does not affect creatures (including constructs and undead).

Nerve Manipulation

Psychometabolism
Level: Psion/wilder 5, psychic warrior 5
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: 1 living humanoid
Duration: See text
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 9

Your target's body writhes in pain as you destroy its nervous system.

You can do terrible things with the nervous system of a creature. Doing so requires a successful melee touch attack. Unless the creature succeeds on a Fortitude save, it becomes stunned for 1 round and suffers the following ill effects.

Hit Dice	Effect
Equal to manifester level	Spasms; sickened for 1d3 rounds
Up to manifester level –1	Pains; exhausted for 1d3 rounds
Up to manifester level –5	Unconscious for 2d6 rounds
Up to manifester level –10	Disabled and dying in 1d3 rounds

Any of these effects can be neutralized by the *neutralize poison* spell or the *antidote simulation* power. You can manifest a weaker effect if you want.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Pheromone Discharge

Psychometabolism
Level: Psion/wilder 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You body starts to emit a strange and pungent smell, captivating all insects around you.

Your skin emits a pheromone that vermin recognize as their own species. Vermin and swarms of vermin react as though they were two steps more friendly in attitude. This allows you to make a single request of a vermin or swarm of vermin. The request must be brief and reasonable. Even after this power ends, the creature retains its new attitude toward you, but only with respect to that particular request.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Photosynthesis

Psychometabolism [Healing]
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 2 rounds
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 1

Your body takes on a greenish hue as you feel the energy of the sun provide you with vitality and nourishment.

You gain energy and rejuvenation from the energy of the crimson sun. For every hour you rest on a sunny area for the power duration, you heal 5 hit points. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed. You must remain immobile to receive the benefits of the power.

Augment: If you spend 4 additional power points, you satisfy the need of a meal and half of your daily water requirement.

Pocket Dimension

Metacreativity (Creation)
Level: Shaper 5
Display: Visual
Manifesting Time: 10 minutes
Range: See text
Effect: One quasi–real storage area
Duration: 1 hour/level (D)
Power Points: 9

A gray mist surrounds a small object, and it is sent to safekeeping on the Gray.

You create a small storage area in an extradimensional space located within the Gray. The storage area can contain up to 1 cubic foot of material (regardless of the area's actual size, which is about 3 feet by 2 feet by 2 feet).

The storage area is accessed by a glowing doorway or hatch about 2 square feet. The access point always stays in the same place relative to you.

If the power ends and any items left on it, the contents of the pocket dimension appear at the location of the access point and drop to the ground.

Living things in the pocket dimension eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive. The air supply lasts for about 15 minutes for a Medium creature. You can leave the access point partially open to allow air to circulate. You cannot enter your own pocket dimension, but you can reach in and retrieve anything inside.

Augment: For every 2 additional power points you spend, the storage capacity increases 1 cubic foot.

Poison Simulation

Psychometabolism
Level: Egoist 7, Psychic warrior 6
Display: Material; see text
Manifesting Time: 1 swift action
Range: Personal or touch, see text
Target: You or weapon touched
Duration: 1 min./level or until discharged
Saving Throw: None and Fortitude negates; see text
Power Points: Egoist 13, Psychic warrior 11

By focusing on foul and venomous creatures from the wastelands, you produce a vile purple poison.

You can use this power to produce a horrible poison that coats one of your claws or one of your weapons. On your next successful melee attack with the claw or weapon during the power's duration, the poison deals 2d6 points of ability damage (your choice) immediately and another 2d6 points of ability damage (your choice) 1 minute later. The target of your attack can negate each instance of damage with a Fortitude save.

Psionic Draw

Psychokinesis
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

Your weapon appears on your hand, answering your mental call.

An item on your person is telekinetically drawn into your hand. You must have a free hand to use this power.

Psionic Sight

Clairsentience
Level: Psion/wilder 3
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You

Duration: 1 min./level
Power Points: 5

Your eyes become completely blue, revealing all psionic auras within sight.

This power allows you to see psionic auras within 120 feet of you. The effect is similar to that of a detect psionics power, but psionic sight does not require concentration and discerns aura location and strength more quickly.

You know the location and strength of all psionic auras within your sight. An aura's strength depends on a power's functioning level or an item's manifester level, as noted in the description of the detect psionics power. If the items or creatures bearing the auras are in line of sight, you can make Psicraft skill checks to determine the discipline of the power involved in each. (Make one check per aura; DC 15 + power level, or 15 + one–half manifester level for a nonpsionic effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any manifesting or psi–like abilities, and the strength of the most powerful power or psi–like ability the creature currently has available for use.

Augment: If you spend 8 additional power points, you automatically know which powers or psionic effects are active upon any individual or object you see.

Psychic Tracking

Clairsentience
Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 1

After you finish your manifestation, several ghostly marks on the ground become visible; you are now able to track your opponents as good as a cilops can.

You can track a creature by the mental "footprints" left behind by its thoughts. You can only track creatures with an Intelligence score of 3 or greater. Pass without Trace and similar effects provide no protection from this power; however, creatures that are immune to mind–affecting effects (such as someone under the effects of mind blank) do not leave psychic tracks and cannot be tracked in this way. To find tracks or to follow them for 1 mile requires a successful Psicraft check. You must make another Psicraft check every time the tracks become difficult to follow, such as when other tracks cross them, or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your speed with a –20 penalty on your check). The base is DC 15. Several modifiers may affect the Psicraft check as given on the table below:

Condition	DC Modifier
Every three thinking creatures in the group being tracked	–1
Every 24 hours since the trail was made	+1
Tracked party using *conceal thoughts*	+10

Repugnance

Telepathy (Compulsion) [Mind–Affecting]
Level: Psion/wilder 4
Display: Olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One intelligent creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

A strong stench of sulphur and boiled cabbage envelops your target, making it completely abominable for all those who smell it.

This power causes a creature or object to become completely repugnant to the target. Unless the target makes a Will save, he will try everything reasonable to destroy it.

If this causes the target to something against his alignment, he receives a new saving throw.

Return Missile

Psychokinesis [Force]
Level: Psion/wilder 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon with a total weight of 5 lb. or less
Duration: 1 round/level
Saving Throw: No
Power Resistance: No
Power Points: 3

You wave your hand towards an object and make it glisten with silvery glows.

This power can only be manifested on a weapon that can be thrown. The affected weapon flies through the air back to you. It returns to you just before your next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If you cannot catch it, or if you have moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. For every additional power point you spend, the weight limit of the weapon increases by 2 pounds.

Sensory Suppression

Telepathy [Mind–Affecting]
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 living creature
Duration: Concentration + 1d6 rounds
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

Focusing on your enemy's brain, you sunder its connection with one of his senses, forever.

You cause a creature to lose one of its senses—causing it to be blinded, deafened, or to lose its sense of smell, as you choose. A creature that loses its sense of smell cannot use the Scent ability.

Sever the Tie

Psychokinesis
Level: Psion/wilder 2
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.–radius burst
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 3

Using the Way to create psychokinetic scythes, you hurl them around your, disrupting any connections to the Grey nearby.

You disrupt an undead's tie to the Gray, damaging or destroying it. Your psychokinetic "scythe" deals 3d8 points of damage to all undead within the area. Undead that are brought to 0 hit points or below by use of this power fall limply and molder into dust (if corporeal), or slowly disperse (if incorporeal).

Augment: For every 2 additional power points you spend, this power's damage increases by 1d8.

Shadow Jump

Psychoportation (Teleportation)
Level: Psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: 1000 yd.
Target: You
Duration: Instantaneous
Power Points: 7

You become shrouded in darkness, being instantly hurled into the Black and reappearing into the designated location unscathed.

To use *shadow jump*, you must be in an area of shadowy illumination. You are then instantaneously transported through the Black to any other spot within range in a shadowed area to which you have line of sight.

You can bring along possessions that amount to as much as a medium load. Movement caused by the use of shadow jump does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body, location you cannot see, or a location without shadows the power simply fails to function.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, you may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load).

2. If you spend 6 additional power points, you can manifest this power as a move action.

Share Strength

Psychometabolism
Level: Egoist 2, psychic warrior 2
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: Willing creature touched
Duration: 1 min./level (D)
Power Points: 3

By touching a creature, you are able to momentaneously transfer some of your strength to it.

You transfer your Strength temporarily to another. When you manifest this power, you can transfer up to your manifesting level in Strength. The target gains an enhancement bonus to Strength equal to half that amount, and you temporarily receive a Strength penalty equal to that amount (to a minimum effective Strength score of 1).

If the target dies while the power is in effect, you take an amount of Strength damage equal to your Strength penalty.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.

Tattoo Animation

Psychokinesis
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal or touch (see text)
Target: One or more touched tattoos
Duration: Instantaneous
Saving Throw: Will negates; see text
Power Resistance: No
Power Points: 1

You psychokinetically animate a tattoo, making it come to live under you control.

This power allows you to take control of various tattoos. There are two uses for this power:

Alter Tattoo: You can make one tattoo on your body per manifester level move across your body as if they were a psionic tattoos. You can even transfer a tattoo to another being with a successful melee touch attack. An unwilling recipient receives a Will save to negate the transfer of the tattoo.

Steal Tattoo: You can attempt to "steal" a single tattoo (mundane or psionic) from another creature's body. You must either be able to see the tattoo you intend to steal or have seen it previously. If you make a successful melee touch attack, the target must make a successful Will save or the tattoo crawls from their body to yours. If the tattoo is psionic, the target receives a bonus to the Will save equal to the level of the tattoo's power.

Augment: For each additional 4 power points you spent, you can transfer or steal an additional tattoo.

Teleport Object, Psionic

Psychoportation
Level: Nomad 7
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: One touched object of up to 50 lb./level and 3 cu. ft./level
Duration: Instantaneous
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 13

A loud bang can be heard as an item you touched vanished and reappears on your designated location.

As *teleport object* (*PH* 293), except as noted here.

Augment: For every 2 additional power points you spend, the maximum weight increases by 10 lb.

Trail of Destruction

Clairsentience
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Emanation, centered on you to extent of range
Target: You
Duration: 1 round/level

A defiler trail of destruction become visible to your eyes as it had been made just a few seconds ago.

You can detect the past use of defiling magic in the area. The winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where defiling magic has been used within the past month. The sites illuminate for your eyes only. You gain an accurate impression of the magic's power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day).

This power does not reveal information about the spell or the caster.

Truthear

Clairsentience
Level: Seer 3
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 5

A faint golden glow surrounds you body, giving you the ability to discern all lies.

You receive a +20 insight bonus on Sense Motive made to tell whether someone is lying.

Watcher's Ward

Clairsentience
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 2 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Area: Sphere, up to 25 ft. + 5ft./2 levels–radius, centered on you
Duration: 1 hour/level (D); see text
Power Points: 3

You close your eyes as you attune to the area you chosen, becoming one with it. Not even a fly can enter it unnoticed now.

You attune yourself to the area of this power and become extremely sensitive to any disturbances within it. You know if a creature enters or leaves the warded area, although no other insight is provided. You cannot be caught flatfooted and can always act in the surprise round of combat. If you leave the warded area, this power ends prematurely.

Augment: If you spend 3 additional power points you know the exact location of all creatures within the area (although you know where they are this power does not enable you to see hidden or invisible creatures).

Weather Prediction

Clairsentience
Level: Psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: 1 mile/level
Target: You
Duration: Instantaneous
Power Points: 5

Attuning yourself to minor disturbances on the air pressure, humidity, and wind, you become able to predict the weather.

You can accurately predict the weather conditions for your present location. The forecast reaches 24 hours into the future, gives you precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. You also become aware of any changes in the weather pattern during that period. This power only predicts naturally occurring weather, not magically induced conditions such as Tyr–storms.

Wild Leap

Psychoportation
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 1

You catch a foothold in the fabric of the universe for a fraction of a second, lasting long enough for you to leap off of it.

You are able make a Jump check, catch yourself for a split second and then make a second Jump check. In addition, you receive a +5 competence bonus on Jump checks made in conjunction with this power.

Augment: For each additional 4 power points you spend, you gain an additional +5 bonus to the Jump check.

Chapter 7: Life on Athas

"Almost all the Tyr Region is a desert wasteland, though it is beautiful and spectacular in its own fashion. Over each hill, behind each sand dune, the terrain appears more awesome than the land before. In my travels, I have often been overwhelmed by the sheer magnitude of this land, cowed by its indifferent brutality, even frightened by the unrestrained might of its elements—but I have never been bored.

Can I impart the grandeur and majesty of this area with mere words? I wonder. I can describe the queasy feeling of sliding down the glassy slopes of the Smoking Crown, or make your eyes sting with tales of walking the salt flats on a windy day. My words are but transparent reflections of this magnificent land, but perhaps they can be of use."

—The Wanderer's Journal

Athas is still a largely unknown world. Millennia of misinformation, wars, and natural barriers have created isolated pockets of civilization between large expanses of desert terrain.

The known world is currently divided into the Silt Sea, the Tablelands (also known as the Tyr Region), the Ringing Mountains, and the Hinterlands. The Tyr Region is defined as the area bordered by the Sea of Silt on the east, the Hinterlands to the west, and the Endless Sand Dunes to the south.

Outside of those regions, the Jagged Cliffs, the Deadlands, and the Valley of the Cerulean Storm wait to be discovered, charted, and plundered. The surface of Athas stretches from horizon to horizon, a patchwork of fields and forests, oceans (of water and sand) and mountains, deserts, swamps, jungles, and more. Beneath the crimson sun, Athas' varied environments give way one to another across the Tablelands. Mountains rise, valleys fall, and desert surrounds the land.

The World of Athas

Athas is a desert-sun-scorched and wind-scoured, parched and endless, but that does not mean that the landscape is monotonous. Far from it; over each hill, behind each dune, the terrain is more awesome, more spectacular, and more beautiful than any one has seen before. North or south, east or west, Athas contains natural wonders and dangers undreamed of on other worlds.

Storms blow in from the Sea of Silt, walls of pearly dust billow ten thousand feet into the air, then come roiling ashore like a mountain range crashing down about unwary travelers. There are hundreds of different kinds of terrain on Athas, from wind-scoured pebble flats to twisted badlands canyons to gleaming sands to jumbled boulder fields.

In this chapter, the world of Athas is examined from the point of view of the Tablelands, also known as the Tyr Region, the region that has influenced Athas (for good or bad) the most.

Time

Each year is made up of exactly 375 days: the exact time between highest suns. Athasians have no seasons that govern their thinking of time, for there is no marked difference in temperature or weather patterns. However, the year is divided into three equal phases: High Sun, Sun Descending, and Sun Ascending. Highest sun is the first day of the year, and lowest sun indicates the midpoint of the year (which, incidentally, occurs at midnight and is generally observed in night-time ceremonies).

Marking the Years

Every city-state and merchant house has its own calendar, but the most commonly used is the Calendar of Kings. In the Calendar of Kings, years are counted off using a pair of concurrently running cycles: one of eleven parts, the other of seven. The eleven-part, or Endlean cycle, is counted and spoken first, in the order presented below. The seven-part, or Seofean cycle, is counted and spoken second. The Endlean cycle is complete when Athas' two moons, Ral and Guthay, meet in the heavens, resulting in a major eclipse that occurs every 11 years. The Seofean cycle is more abstract, occurring after Agitation has led back to Fury in the cosmos.

Every 77 years the cycle repeats itself, ending with a year of Guthay's Agitation and starting again with a new year of Ral's Fury. Each 77-year cycle is called a King's Age. There have been 189 complete King's Ages since this calendar was adopted more than 14,500 years ago.

So, the first year of each King's Age is a year of Ral's Fury. The next year is a year of Friend's Contemplation, etc. The 76th year of each King's Age is a year of Enemy's Reverence, followed by the 77th year, a year of Guthay's Agitation.

Endlean Cycle	Seofean Cycle
Ral	Fury
Friend	Contemplation
Desert	Vengeance
Priest	Slumber
Wind	Defiance
Dragon	Reverence
Mountain	Agitation
King	
Silt	
Enemy	
Guthay	

While each city-state has its own official calendar, the dynastic merchant houses have, over the centuries, come to use a standardized book of days. This has evolved slowly over time as the need to efficiently coordinate activities with trading partners grew. The calendar is generally referred to as the Merchant's Calendar. In the cities, it usually bears the name of the largest merchant house (which also generally receives the credit for inventing it).

The Merchant's Calendar divides the 375-day year into three 125-day seasons—High Sun, Sun Descending and Sun Ascending. Each season is divided into four 30–day months made up of six day weeks. A five day long festival week in the middle of each season lies outside the confines of the months.

The year begins on the day of Highest Sun, midway through the season of High Sun.

Season	Month	Days	Star Sign
High Sun	Dominary	30	Balimarash the Caravan
High Sun	Sedulous	30	Fiddle the Beetle
Sun Descending	Fortuary	30	Hesper the Kenku
Sun Descending	Macro	30	Saurus the Lizard
Sun Descending	Dessalia	5	On the cusp
Sun Descending	Fifthover	30	Hortle the Spider
Sun Descending	Hexameron	30	Sylk the Wyrm
Sun Ascending	Morrow	30	Tasker the Scorpion
Sun Ascending	Octavus	30	Pyrus the Wheel
Sun Ascending	Assalia	5	On the cusp
Sun Ascending	Thaumast	30	The Dragon
Sun Ascending	Anabasis	30	Tyrospur the Lion
High Sun	Hoard	30	Scratch the Basilisk
High Sun	Flagstaad	30	Krawler the Kank
High Sun	Zenalia	5	On the cusp

Balic

Population: 28,000 (78% humans, 8% dwarves, 4% elves, 4% half-giants, 3% muls, 2% thri-kreen, 1% other)

Exports: Grain, salt, olives, kank nectar, leather, livestock, silver

Languages: Common, Dwarven, Elven, Balikite

The sorcerer-king Andropinis once ruled Balic from the airy confines of the White Palace, not far from the dusty shores of the city's silt harbor. One day in the Year of Friend's Agitation (FY 10), he boarded his silt armada and struck out for the far side of the Sea of Silt. It was a trip from which he never returned.

Balic has suffered on a number of fronts in recent years. In the Year of Dragon's Agitation (FY 3), when Tyr had refused to pay the Dragon's Levy, it fell to Balic to make up the loss by adding an extra thousand slaves to its contribution. The following year, Mountain's Fury, saw the Peninsula Rampage, a short-lived war in which a small army of giants overran most of the Balican Peninsula. Half of Balic's army and a quarter of its fields were destroyed in the battle. The city-state was still recovering when Andropinis fell to Rajaat's revenge a few years later.

Life and Society

Balic is a clean, comfortable metropolis on the shores of a silt bay. Since Andropinis' disappearance, the city has been divided into three parts, each ruled over by a different trade lord. Balic was untouched by the Great Earthquake, but other disasters have left their marks on the place in recent years. For the most part, however, life under the trade lords is considerably better than it was under the cruel and oppressive Andropinis.

Even the territory controlled by House Tomblador, whose lord attempts to pattern himself as Balic's new dictator, is pleasant compared to the atrocities of the previous ruler.

On the surface, the city appears to be one sprawling metropolis, not a divided city. No walls separate one territory from another, no guards wait to collect tolls as citizens move from block to block. To the locals, however, there is a clear delineation between one lord's domain and the next. Wavir is free and bright, Tomblador oppressive and dark, and Rees is like an extended work camp where everyone labors for the benefit of the trade lord.

Though they appear to cooperate for the good of the city, the trade lords wage a secret war against each other that everyone knows about but few people understand. None of the trade lords is willing to let this conflict escalate into a full-scale civil war, but they have come very close to it in recent months. Caravans have been raided or sabotaged, warehouses plundered or burnt to the ground, and important agents have been killed on all sides. How far each is willing to push before a better solution must be found remains to be seen.

To stave off another war with the giants, House Rees has sent representatives into the silt basin to negotiate a lasting peace. No contracts have been agreed upon, but it seems Balic may soon have an agreement with the usually hostile giants.

The three contenders for rulership of Balic before the trade lords made their moves are still active in the city-state. Oriol the Patrician has dedicated his noble house to Lord Tabaros; though he is ready to step back to the forefront should the old man grow too sick to rule. General Zanthiros has fled the city with a small but significant portion of the city militia. His band operates as a raiding tribe along the peninsula, waiting for an opportunity to return to Balic to seize power. The templar Asthira, meanwhile, has gone into hiding within the city. From her place in the shadows, she continues to keep in

contact with many of the templars who still have roles in the government, as well as with those who have taken to hiding. She hopes to eventually overthrow the trade lords, who she feels illegally took power.

Dark rumors persist that Andropinis is able to contact his loyal templars (such as Asthira) from his prison in the Black. These can be neither confirmed nor denied at this time, but the thought of Andropinis continuing to exert influence over the city has the local Veiled Alliance more than a little concerned. If the rumors are true, is Andropinis working with his exiled templars or with someone currently in power somewhere in the city?

Government and Politics

After Andropinis' imprisonment, Balic was divided into three parts, each controlled by a different trade lord. These parts cooperate on one level but battle for supremacy on all others.

The largest block of control falls to Lord Tabaros of House Wavir (NG male human, aristocrat 7/rogue 8/dune trader 5), while Lord Kaladon of House Tomblador (LE male human, 8/dune trader 5) and Lady Essen of House Rees (LN female human, rogue 7/dune trader 5/telepath 4) control equally sized smaller blocks. The same amount of cooperation that allows the three rivals to jointly maintain the major trading village of Altaruk allows them to keep Balic running as a major city-state.

As far as outsiders are concerned, the three leaders formed a triune council to rule the city after Andropinis fell. While such a council does exist, and the three rivals meet regularly to keep the city-state strong enough to stand against invaders, they each work behind the scenes to build their own power bases up and knock their rivals down.

Each trade lord has a different view of the world and the way Balic should be governed. Wavir, for example, wants to free all slaves, outlaw defilers, welcome preservers into society, and set up a true democratic state. The way to accomplish this, Lord Tabaros believes, is by quick action and harsh measures. Unfortunately, Tabaros is more than 100 years old and may not be able to stay in power much longer. Publicly, the trade lord appears as sharp and healthy as ever, but privately he suffers the weaknesses of age and illness. He had hoped to pass leadership to his son long ago, but his son died when raiders attacked his caravan in FY 6. The next likely candidate, Tabaros' granddaughter Tarinne (NG female human, fighter 4/rogue 2/dune trader 4), isn't ready for the responsibilities yet (or so Tabaros believes).

Lord Kaladon wants to resume the dictatorship—with himself as king of Balic. Lady Essen, meanwhile, believes that the city-state should be nothing more than a glorified merchant village, serving to fill the coffers of House Rees and making it the most powerful merchant house in the entire Tyr Region. Needless to say, none of the sides want to see any other gain a significant advantage.

Those templars who agreed to swear allegiance to one of the trade lords have been retained for their bureaucratic skills. However, the merchant houses have their own administrators to fall back on, so any templars who can't be trusted are eliminated. (A small number of templars still loyal to Andropinis have gone into hiding and continue to work in secret, though they have little power and few hopes of gaining any under the current system.)

The patricians are allowed varying degrees of participation in the government, depending upon which merchant house holds sway over the territory their land occupies. Under Wavir's control, the patricians are allowed full participation rights. Under House Tomblador, the patricians are treated barely better than slaves, while House Rees gives them the freedom to handle their own affairs-provided they meet the production quotas Lady Essen has established for each patrician family.

Power Groups

Today the city-state has no sorcerer-king to lead it or protect it from the ravages of Athas. Balic has always had a tradition of the illusion of democracy. Andropinis claimed to have been freely elected to his position, the templars were elected to ten-year terms by the free citizens, and even the nobles (called patricians) were allowed to participate in the governmental process by selecting members to attend the Chamber of Patricians on a regular basis. Though this democracy wasn't real, it still taught the people about one possible way a free society could work. When the news spread that Andropinis was gone (he had been imprisoned in the Black by Rajaat), various factions called for a new election.

The main contenders for the position of dictator of Balic were Oriol of Magestalos, First Speaker of the Patricians (LN male human, telepath 7); General Zanthiros of the Balican army (LE male human, fighter 13); and First Templar Asthira (LE female human, templar 6/shadow templar 7). Before the final votes could be counted, Tabaros, the patriarch of House Wavir, made his move. The merchant house seized the White Palace, the silt harbor, and all of the territory in between and declared Tabaros to be the Trade Lord of Balic. This didn't sit well with House Wavir's rivals. Neither House Tomblador nor House Rees wanted to be cut out of this opportunity, so each of these merchant dynasties took over the remaining portions of the city.

Shadow Templars: When the Trade Lords seized power in Balic, many of the templars swore allegiance to one of the Trade Lords. A small number of templars refused to abandon their loyalty to Dictator Andropinis and have gone into hiding. They hope to one day free Andropinis from his prison, and there are rumors that the shadow templars have already developed a means of communicating with the imprisoned sorcerer-king. They work in the shadows, but have many contacts with the templars that have pledged their allegiance to the Trade Lords. First Templar Asthira leads the shadow templars.

The Veiled Alliance: Like other organizations in Balic, the city's Veiled Alliance is run by an elected leadership. For this reason, a nonwizard leads the Alliance.

Ramphion (LG male human, rogue 11) has held his position for 15 years, winning five elections in a row. The next election must occur later this year, and Ramphion may finally give up his role as head of the Alliance. He has strong ties to House Wavir, though House Rees has begun to court the preservers. Ramphion listens to all sides, hoping to play peacemaker if the three factions ever resort to civil war. The Alliance has two other goals at the moment: to turn Balic into a true democratic society, and to find out if the rumors concerning Andropinis are true.

Major Settlements

Altaruk (Village, 620): Altaruk is a client village of the merchant houses of Wavir, Rees, and Tomblador.

This major trade village is located at the head of Big Fork of the Forked Tongue Estuary. Heavily fortified, a 15-foot wall surrounds the village, and 500 free mercenaries defend it. Altaruk is commanded by Arisphistaneles (LG male human, wizard 5/veiled one 6/dune trader 4), a powerful preserver who allows the Veiled Alliance to use the village as a meeting place.

The village is regularly attacked by giants from the islands of the Forked Tongue, and the Great Earthquake buried parts of Altaruk beneath rubble from the nearby mountains. As always, the merchant houses of Balic are in the process of rebuilding the village, for it serves as a key deterrent to raiders along this portion of the trade roads. Protection is extended to caravans of other merchant houses, provided they pay the toll as they pass through Altaruk. For caravans, the toll is one gold piece per caravan mount, an exorbitant price that prohibits most merchants from spending more than one day in the village. For individual travelers the toll is one ceramic piece.

Last Port (Hamlet, 200): The village of Last Port is surrounded by a silt moat. The village falls under the influence of Balic, but has maintained its independence as much as it can. Aicmenes (LN male human, telepath 9) leads the village. The village is a mix of Dwarven architecture, influenced by the Smokestone clan that makes Last Port its home, and Balic artistry. A small amber mine is the main source of income for the village, though many villagers also provide services for the silt skimmers that stop at the village's small docks.

Walis (Thorp, 120): Walis is a small hidden village in the foothills of the Ringing Mountains. From its position atop a high rock spire the village sits on one of the only active gold mines in the Tyr region. The merchant house Tomblador controls the village and keeps the village's defenses as strong as possible. The village can only be reached from the ground by a cargo bucket lowered by the villagers. Besides a large company of soldiers, six defilers are stationed at the village at all times to add to the defenses.

Important Sites

Agora: All the merchant houses have their emporiums in the Balican agora. Surrounding the agora is the Elven market.

Criterion: Balic's gladiator arena sits beneath the stony bluff of the Megaleneon. The Criterion is an architectural marvel, constructed of pure white marble, with great sails rising from the walls to provide shade. The arena floor is rectangular shaped and consists of hexagon-shaped marble slabs. The slabs are 10 feet wide and 30 feet tall and rest on a bed of sand. This unique floor is always uneven since no two adjoining slabs are of the same height, with as much as ten feet difference between two slabs.

Fort Glamis: Established and maintained by House Wavir, Fort Glamis is located on the Balic/Ledopolus road and is an important supply center for caravans from Balic on their way to the rest of the Tyr region.

The Shining Bridges: Ravines, filled with silt, break through the ground around the agora. Monumental bridges made of marble allow access to the agora.

Segovara: The village of Segovara was a client village of House Rees of Balic. Located southeast of Balic across the Estuary of the Forked Tongue, the village rests inside a small narrow canyon. The village is mainly a collection of huts built against both sides of the canyon walls. Because of the lack of space inside the canyon only one narrow road exists in the cramped village. The villagers manufactured leather goods for House Rees, however their isolated position, without a source of water, left them utterly depended on Rees caravans. In the chaotic aftermath of the trade lords' seizure of power in Balic the village was forgotten and all of the villagers perished. The next time a caravan from House Rees arrives at the village the entire population will rise as faels.

Adventure Ideas

—Working in secret, a group of templars attempts to open a portal to Andropinis' prison in the Black. Unfortunately for the templars, they were duped by an extraplanar creature into opening a portal to its plane, allowing a band of extraplanar creatures onto Athas. These creatures proceed to run amok throughout Balic. The creatures could be from the Black, one of the elemental planes, or another plane of the DM's choosing.

—The animals on House Dagsonius's ranch have begun to talk! The animals do not respond to spoken questions, but randomly blurt out predictions of doom in perfect Balikite to those standing nearby. The head of House Dagsonius is troubled. He raises the animals for slaughter but many in the family do not want to kill the animals if they have become intelligent. He needs someone to get to the bottom of this.

—Drake Crag Bay is not far from Balic and takes its name from a rocky crag overlooking the bay that resembles an earth drake. For years the bay has been a prime spot to harvest silt mussels, and many from Balic make their livelihood in the shallow bay. Recently a

creature from the deep silt has entered the bay and preys on the mussel harvesters. The creature has remained under the silt so far, so no one is sure what the creature is.

—With the current struggle for control of Balic between the three merchant houses being mostly a war in the shadows, the bards of Balic are taking advantage of all sides to generate high profits. When the PCs show up in town, a few of the bards see them as mercenaries who could become competition. The bards try to either force the PCs out of town or eliminate them.

—The Silt Blazer, a silt skimmer based out of Balic was three days overdue when it finally sailed into Balic harbor—with no one aboard. There is no sign of the crew; however, the skimmer's cargo appears to be intact. While House Wavir has confiscated the cargo, they hired the PCs to find out what happened to the crew.

—As a sign of his status as Dictator, Andropinis did not wear a crown. His position was signified by a rod and cloak, both rumored to be enchanted. The royal regalia disappeared from the Megaleneon in the days after the trade lords seized power. All three trade lords desire the royal regalia to strength their claim to rulership of the city and will pay handsomely for any who recover the items.

Draj

Population: 15,000 (60% humans, 15% dwarves, 15% elves, 5% muls, 3% half-elves, 2% half-giants)

Exports: Wheat, rice, hemp, livestock, textiles, straw mats, pottery

Languages: Common, Dwarven, Elven, Draji

Draj, situated on a vast mud flat east of Raam, was another warlike city-state before its sorcerer-king was killed by Rajaat during his brief escape in FY 10. Before the news could cause panic and social upheaval in the city, King Tectuktitlay's templars (called "moon priests") quickly took stock of the situation, trying to find some way to preserve immortal Draj. The templars knew they had no real power without the spells granted by their sorcerer-king, so the supreme moon priests approached the most powerful masters of King Tectuktitlay's psionic academy, the House of the Mind. After numerous secret meetings, a plan was hit upon: The rulership of Draj would pass on to King Tec's "son," a young psionicist named Atzetuk.

The masters of the Way altered the teenager's mind, making him believe he was actually the king's son. Then they instructed him on what to say to the city's masses to instill confidence. In reality, the templars and psionic masters would share rulership of the city, working behind the scenes while the populace looked upon young Atzetuk as their new god-king. The transition from one king to another was accomplished quite easily; order had never been a problem in Draj, as its citizens were enraptured with the theocracy and religious trappings Tectuktitlay had surrounded himself with. As such, it was an easy task for the templars to use these rituals to save the city and keep the government running smoothly.

Life and Society

Draj's citizens dress in loose, bright-colored shirts and skirts. All citizens wear headdresses of some sort, usually a roll of cloth or giant-hair braids, though the wealthy go in for more elaborate designs. By law only warriors may wear more than a single feather.

The war festivals and religious ceremonies dedicated to the twin moons of Athas are the focus of life in Draj. The people have lost a god-king they neither respected nor believed in, but have gained a new god-king that is both well liked and inspires faith and reverence. This has surprised the secret leaders of the city, though not to the point where they have grown concerned. If their plan to replace King Tectuktitlay has succeeded beyond their wildest dreams, so much the better. Life in Draj remains the same as always—only the name of the king has changed.

The natural disasters of the west never reached Draj. Rumors of a Great Earthquake arrived with the passing traders, but not even the slightest tremor or quake disturbed the city. Draj was inundated by one of the first Tyr-storms, however. The mud fields flooded, ruining crops and killing more than a few Draj citizens before the rain stopped falling and the wind and lightning abated.

It didn't take long for the templars to clean up in the wake of the storm or for King Atzetuk to assuage the fears of his citizens. He called for sacrifices to appease the elementals, and the people of Draj approved. Atzetuk sent his warriors out into the wilderness to find captives worthy of dying on Draj's great pyramid, and before the week had passed rivers of blood washed over the pyramid's stone steps. Because of the relative closeness of the Cerulean Storm and because the Tyr-storms often pass within sight of Draj as they sweep inland, the sacrifices have become a regular ritual. The citizens believe that the blood will keep the storms at bay-after all, that's what their king has told them.

The problems in Raam have had an effect on Draj. The templars and psionic masters watch the unfolding events as omens of what could occur in Draj if the illusion they've woven around Atzetuk ever unravels. Plus, many refugees have fled Raam and sought sanctuary in Draj. Most of these expatriates found only death, either in the mud flats or atop the bloody pyramid at the heart of the city. At some point, these lost exiles will find a voice and shout their grievances-and perhaps the citizens of Draj will hear that shout. The secret leaders fear Draj's society will collapse if the people lose faith in King Atzetuk.

Atzetuk himself poses another problem for Draj's secret leadership. Every day, the youth gains more and more confidence. His belief in his own divinity strengthens.

Soon, the masters of the Way suspect, they will lose control of the youth. While they don't want Draj to be overcome by anarchy and violence, they also don't want to give up the authority they've gained since Tectuktitlay's death. If Atzetuk continues to assert himself, the masters of the Way and the moon priests might decide to remove the king they put in place. After

all, they reason, Draj survived the death of one king. It will surely survive the death of a second.

Government and Politics

Atzetuk (NG male human, telepath 6) apparently rules Draj, but he's nothing more than a figurehead who sits on the throne and carries on the practices and traditions of war set forth by King Tectuktitlay. The youth is paraded before his subjects every day and holds court in the Father and Master Temple. Although Atzetuk believes he's the legitimate heir to Tectuktitlay's throne and the true ruler of Draj, the business of government is managed by the moon priests and the masters of the House of the Mind. The templars have some power in this alliance, but the real leaders of the city are the masters of the Way, who bow to the commands of old lxtabai the Blind (LN male human, egoist 12). It's in everyone's interest to maintain this illusion. Without the young god-king, the nobles and free citizens would rebel against the rule of templars and mindbenders.

Draj's noble families participate in the governing of the city through special meetings held at *tecpans*. In these long buildings, noble elders gather to debate and resolve problems considered too ordinary and routine to concern the moon priests and the new god-king. The noble elders are all great warriors. They will follow Atzetuk for as long as the warrior traditions and ceremonies are upheld.

Power Groups

Knights: There are a number of knightly orders that are part of the Draji society. The two most important are the eagle knights and the jaguar knights. The eagle knights are among the most brutal and fanatical Draji warriors and rank second behind only the jaguar knights. The jaguar knights are the finest warriors of Draj. They undergo intense training to conquer their fear and strike fear in their opponents.

House Tsalaxa: The merchants of House Tsalaxa conduct most of the trade for the city of Draj. Tsalaxa is known for its ruthless practices, well suited for a warrior culture. These traders regularly engage in espionage and intrigue in order to secure valuable contracts and business opportunities. The new head of the House, Yarsha Tsalaxa (LN female human, aristocrat 2/rogue 15), has some private doubts about the legitimacy of Atzetuk's rulership. However, she's still trying to settle her own position as leader of House Tsalaxa in the wake of her grandfather Ydris' death, and she doesn't want to express her concerns without solid proof to back them up. In the meantime, she'll continue to aggressively control the merchant house and keep the trade routes active and open to benefit the city and fill her own coffers.

The Veiled Alliance: Draj's Veiled Alliance is hampered by poor leadership and indecisiveness. The current leader, Chimali Zaachila (LG female human, preserver 5), pretends to be much more powerful than she really is. Her lack of ability and training makes her reluctant to launch any daring programs that might reveal her secret. As such, the Alliance has no spies in high places, no active programs designed to thwart the king and his templars, and no plans to accomplish anything of lasting importance. The Alliance in Draj does offer some assistance to visiting preservers, but has little else to make it much more than a secret club for wizards.

Major Settlements

Break Shore (Village, 100): Break Shore is a trading village on the shore of the Silt Sea. Originally a client-village of Raam, the Draji gained control over the village during a war between the two city-states centuries ago, when gold was discovered in the nearby Mastyrial Mountains. The gold mine has been nearly depleted, though Draji templars still supervise bands of slaves struggling to uncover any little bit of precious metal remaining.

Bitter Well (Village, 100): Bitter Well is located on the shore of the Silt Sea. Originally built by dwarves the village's buildings are made of stone, and a grand well lies at the center of the village. The buildings are packed close together and canvas drapes are hung between them to provide shade. However, the drapes also create a closed environment and traps the smell of unwashed bodies in the streets.

Ket (Village, 500): The village of Ket is located on a small mud flat completely surrounded by an inland silt basin. The only way to access the village is along a mile-long causeway. The village maintains lucrative grain fields, which have maintained the village for years. With the renewed contact with the city-states of the North, Ket is becoming an important stop for caravans on the way north from Draj, bringing more prosperity the villagers.

Important Sites

Father and Master Temple: More often known just as the Great Pyramid, the Father and Master Temple is a grand pyramid of stone and marble that is easily the largest building in Draj. The Great Pyramid houses administrative offices as well as the King's private quarters. Treasure rooms are rumored to fill the lower levels of the pyramid.

Fort Ebon: Fort Ebon is a major supply point for all Tsalaxa's caravans traveling west from Draj. Located between Draj and Raam, all of the House's caravans that travel to the other city-states of the Tyr region stop at the fort.

Fort Firstwatch: A merchant fort owned by House M'ke, Firstwatch is a supply point mid way between Raam and Draj. The fort defenders see frequent raids by elf nomads and mercenaries hired by rival houses, especially House Tsalaxa.

Fort Ral: Fort Ral is a supply route on the road north from Ket. The fort was built on the ruins of an ancient pyramid. A contingent of soldiers from Draj, mostly archers, garrisons the fort. The soldiers patrol the road around the fort for raiders who often attack caravans traveling between Kurn and Draj. If threatened with an

overwhelming hostile force, the soldiers retreat to the much more defensible Ket.

Flower War Field: Located on a flat plain outside of the city, this field is used twice a year to hold the "Flowery Wars." During the flowery wars, soldiers of Draj dress in elaborate regalia involving jaguar headdresses and feathers. Though considered training by the officers, the results of the battle bring glory to the winner, and exile or death to the loser.

The Palace of Gladiatorial Combat: The Palace is a circular arena in which gladiator combat takes place. Spectator stands surround two-thirds of the arena, with the rest of the area taken up by the observation hall of the king of Draj. The eight storey tall observation hall towers over the rest of the arena and is covered by bas-reliefs depicting various scenes of Tectuktitlay victorious in battle. The former king of Draj is flanked by two jaguars in every image. The observation hall is used by the king, his templars, and their guests.

Royal Menagerie: King Tectuktitlay maintained a large menagerie of captured beast from the wastes. Located near the royal jaguar breeding pits, Tectuktitlay kept a number of vicious predatory beasts in stout cages. The beasts of the royal menagerie are never used in the gladiator arena and are given excellent care by a department of the templarate.

Two Moon City: Two Moon City is the walled administrative center of Draj. It houses the Father and Master Temple pyramid, the temples to Ral and Guthay, the House of the Mind, the Palace of Gladiatorial Combat and other important sites. The only entrance to Two Moon City is through the Jaguar Gate.

Adventure Ideas

—A number of jaguars has escaped from the king's pens. The jaguars pose a threat to the ordinary citizens of Draj and must be recaptured. However, it is a punishable offense for anyone to harm one of the sacred jaguars, so they must be recaptured without any injury coming to them. Unknown to the templars, the jaguars were released by a druid who actively hinders all attempts to recapture the jaguars.

—Scandal rocks the city, when a young Draji named Inkarri declares that he is a son of Tectuktitlay. Inkarri appears to be one year older than Atzetuk and has the support of a small but influential group of templars. When a few nobles show support for Inkarri's claim, the rulers of Draj move quickly to crush him. Forces are sent against Inkarri and his followers who are holed up in a fortified clan compound.

—One of the PCs begins to court a Draji woman. Her brothers consider this a grave insult to their family's honor because the PC is a foreigner. Until the PC pays a suitable "blood price" decided by the clan's elders, her brothers will seek to kill both the PC and the woman to restore their family's honor. The PC can kill the brothers but will still have to pay the "blood price" to the clan elders to prevent any more unrest with the clan.

—More than the normal number of slaves has been disappearing from the fields. The mudflats that surround Draj have been infested with kluzds. The serpents prey on those slaves who come too close to the mudflats.

—A furious Tyr-storm strikes Draj, causing death and destruction. A mob of distraught citizens forms outside the Temple of Storms, blaming the priests of rain for the Tyr-storm. Many of the Temple's supporters flock to the scene to protect the temple from the mob. With neither side backing down, a full riot seems imminent. Templars and soldiers also arrive on the scene intent on restoring order.

—Chimali Zaachila, head of the Veiled Alliance, is always on the lookout for magic objects which she can use to simulate spell casting. When she learns that one of the PCs has such an item, she sends agents of the Veiled Alliance to steal the item and bring it to her.

Gulg

Population: 13,500 (80% humans, 7% elves, 5% dwarves, 3% muls, 2% half-elves, 2% thri-kreen, 1% other)

Exports: Agafari, copra, feathers, livestock, spices, textiles

Languages: Common, Dwarven, Elven, Gulgan

The city-state of Gulg sits inside the southern portion of the Crescent Forest, almost directly east of Tyr. Being east of the Windbreak Mountains, Gulg was spared the devastation that the Great Earthquake visited on the cities and villages to the west. That doesn't mean that life in Gulg has remained unaffected by the changes sweeping through the Tablelands. In a few significant ways, Gulg has been changed the most.

Gulg's sorcerer-queen, Lalali-Puy (LE female champion of Rajaat stage III dragon, defiler 5/telepath 6/arch defiler 5/thrallherd 4/cerebremancer 5/Athasian dragon 2), is the absolute monarch of her realm. Her subjects consider her to be the Oba, the forest goddess. Over the centuries that she's been in power, Lalali-Puy has come to relish the worship and adoration her subjects heap upon her. In fact, though she remembers her origins as a Champion of Rajaat and a sorcerer-queen, she prefers to think of herself as the goddess her people believe her to be.

To the Oba of Gulg, the abundance of rain—even the violent rain that accompanies a Tyr-storm—is a blessing to Athas. She has proclaimed this blessing to be a gift from the forest goddess. "No longer will Gulg be solely concerned with the well-being of Gulg," the Oba declared to her people. "Wherever the rain falls, there will the forest grow. And wherever the forest grows, the forest goddess will be there, for all the forests belong to the Oba."

Behind the rhetoric, Lalali-Puy actually wants to help restore the vitality of Athas. The Gulgs have always had an enlightened understanding of the interconnected nature of all life, so they've always treated the forest as a precious resource that must be maintained and not

depleted. This attitude comes right from the Oba herself, which may seem strange as she is a defiler of extreme power. Since taking over Gulg, however, she has learned to temper her use of defiling magic in favor of keeping her forest healthy.

Of course, this attitude was one of the contributing factors to the problems with Nibenay. The Nibenese saw the forest as a resource to be exploited, not a living thing that cares for its inhabitants as they care for it. Nonetheless, Lalali-Puy has made the first moves toward a peaceful existence with Nibenay, going so far as to teach the sorcerer-king how to preserve the life-giving environment of the Crescent Forest.

The Oba's motivation isn't entirely selfless. She believes that when the forests return to Athas she will be deified by all races, just like she's been in Gulg. "Let Nibenay and Hamanu play as sorcerer-kings," she has decided, "for in the end I will be as a god to all of Athas."

Life and Society

The *dagada* is the single most influential social force on Gulgs outside of the immediate family. The dagada is an extremely close-knit community that shares attributes of both clans and neighborhoods found in other societies. It is similar to a neighborhood in that it is a social organization defined first and foremost by physical proximity. It is like a clan in the role that it plays in acculturating an individual to the values of the society.

The word dagada is used to describe both a cluster of huts and the people who live there. A dagada can contain up to 100 huts, and typically includes a number of families, though extended families may not necessarily live in the same dagada. Each dagada has a large degree of autonomy in managing its affairs as well as a degree of responsibility for all the members of the dagada. All parents have the burden of raising the young children of the dagada. Elders are responsible for educating the youths as they go. All members have a social duty to care for those who cannot provide for themselves.

Life has always been more tolerable in Gulg than in any of the other city-states under the rule of sorcerer-kings. In some ways, life has actually gotten better for the Gulgs. The Oba's newfound crusade to restore Athas has made her more forgiving of and generous to her loyal citizens. In the spirit of cooperation, she has selected her best templars to travel the Tyr Region and spread the word of restoration. These templars have a twofold purpose. First, they help show the rest of the Tablelands how to work in harmony with nature, which Lalali-Puy hopes will hasten the reforestation of the world. Second, her templars pass along the tale that the rain is a blessing from the Oba, thereby increasing the number of people who know of and believe in Lalali-Puy.

Except for the aid these templars have provided to Nibenay, no other city-state has thus far been targeted by the Oba's select force. Instead, the templars visit villages and oasis communities, teaching and preaching as circumstances permit. Some places have welcomed the templars, others have driven them away. Those communities that have actually experienced a Tyr-storm, for example, are quick to attack anyone who claims to be associated with their fearful properties, while those desperately in need of water invite them in.

Government and Politics

In many respects, Gulg is not like any of the other city-states of the Tyr Region. It's a living city, grown from vines and trees instead of constructed from brick and stone. The outer walls of the city, for example, consist of a thick hedge of thorny trees. The Oba lives in the tallest branches of a huge agafari tree, while her templars inhabit the lower branches. There are no paved or cobblestone roads leading through Gulg. Instead, forest paths and trails wind their way between the trees.

There have been few major changes in the way Gulg is ruled. The Oba remains the owner of everything, distributing food, water, and other supplies to where they are needed most. Her templars continue to oversee the military, economic, and agricultural aspects of the community on behalf of the forest goddess. Nobility is still an earned position, not one granted by an accident of birth. The nobles hunt the forest for fresh meat, while slaves commanded by the templars gather the wild fruits, nuts, and berries that round out the dietary concerns of the community.

Power Groups

House Inika: House Inika, the largest merchant family based in Gulg, is smaller than the typical merchant house. They specialize in small light weight goods of high value, such as spices, gemstones, and feathers from the exotic birds of the Crescent Forest. Inika maintains cordial relations with most of the other houses as it has a reputation for being nonconfrontational. Direct force is rarely used against rivals, with intrigue and economic means being the house's preferred means of strike back at rivals who try to take advantage of the house. The matriarch of the house is Andiama Inika (LN female human, rogue 14/ dune trader 5) who has ruled the house for more than two decades.

Judaga: Nobility in Gulg is not granted by birth. Instead nobles must earn their position by proving they have the hunting skills necessary to provide meat for the rest of the community. There are several ways in which a citizen can become a noble. One of the most widely known ways a hunter can earn the rank of nobility is by participating in the Red Moon Hunt. During the hunt, prisoners are released unarmed into the Crescent Forest, and a thousand seconds later the hunters are sent after them. If a hunter returns with the head of the prisoners he has earned noble status, which will be bestowed upon him in a ceremony at the next High Sun. The Red Moon hunt is held on nights when the moon Ral is full and alone in the night sky.

The Paper Nest: The Paper Nest is a secret society comprised of nobles favored by the Oba. The twelve to twenty-four members meet in a secret chamber in the

trunk of the Sunlight Home to perform the sacred task of making paper. There is another reason for the group's existence besides making paper. Lalali-Puy attends the meetings and listens as the members debate current problems, offer advice, and present their counsel. At no other time does the autocratic Lalali-Puy allow her subjects to participate in the city's governance.

The Veiled Alliance: A significant change in Gulg society concerns the Veiled Alliance of the city. Gulg's Veiled Alliance has always actively worked to restore Athas to its verdant glory, never directly opposing the will of the sorcerer-queen.

Now that the Oba has declared her own intentions for restoring Athas, the two seem to have less to fight over. The Oba has even extended a "peace leaf" to the Alliance, calling for the preservers to shed the veil of secrecy and join the forest goddess's quest to save the world. The Alliance hasn't responded yet, but rumors persist that the preservers will soon come out of hiding in the forest city. The Alliance's leader, Aukash-Pad (LG male human, preserver 6/veiled one 5/earth cleric 3/psychic theurge 1), is utterly committed to restoring Athas' life force. If the Oba continues to genuinely work toward that same goal, he may be forced to join with her for the good of the world.

Major Settlements

Losthome (Thorp, 60): Losthome is a halfling community deep in the Crescent Forest. The community is less than 10 years old and was formed when the Oba of Gulg attempted to form an alliance with a halfling tribe from the Forest Ridge. An agreement was made, but shortly after the halfling warriors arrived in Gulg, their chief died. The halflings believed that the death of their chief ended the agreement and sought to return to their home, but Lalali-Puy refused to let them go and imprisoned them. Over the years since, most of the halflings have escaped into the Crescent Forest and banded together around their leader, Zivlil (N male halfling, preserver 5/kineticist 3/cerebremancer 2). The halflings maintain no permanent settlement but roam an area of the forest approximately 40 miles wide, in which they have a number of prepared resting areas. The halflings wish to keep their existence a secret to convince the templars of Gulg that they died in the forest. So they kill any nonhalfling who sees them.

Important Sites

The Drum Circle: The bard's quarter in Gulg is centered around a dagada called the Drum Circle. The bards of the Gulg specialize in percussion instruments. The most skilled bard in the Drum Circle is considered to be Ken-kenku Vek (NE male half-elf, bard 12). His skills as a drummer and an assassin are legendary.

The Forest Arena: The gladiator arena of Gulg is located outside the city's mopti wall in the Crescent Forest. Trees and vines intertwine with the arena to give it the appearance of growing from the forest. The floor of the arena is oval shaped, and covered with grass. A number of trees grow from the arena floor; however, none is closer than 20 feet from the arena's walls, to prevent gladiators from using them to escape.

The Grove of Mysteries: Throughout the forest surrounding Gulg there are a number of forest groves called the Queen's Groves. Entrance into one of these groves without the permission of the Oba is punishable by death. The Grove of Mysteries is the largest of the Queen's Groves and is tended by the druid Extambolan (N male mul, druid 5/grove master 10).

Mopti Wall: Unlike the walls of other city-states, the walls around Gulg are alive. The Mopti wall is a miles long thorn wall make of thickly packed brambleweed that surrounds the city.

The Seers' Dagada: When a Gulg shows psionic potential they are sent to the Seers' dagada, where they receive instruction from experienced psions. The teachers are patient and encouraging towards the students. Even those who fail to develop enough psionic potential are not cast out, but remain part of the Seers' dagada performing physical chores for the other members.

Sunlight Home: Sunlight Home is the name given to the palace of Sorcerer-Queen, Lalali-Puy. Located in the tallest branches of a massive agafari tree, Sunlight Home towers over the rest of the city. Lalali-Puy's palace is rumored to contain dungeons and secret passages that have been carved into the trunk of the massive tree.

Adventure Ideas

—Ngeli is a small boy of ten years old. While gathering cloves in the forest he was attacked and dragged off by a sloth. His parents are distraught and want to see a rescue attempt made to recover their boy, but the ambo of their dagada ruled that the boy was taken by the nature spirits and should be given up to his fate. Ngeli's parents turn to outsiders, the PCs, to secretly bring back their boy.

—The berry harvest has finished for the year. The berries had a strange brownish tint, but seemed fine to the taste. But those who have eaten too much of the berries have been having strange reactions. Some exhibit strange new psionic powers, others become sick and die, and some fall into a suggestive state and will do nothing but what others tell them to do.

—Alexia Vordon trades for spices with Gulg. She feels that her house trades at a disadvantage by being forced to deal with the templars. If she can make contact with a member of the spice gathers she is convinced that she will have a better understanding of how good the year's harvest has been and be in a better position to negotiate with the templars. Alexia hires the PCs to sneak her into the city and help her try to befriend someone from the spice gatherers dagada.

—Rumors in the neighborhood have begun that a teenage girl is really a witch. The wild rumors began when the girl started wearing a veil that covers her face leaving only her eyes showing. Many hot-headed, superstitious members of her dagada are contemplating

drastic actions against the girl. The PCs will have to find some way to stop these rumors. The truth is that the girl has experienced her first heavy case of acne. Unsure of what is really happening to her, and fearful that others will reject her because of her affliction, she hides behind the veil, refusing to remove the veil and revealing her affliction to anyone.

—The PCs are invited on a hunt with a group of nobles from Gulg. The nobles seek to test the PCs hunting skills. They hang back letting the PCs take the lead, while hunting a dangerous beast, such as a klar.

—The templar, Kampala, has a feylaar as his fetish. When visiting a small client village, he summons the totem spirit, only to have it break from his control and go on a rampage.

Nibenay

Population: 24,000 (60% humans, 12% half-giants, 10% dwarves, 10% elves, 4% half-elves, 3% muls, 1% other)
Exports: Rice, timber, hardwood, weapons, copper
Languages: Common, Dwarven, Elven, Nibenese

Nibenay has been affected by the monumental happenings of recent months, for the Shadow King has changed his approach to ruling the masses and dealing with the neighboring city-states. Like Hamanu and Lalali-Puy, Nibenay (who shares the same name as his domain) witnessed the deaths of the Dragon and the other sorcerer-kings.

He saw Rajaat reach out from beyond the veil of Athas to wreak vengeance against those who betrayed him. He also saw Rajaat defeated by the efforts of lowly mortals from the city of Tyr. In the wake of these signs and portents, Nibenay realized it was time to reconsider how best to rule his city, for the time for change had come.

The city-state of Nibenay is located east of Tyr at the northern tip of the Crescent Forest. It barely felt the effects of the Great Earthquake, as it was protected by the Windbreak Mountains. Nibenay has also thus far been spared from Tyr-storms and the growing unrest spreading throughout the Tablelands. If the Shadow King has his way, none of these problems will ever reach his domain.

Life and Society

Though there have been no major changes to life in Nibenay, enough strange occurrences have been worked into the routine to put a different spin on the city-state. For example, average citizens and even powerful nobles never expected to see the Shadow King, let alone attend one of his courts. Now the Shadow King regularly makes public appearances and shows an active concern for his community. This doesn't mean that life is any harder or easier than it's always been. It's just different. If a citizen or visitor breaks a law and can't afford to bribe a templar, then that citizen or visitor is still going to end up in Nibenay's slave pens.

The other major change is the city's outlook on matters of a martial nature. The Shadow King and his templars seem to be concentrating much of their efforts on bolstering Nibenay's military might. The army regularly practices in the arena and patrols of the surrounding countryside have increased dramatically. In addition, free citizens and nobles have been ordered to serve in Nibenay's defense. Templars are busy organizing them into part-time militias and regimenting training sessions.

What the Shadow King is truly concerned about, besides the unrest and upheaval that seems to be spreading throughout the Tablelands, are the rumors claiming that Dregoth has returned. Nibenay knows how powerful the sorcerer-king of Giustenal was. Dregoth was second only to Borys the Dragon in power. If Dregoth and his city have somehow come back from the dead, Nibenay wants to be prepared.

After all, Nibenay's city-state is one of the closest to the ruins of ancient Giustenal, and he has no intention of losing his domain to a rival that was destroyed two millennia ago.

Government and Politics

The sorcerer-king Nibenay (LE male champion of Rajaat stage IV dragon, defiler 5/seer 5/loremaster 10/cerebremancer 10/Athasian dragon 2) used to stay behind the scenes. He was called the Shadow King because he rarely left Naggaramakam, his walled sub-city. His templars, who are all female, ran the city with skill and great care. Now, however, the Shadow King has become more prominent.

In the past, the average free citizen could hope to see King Nibenay once or perhaps twice in an entire lifetime. Since the time of the Great Earthquake, Nibenay has taken a more active role. He still allows his templars to deal with the daily business of government, but now Nibenay has turned his attention away from the mysterious scholarly pursuits that once occupied his time to hold court for the city's nobles and free citizens.

Nibenay's military might was never a question, but it also was never a major concern of the Shadow King. Now he actively seeks to understand his forces and looks for ways to improve their might and readiness. While the city used to appear to be secure in its own position, it now seems to be gearing up to battle an enemy that only the Shadow King knows about. The problem is that the enemy is change, and no army that Nibenay raises will be able to stop its relentless tide.

In the wake of all this upheaval, Nibenay's nobles continue to care for and maintain the bubbling springs that surround the city. They don't know what to make of the Shadow King's sudden interest in the business of the city, but many of them are seeking ways to improve their own positions by getting closer to their once-elusive king.

Power Groups

Poortool's Horde: Lead by the half-Elven preserver Poortool (LN male half-elf preserver 5/seer

3/cerebremancer 5), the Horde is a raiding tribe to the east of Nibenay. Poortool is a renegade from the Veiled Alliance who seeks to study magic without any restriction that the Veiled Alliance or sorcerer-king Nibenay may apply. He has created a community for likeminded preservers in a village in the foothills of the Black Spine Mountains. He has also allied with the gith of the Black Spine Mountains who provide guards and raiders for his tribe. Poortool seeks to make it difficult for members of the Veiled Alliance in Nibenay to convince its members to leave the Alliance and join him.

House Shom: House Shom is thought to be the oldest merchant house operating in the Tyr region. For centuries the house amassed great wealth through aggressive trading. However, now the House is seen as passive and decadent. The Shom family members are almost never seen in public and have little to do with the daily business of the house. Instead the family members live decadent lives in their palaces, engaging in expensive parties and balls. The running of the trading house is left to the house agents. Most of the agents place their interests ahead of House Shom's interests, and there is much infighting between agents. This has lead to a decline in the House's prospects over the past few decades. Only the house's immense wealth has saved it from collapse already. House Shom is known to use non-human guards on its caravans and as raiders against other merchant houses, including thri-kreen packs and belgoi tribes. The house is currently ruled by Temmnya Shom (NE female human, defiler 15). Her younger brother, Jebea Shom (LN male human, rogue 3/fighter 2/dune trader 1) has begun a reform movement to straighten out the family's problems, but his popularity threatens Temmnya's position. She has contemplated disposing of him if she can do so without her involvement being discovered by other family members.

Sky Singers: The Sky Singers elf tribe maintains a permanent market in the Hill District of Nibenay. It is the only known instance of a permanent Elven market. The market is filled with goods of all kinds from the rare to the common. The Sky Singers have a reputation of offering quality products that were not stolen from their previous owners, unlike most Elven tribes. While the tribe numbers over 3,000 members, much of the time the elves are off wandering, leaving only a dozen or so elves to tend the marketplace. But when the tribe returns, the Sky Singers' market takes on a festive atmosphere.

The Veiled Alliance: Nibenay's Alliance has an utter hatred of defilers. This has led to a rare commodity beneath Athas' crimson sun-idealism. With the help of an ancient spiritual force known as the zwuun, which resides in the hot springs outside the city, the Alliance does what it can to protect wizards who use preserving magic.

The Alliance doesn't feel it can oppose the Shadow King directly, so it directs its activities against lesser defilers. Thagya Phon (LN male human, preserver 7/veiled one 10) leads the Nibenese Alliance, though his health has begun to fail him in recent years. He has two goals he wishes to accomplish before he dies: He longs to discover what Nibenay's scholar slaves have been working on in the Naggaramakam, and he has a dream of mounting the Shadow King's head on the obsidian pedestal that rises from the floor of his spartan quarters.

Major Settlements

Cromlin (Hamlet, 150): The trading village of Cromlin sits on the shores of the Silt Sea, northeast of Nibenay. House Shom runs the village, though House M'ke has a sizable operation as well. Together they handle the vast majority of trade from the north, as traders attempt to bypass the chaos of Raam. Cromlin traders use silt skimmers to navigate the silt shoals, keeping the trade route to Break Shore open. The shoal navigators of Cromlin are in high demand, for they are among the select few who can lead silt skimmers along the buried paths.

Cromlin is a wild place, full of people who are too untamable to live in the cities. Thieves of all sorts reside in the village. Silt pirates use it as a haven and other scoundrels and restless souls are drawn to its sandy shores. Master trader Hurdll Crost (N male human, bard 10/ dune trader 5) and his agents turn a blind eye towards shady characters as long as they remain to do business in his village.

Salt View (Small Village, 550): Nestled in the Mekillot Mountains, Salt View is a chaotic sprawl of tents and buildings located within a large cavern on the mountain's eastern face. Ex-slaves of all races fill the community. The tribe originally practiced raiding as its primary occupation, but today it is known for a lavish form of storytelling called theater. Salt View's traveling theater troupes are welcome across the Tyr Region, though they present themselves as free merchants from the independent House Fyra (a cover for Salt View activities). The troupes perform for caravans, at oasis villages, and even in the city-states of Tyr, Nibenay, and Balic.

Vavrek (Thorp, 200): Vavrek is typical of the small farming villages located throughout the Fertile Crescent. The village is located southwest of Nibenay within sight of the Crescent Forest. The villagers grow vegetables, mostly soybeans. The land the village is built on is owned by the Koelse noble family, to which the villagers must pay rent. The village is administered by a templar-wife of Nibenay named Sonyalah (NE female human, templar 5/ wife of Nibenay 3).

Important Sites

The City Reservoir: The Shadow King had this enormous stone cistern constructed centuries ago to supply the city with water in the event of a siege. The top of the reservoir is covered and a lush garden, maintained by the templars, grows on top of the reservoir.

The Coliseum: The coliseum rises above the dilapidated buildings in a rundown part of the city. The size of the arena is immense, taking up four city blocks and rising six stories high. It is an ancient building and it is said that not even the Shadow King knows when the

coliseum was built and by whom. Elaborate carvings and etchings cover the coliseum's stonework. The square shaped arena floor stretches almost a quarter of a mile across.

Monasteries of the Exalted Path and of the Serene Bliss: Nibenay has a tradition of monasteries. The two orders are called the Exalted Path and the Serene Bliss. The monks pledge loyalty to the King and their teachings include the quiet acceptance of authority, so the templars tolerate them. They are treated with great respect by the citizens. The monks live very aesthetic lives, tending gardens and mediating. Many of the monks, especially those of the Exalted Path, study psionics. The Exalted Path consists entirely of male monks and is led by Thong Nal, (CN male human, air cleric 3) who encourages the study of psionics at his monastery. Other monks become artisans who specialize in the carving of the images that cover the buildings of Nibenay. The Serene Bliss is an all female order and is led by the abbess Au Treng (LN female human, cleric 4).

Naggaramakam: The Naggaramakam is a walled forbidden inner city where the sorcerer-king Nibenay lives with his templar-wives. Only templars are permitted to enter and leave the Naggaramakam. While slaves are permitted to be brought into the Naggaramakam, once inside they are never allowed to leave. No free citizen is ever allowed to see the inside of the Naggaramakam. The sorcerer-king's palace is said to be carved into a stone relief of the Shadow King with dancing women, representing his templar-wives, strung together as if they were his hair.

The Omnipotent Receivers: A line of large statues of sorcerer-king Nibenay stand on each side of the main road leading to the city. The statues are called the Omnipotent Receivers as it is believed that King Nibenay sees all that the statues see.

The Plain of Burning Water: The city of Nibenay is situated on the border of a large area of hot springs. Called the Plain of Burning Water, the hot springs provide the water needed by the citizens of Nibenay. Each noble house owns at least one of the hot springs which is the source of much of the wealth of the nobility.

Sage's Square: Sage's Square is the largest open area inside of the city. The grand emporiums of all the dynastic merchant houses are located around the square and are the center of trade in Nibenay, where almost anything can be purchased. The square was named Sage's Square because scholars and sages use to gather under the shadow of the huge agafari trees that grew in the square, and debate philosophy. This tradition ended only a few years ago when a renegade defiler, fleeing the templars defiled the trees. King Nibenay had the dead trees removed from the square, and ordered that no other trees be planted in the square as a public reminder of the danger of renegade defilers.

The School of Augurs: The school of Augurs is the largest school for psionic instruction in Nibenay. The head master is a dwarf named Djef, who developed a scheme to help support the school by hiring out its students to transfer telepathic messages and to teleport-deliver small parcels.

Adventure Ideas

—A disguised dray agent has entered Nibenay seeking to make contact with nobles disgruntled with the Shadow-King's rule. The dray tries to gather together as many nobles as possible so that when Dregoth makes his attack on Raam, he can start a rebellion in Nibenay to distract the Shadow-King from interfering in Dregoth's plan.

—The templars attempt to ambush a cell leader of the Veiled Alliance who they believe is staying at the same inn as the PCs. During the templar raid, one of the PCs is mistakenly identified as the Veiled Alliance member. Capture means execution, so the PCs must flee. If the PC makes it out of the city, his problems are not over. Because of the secrecy of the Veiled Alliance, the subordinates of the cell leader have never met him before. When the templars identify the PC as the cell leader, the other members assume it to be true. When the PC flees the city the cell members attempt to enforce Requital, believing the PC has tried to resign from the Veiled Alliance.

—Ramai is a templar of Nibenay, who is responsible for interrogations. Dedicated and highly skilled in all manner of interrogation and torture techniques, she holds some respect within the templar hierarchy. Her career appeared promising until one day, inexplicably, Ramai fell in love with one of her victims, a young man named Tongkol. Unable to bear the thought of Tongkol suffering under torture but also realistic enough to know they can never be together, she assigns the PCs the task of spiriting Tongkol out of the city. Ramai will not offer the PCs any direct help, but can give them information to help them succeed. If the PCs fail and are captured, Ramai will deny any involvement with the PCs and see that they are executed quickly to silence them.

—Gith raiders have discovered a previously unknown ancient catacomb that allows them to enter the city undetected. They raid some dwellings in the city and attempt to flee back the way they came. But undead that were angered by the gith's trespass have arisen and prevented the gith from getting out of the catacombs. The PCs are sent into the catacombs after the gith and must also face the undead horrors.

—One of House Shom's merchant forts has been overrun by gith. The PCs are hired to lead the assault to retake the desert fortress.

—A preserver of the Veiled Alliance asked the zwuun for help on his latest research. The zwunn's answer directed the preserver to the site of ancient ruins that overlook the road to North Ledopolus where he could find what he sought. Unsure if the zwuun was being mischievous or not, the preserver sends the PCs to scout out the ruins.

Raam

Population: 40,000 (40% humans, 20% dwarves, 15% elves, 10% muls, 5% half-elves, 5% half-giants, 4% thri-kreen, 1% other)

Exports: Silver, gems, flint, jute, silk, textiles

Languages: Common, Dwarven, Elven, Raamite

Shortly before the day of the Great Earthquake, the sorcerer-queen Abalach-Re was killed in battle with Sadira of Tyr. When the news reached Raam, it was the spark that ignited the fires of anarchy, and now Raam burns. But Raam was a city on the brink of revolution even before the death of its queen. Since Abalach-Re's death, the city has collapsed into chaos. Various factions have grabbed whatever power they could, and Raam teeters on the brink of civil war.

Life and Society

Raamish society revolves around a caste system. Each citizen is born into a caste and can never leave it. Members of one caste cannot marry or associate with others from another caste without becoming unclean. Caste and race are not related, and a member of each race can be of any caste.

The highest caste is made up of priests. This caste includes clerics and druids, as well as teachers, scholars and wise men. Members of this caste wear white garments to distinguish themselves.

Below the highest caste, is the vizier caste. The templars and soldiers of Abalach-Re fall into this caste. The members of the vizier caste typically wear silk clothing dyed a variety of colors.

The next caste includes the majority of the nobles of Raam, as well as artisans, and tradesmen. Wealth has no affect on one's caste. The richest tradesmen will never rise above his caste. This caste typically dresses in clothing made of less expensive material than the silk worn by the vizier class.

The laborers caste is the largest caste and the lowest. It includes all servants and unskilled workers as well as the vast numbers of slaves. Laborer caste members wear simple white linen clothing.

Below the laborers caste are the truly desperate. Outcastes are those who most handle dead animals and people. Butchers, morticians, and tanners are all included in this caste. They are considered so unclean that they must live outside the city to prevent them from polluting the rest of the citizens.

The environmental disasters of recent months have had very little impact on Raam. The Great Earthquake was barely perceived, for it caused little damage and no deaths. No Tyr-storm has yet visited the city-state, so Raam's residents have yet to experience the devastation that such a storm can inflict. The death of Abalach-Re and the resulting struggle for power, however, have caused more death and destruction than any force of nature.

Raam has been divided into armed camps controlled by greedy, power-hungry warlords. Some call themselves templars, others nobles, liberators, or merchant lords. All are raiders and bullies, seeking to use strength as a means of control.

These armed camps don't even make a pretense of peaceful coexistence. Skirmishes over disputed territories are constantly being fought, as are battles over caches of weapons or supplies-even just to determine which side is stronger! It won't be long before all-out war breaks out to see if one leader and his faction can conquer the others and restore order of some sort to the city. This war, of course, may simply wind up destroying Raam and reducing the verdant belt it occupies to a wasteland.

Understandably, the free citizens live in a constant state of fear. They have nowhere to go, nowhere to turn to, and conditions within the city become more terrible every day. Some citizens have appealed to one faction or another, offering to become indentured slaves for the protection and sustenance offered by the vying warlords.

Every day, more and more citizens surrender their freedom in exchange for a safe place to sleep, a cool drink of water, and a bit of food to fill an aching stomach.

The slaves of the city have fared even worse than the free citizens. Their masters have been replaced by heartless owners who treat the slaves no better than living tools that can be replaced when they break. Some slaves, embracing the legends of Rikus, Neeva, and Sadira of Tyr, have rebelled, using the opportunity presented by the chaos. One group has come under the leadership of a gladiator named Korno (CN male mul, barbarian 1/gladiator 4/arena champion 4). Between Korno's military daring and expertise and the cache of weapons his followers found in one of Abalach-Re's many hidden treasuries, this group of slaves has set itself up as another armed band in a city of gangs. Korno has called for all slaves to join his community, for when they have the numbers to go along with their dreams they will rise up and overthrow all their masters. Korno, however, is as cruel and ruthless as any of the other leaders of the armed bands. The slaves that have flocked to his side continue to be treated as slaves, working to make life easier for Korno and his best warriors.

With food and water in short supply and violence rampant in the streets, it is little wonder that the people of Raam are turning to anyone or anything that claims to have a solution. In this volatile environment, revolution seems to be inevitable. What the outcome of such an event will be is unknown, but by all indications it will be bloody in the extreme.

Government and Politics

The government of Raam still exists, but it has almost no power in the face of the violence and chaos ravaging the city. The templars who haven't fled in fear or tried to hide among the populace as regular citizens continue to administer the city, but it is clear the city no longer functions the way it used to. These templars have only their bureaucratic skills to fall back on, as their ability to

use priestly spells vanished with Abalach-Re's demise. The templars continue to call for the worship of Badna, the mysterious (and imaginary) being the sorcerer-queen claimed to receive her powers from. Most people ignore these calls to worship, for they never believed in Badna anyway.

Power Groups

Leviath the Calm: Leviath the Calm (LN male half-giant, shaper 9) is an unusual half-giant who speaks of peace and tranquility to all who would listen. His words are spoken with kindness and sincerity, and have had a profound effect on the masses, among which he has developed a large following. Despite his large size and strength Leviath is said to have never raised his voice in anger or struck a blow to harm another living creature.

House M'ke: The merchant houses have taken one of two tacks regarding conducting business in Raam. The first option, chosen by the vast majority of merchant houses, was to get out of town and take their business elsewhere. The second option, embraced by House M'ke as a prudent enterprise that will ensure its own survival, was to seize control of as much of the city as possible. House M'ke and its army of mercenaries now control most of the merchant district. Armed bands wearing House M'ke's colors periodically sweep through the city, looting and pillaging until they gather enough goods to fill a caravan. This caravan then sets out across the Tablelands to conduct trade as any merchant house caravan would. Only in Raam does House M'ke behave like a conquering army of raiders-because in Raam, that's what House M'ke has become. A few of the more daring (or desperate) merchant houses return to Raam from time to time to test the climate, but they usually wind up losing their goods to one or more of the armed camps seeking dominance in the city.

Night Runners: The strangest group to stake a claim in Raam's power vacuum is the elf tribe known as the Night Runners. Prior to Abalach-Re's death, the Night Runners maintained a small presence in Raam. Now this group of elves-which specializes in the "shadow arts" of espionage, assassination, and extortion-has decided to take a more active role in Raam society. A large portion of the elf quarter and the tradesmen's district has been taken over by the Night Runners. Besides holding and expanding their own territory, the Night Runners continue to sell their unique services to those who can afford them—including noble houses, merchant camps, and even templar domains. In the end, the Night Runners plan to control the entire city, making it the first elf city in thousands of years. Until then, the elves don't mind working for the bands they're competing with, for it gives them an easy way to keep tabs on how the factions are doing.

Nobles: One of the largest groups claiming dominion over sections of Raam is the noble families. Like the raiding tribes of the sandy wastes, the nobles pillage and plunder for the things they want and need to survive. The nobles have expanded their areas of control. While each family started with a small piece of land and the road adjoining it, those with the power and audacity to press their advantage have grabbed whatever they could hold onto. Like the raiding tribes, the noble camps are savage, ruthless, and have only their own interests at heart.

Prophets of Dregoth: Strange figures with bizarre accents who hide their features beneath many folds of robes preach of Dregoth the Savior. These prophets claim Dregoth is a god who will bring salvation to Raam if they lay down their weapons and accept him.

Templars: The main body of templars occupies one camp, centered in the templar quarter of the city. Various rogue templars command smaller parts of Raam, claiming from as little as one building to as many as several blocks as their personal domains. They defend these domains with troops that were once loyal to Abalach-Re but now follow their templar commanders.

Under Abalach-Re's reign there were two organizations of templars assigned to police the city. The mansabdars were the public force. They were assigned to guard and patrol duties. Though the larger of the two police forces, the mansabdars were corrupt and many were incompetent. The kuotagha was the secret police force. These ruthless enforcers were tasked with administering justice as they saw fit. Disguised as merchants and artisans, they moved freely among the population spying out sedition and unlawful behavior. When they judged someone guilty, the kuotagha executed the suspect without trial, immediately and by surprise. All kuotagha members carried a special garrote called a *ghi*, for use in such situations.

The Veiled Alliance: The turbulent conditions in Raam haven't made it any easier for the city's Veiled Alliance. The preservers continue to operate in secret, but the contacts they once had in all levels of government have been lost. Nanda Shatri (LG female human, preserver 7/telepath 4/veiled one 10) continues to lead the Alliance and still seeks to become an avangion so that she can help restore Athas' lost vigor. However, beyond the vague rumors that Urik's Alliance had created such a being some years back, Shatri is no closer to her goal than she was a decade ago. She has considered siding with one of the armed bands in order to assure the safety of her people, but she has yet to determine which band to approach. Her reluctance to make a decision might be her undoing, for the Prophets of Dregoth have begun making overtures to the Alliance that the members find very appealing. In fact, the Prophets have also promised that Dregoth can help Shatri with her research into the avangion transformation process—a promise that she is seriously considering accepting.

Major Settlements

Daro (Thorp, 300): Daro was a center of agricultural administration, used to oversee the slaves working the fields of Raam. After the death of Abalach-Re, templar Avish Thira seized control of Daro, instituting martial law which prevented the chaos that swept the rest of the city-state from reaching Daro. Under Avish Thira the village

no longer is concerned with agriculture. The fields have been allowed to become fallow and most of the hundreds of field slaves have been freed, actually expelled from the village since Thira could not feed them. Thira supports himself and his guards by sponsoring raids into Raam.

Important Sites

The Benevolence Center: The Benevolence Center is the name of a large housing complex for the elderly.

The Consecrated Sepulcher of Badna: The massive Consecrated Sepulcher of Badna is one of the most majestic buildings in Raam. The Sepulcher is a mausoleum where the remains of the last 30 generations of favorite husbands of sorcerer-queen Abalach-Re were laid to rest.

The Crematory: The stark granite walls of the Crematory tower over the slums outside the western wall of Raam. There are no windows in the entire building. A large chimney rises from the back of the building, emanating a thick column of smoke. Only outcastes are considered suitable to handle the remains of the dead, and as such the crematory is staffed completely by outcastes. Members of the rest of Raamish society spend as little time as necessary in the Crematory for fear of being contaminated.

The Gallery of the Seven Stars: The Gallery of the Seven Stars houses the works of Raam's finest sculptures. Built of white rock, the Gallery is decorated with ornate murals and minarets. The museum contains seven star-shaped display halls where magnificent sculptures are displayed.

Natural Arena of Raam: Raam's gladiator arena is a naturally formed amphitheater formed between two hillocks, outside of the city's walls. Wind and time have carved one of the hillsides into natural seating areas of rust colored rock. The arena floor is a rough oval and has a floor of red sand. A natural crevasse separates the arena floor from the seating area. Known as "The Maw of Raam" the chasm runs the full length of the arena floor, and is rumored to be almost two hundred feet deep. The bottom of the Maw is difficult to see because of the wild brambleweed that grows within. On the second hillock, the side that forms the back of the arena is a sheer granite wall. The hillock contains many tunnels and secret passages that end at observation spots throughout the hill. It was from here, hidden from the sight of the populace that Abalach-Re and her templars watched gladiator contests.

Psiumarkh: The Psiumarkh has been the most prestigious of the psionic schools in Raam. It can trace its founding back to the founder of modern psionic principles, Tarandas over 900 years ago. The Psiumarkh has always maintained strict neutrality in the struggles that afflict Raam, allowing them not to anger any of the city's powerful factions.

Royal Barracks: Located within the Palace district of Raam, near the Ivory Palace, the Royal Barracks is a multi-storey building used as a military barracks for the elite warriors and officers of the Raamish army.

The Ivory Palace: Abalach-Re ruled Raam from a beautiful palace of ivory and alabaster. Built upon a knoll and surrounded by a series of defensive ditches and walls, Abalach-Re prevented most of her subjects from approaching her palace. Since her fall, various noble factions have attempted to seize and/or loot the palace. Their resulting struggles have destroyed most of the palace. Recently rumors of a curse affecting those who enter the ruined palace are beginning to spread.

Wrestling Pits: Located near the Elven market, the wrestling pits are used for legal and illegal matches.

The Yellow Monastery: The Yellow Monastery houses a group of monks who focus their study on telepathic psionic powers. Under the rule of Abalach-Re, the monastery was seen as a symbol of resistance to her rule, as the monks were opposed to slavery as well as the use of magic of any kind. Since the sorcerer-queen's fall, the monks have tried to protect those who live near the monastery against the chaos that has engulfed the city, but to little effect. They are rumored to have befriended the half-giant Leviath the Calm and his followers.

Adventure Ideas

—An undead war beetle is no longer under the control of its handlers and goes on a rampage. Something has wrestled control of the beast away from its handlers and the PCs must board the undead war machine and face whatever it is.

—The situation in Raam is getting desperate. One morning a large group of members of the laborer caste gathers in front of the PCs' dwelling. Desperate for food, they believe the PCs are hoarding food. After building up their courage, the rioters attack the dwelling. The rioters are lead by a deranged woman who clutches the undernourished body of a small baby. In her desperation, the woman deludes herself into thinking the baby is still alive. Even if the PCs drive off the rioters, rumors of their hoard of food spread quickly around the city. Other more powerful forces, such as templars and nobles, seek to gain the PCs hidden food hoard for themselves.

—The forces of the t'liz, Nevarli (see *Terrors Beyond Tyr* for more information), invade a client village near Raam. She intends to use the village as a base for her invasion of Raam, as well as using the villagers as her feeding stock. Nevarli's forces include undead, humanoids, and other-planar creatures.

—In the chaos after news of Queen Abalach-Re's death reached the city many attempted to loot the Queen's palace. Most of the looters were disappointed because the Queen's treasury was never found. Rumors say the queen hid her treasury but the location varies with each telling. Some say the Royal Barracks, others underneath the Gallery of the Seven Stars, and many claim the treasure is hidden with Abalach-Re's former husbands in the Sepulcher of Badna.

—A salt golem built by Sorcerer-Queen Abalach-Re stood unmoving guard over a fountain in her palace until her death. Without warning, the creature has struck out into the city traveling from one public well to the next,

attacking anyone it sees gathering water from the wells. The PCs may seek to destroy the creature but some templars want to capture the creature and figure out a way to gain control over it.

—The gem mines south of Raam have been abandoned for years. Recent reports say that undead have been sighted around the mine. The undead do not attack those who maintain their distance but killed and devoured a group of elves that tried to enter the mine.

Tyr

Population: 15,000 (70% humans, 10% dwarves, 9% half-giants, 6% muls, 3% elves, 1% half-elves, 1% other)

Exports: Iron, silk

Languages: Common, Dwarven, Elven, Tyrian

Located in a fertile valley in the foothills of the Ringing Mountains, it was the first city-state to successfully revolt against its sorcerer-king. King Kalak ruled Tyr until he fell to a group of heroes led by the gladiator Rikus, the wizard Sadira, and Agis of the noble house of Asticles. With Kalak dead, the High Templar Tithian stepped forward to take his place as king. Tithian received the backing of Rikus and the others, for the templar promised to free all Tyr slaves and institute other sweeping reforms—promises he actually kept. Tithian had his own agenda, of course, which slowly played out over the decade he held the throne.

The new king created the Council of Advisers and gave members of the most important groups in Tyr a role in the city's government. Councilors were drawn from all ranks of society and worked diligently to pass laws that would strengthen Tyr's newfound freedom. Tithian allowed the Council to operate independently and virtually run the city while he sought the means to become a true sorcerer-king.

Urik tried to capture Tyr's iron mines less than six months after Kalak's death. The resulting battles made Tyr's leaders realize how necessary a strong military was, and how important it was to resume iron production and get trade and commerce back on an even keel. During his reign, the new king also faced the problem of finding a way to overcome the Dragon's levy, had numerous skirmishes with raiding tribes, and battled angry giants intent on plundering the city. The Council struggled to stay together in the face of secret agendas and conflicting partisan interests. The templar revolt of Free Year 3 shut down the bureaucracy and public works for nearly two months until those who swore new oaths to abandon the old ways and support the tenets of Free Tyr were given more representation in the Council. The artisan strike of Free Year 6 lasted almost four months, and then ended in increased wages for basic services. Agis and the Council handled most of these crises in one way or another, for Tithian was much too busy to get involved in what he considered to be the chores of government.

Today, in its twelfth year of freedom, Tyr faces new challenges. Agis of Asticles is dead, so his wisdom and honor can no longer guide the Council of Advisers. King Tithian's rule has come to an end. His ambitions led to his downfall, for he is trapped in the Cerulean Storm (though only a few people know of his true fate). The general populace believes that Tithian died fighting to keep Tyr free, thanks to the tales told by Rikus and Sadira. The heroes decided to keep Tithian's current state a secret, fearing that ambitious defilers might try to free him in order to gain power and prestige. Can Tyr's freedom take root in the Tablelands in the wake of these events, or will it be blown away in a devastating Tyr-storm?

Tyr citizens remain as untroubled by modesty as they were in the days of Kalak. The less a person has to wear in the heat of the day, the better. Most wear loose-fitting cotton tunics gathered at the waist with wide, colorful belts. Others wear loincloths and vests. Light gauze or silks are draped over heads and exposed flesh to protect the skin from the blistering sun. Turbans and other forms of light headgear often finish off a Tyrian's attire.

Life and Society

Four months into its twelfth year as a free city, Tyr must deal with the environmental and social conditions left over from the past decade. The Great Earthquake, for example, struck while most of Tyr's beloved heroes and its king were away. It fell to the remaining members of the Council of Advisers to pick up the pieces. Though the rumbling ground made for a terrifying period of time, Tyr escaped the disaster relatively unscathed. There was some structural damage and a small number of deaths, but most of these occurred in the Warrens. The comparatively weak and dilapidated buildings in this part of the city buckled when the quake hit, burying the residents beneath rubble and debris. Ironically, if the quake had struck during Kalak's reign, even less deaths would have occurred. In Kalak's day, the Warrens were mostly unoccupied. It's only since the First Edict freed the slaves that the Warrens have been filled to overflowing with the new crop of free citizens.

The earthquake caused other damage. Cracks appeared in the city wall, and a whole section of the wall near the Grand Gate collapsed. Minor damage can be seen throughout the rest of the city, but the most noticeable appears on Kalak's Ziggurat. Great cracks riddle one face of the tower, while another face has collapsed into a heap of rubble. The client villages that dot the valley endured the worst of the quake's effects, however. One village was leveled by the quake, and others were pounded by rockslides that cascaded out of the mountains.

Beyond the death and destruction, the worst aspect for the city is the refugees. Intelligent races and a wide variety of creatures and monsters have fled the mountains, flooding the valley in search of a safe haven. This, in turn, has sent villagers to the city gates, seeking protection from the ravaging hordes.

What with the Great Earthquake, the periodic aftershocks that visit the city, and the violent Tyr-storms that occasionally sweep the land, the populace has turned into a frightened mob. Not everyone has succumbed to

these base fears, of course, but a significant portion has lost control-the Council desperately needs to find a way to calm the people and restore order. A particularly vocal group claims that Kalak has returned to gain vengeance against the city, calling for open worship of the sorcerer-king to appease his wrath. Others have been trying to placate the elemental spirits of earth, hoping that they'll spare Tyr from their ground-shaking anger. Then there are those who seek to take advantage of the misfortune, looting shops, robbing nobles, and generally taking what they want and need by force of arms. These violent mobs are concentrated in the Warrens, but they sometimes range into other parts of the city to sow mayhem and destruction.

The Council of Advisers has been working overtime to address these problems, though first it had to deal with King Tithian's supposed death. It established the OverCouncil to rule in Tithian's place so that the business of government could continue.

Second, it increased the size of the City Guard and commanded it to restore order. Things haven't returned to normal yet, but the situation is much better than it was in the days immediately following the Great Earthquake. Various subcommittees have been set up to handle damage control, to see to the fair distribution of water and supplies, and to handle the refugee problem -both those rushing into the valley and those fleeing the villages for the safer environs of the city walls.

The situations in the other city-states have added to the general nervousness and apprehension hanging over Tyr. While Urik has sealed itself off from the rest of the Tablelands (except for the heavily armed trade caravans that set out and return at random intervals), Gulg and Nibenay have made a few overtures to the Council of Advisers. Both city-states have offered to aid Tyr, claiming that without a sorcerer-king to defend it, the city is vulnerable to all sorts of terrible dangers. The Council, naturally, has thus far graciously refused these offers. Draj and Balic have recently resumed trade with Tyr, but both cities have changed significantly since the reported deaths of their sorcerer-kings. In fact, though Sadira and Rikus assured the Council that the kings had been disposed of by Rajaat, rumors of their return continue to drift in with caravans, adventurers, and refugees. The worst tales come out of Raam, where confusion, madness, and ambition have given rise to anarchy. Tales of nobles being murdered in their homes, of templars being slaughtered in the streets, and of vicious invaders from a hidden city-state controlled by a king named Dregoth have made the Tyr citizens ill at ease and not quite confident that their leaders can protect them.

Sadira recently convinced a significant portion of the Veiled Alliance to come out of hiding and join Tyr society. These wizards formed a new group in Tyr, called the Preservers. The Preservers were given a place on the Council of Advisers to reflect their new role in Tyr. Sadira, as their leader and as an important member of the Council, was assigned to the OverCouncil. These good wizards are developing plans and guidelines for helping the city in a variety of ways that adhere to their overall morals and code of ethics.

Government and Politics

A Council of Advisers makes the laws of Tyr. The Council is divided into five distinct groups who together represent Tyr's varied citizenry. These groups are the Guildsmen, made up mostly of human and dwarf artisans and other professionals from Tyr's three trade districts; the Nobles, representing Tyr's aristocratic families; the Templars, who continue to handle administrative functions in the city; the Free Citizens, chosen from among the masses who were either slaves or paupers before Tyr's liberation; and the Preservers, the newest group admitted to the Council, consisting of members of the once secret and outlawed Veiled Alliance.

When Rikus, Neeva, and Sadira returned with the news of Agis' and Tithian's death, it was resolved that the Free City shouldn't be burdened with another king. With no king to lead the city, the Council now oversees all aspects of government; a subcommittee made up of one member from each of the Council's divisions serves as an OverCouncil. This OverCouncil governs on a daily basis, while the entire Council of Advisers only meets three out of every fifteen days. The OverCouncil consists of the dwarf stonecutter Gar Bonehammer (NG male dwarf, expert 3) who represents the Guildsmen; Lady Laaj of Mycilen (LE female human, seer 6) for the Nobles; the High Templar Timor (LE male human, defiler 8) for the Templars; Rikus (NG male mul, gladiator 8/arena champion 10) who represents the Free Citizens; and Sadira (N female sun–touched half-elf, preserver 5/veiled one 5) for the Preservers.

Surprisingly, the Council runs relatively smoothly. Some councilors posture for power and influence and partisan voting sometimes causes meetings to stall, but in general the Council has learned how to get the job done. Each division of the Council meets separately with its constituents to draft its own agenda before coming to a full session. Then the councilors do their best to get their own projects pushed through the voting process while trying to keep in mind the welfare of Tyr as a whole.

While the Council deals with the big picture, the templars continue to fill the administrative roles they have long been associated with. Since the loss of their spellcasting abilities, it has become doubly important for this division to demonstrate why Tyr needs them. The tangled bureaucracy has been reformed, but it still exists.

Without the templars to turn the massive wheels of government, Tyr's infrastructure would have collapsed long ago. High Templar Timor (who hides his status as a defiler) serves as the Minister of Tyr, overseeing the various Senior Templars who run departments like Fields, Finance, Public Works, Water, and Trade.

Power Groups

Free Wizards: With preserver magic no longer outlawed in Tyr, Sadira convinced a number of preservers

to come out of hiding and openly proclaim themselves to the city. As a group the free wizards are not a strong cohesive group. Individual free wizards pursue their own goals, whether in the political arena or merchant activities. Only the desire to instruct the populace in the differences between preserving and defiling magic and to build the public's trust in them unites the group.

House Vordon: Under the last years of Kalak's reign, House Vordon had fallen from its position as one of the most powerful merchant houses in the Tablelands. Since the fall of Kalak, House Vordon has returned to a position of respect among its peers. The House's return to profitability is fueled by its specialization in the iron trade from the mines of Tyr.

Thaxos Vordon is head of House Vordon. In the last ruinous days of Kalak's reign, Thaxos began a plan to overthrow the mad king. However, Kalak's demise at the hands of Rikus and the heroes of Tyr stopped him from going forward with the plan. In the years since, Thaxos has become convinced that he should become king of Tyr, and has refined the plan he originally developed for Kalak's overthrow. A number of dummy merchant houses have been created and large numbers of mercenaries hired as part of this plan. Unbeknownst to all but the highest members of House Vordon, Thaxos now has an army scattered at outposts throughout the region, waiting for his orders.

The Veiled Alliance: The Veiled Alliance remains active in the wake of this new age of wizardly openness. Matthias Morthen (LG male human, preserver 8/veiled one 10) continues to lead a small number of preservers who feel that secrecy must be maintained until all of Kalak's defilers have been eradicated and the citizens of Tyr learn to deal with the responsibilities of freedom. Besides, Morthen doesn't like or trust Sadira, whom he believes has often approached the moral line between defiling and preserving magic (if not actually crossed over it) in the course of defending Tyr. He believes that the Veiled Alliance must continue, if only to serve as a balance for a wizard whose powers and motivations he doesn't fully understand.

Major Settlements

Hidden Village (Thorp, 250): Established by the slave tribe known as the Free, the Hidden Village sits in a remote crater in the foothills of the Ringing Mountains between Tyr and Urik. Originally the tribe survived by raiding as most slave tribes do. Now the tribe has advanced into a small trading house. The villagers have developed such a strong relationship with Tyr that they have become a client village of the free city.

Kled (Village, 450): Kled is a Dwarven community that has ties to Tyr. Possibly the largest Dwarven community in the Tablelands, Kled was built near the ruins of the city of last Dwarven kings, Kemalok.

Mira's Halo (Thorp, 50): Mira's Halo is a merchant outpost owned by House Qual, one of House Vordon's dummy trading houses. The outpost is used in the iron trade between Tyr and Urik. The name of the outpost comes from an unusual rock formation nearby.

Important Sites

The Elven Market: The Elven market is located inside the Warrens. Several nomadic Elven tribes trade at the market regularly, bringing a wide range of goods and curiosities from across the Tablelands. Many tribes own a building or two that borders on the square. Others take ownership of unoccupied buildings for the duration of their visit in Tyr. Anything can be found in the Elven market, legal or illegal. The customer just has to know the right people to ask. The market has a reputation for pick pockets and dubious merchandise, but people come from all over the city in order to find items not available anywhere else in Tyr.

Gladiator Stadium: The Gladiator Arena of Tyr is the second largest building in the city, with only the ziggurat, which looms over one end of the stadium, being larger. The stadium's rectangular floor is some 300 feet long and 80 feet wide. The floor is of a hard packed sand with a reddish hue, which Tyrians say is caused by the spilling of the lifeblood of a thousand fallen gladiators. The stadium is unique in the Tyr Region as it has upper and lower seating sections. The upper section is generally referred to as "The Sun Seats" because of the lack of shade, and is open to the general populace. The crowd in the upper section is more raucous and enthusiastic than in the lower section. Seats in the lower section cost more and are traditionally used by merchants, and nobles.

Despite the end of slavery in Tyr, gladiator matches are still held in the stadium. Now the bouts are not fought to the death and are open to any who wish to participate.

The gladiator matches are only held on festival days. The remaining time, the arena floor is used for an open air market. A monthly array of tents and stalls cover the sandy floor in drunken rows. Traders who operate in these stalls offer a wide variety of legal and illegal goods and services.

Golden Tower: The Golden Tower was the imperial home of the King of Tyr. Both King Kalak and King Tithian ruled from the Tower. Constructed of a rare golden granite, the tower gleams harshly during daylight. The only public entrance to the tower is to cross Tower Bridge from the Observation Tower. The public receiving areas are on the top floors, with the King's private chambers on the levels below. These included the King's library, an enormous collection of scrolls and books, many from ancient times.

Iron Mines: Tyr's iron mines are the largest in the Tablelands and help the city exert leverage over the other cities in the region. The iron mines are located two days, travel northwest of the city. Death has always surrounded the mines, from cave-ins to the "hej-kin's curse." The iron ore is transported to Tyr in heavily guarded caravans.

Kalak's Ziggurat: The ziggurat built by Kalak still towers over the squalor of the city from its center. The ziggurat is a stepped pyramid with each level finished in a different colored glazed brick. An enormous staircase

runs straight from the base to the summit of the ziggurat. Since Kalak's fall, the ziggurat has fallen into disrepair. The Great Earthquake has exacerbated this, causing an entire face of the pyramid to collapse. Great cracks riddle another face of the tower, causing concern that more of the pyramid may crumble soon. Few have dared enter the ziggurat since Kalak's death and it has become the focus of numerous rumors and frightening stories.

School of Thought: The School of Thought is the only major organized institution for the study of psionics in Tyr. The school was founded a little over 30 years ago by the noblewoman Chessia. Chessia provided the funds to establish the school and made contributions to help the school operate over the years, but she is not involved running the school. The current headmistress of the School of Thought is Sycia Strimmen (NG female human, telepath 7/psiologist 9), a young and enthusiastic woman with considerable charm. She has been the headmistress for almost nine years now, since the previous headmaster, Thanik Arkos, disappeared from the school after murdering one of the master instructors. Sycia is very organized and well liked by students and instructors alike.

Shadow Square: Shadow Square is a small entertainment district in the Warrens near Kalak's Ziggurat. Five lanes end at the small plaza around which sit six wineshops, a gambling house, and two hostelries. Most business in the square happens between sunset and dawn.

UnderTyr: The site the city of Tyr was built on has been inhabited for thousands of years. The current city sits atop the ruins of these previous civilizations. An undercity of interconnecting byways, crumbled buildings, and dilapidated courtyards exists under the streets of modern Tyr. From buildings used as businesses to former residences and temples to forgotten gods all make up the structures of UnderTyr. It is not possible to travel from one side of the city to the other through UnderTyr. Instead pockets exist throughout the city. The location of the eight largest pockets is scattered and unconnected across the city. With names such as the Sorrows, Elven River, and Merchant's Maze, these underground locations provide opportunities for the brave or foolish. Many strange and wondrous items can be found in UnderTyr, as can dangerous creatures and malicious entities.

The Warrens: The Warrens sprawl across the northern quarter of the city. The slum is filled with dilapidated structures and trash dumps. The district is filled to overflowing with the poor, mostly ex-slaves. Many are out of work, and the desperate and ambitious have chosen to prey on their neighbors. Gangs roam the Warrens targeting anyone who looks like they might have a ceramic piece. Templars and the city guard rarely patrol the Warrens anymore for fear of being overrun by the mob. Parts of the Warren are said to be cursed. Other buildings are said to be haunted or the lair of some wild beast. Anyone who enters the Warrens does so at their own peril.

Adventure Ideas

—Slavery is outlawed in Tyr, but a group of slavers has set up a network to kidnap citizens of Tyr and sell them as slaves in other cities. The slaver network is elaborate, involving snatch teams that kidnap the victims, nobles whose estates are used to hold the captives, templars who look the other way, an Elven tribe that smuggles the slaves out of the city, and a merchant house, perhaps House Shom, that transports the captives to other cities where they are sold.

—Is the shadow of Kalak's ziggurat deadly? Rumors fly that ever since King Tithian's death, people are suddenly dropping dead while standing in the ziggurat's shadow. Those living close to the ziggurat are fearful of falling under what they have named Kalak's Curse. Many are fleeing, but no one knows what is causing the deaths.

—The elderly noblewoman Prisella Obstrunia is unlike many of her fellow nobles. Since the slaves were granted their freedom she has come to regret her past participation in the practice, and seeks to make amends somehow as she nears the end of her life. One of her former slaves, Raxenth, has remained with her as a servant and become a friend. When slavery was still in practice in Tyr, Prisella had sold off a number of Raxenth's relatives. Now, she wants to reunite Raxenth with these relatives, who through the slave trade have been scattered across the Tablelands. The noblewoman will hire the PCs to track down Raxenth's relatives and bring them back to Tyr.

—Zacraloc is the landlord for a large section of the Warrens, where most of the poor cannot afford to own their own homes but rent dilapidated buildings from Zacraloc. Seeking to increase his land holdings, Zacraloc uses hired thugs to set fire to a large section of the Warrens, which he does not own. His intentions are to approach the owners of those who lose their houses in the fire and offer to buy the ruined homes for very little money, since the desperate victims will need any money they can get. But the fire spreads out of control fed by either fire clerics or fire elemental creatures attracted to the original blaze.

—One of the rare, well-respected templars with no known enemies is found murdered. The templars are demanding better protection and seek to use the murder for political concessions by blaming the freemen. Freemen politicians reject the acquisitions but attempt to hinder the investigation, because they fear what would happen if the allegations were true. The truth is that it was not a political murder. The templar was murdered by a woman he sold into slavery years ago to merchants from Balic. The woman only recently escaped slavery during the confusion of the Wavir coup and returned to Tyr where she tracked down the person responsible for her enslavement.

—Tired of the raids by hej-kin on the iron mines, the Council of Advisors decides to send emissaries to the hej-kin to negotiate some sort of truce. Timor, the senior templar on the Council, does not believe the negotiations will be successful so before the PCs leave he secretly asks

them to map out their journey to the hej-kin lair. With this map, a military expedition can be led to wipe out the hej-kin threat. To further complicate the PCs' mission, an agent of King Hamanu has infiltrated the mine as a guard and seeks to broker an agreement with the hej-kin on behalf of his master.

Urik

Population: 30,000 (75% humans, 10% half-giants, 5% dwarves, 3% muls, 3% thri-kreen, 2% elves, 1% halfling, 1% other)
Exports: Obsidian, silk, pottery
Languages: Common, Dwarven, Urikite

Located northeast of Tyr, between the Dragon's Bowl and the Smoking Crown Mountains, the square, clean lines of the city-state of Urik can be found. The city-state has remained virtually the same as it was before the Great Earthquake and the demise of the Dragon. Hamanu, the King of the World and the Lion of Urik, was away from his city when the tremor struck.

Although minor damage and only a few deaths resulted from the quake, the citizens trembled. When Hamanu returned, he promised his citizens that they would have nothing else to fear from Athas and its cruel temperament. The sorcerer-king's word (and his magic) was as strong as precious steel, for neither the aftershocks nor the Tyr-storm that arrived two months later could breach the towering yellow walls of Urik.

Hamanu's promise wasn't unconditional. Though the Urikites don't have to fear change, they do have to fear their king. To disobey Hamanu is to risk punishment and even death, while to obey him is to live without fear. That's how it's always been in eternal Urik, and that's how it always will be.

Urikites wear their hair in square cuts with elaborate ringlets. Some men wear square-cut curled beards. White linen shirts with short, tight sleeves are the fashion of Urik. Individuals of the lower classes wear plain, unadorned shirts that fall to their knees. Individuals of the upper classes increase the length to their ankles and add a striped or diamond pattern as well as a tassel-trimmed girdle. Elaborate scarves, worn only at night, indicate a citizen's station. The longer and richer the scarf, the higher the wearer's social status. By law and tradition, only templars may wear cloaks, and these are always bleached pure white for the low to mid levels and tinged yellow for the higher ranks.

Life and Society

Except for the new restrictions regarding trade and travel, things in Urik are the same as they ever were. The city remains a warrior culture, ruled by a warrior king and geared toward fighting and winning wars. The current enemies aren't the other city-states, however. Rather, the refugees seeking shelter from the constant tremors and the monsters fleeing from the violent storms near the Silt Sea have become Urik's foes. When either approaches Urik's high, yellow walls, Hamanu leads his army out of his gigantic palace (called Destiny's Kingdom) and charges into battle. In most cases, the result is slaughter, for terrified invaders can't stand against Hamanu's highly trained and well-equipped legions.

The few signs that the Great Earthquake touched Urik have been wiped out; buildings have been repaired, streets repaved, the dead buried. Now, Hamanu's magic keeps the aftershocks and the storms from entering the city, and in most respects the citizens have learned to ignore the disasters. As long as the disasters remain outside Urik's walls, the citizens see no reason to worry about them.

Closing the city off from the rest of the world has made it difficult for certain members of Urik's society. Adventurers and traders, for example, are severely hampered by the well-guarded walls. Elves, never really welcome near Urik's walls, now avoid the city completely. They are treated like invaders, set upon as soon as they're spotted entering Urik's verdant belt. Things may change as soon as the king finishes contemplating his city's new approach to the world-or it may simply get worse if Hamanu decides to keep the rest of Athas at bay forever.

Government and Politics

The sorcerer-king Hamanu rules Urik, taking a personal interest in the affairs of his city. Except for Hamanu's direct involvement, Urik operates as a traditional sorcerer-king's domain. Templars enforce Hamanu's laws and handle the day-to-day bureaucracy, nobles manage the farms and water supplies, free citizens engage in business and try to remain free, and slaves provide the muscle to get everything else done.

Hamanu is a third-stage dragon king (LE male Champion of Rajaat stage III dragon, defiler 5/psychic warrior 11/arch defiler 10/cerebremancer 5/Athasian dragon 4). Through a combination of the Way and magic, he appears before his subjects as either a tall, vigorous man with close-cropped silver hair, dark skin stretched tight over ruthless features, and heartless yellow eyes, or as a half-man and half-lion of powerful build and mythic proportions. He is never seen in his true dragon form, even by his most-trusted templars. His laws, called Hamanu's Code, are strict and innumerable, covering almost every conceivable aspect of life in Urik. Hamanu's Code relies on punishment in kind and emphasizes loyalty to the king and his templars. The Code stands unsurpassed in the Tyr Region for utility, comprehensiveness, and ruthlessness.

At one time, Hamanu's ambitions exceeded his resources. Since the Great Earthquake and the events surrounding Rajaat's brief return, his agenda has subtly changed. The three surviving sorcerer-kings sensed that the time had come to rethink the old ways, to find new approaches to the challenges of life on Athas. Until he figures out what those new approaches are, Hamanu has

decided to withdraw a bit. He has effectively closed Urik off from the rest of the Tablelands, trying to keep change from intruding on his domain for as long as possible.

Power Groups

The Brotherhood of the Mind: The Brotherhood of the Mind is an organization of evil psionic-users that wish to overthrow the sorcerer-kings and seize power for themselves. Ruled by Liumakh, an undead psion, (NE male undead, telepath 10/thrallherd 7) the Brotherhood is headquartered in a monastery in the Smoking Crown mountains. Both Hamanu and Nibenay know of the brotherhood's existence. Nibenay seeks their destruction, while Hamanu ignores them for the most part, though he occasionally spies on the brotherhood to see if they have developed anything interesting during their psionic studies.

Hamanu's Halflings: Hamanu has forged an agreement with a halfling chief from the Ringing Mountains. As long as Hamanu provides the chief with obsidian from the Urikite mines, he receives the services of 200 halfling warriors. These halflings are excellent night raiders and assassins that Hamanu has used to deadly effect in the past.

House Stel: House Stel is best known for trading in the spoils of war, weapons, slaves, and various stolen cargo. Heavily influenced by the militant nature of Hamanu's regime in Urik, Stel is aggressive and confrontational with rivals. Stel caravans are heavily guarded to prevent against raids from other merchant houses, a tactic the house uses on its rivals regularly. The leaders of House Stel have a deep hatred of elves which has led to open warfare with a number of Elven tribes over the years. The House maintains lucrative trading contacts with halflings of the Ringing Mountains. Hargan Stel III (LN male human, fighter 5/rogue 2/ dune trader 5) leads the house and reflects the nature of his house, being both an expert trader and warrior.

The Veiled Alliance: The Veiled Alliance has to be doubly careful in the wake of Hamanu's restrictions, and the preservers' supplies of spell components have become extremely limited. For most of the decade following the war with Tyr, Urik's Veiled Alliance was split into two factions. Its leader, the legendary Morlak, disappeared mysteriously, leaving two preservers to contend for the spot he vacated.

When one of the contenders, Leoricius the Untamable, was killed in the Great Earthquake, the other contender worked feverishly to heal the split. This became increasingly important in the wake of Hamanu's newest restrictions. Today, Thania (LN female half-elf, preserver 5/veiled one 7) commands a whole Alliance, advocating patience and negotiation instead of the violent confrontations advocated by her one-time rival. Thania has been working to establish a partnership with Tyr's Alliance, but if Hamanu learns of it both groups will undoubtedly suffer.

Major Settlements

Makla (Village, 1,000): The obsidian mines of Urik are located on the Mountain of the Black Crown, a peak in the Smoking Crown mountain chain. Urik's economy is completely dependent on obsidian and the tools fashioned from it. The Urikite client village of Makla serves as a base camp for the mining operations on Black Crown. The village is located on the shores of the Lake of Golden Dreams. Heavily fortified with over 500 guards, it is rarely attacked by raiders.

Fort Courage: Fort Courage is a massive fortress on the trade road between Makla and Urik. This facility of House Stel is a supply point for caravans traveling between Urik and Makla and the halfling village of Ogo. Patrols are also sent from the fort to discourage raids on caravans along this route.

Important Sites

Destiny's Kingdom: Sorcerer-King Hamanu rules Urik from his palace inside the massive fortress of Destiny's Kingdom. The walled fortress covers one square mile at the center of the city, containing troop barracks, drill fields, and an armory to support the army, as well as administrative offices for the king's templars.

The King's Academy: The only legal psionic school in Urik is located within Destiny's Kingdom and is called the King's Academy. Students who attend the Academy are subject to a strict education that brings harsh punishment for failure. At the same time students are indoctrinated with the militarism that runs through the government of Urik.

Little Jungle: A portion of the drill fields inside Destiny's Kingdom has been set aside for Hamanu's halfling allies to make their homes. Little Jungle is the name given to the fenced off area, where the halflings build huts in the jungle style.

Pit of Black Death: Urik uses the site of an old obsidian mine for a gladiator arena, thus giving the arena its name, the Pit of Black Death. The Pit does not rise above the ground but is sunken into the ground. Stepped excavation provides viewing platforms for the crowd. All spectators must stand in the Pit, as there are no seats in the arena. The irregularly shaped combat area is made entirely of obsidian. The sun heats the black obsidian until it becomes almost unbearable for both combatants and spectators. As such most gladiator matches are held in the morning before the heat has become too great, or on rare occasions at night. Another danger of the obsidian is the thousands of sharp edges, shards, and spikes that protrude from the walls of the arena. These obsidian shards cover the walls and columns of obsidian that are scattered around the arena floor.

Potter's Court: Pottery is an art form in Urik, and all other city-states recognize the superiority of Urikite pottery. The potters' workshops are collected in the Potter's Court area of the city. The concentration of so many immense kilns in the area, make Potter's Court

unbearably warm, even at night when most of the potters conduct their work.

Potters' School: The Potters' School is the largest group of psionic users who refuse to attend the King's Academy or register with the authorities. While the Potters' School teaches pottery casting and painting, skilled psions instruct students in the Way, outside of the influence of King Hamanu and his templars. The head instructor of the psions is Erriok (LN male human, shaper 7). He is rumored to have contact with the Veiled Alliance and work with them on occasion.

Three Sisters Observatory: The Three Sisters Observatory is a two storey building with a flat roof and many observation balconies built on top of a hill called Sunrise Point. The Three Sisters Observatory served as the king's observatory until the construction of the Royal Observatory. Now the building is used to store old astronomical records and equipment, and has a run down, neglected appearance. The observatory gets its name from three identical granite hills nearby

Adventure Ideas

—Templars arrive at where the PCs are staying with orders to arrest them. Someone has accused the PCs of practicing magic. A fair trial is not possible and the sentence is death. The PCs must escape the templars, find out who their accuser is, and clear their name before they are captured by the templars.

—Unbeknownst to the PCs, their names have been added to a bounty list the templars of Urik maintain. Templars and bounty hunters begin to appear, trying to collect the bounty by capturing or killing the PCs. Whether or not the PCs are wanted by the templars, in this instance it is a case of mistaken identity. A wealthy merchant, wanted for smuggling, is supposed to be on the bounty list, however, he bribed a templar to remove his name and that of his family from the list. The PCs' names were chosen at random and added in place of the merchant's and his family to fill the vacancy.

—House Wavir has heard rumors that King Hamanu is planning on ordering his templars to seize all of their house's assets in Urik. Using the Wavir coup in Balic as an example, the house will be accused of planning a rebellion in Urik. Before he goes through with this threat, Hamanu is checking with the other major merchant-houses to gain their acceptance of his actions so they do not boycott his city. House Wavir gets wind of the plot and secretly plans to sneak out of the city with as much of their assets as possible. The PCs are hired to coordinate and have to safely get the Wavir agents and as much of their various assets, including wagons, merchandise, and draft animals, out of the city.

—The PCs are attending a feast at a noble's compound when the head of the family is murdered. Templars descend on the compound preventing anyone from leaving. Instead of investigating the crime, the templars simply state that unless the murderer is presented to them by morning everyone in the house will be executed. The PCs have until morning to find the real killer, or be executed along with everyone else.

—The Veiled Alliance has wondered for years about the high drik transformation process. The PCs are assigned to steal a drik egg that has undergone the process but that has not yet hatched.

—Saita, a templar of Urik, secretly sold some of the city's slaves to a tribe of yuan-ti in the Ringing Mountains to make some extra money. Unfortunately, the slaves were the personal property of Hamanu who is now enraged that his slaves are missing, and wants the head of the person responsible. Saita is desperate to get the slaves back before it is discovered that she is the one responsible. She secretly hires the PCs to get the slaves back from the yuan-ti any way they can.

Beyond the Tablelands

Plenty of action and adventure can be found across Athas. More lands of wonder, mystery, and danger exist beyond the barrenness of the Tablelands. A quick tour of these other places follows, and more information about specific locations will be revealed in future products.

Eldaarich

Population: 21,000 (85% humans, 8% dwarves, 4% half-giants, 2% muls, 1% others)
Exports: Gold, silver
Languages: Eldaarish, picts

Eldaarich occupies a small island in the Sea of Silt, just off the mainland. Here, isolated and protected from the rest of Athas, the citizens huddle in the paranoid delusions of their mad sorcerer-king. Daskinor, ruler of Eldaarich, believes that unknowable forces in the world are trying to destroy him.

Every few years he puts a new name to these forces—the Order, the Veiled Alliance, Rajaat, pyreen, a merchant house, a lowly slave, or some other identifiable target becomes the imagined source of his fears for a time. Daskinor does his best to destroy these imagined enemies, and anyone who has even a passing resemblance to the target is persecuted until the next delusion grips him.

Daskinor was never a stable ruler. From the beginning of his reign as sorcerer-king of Eldaarich, he was tormented by unfounded fears and nameless terrors that preyed upon his mind. For the first few centuries of his reign, he was able to function more or less normally despite his growing paranoia. As time passed, genuine bouts of panic began to intrude upon his psyche. These bouts lasted longer and longer, paralyzing Daskinor for hours, days, sometimes even months at a time.

Eldaarich was constructed to protect Daskinor from his fears. Fortified walls, a strong military, devoted templars, retractable bridges, and a series of keeps and forts ensured that the entire city-state and surrounding area was secured against outsiders. Over time, it became less of a fort and more of a prison, locking king and

citizens alike behind sturdy gates and high walls. Seven centuries ago, the sorcerer-king's paranoia became acute. He completely sealed his city, cutting off all ties to the other city-states. That was the way things remained until about FY 0 year, when limited trade was resumed with House Azeth of Kurn.

Today, Eldaarich remains an isolated prison of a city. Daskinor's fears have become the fears of his citizenry, making everyone who lives under his rule as paranoid as he is. No one ever leaves Eldaarich, and no one ever enters its massive gates. It's a closed society—figuratively and literally.

Life and Society

Every outsider wants to destroy their city-state and their sorcerer-king, and everyone who lives within the walls waits for an opportunity to betray you. That's what the people of Eldaarich believe, for that's what their leaders believe. Nowhere else in all of Athas is there such an underlying current of genuine, unattributable fear. It filters down from Daskinor himself, making citizen and slave alike tremble with uncontrollable paranoia.

The citizenry is a subdued, cowering lot, given to unexpected bursts of violence once the fear inside them becomes too much to contain. In many cases, the ever-crushing weight of terror and oppression keeps the masses down, but sometimes a delusional artisan will strike out at a templar or noble, causing the level of paranoia to rise even higher.

The quality of life isn't good in Eldaarich. Because Daskinor doesn't trust anyone, he allows his templars to dispense only the barest essentials to the free citizens and slaves. With just enough food and water to sustain them and few personal possessions, the people of the city are a sad, pathetic lot. They have no hope of a better life and no concept that a better life exists outside the walls of Eldaarich. If anyone even suggests such a notion, the ingrained fear of the unknown kicks in and makes everyone else dismiss the idea.

While the class structure of noble, free citizen and slave exists in Eldaarich, the truth is that everyone beneath the templars is a slave to Daskinor's all-pervasive fear.

The sorcerer-king sees threats to his rule on every face and in every dark shadow. For this reason, he permits no freedoms of any sort, not even the token rights given to the citizens of other cities. Freedom, Daskinor believes, is just an opportunity to betray his trust. So he orders his templars to oppress the people of his city, to make their lives so miserable they don't have time or strength to contemplate treachery.

The templars don't have it much better. They're kept in line by the high templars who, in turn, are subject to Daskinor's brutal whims.

The majority of the population consists of humans, though there are also dwarves, half-giants, and muls in significant numbers. There are also a few aarakocra wasting away in the slave pens. Daskinor has a particular hatred of the winged people and gives his templars special compensations for capturing aarakocra from the nearby White Mountains.

If travelers were to find themselves in Eldaarich or one of its holdings (which isn't very likely), they'd feel the weight of oppression and smell the stench of mental illness that hangs in the hot, stifling air. Every year the darkness in Daskinor's soul grows deeper, his paranoia more acute. This mental deterioration is reflected in the city itself, as though each citizen were a part of the sorcerer-king's diseased mind.

Government and Politics

The same model of government evident in the other city-states exists in Eldaarich. The sorcerer-king Daskinor (CE male stage II Champion of Rajaat dragon defiler 8/nomad 10/cerebremancer 10/Athasian dragon 2) stands atop the societal hierarchy, his troubled delusions coloring every aspect of life in the city-state. His chaotic tendencies and often overwhelming paranoia infuse everyone he comes in contact with, making the city almost as wild and frenzied as Raam. The only thing that allows the city to function is that the citizens are a subdued lot, living in quiet fear instead of in rambunctious anarchy. Daskinor constantly watches over his shoulder for assassins that don't exist, and so do his templars and nobles. No one trusts anyone else in Eldaarich. This works out for the best, as the troubled atmosphere has fostered a society where the fear of murder and betrayal has encouraged the periodic use of such techniques by those who prefer to strike first.

Templars and nobles regularly kill each other to keep the same from happening to them, or to gain power or position, or just because the tension of living behind heavy locks and being constantly on guard eventually drives even the most peaceful beings to violence. In Eldaarich, fears permeates everything—fear of the sorcerer-king, fear of outsiders, fear of each other, and fear of the unknown. Because the society is closed off to the rest of the world, everything on the other side of its walls and locked gates is, by definition, unknown.

If Eldaarich is a prison, Daskinor is its most prominent prisoner. The sorcerer-king lives in a walled sub-city and rarely ventures into other parts of his realm. His constant paranoia sometimes intensifies to such a fevered pitch that he ceases to function.

In such a state, which may last as long as months at a time, Daskinor is cared for by his senior templars. At other times, his paranoia drives him to give a name to his fear. When this occurs, the entire city mobilizes to combat this supposed threat to the realm. Currently, the use of psionic abilities has been outlawed, as Daskinor believes that the Order has initiated a campaign against his rule. Even low-powered psionicists and wild talents who openly display their abilities are subject to imprisonment or death because of the current edict. Only Daskinor, a psionicist of the highest caliber, is exempt from the terms of the edict.

Daskinor's templars serve as administrators to the city, and also act as the sorcerer-king's eyes and ears in all corners of the domain. They are charged with watching

for signs of treachery among the masses-and with dealing with such treachery before it gets out of hand. The templars are as paranoid and delusional as Daskinor, giving in to their fear whenever it overwhelms them. For this reason, Eldaarich has become a police state, and the templars are the police. They command the military. They oversee all records and the distribution of goods and services. They hold the power of life and death for the rest of the citizenry in their terrified hands.

Power Groups

Kulag: The Kulag Order controls Daskinor's silt fleet, which currently acts as the merchant house for the Dim Lands, a nearby archipelago. It is leaded by High Templar Kerillis (LE female human, templar 14). Sometimes they also resort to piracy in the nearby islands.

Neshtap: More commonly known as "red guards", the Neshtap are the most feared, and the second-most powerful of seven orders that Daskinor uses to maintain control of his city Eldaarich, and its client villages. They never speak, seemingly revere the element of fire, and are becoming increasingly powerful and independent from Daskinor.

The Veiled Alliance: Eldaarich has no Veiled Alliance. Daskinor rooted out the Alliance and destroyed it 400 years ago when the group of preservers became his imagined enemy of the moment. Some preservers still live in the city, but they remain hidden and are relatively weak due to a lack of adequate training. Preservers from Kurn sometimes sneak into the closed city to provide training and to see what the conditions are, but they don't do this very often. If they get caught, they're put to death, and if their city of origin is discovered, it could mean war between the two cities. No one, especially Oronis the Avangion of Kurn, wants a war to break out. He does, however, feel the pain that both Daskinor and his citizens project, and often contemplates finding a solution to Eldaarich's problems.

Adventure Ideas

—A silt schooner owned by House M'ke was attacked and captured by the navy of Eldaarich. The merchant house could hire the PCs to raid the harbor of Eldaarich and bring the schooner back.

—An aarakocra from Winter Nest was captured when she flew too close to Eldaarich. The PCs are asked to free her before she is executed by the templars of Eldaarich. Once freed from her cage, the aarakocra can easily fly back to Winter Nest on her own, but the PCs will have to sneak out of Eldaarich.

—Grehgatha is a Kurnan preserver who has snuck into Eldaarich many times to tutor young preservers. Since she has returned from her last attempt she is consumed with freeing an entire village from Daskinor and hires the PCs to help. The PCs must come up with a way to sneak 150 people past the templars of Eldaarich.

—The Red Guard has become jealous of the monopoly on trade held by the templars of the Kulag Order. In an attempt to disrupt the trade negotiations, the Red Guard mounts a surprise attack on Silt Side during a meeting between Corik Azeth and High Templar Kerillis. The PCs acting as guards for House Azeth may misinterpret the attack as directed by Corik or themselves.

—Concerned with a recent rise in the level of the silt sea around Eldaarich, the city has declared war on all silt clerics. Mercenaries are to be hired to help hunt down the silt clerics along the coast for a hundred miles north and south of Eldaarich. The PCs could become embroiled on either side.

—A major giant raid on the Huuros Islands has been repulsed by the Kulag Fleet, though many casualties were suffered. Templars assign the PCs to salvage what they can from the battle, equipment as well as the bodies of those who died. Most of the wreckage is just off shore in silt 15 to 20 feet deep.

Kurn

Population: 18.000 (65% humans, 10% elves, 6% muls, 6% aarakocra, 5% dwarves, 4% half-elves, 3% half-giants, 1% other)

Exports: livestock, magic items, medicines

Languages: Elven, Kurnan

Kurn is actually two city-states: an ancient, public metropolis, and a utopian city hidden from the rest of the world. Old Kurn sits in a lush meadow on the eastern side of the White Mountains. The trade road running north out of Draj connects Kurn to the Tyr Region, and the city welcomes merchants from the south. New Kurn lies in a fertile valley hidden among the White Mountains themselves. A secluded road protected by a towering fortress keeps the valley safe from unwanted visitors-and New Kurn doesn't want any visitors.

Old Kurn was a prosperous but relatively small city from the Green Age that suffered great devastation in the early days of the Cleansing Wars. Once situated in a vast forest that has long since faded from the landscape, the elf city of Kurn was destroyed by the Champion called Albeorn, Slayer of Elves. When the Champions finally turned against Rajaat and became the dragon kings, the one named Keltis decided to build his city-state on the ruins of Old Kurn. He changed his name to Oronis, but decided to retain the name of the city he was building over.

The ruins weren't in as bad a shape as Oronis originally thought. He was able to build upon many of the foundations, and a few whole structures were still fit for use. Within a decade, Oronis' Kurn was established. Within five decades, it was thriving. For five hundred years, Kurn followed the same course as the other sorcerer-king domains. Throughout that time, Oronis was troubled by something few of his peers possessed-his conscience.

When he was Keltis, Lizard Man Executioner, he succeeded at the task Rajaat handed to him. He eliminated the entire race from the face of Athas. As the years passed and Keltis the Champion became Oronis the sorcerer-king, images of the atrocities he committed

started to haunt him. After Oronis advanced to a second stage dragon king, his problems intensified. Now he had the deaths of his subjects on his head, for he had to use a specified amount of life force to power his transformation.

He decided that none of this was what Rajaat originally promised him. Where was the restoration of the world? Athas hadn't gotten better because of the Cleansing Wars. It had gotten worse. What's more, the sorcerer-kings were continuing the downward spiral, slowly killing the world by their actions. Oronis refused to be a part of that trend any longer. He renounced his defiling skills and his status as a dragon king and sought a different path.

That was when Kurn broke off relations with the other city-states. Mercantile activities continued, of course, but at a reduced rate. After a time, Kurn became one of the forgotten cities—just as Oronis had hoped. In the meantime, he set the next part of his plan for redemption in motion. Oronis wanted to make amends for the horrors of his past.

The first step was to change the rules of society in Kurn. Though the city had to maintain an illusion of normalcy to keep the other sorcerer-kings from detecting treachery or weakness, Oronis secretly freed all slaves and instituted fair and just practices at all levels of society. He swore his citizens to secrecy, for if word got out he was sure his one-time peers would flock to Kurn like gith to a dying braxat. The second step was to begin construction on the utopia he envisioned. Like all ex-Champions, Oronis originally wanted to return Athas to the glory of the Blue Age.

He decided to once more strive for that goal. In a hidden valley among the peaks of the White Mountains, the foundation stones of New Kurn were laid. As his templars and citizens worked to build New Kurn, Oronis went in search of a better path to power. Using the techniques and practices of preserving magic, Oronis looked for a way to combine magic with psionics in a more positive way than through dragon magic. It took nearly 1,000 years of study and experimentation for Oronis to develop the preserver metamorphosis spell. With it, the reformed sorcerer-king could become an advanced being aligned to goodness instead of another force for evil.

Today, the twin cities of Kurn continue along their parallel courses. Old Kurn displays a typical sorcerer-king's domain to the other inhabitants of the region, at least on the surface, while New Kurn works to complete Oronis' experiment in regressing a small portion of Athas back through time. Between the two cities, Kurn has a total population of 18,000 people. The majority live in the new city, as each year more citizens are moved from the old city to the new. Old Kurn has such a small number of residents that it appears to be almost a ghost town, and one day Oronis plans to completely abandon it in favor of his secluded valley.

Life and Society

The state of life in Kurn depends on which of the twin cities is being considered. Old Kurn, on the surface, appears to be much like any city in the Tyr Region still ruled by a sorcerer-king. Surface appearances, however, can be deceiving. Travelers who stay for any length of time might notice a few oddities. For example, the slaves seem to have a sparkle in their eyes and a bounce in their step that isn't seen in the other city-states, and templars aren't given as wide a berth as their counterparts in Urik or Nibenay. Additionally, while the merchant and tradesmen districts are always crowded, the rest of the city is as empty and desolate as the ruins of Giustenal.

Old Kurn maintains its illusion of business-as-usual through the cooperation of its citizens and the advanced powers of its sorcerer-king. If visitors notice that the noble and templar quarters of the city are practically deserted, they usually attribute it to the rumors that Kurn is slowly dying. Dying or not, the city is far from defenseless. More than one raiding tribe has attempted to take advantage of the "dying" city only to discover that its defenders were more than capable of driving them off.

Through the efforts of House Azeth and the commerce provided by other traders, Kurn maintains a modest economy. While most of the inhabitants of the Tyr Region have forgotten that this northern city exists, Kurn interacts with its closest neighbors on a regular basis. It has good relations with the aarakocra of Winter Nest, the merchants of Draj's House Tsalaxa, and the elves of a few of the local tribes. Except for the contact between House Azeth and the trade templars of Eldaarich, Kurn has little interaction with its neighboring city-state. On the other hand, Kurn sometimes has trouble with raiders from the Bandit States. The raiders don't come to the gates of the city (at least not very often), but they do attack travelers on the trade road and even plunder the client villages on rare occasions.

New Kurn is a different matter. The high, sturdy walls of Fort Protector block the eastern entrance to the hidden valley, while the tall, steep peaks of the White Mountains make the other directions inaccessible. The only approach that might be open is by air, though flying creatures loyal to Oronis nest in the vertical peaks.

Within the valley, Oronis' restoration project is in full swing. He has turned the valley into a place from the past, recreating the conditions of the Green Age in its sheltered space. A thick forest surrounds a lush clearing where the city of New Kurn has been built beside a small, clean lake. Oronis hopes to eventually regress the valley to conditions as they were in the Blue Age, but that's still many years away.

The new city resembles Oronis' vision of utopia. Airy buildings with tall, elegant spires grace wide, open streets paved with white stone. Here, the people govern themselves through a system of fair laws and majority rule. Everyone has a say in the workings of the city, from the poorest laborer to the highest elected official. And if someone doesn't like the way things are going, they're free to run for a position when the current terms of office expire.

Thanks to the fertile valley and the lush forest, no one goes hungry or thirsty in New Kurn. No creatures are hunted out of existence and no plants are plucked

completely from a given area. The templars monitor the forest on a daily basis to make sure the delicate balance is maintained. For this reason, no defilers are permitted within the ranks of the templars or anywhere in the twin cities. It is strictly against the laws of Kurn to practice defiling magic.

Oronis continues to advance as an avangion, and he tries to instill the same serene, peaceful, life-giving properties of his new form in the city and people who follow him. Where once there was a man of evil, now Oronis is a force for good in the world. His templars work to promote his plans and prepare to someday strike out from the valley with the knowledge of how to restore all of Athas. Until then, they'll work to finish the restoration of the valley and to perfect the society that Oronis has inspired.

Government and Politics

Oronis the Avangion (LG male Champion of Rajaat stage IV avangion, preserver 5/shaper 5/cerebremancer 10/loremaster 3/avangion 5) guides the paths of the twin cities. Oronis spent centuries redeeming himself, going so far as to change his very nature from evil to good, though he still feels he has a long way to go to make up for his acts as a Champion of Rajaat and a sorcerer-king. For this reason, he has dedicated himself and his citizens to working toward the eventual restoration of all Athas.

While in Old Kurn, Oronis wears the guise of a normal human. In this psionically and magically induced disguise, he appears as a tall, lanky, middle-aged man with short golden hair, pale-blue eyes, and a close-cropped blond beard. He covers himself in the trappings of a sorcerer-king, wearing a golden circlet on the crown of his head and carrying an obsidian-topped walking staff. In New Kurn, however, such disguises aren't called for. There he openly displays his true avangion form—a tall, thin, hairless humanoid with golden skin, silver eyes, and gossamer wings.

Though Old Kurn appears to run like any other city-state, Oronis long ago abandoned a monarchical form of government. He allows his subjects to govern themselves via a democratic system he developed. In this system, nobles and all citizens except templars may hold public office. Elections are held at regular intervals and term limits are set. The highest elected official is called the Presider, who sits at the head of a body called the Tribunal. Members of the Tribunal are referred to as Tribunes. Together, the Presider and the Tribunes draft the laws that keep the city-state running smoothly. The current Presider is Ulali of Prusicles (LG female half-elf, preserver 8), now in the second year of a five-year term.

Oronis refuses to hold an official position, though he does pretend to be sorcerer-king in the old city. He acts as an adviser when the Presider or Tribunal requests his presence, but otherwise, he's more concerned with advancing as an avangion and keeping the valley restoration project on track. Oronis' templars don't serve as administrators in Kurn, either. Instead, they are the keepers and dispensers of knowledge, serving as teachers and advisers to local officials and businesses. It's also their job to oversee and handle the restoration process, under Oronis' supervision.

Power Groups

Black Brethren: Oronis' Black Brethren are Kurn's elite army, charged with patrolling Kurn and making sure Kurn is safe and secret.

School of Spies: Kurn's School of Spies is an organization of Kurnan spies, mostly female, that studies non-Kurnan societies, and brings back information to defend Kurn and improve its way of life. They have managed to infiltrate into Merchant Houses and even the templarate of every city-state in the Tablelands.

The Veiled Alliance: Kurn has no Veiled Alliance. Preservers are a welcome and significant part of the society, so there's no reason for them to hide behind a veil of secrecy. In fact, preservers from other Alliance factions sometimes come to Kurn to study with Oronis. One preserver, Korgunard of Urik, even learned the steps to become an avangion and followed the path forged by Oronis. It's conceivable that more avangions will appear in the future, though when and how many is hard to say.

While preservers are accepted and integral to Kurn society, defilers are considered enemies of everything Oronis stands for. The avangion is reluctant to allow his followers to make defiling magic punishable by death, as he himself was once a defiler of the highest order. However, he knows that in most cases defilers can't make the mental and spiritual changes necessary to reject that path, so he has agreed that known defilers must be banished from the society.

Major Settlements

Azeth's Rest (Village, 900): This fortified oasis and trade village lies on the trade road, reaching north from Draj to Kurn. It has remained in the hands of House Azeth ever since the trade village was founded. Fifty tough mercenaries protect it and the nearby road, manning the ballistae and fixed crossbows atop its great walls. Azeth's Rest welcomes all traders, provided they can pay the fees for using its services.

Silt Side (village, varies): Silt Side is an open village on the coast of the Silt Sea. Silt Side handles trade with Eldaarich; in fact, this village is the only connection with the outside world that Eldaarich maintains. Silt Side is a seasonal village, populating and emptying for a few weeks three times every year when House Azeth members meet to trade.

Adventure Ideas

—Oronis needs many unusual spell components for his studies. Often times he does not have the time to gather all of them himself, so he hires the PCs to collect some of the rarer spell components he needs, such as roc eggshells, leather from a dune reaper matron, the bark of a zhackal, or silt eel tongues.

—The last time the PCs were in Kurn, they were befriended by Aloth, a friendly merchant. But now that they have returned to Kurn, Aloth has disappeared and

his shop is being used by another merchant. No one claims to have heard of Aloth when the PCs ask. Has Aloth been secretly granted citizenship in New Kurn, or has something more sinister happened to him?

—The residents of New Kurn are up in arms when a patch of defiled ground is discovered. Suspicion falls quickly on the newest members of the community, the PCs. Actually, there is no defiler in New Kurn. The defiled ground was caused by a magical object that uses a defiling effect to power its magic. One of the preservers of New Kurn recently acquired the item and tested it, not realizing what it would do. Now he is horrified that he will be blamed for the defilement, anger Oronis, and be forbidden to practice magic, so he remains silent.

—The PCs have to figure out who murdered a merchant in Kurn. But the investigation is hampered when many of the witnesses and suspects disappear. Are they being relocated to New Kurn or is something more sinister happening?

—New Kurn needs a cistern fiend to purify its water supply. The Tribunal will greatly reward adventurers that can find and transport a cistern fiend to New Kurn.

—The bee keepers of Kurn are concerned. Their bees have been disappearing. Every morning the bees leave the hives and every afternoon less of the bees return. Is this some new threat from the sorcerer-king of Eldaarich or is someone or something gathering the bees in the desert?

Pterran Vale

Population: 4,000 (99% pterran, 1% other)
Exports: bones tools, livestock
Languages: Pterran

Pterran Vale is the largest community of civilized pterrans in the Hinterlands. The buildings are lodges constructed from the bones and hides of large creatures, such as mekillots, built over hollowed out pits. Each building has steps leading down into the interior.

Life and Society

The pterrans of Pterran Vale survive by hunting, farming, and herding. In addition to using bone in the construction of their buildings, they make fine bone weapons and tools.

Each pterran must choose a life path when they come of age. There are three main Life Paths, the Path of the Warrior, the Path of the Druid, and the Path of the Psion. However, other lesser Life Paths, farmer, crafter, traders, and herders, also exist. Those pterrans following one of the lesser Life Paths are treated with respect but the three primary Life Paths are more prestigious. All leaders are in pterran society are selected from the primary Life Paths.

The pterrans revere Athas as the Earth Mother, and their religious ceremonies and celebrations are devoted to her. After the Great Earthquake, the pterrans became convinced that the earthquake was a call from the Earth Mother to them, directing them to become more involved with the affairs of others. In response, explorers have been sent out resulting in contact with the city-state of Tyr on the other side of the Ringing Mountains. Trade routes are being established with Tyr and areas beyond.

Government and Politics

As in all pterran communities, Pterran Vale is lead by a Triumvirate. The Triumvirate is made up of the eldest member from each of the three primary Life Paths. The Triumvirate has the power to make all decisions for the community. However, before important decisions are made the entire community gathers to debate the question in front of the Triumvirate. Only after all pterrans have had their say does the Triumvirate make their decision.

Power Groups

Traders: Recently, the prestige of the merchants of Pterran Vale, lead by Ptellac Goldeye, has been growing. Since they are at the forefront of the pterrans' new push to make contact with civilizations outside of their vale, the traders have become well respected. In addition, the new trade routes they have developed to the cities of the Tablelands have brought them increased wealth.

The traders are not an organized group as yet. Thought the different merchants are business rivals some have begun to recognize their new found status and how if they united, they could exert significant influence over the pterran society of the Hinterlands.

Major Settlements

Lost Scale (Small Town, 2,000): Centuries ago, a religious dispute resulted in a schism in Pterran Vale. One group found itself in the minority and chose to leave Pterran Vale and establish their own community, and founding Lost Scale. Today the disagreement has long been settled and the two communities work together.

Lost Scale is noted for its legion of expert pterrax riders. Each of these warriors searches rocky badlands and canyons for a pterrax egg. The baby pterrax that hatches is raised and trained from birth by its rider.

Adventure Ideas

—After the success of Ptellac Goldeye's effort to make contact with the cities of the Tablelands, the leaders of Pterran Vale have decided to send emissaries to the south, where rumors state long lost communities of pterrans exist. While the rumors are indeed true, the pterrans of the south have long ago degenerated into barbarism and cannibalism, making the expedition fraught with peril.

—Pterran scouts have witnessed thri-kreen with unusual coloration herding trin packs into a large enclosure in the desert. Concerned as to who these strange thri-kreen are and why they are herding trin, the leaders of Pterran Vale send the PCs to investigate.

—The crops in the fields around Pterran Vale are not growing as healthily as they normal do. The farmers quickly discovered why. Blood grass has sprouted up throughout the fields, stealing nutrients from the crops and attacking farmers who approach too close. Adventurers are needed to clear the blood grass from the

fields, as well as discover how the blood grass came to be there in the first place.

—The pterrax riders of Lost Scale are having a problem locating pterrax eggs. It seems the pterrax have been driven from their normal nesting areas by an unusually large concentration of giant hornets. The pterrans hope the PCs can kill or drive off enough giant hornets to reduce the number to a balanced level so that the pterrax could return to their nesting area.

—The Dark One is a pterran outcast from Pterran Vale. An earth cleric, the Dark One was exiled for claiming the Great Earthquake and the aftershocks were calls from the Earth Mother demanding sacrifices of young pterrans. Now a hermit in the wilderness, the Dark One believes he has developed direct communication with the Earth Mother through a large hole in the ground. At the direction of the voice from this hole, the Dark One makes sacrifices to the Earth Mother by kidnapping and throwing pterrans into the hole. However, the Dark One is being manipulated by an earth drake, who poses as the Earth Mother to have the Dark One drop food into its lair.

—A pack of dune freaks have migrated to an oasis near Pterran Vale, posing a hazard to travelers going north. The PCs could be asked to clean out the dune freaks; however, they are only a lesser evil. The dune freaks were forced out of their normal hunting grounds by the increased patrols of zik-trin coming from the Great Rift.

Saragar

Population: 30,000 (85% humans, 6% elves, 6% dwarves, 2% other)

Exports: Metal weapons, puddingfish cloth, fresh water

Languages: Saragarian

Separated from the rest of the region by the Burning Plains and the Thunder Mountains, the city of Saragar sits on the shores of the Last Sea, called Marnita by Saragarians. Visitors from the Tablelands would consider Saragar a miracle. All of the drudge work performed by slaves in other cities is taken care of by the minds of ancient criminals trapped forever in obsidian spheres. The streets are cleaned, cattle herded, crops tended, garbage removed, and water purified by these psionic powered spheres.

The only price the citizens must pay to have all of their needs looked after in this way is that they must remain happy. The primary law of Saragar is, "Happiness must be maintained!"

Life and Society

For the most part Saragar maintains a closed self-sufficient society. To visit Saragar is to step back into the Green age. People dress in tabards and gowns befitting a less savage age. The relatively cooler climate in the vale makes such clothing practical and comfortable. There is an abundance of metal in Saragar compared to the Tablelands, though most of it is ancient and shows signs of wear. Some new sources of ore exist in the surrounding mountains, but few citizens of Saragar still know how to extract it, let alone forge it into new items.

Someone from the city-states of the Tyr region might consider Saragar to be a paradise. That certainly is the perception the Triune Mind Lords try to propagate. They generate laws to bolster the illusion of happiness and serenity but do nothing to truly address those concerns. The lawkeepers enforce these rules. For this reason the Saragar dwellers have learned to constantly display serene attitudes.

There are no wizards of any sort in Saragar. Wizardry is considered evil and most citizens in Saragar who witness it don't have any idea what they are seeing. Psionics are the true power of the domain.

Government and Politics

The basic form of Saragar's government is a triune of lawmakers who write the city's laws, an army of lawkeepers to enforce the laws, and a bureaucracy of lawtenders to perform the administrative function.

The trio that make up Saragar's Triune Mind Lords are powerful, ageless masters of psionics. They are Thesik (LE male mindlord human, kineticist 29), Barani (NE female mindlord human, telepath 28), and Kosveret (CE male mindlord elf, nomad 27). The citizens of Saragar consider the Mind Lords gods and treat them as such; thought there is little interaction between the Mind Lords and the populous.

Senior Lawkeeper Efkenu (LN male human, psychic warrior 17) is the only person to have regular contact with the Mind Lords. He passes on their edicts and as head of the lawkeepers sees that their laws are enforced. Though a fair man, Efkenu makes no distinctions between the types of offenses and all criminal acts are punished in the same manner. The accused is taken to the harmonizers. The harmonizers are psions who reach into a subject's mind to sift and shape thoughts back to the track the Mind Lords have dictated.

The lawkeepers are as corrupt as any templar. They enforce the laws arbitrarily and to suit their own desires. Supervisors rarely leave their offices to check on their subordinates and only rebuke subordinates for their behavior if it interferes with their own plans.

The lawtenders perform all of the administrative work. They tend to be the most optimistic of people, determined that there is no problem that cannot be solved with a little determination and positive thinking. While they are not corrupt like the lawkeepers, the lawtenders are not very good administrators. They insist on only performing their duties by the book, and refuse to delineate from their guidelines no matter how inefficient or incorrect those guidelines are.

Power Groups

The Underground: Despite the relative pleasantness of Saragar, there are some people who recognize that they are living in a society in decay; one that relies on powerful immortals for every aspect of their lives. These people

make up the Underground which has been growing in Saragar for the past few hundred years.

Most members of the Underground are just upset that their lives have become more inconvenient as some of the obsidian orbs have begun to fail. Others just like having someone to complain to without being arrested by the lawkeepers.

A smaller group, who consider themselves the real Underground, speak out on street corners against the Mind Lords. They are always working on crazed schemes such as assassinating the Mind Lords, or destroying all of the obsidian orbs, but they lack the power to implement any of these plans.

Important Sites

The Distillery and the Water Tower: The distillery is a psionically powered factory used to transform salt water from the Last Sea into fresh water. The water is pumped from the distillery into the water tower which is connected to a citywide plumbing network that pipes fresh water into every building in Saragar.

The Palace: A massive palace overlooks the city of Saragar from a hill east of the city. Unlike the palaces of the sorcerer-kings, the palace of the Mind Lords was built more for awe-inspiring beauty than for defense. The security provided by the lawkeepers is lax around the palace, as the Mind Lords are confident they could handle any intruder.

Statues of the three Mind Lords stand on a circular base at the highest point of the palace. The base slowly rotates throughout the day powered by an obsidian sphere. The people of Saragar use the statues to tell time, as the statues complete a full rotation every hour.

Major Settlements

Blufftown (Thorp, 50): This small settlement sits on the side of a bluff on an isolated butte in the middle of the Last Sea called the Lonely Butte. The lawkeepers generally refuse to set foot on the Lonely Butte unless directly ordered to do so by the Mind Lords, which makes Blufftown a perfect safe haven for the Underground and other fugitives from the Mind Lords' rule.

The community is little more than a couple of inns sitting inside a cave in the side of a cliff. The only way to enter the village is to be hauled up in a device consisting of a large wicker basket and a series of ropes and pulleys powered by an obsidian orb.

Cubarto (Small Town, 1,500): Cubarto is located on the opposite of side of Marnita from Saragar. The people of Cubarto are loud and lusty and would not fit in Saragar. With the lack of a presence of the lawkeepers, most people in Cubarto support the Underground, though discreetly. The villagers make their living off of fishing and trade coming into their port on its way to Kharzden or Sylvandretta. The village is known throughout the valley of the Last Sea for throwing a large party at the end of the year at which a large public feast is held.

Kharzden (Large Town, 2,000): Kharzden is a Dwarven colony scattered through ancient mining shafts in the Thunder Mountains. Most of the veins of ore were mined out long ago, and most of the metal items the dwarves have are ancient. The Dwarven society is matriarchal and is lead by Queen Elakta. Her word is law and is to be obeyed by all. Queen Elakta refused to have much to do with the lawkeepers, and maintains the tradition in Kharzden of not calling for help from the lawkeepers. The dwarves live underground and grow subterranean crops in massive chambers underneath the mountains. The dwarves have always doubted the power of the Mind Lords to keep the rest of the world at bay, and tried to make their community as self sufficient as possible.

Shallat (Hamlet, 300): Shallat is one of a number of small fishing villagers on the shores of Marnita. What makes the village stand out is the Shallat family who rules the villages. Each member of the Shallat family is a skilled physician and many are also water clerics. The Shallat healers provide their services to anyone in need, no matter who they are. The villagers of Shallat are fun-loving people and are generally treated well by everyone living on the shores of the Last Sea. Even brigands and pirates do not harass the village, as potentially they might need the skills of the Shallat healers.

Sylvandretta (Small Village, 500): The elves of Sylvandretta are called "ghost elves" by the people of Saragar because of their fair skin and their cold and aloof nature. The ghost elves believe that the purity of their bloodline must be preserved above all other concerns, and isolate themselves from the other races of the Last Sea region.

The secluded settlement of Sylvandretta is located in the Spirit Forest nestled within a grove of trees of life. The community is run by a council of seven elders, elected by the general Elven population.

Adventure Ideas

—Vikus and Mylandus are two merchants who run a successful business in Saragar until Mylandus disappears with most of the funds from the business. The PCs are hired by Vikus to track down his partner. Mylandus has discovered some secret that has scared him greatly enough that he has fled the city and is trying to leave the Last Sea area completely. Unfortunately for him, Mylandus has no idea how to survive in the devastated environment of the rest of Athas and will not survive long if he is able to find a way out of the area of the Last Sea.

—Jarsius, a tavern owner in Saragar, has begun to have disturbing visions, in which he sees himself behaving in random acts of violence. In actuality, the visions are memories. Jarsius was an active leader of the Underground until he was captured three years ago, but his memories were erased. The effect was not perfect and now some of his suppressed memories are returning. Members of the Underground still watch Jarsius, to see if he remembers what happened to him. For Jarsius's mind was not destroyed by the lawkeepers but by members of

the Underground who acted to mindwipe him to protect their identities.

—The lawkeepers based at South Pass discover the tracks of a large beast they have never encountered before. The PCs, as outlanders who may have seen such a beast before, are drafted to help track down the beast.

—A wealthy Saragarian wants to see what the world is like outside of the Last Sea. He hires the PCs to get him through the Border of Guardians.

—Because of the ragged appearance of most outlanders, the PCs are mistaken for druids by a small fishing community. The villagers ask the PCs for help with a school of sharks that is making fishing difficult in the area.

—A man is found beaten to death. His face was so badly beaten that the only way to identify him was by a letter found in his pocket. The letter was addressed from one of the PCs, and the lawkeepers wish to talk to the PC to see how he was involved with the murdered man. The PC has never heard of the man and has no idea why the dead man had the PCs name in his pocket.

Thamasku

Population: 12,000 (99% rhul-thaun, 1% other)
Exports: Life-shapes, fish
Languages: Rhul-thaun

The ancient rhul-thaun city of Thamasku sits next to Ghavin Lake at the top of the Jagged Cliffs. The city is surrounded by a forest of hardwood trees. Like all rhul-thaun communities, the buildings are constructed of organically grown material. The architecture focuses on the vertical, with most buildings having many storeys. There is one difference from other rhul-thaun settlements. Because the city is not cramped onto a ledge of the Jagged Cliffs, the buildings of Thamasku are not crowded together allowing for wider streets and a more open feel for the city.

Life and Society

Rhul-thaun society is highly ritualized. Each aspect of their lives has a ritual attached to it, and throughout the day the rhul-thaun perform various rituals. Simple rituals from the greeting ritual to the payment ritual, to the before meal ritual last less than a minute, while more complex rituals such as those for legal procedures may last hours. Often the ritual is just as or more important than the associated action it is attached to, and if one of the participants makes a mistake the entire ritual is begun again. The rituals are more akin to superstitions than to a religious devotion, and allow a rhul-thaun to feel he has some control over the chaotic forces that rule his life.

As the center of the rhul-thaun society, Thamasku has a diverse population. The wealthiest rhul-thaun live side by side with the poorest of the cliff dwellers. The citizens of Thamasku are some of the few individuals on Athas who do not have to struggle daily to survive. Life-shaped devices provide a vast array of conveniences and basic needs, from nourishment to waste disposal. Most homes have indoor plumbing, operated by life-shaped engines that pump water from the lake.

Because they do not struggle daily for survival, the rhul-thaun of Thamasku have developed a rich culture of the arts and entertainment. Dance halls, theaters, art galleries, and auditoriums are numerous throughout the city, with many located in the Art Quarter on the city's eastern side.

Government and Politics

The rhul-thaun of Thamasku are divided into 28 different clans. The clan leaders are called Har-etuil. The Har-etuil act as judges for matters within their clans. Disputes between clans are settled by a council of Har-etuil. The collective of Har-etuil appoints the city administrator.

Currently, Vher-asach (LN female rhul-thaun, rogue 10) holds the title of city administrator, since she inherited the position from her mother. She has proved herself a capable administrator and most expect she will remain in the position for the time being.

Power Groups

Ban-ghesh: A guild of thieves, assassins, and hired thugs, the ban-ghesh runs the criminal activities in Thamasku. Extortion is the guild's main source of income, though their activities include burglary, smuggling, and gambling. There is little to challenge the ban-ghesh as they have a network of corrupt lawkeepers and administrative officials protecting their organization. The ban-ghesh also enters into legitimate business with merchants, providing financial support in exchange for a percentage of the merchant's profits.

Chahn: The Chahn is a revolutionary organization which does not hesitate to use violence to achieve their goals. Their goal is the complete overthrow of rhul-thaun society. The Chahn are against almost every tradition in rhul-thaun society from clan-rule, the mastery of the life-shapers, to the daily rituals that dominate rhul-thaun life. The lawkeepers have branded them a terrorist group and most rhul-thaun live in fear of them.

Life-Shapers: The life-shapers are a secret society that holds the knowledge of life-shaped creations. They hold a place of reverence by the rhul-thaun as the entire society is based on their works. Through the study of life-shaping the life-shapers feel a strong connection with the past back to the rhulisti, the inventors of life-shaping. The life-shapers feel they are superior to the rest of the rhul-thaun, because of this connection.

The life-shapers guard their knowledge protectively, letting no one outside of their order learn their secrets. Because they control the creation of all life-shaped items the life-shapers can exert control over the all of the rhul-thaun, forcing the Har-etuil to listen to the life-shapers' opinions strongly.

The life-shapers are led by Loi Far-oneth (LG male rhul-thaun, bard 7/life-shaper 5) and his chief lieutenant, Gil-ogres (LE male rhul-thaun, rogue 5/graftwarrior 7), who reside at the Sanctuary in Thamasku. Each rhul-

thaun settlement has a life-shaper sanctuary with a head life-shaper who reports directly to Loi Far-oneth and his lieutenant.

Windriders: Windrider is the name given to the rhul-thaun who dare to fly on the backs of various life-shaped creatures through the high winds and mist that plague the Jagged Cliff. Traveling between the rhul-thaun communities, they transport messages and merchant goods, allowing trade and communication between all their settlements. Windrider is the most glamorous position in rhul-thaun society. Though there is a windriders guild, it maintains a loose organization with little structure or hierarchy. The windriders typically work in small independent groups of 2 to 8 windriders.

Important Sites

Air Temple: The air temple is located in one of the tallest of the city's spires. A dozen clerics of air staff the temple, but they have little interaction with most of the city's population. There are few devout followers in the city, and the clerics take no interest in politics. The air clerics do interact with the windriders regularly. In fact they have turned their temple into a safehome for windriders, where they can receive free food, a free room and lodging for their mounts. The clerics look on windriding as the ideal way to commune with the air spirits and treat the windriders as holy men.

Aviary: The tall tower known as the aviary is home to hundreds of birds that fly about the city. The eclectic rhul-thaun known only as the Birdmaster cares for and watches over the birds. The tower is large enough for large flying creatures to roost there, and the Birdmaster allows windriders to stable their mounts at the aviary for free when in the city.

Conclave: The Conclave is the meeting hall of the Har-etuil. It is a grand structure that sees little use when the Har-etuil council is not in session.

The Sanctuary: The Sanctuary is the headquarters and workplace of the life-shapers in Thamasku. The mushroom shaped structure is located some 300 feet below the surface of Ghavin Lake. This masterpiece of life-shaping technology maintains fresh air within the structure by extracting it from the surrounding water through a complex gill-system. Over 150 life-shapers work at the Sanctuary creating and maintaining the life-shaped items that are used throughout Thamasku.

Major Settlements

Sol-fehn (Hamlet, 300): Sol-fehn is a small village located at the top of a waterfall created by a river flowing from Ghavin Lake. The village serves as a hub for goods and rhul-thaun leaving Thamasku for the rest of the settlements scattered across the Jagged Cliffs. Almost all of the villagers make their living through transportation. The villagers are members of two clans that are centered in the city of Thamasku, so there is no Har-etuil in the village. An administrator appointed by the administrator of Thamasku runs the city. The current administrator is Rath-omak (LN male rhul-thaun, fighter 5).

Adventure Ideas

—No one has seen the Birdmaster of Thamasku for many weeks, but because of his reclusive nature, few citizens have realized this. So why are some of his birds following the PCs everywhere they go? Are the birds trying to send the PCs a message?

—The Ban-ghesh claim they have managed to infiltrate the Sanctuary of Thamasku and steal a wonderful new type of life-shaped item. There are rumors that the Ban-ghesh plan to sell this new item to the Chahn. The life-masters hire the PCs to recover the stolen item. The life-masters are unconcerned with the item falling into the hands of the Chahn, because there is really nothing extraordinary about the item. It is simply an unfinished common life-shaped tool. The life-masters are more concerned about the slight of someone stealing from the Sanctuary.

—A high-level reggelid believes that the secrets of Rajaat may be hidden in Thamasku. He has charmed a rhul-thaun climber named Bal-orean, and sent him to the rhul-thaun capital. The reggelid seeks to create a web of charmed agents throughout the city, and so has Bal-orean lure other rhul-thaun to a secluded part of the Jagged Cliffs where the reggelid has its lair. Once there the victim is charmed and sent back to Thamasku, as the reggelid attempts to create a spy network in Thamasku to root out the location of Rajaat's secrets.

—A wealthy benefactor hires the PCs to accompany him on a journey down the Jagged Cliffs to the Crimson Savanna to recover a long lost life-shaped artifact hidden on the Savanna. Their employer is not who he claims to be however. Taen-ofuth is really the high priest of the forbidden temple of fire in Thamasku. Frustrated with his lack of opportunity to demonstrate his devotion to his element, Taen-ofuth desires to travel to the Crimson Savanna to set a massive brush fire. He seeks to revel in the fire's destruction but also hopes to impress other rhul-thaun into seeing the benefits of devotion to the element of fire.

—Two weeks ago, a windrider arrived at the air temple and went immediately into a private meeting with Thim-obec, high priest of the temple. Two days later, Thim-obec left Thamasku with the windrider and a high ranking life-master on the windrider's gon-evauth. They have not been seen since, and the temple of air is seeking adventurers to find the high priest.

—Ghoun-awir is famous windancer, known throughout Thamasku for her daring performances. After a recent performance, a wealthy citizen claimed that Ghoun-awir is a thief and burglarized his home during her performance. The citizen's home was used as part of the performance. Ghoun-awir proclaimed her innocence before the lawkeepers arrived, but when they tried to arrest her she escaped. Since windancers wear face paint and costumes, no one is sure what Ghoun-awir really looks like. PCs could be hired to track Ghoun-awir down, or Ghoun-awir could approach the PCs to help prove her innocence by finding the true criminal.

Winter Nest

Population: 650 (100% aarakocra)
Exports: Ice, feathers
Languages: Auran, Kurnan

The village of Winter Nest is located in the frozen peaks of the White Mountains. It is the home of a civilized tribe of aarakocra.

The unusual buildings of Winter Nest are formed from a mixture of ice, stone, and shaped bricks. To new visitors the village looks like a cluster of towers, giving the appearance that the mountain peak has a crown. There are no roads in Winter Nest and very few connecting walkways between the buildings, as the aarakocra fly rather than walk. Doorways appear all along the face of the buildings, though most are clustered near the top of each tower. Landing platforms and resting perches decorate the outsides of most building. Each tower is topped with a large rounded structure. Most of these sphere-shaped constructs are communal areas, though the highest are the personal quarters of the leaders of Winter Nest.

Life and Society

The aarakocra of Winter Nest called themselves "silvaarak," which means "people of the silver wing." They are perceptive, and have great confidence and pride in themselves. This translates into arrogance at times, because the silvaarak believe that their ability to fly makes them superior to all other races. Though they often express sympathy for people unable to fly, this more often comes across as condescending.

The aarakocra have had a difficult time forming friendly relations with others over the years. Only in Kurn have they made dedicated friends. Traders from Winter Nest visit the city-state of Kurn a few times each year for trade. Other attempts to make contact with other communities have meet with failure. Either due to the hostility of the natives such as in Eldaarich and the Bandit States, or the silvaarak's condescending nature towards other races.

Government and Politics

Winter Nest is lead by Traaka (LG female aarakocra, air cleric 5/elementalist 2) a female aarakocra of many years. Traditionally, the aarakocra are isolationists, and Traaka supports this policy. The isolationist policy was adopted years ago after bad experiences with Eldaarich and later with the peoples of the Bandit States. The policy has kept the village safe over the years and most of the silvaarak want to see it continue.

However, many of the younger generation of bird-people desire to explore the world beyond the White Mountains. They have been vocal in their wish to explore and make contact with other civilizations, believing they will not experience such bad receptions as those the aarakocra received in Eldaarich or the Bandit States. Pointing to Kurn, these young bloods believe there is opportunity for the silvaarak in positive relationships with outsiders.

Traaka understands the young aarakocra's desires, but wishes to maintain the status quo for the protection of the village. She is trying to develop a middle path that would allow some exploration without making the location of the village well known to its enemies.

Power Groups

Air Clerics: Winter Nest is ruled by clerics of Air and Ice drawn from the leading aarakocra families. The clerics meet in a large hall in Winter Nest to discuss community issues; when there is a particularly contentious debate, the priests adjourn to the very summit of a nearby mountain overlooking the village. There, perched on the ice and surrounded by the sky, the priests of the two faiths pray for guidance together.

Important Sites

Air Temple: The Air Temple is the grandest structure in the village. The temple is built like a huge brazier, with four legs made of massive evergreen tree trunks dragged up from the foothills centuries ago. These tree boles, each more than 100 feet long, are set in the icy ground and canted to nearly join at the tops. There is a concave plate of ice, 20 feet in diameter, held up between the four posts with a hole 8 feet in diameter cut in its center. Priests of Air preach from the center of the bowl, while congregants gather on the rim of the bowl and on the perches placed at intervals along the legs.

Ice Temple: Smaller only to the Air Temple, the Ice Temple (which is basically another word for water at such high altitudes most of the year) is built of large sheets of translucent white and blue ice, layered upon one another to create a five-sided pyramid more than 40 feet tall. The interior is sunken below ground level dug into the glacier so all the worshippers are surrounded by primordial ice throughout the services. Fresh plates of ice are added to the temple throughout the High Sun.

Adventure Ideas

—Few in Winter Nest took much notice when a roc landed on a perch overlooking the village. Two days later the roc has been joined by a dozen more of his kind. The large birds rarely move from their perches, but their menacing presence is unnerving the aarakocra of Winter Nest.

—The wind patterns around Winter Nest have changed drastically. A dangerous downdraft has developed making any attempt at flying from the village fraught with peril. Town elders are puzzled by this sudden change, and have forbidden all but the strongest, most agile fliers from leaving Winter Nest. Air clerics are calling for a sacrifice to appease the air spirits, but the town elders want to understand what is going on before they decide, and the local druid who communes with the spirit of the land has disappeared.

—The aarakocra of Winter Nest tell tales of a wise old aviarag named Vocia that lives in a cave near the base of

the White Mountains. The noble beast has not been seen for three years. Templars from Eldaarich, intent on plundering Vocia's lair, have been spotted approaching the cave. Traaka needs volunteers to warn Vocia. Unfortunately Vocia has passed away due to old age, leaving the PCs to defend her cave, as well as her remains, which the templars wish to plunder.

—A defiler has polymorphed himself into an aarakocra and infiltrated Winter Nest, seeking to gain some of the knowledge from the preservers of Winter Nest. His defiling is having an adverse affect on the ice sculpted portions of Winter Nest's buildings. If he is not unmasked soon, one or more buildings in the community may collapse.

—Some of the more adventuresome young aarakocra enjoy a deadly challenge. They know of a lair of an air drake on one of the other mountains in the White Mountain range. To show their bravery they occasionally sneak into the lair and come back with a scale or other souvenir. The act is not as dangerous as it sounds, since the aarakocra know the air drake's migration pattern and typically know when it is not in this particular lair. Some of these youths could challenge the PCs to try this stunt, but unfortunately for the PCs the air drake has returned to the lair earlier than expected in order to lay eggs.

—A heavily armed Tsalaxan caravan has arrived at the foot of the White Mountains from Draj. The Tsalaxans seem to be trying to reach Winter Nest but the steep mountain sloop prevents them from approaching from below. They have not given up and continue to search for some path up the mountain to Winter Nest. The aarakocra believe the Tsalaxans are raiders and wish to avoid them. The Winter Nesters know their village cannot be reached except through the air, and are not concerned that the Tsalaxans will be able to reach the village. However, Traaka wishes to determine the caravan master's true intentions in case the aarakocra are mistaken. PC allies of the aarakocra could infiltrate the caravan while not obviously tying directly back to the aarakocra.

History of Athas

The past shapes the present, setting the stage for the future that is to come. On Athas, the actions in the past are still clearly visible today. The current age is reckoned from the death of the sorcerer-king Kalak and the liberation of Tyr (known as Free Year, or simply FY). Events from the more distant past are shown as a number of before FY 1 and Kalak's death before the current day (–14,577 for example).

Abbreviated Timeline

The Blue Age

1st World's Age

Year of Ral's Fury (Free Year –14,577)

Creation of the King's Age calendar by the nature-masters based on the rotation of Athas' two moons. Originally titled "World's Age". Original calendar uses "Ocean" instead of "Silt" and "Island" instead of "Desert".

4th World's Age

Year of Ocean's Slumber (Free Year –14,294)

Discovery of the nature-benders, corrupt nature-masters who experiment with life in immoral ways.

Year of King's Slumber (Free Year –14,273)

First appearance of elemental clerics on Athas.

Year of Enemy's Reverence (Free Year –14,271)

Evil elemental clerics form an alliance with the nature-benders.

7th World's Age

Year of Island's Agitation (Free Year –14,102)

War between the nature-masters and the nature-benders until Ral's Vengeance of this age. In the end, the nature-benders are defeated along with their cleric allies.

8th World's Age

Year of Ral's Defiance (Free Year –14,027)

Nature-masters of Tyr'agi attempt to expand the life–force of the ocean and accidentally create the Brown Tide which brings about the end of the Blue Age.

Year of Friend's Reverence (Free Year –14,026)

Surviving nature-masters create the Pristine Tower to destroy the Brown Tide. This action changes the sun from blue to yellow, destroying the halfling civilization and bringing about The Rebirth.

Year of Island's Agitation (Free Year –14,025)

The new races of The Rebirth—humans, gnomes, dwarves, elves, and others appear across the face of Athas. Great cities such as Tyr, Bodach, and Giustenal are founded to house the new races. Last use of "Island" and "Ocean" on the World's Age Calendar. Beginning of the Green Age.

The Green Age

Year of King's Slumber (Free Year –13,965)

Ruler of the Rhul-thaun, High Lord Rhan Thes-onel, leaves the Jagged Cliffs to locate any rhulisti remaining on Athas. He never returns.

Year of Guthay's Agitation (Free Year –13,962)

First use of psionic powers by the races of The Rebirth.

9th King's Age

Year of Ral's Fury (Free Year –13,961)

"World's Age" changed to King's Age by the rules of various cities. Dates remain the same.

Year of Ral's Vengeance (Free Year –13,917)

First reported sighting of the Messenger by a Tyrian astronomer. The comet appears every 45 years until the 190th King's Age/Enemy's Slumber when the cycle is mysteriously broken.

11th King's Age

Year of Enemy's Fury (Free Year –13,765)

Birth of Rajaat the War–Bringer.

55th King's Age

Year of Ral's Reverence (Free Year –10,386)

The thri-kreen of Athas, a previously thought unintelligent race; migrate from the Crimson Savanna to the Tyr Region. Though short–lived and alien in appearance, the thri-kreen possesses great wisdom and

insight. The current king of Tyr welcomes them with open arms. They give no reason for the migration.

66th King's Age

Year of Wind's Defiance (Free Year –9,568)

Mareet, ruler of Saragar, is visited by a time-traveler from the future. He tells the king an appending doom to Athas before disappearing. Obsessed with the warning, Mareet orders his most powerful psionicists to breach the time stream and determine the nature of the warning. They are later joined by a third psionicist.

Year of Desert's Slumber (Free Year –9,548)

The psionicists breach the time barrier and learn of the impending Cleansing Wars, Rajaat, and defiling magic. Mareet wants to warn all of Athas, but the psionicists disagree and take control of their leader. The three use their formidable powers to shield Saragar from the rest of the world. The Mind Lords are born.

78th King's Age

Year of Friend's Slumber (Free Year –8,603)

The current ruler of Urik persecutes the kreen and orders the death of all their kind in the city. Many thri-kreen across the land leave the cities to live in the wild. Migration of thri-kreen from the west comes to a halt.

81st King's Age

Year of Silt's Agitation (Free Year –8,376)

Rajaat arrives at the base of the Jagged Cliffs where he conducts experiments with the powers of life for the next 200 years.

84th King's Age

Year of King's Defiance (Free Year –8,168)

After nearly two centuries of experiments Rajaat discovers the basics of magic, but is nearly killed in the process. After recovering he leaves the Jagged Cliffs and travels to the Pristine Tower to refine the magic process, creating defiling and preserving magic. The Time of Magic begins.

The Time of Magic

87th King's Age

Year of Ral's Slumber (Free Year –7,889)

An unknown disaster befalls the city of Celik, which casts it into ruins. Survivors blame the ordeal on the reckless use of psionics.

123rd King's Age

Year of Wind's Fury (Free Year –5,113)

The feral halfling scout Too'lane discovers the *Last Tree* atop a mountain in the Forest Ridge. This ancient living artifact's location is kept secret by the halflings.

125th King's Age

Year of Guthay's Reverence (Free Year –4,975)

After three eons of study, Rajaat emerges from the Pristine Tower to teach magic to the Rebirth races. He teaches preserving magic openly, and defiling magic in secret to those of "questionable" character. For the next 1,500 years Rajaat studies how magic interacts with the Rebirth races, and decides that humans have the most potential of all to suit his needs.

134th King's Age

Year of King's Agitation (Free Year –4,274)

Rajaat begins a jihad against the preservers of Athas for the next thousand years. Preservers across the land go into hiding while fighting a losing battle against the followers of Rajaat.

144th King's Age

Year of Priest's Contemplation (Free Year –3,530)

Rajaat sends all but a few of his students away. Using the power of the Pristine Tower and the mysterious *Dark Lens* Rajaat creates his Champions. Each Champion is ordered to eliminate one specific race from the face of Athas in an effort to bring about the return of the Blue Age. The Cleansing Wars begin.

The Cleansing Wars

147th King's Age

Year of King's Slumber (Free Year –3,262)

Sacha of Arala, 1st Champion of Rajaat eliminates the last of the kobolds from the face of Athas.

155th King's Age

Year of Ral's Defiance (Free Year –2,708)

Daskinor Goblin Death, 14th Champion of Rajaat exterminates the last goblin from the face of Athas.

Year of Ral's Slumber (Free Year –2,653)

Wyan of Bodach, 12th Champion of Rajaat obliterates the last pixie from the land.

156th King's Age

Year of Friend's Contemplation (Free Year –2,641)

Uyness of Waverly (later known as Abalach–Re), 5th Champion of Rajaat slaughters the last of the orcs from the face of Athas.

160th King's Age

Year of Guthay's Defiance (Free Year –2,302)

Kalak, 2nd Champion of Rajaat kills the last of the ogres of Athas.

Year of Ral's Reverence (Free Year –2,301)

Gallard (later known as Nibenay), 6th Champion of Rajaat massacres the last of Athas' gnomes. Keltis, Lizard Man Executioner arrives at Saragar despite the powers of the Mind Lords. The Mind Lord's cleverness hides the entire population of lizard men from the Champion, and he soon leaves the Last Sea.

Year of Desert's Reverence (Free Year –2,266)

The First Sorcerer orders the defiler Qwith to explore the workings of the Inner Planes as a possible means of power.

Year of Wind's Fury (Free Year –2,264)

The great cities of Ebe, Waverly, and Arala are swallowed by the expanding Silt Sea, though later it recedes from Waverly. The nearby city of Bodach is spared, but becomes surrounded by silt.

Year of Mountain's Vengeance (Free Year –2,262)

The warlord Irikos, the left hand of Rajaat, sacks the city of Bodach–but is killed at the conclusion of the battle. His sword (a creation of Rajaat's), the *Silencer*, is lost for 2,000 years.

161st King's Age

Year of Ral's Fury (Free Year –2,257)

Infuriated at her lack of progress, Rajaat turns research of the Inner Planes over to Qwith's subordinates. Shortly after an accident of unknown origins opens a gate to the

Inner Planes, and obsidian flows across the land for hundreds of miles in each direction until the gate is closed by the Seventh Tree. Thousands die in the disaster. Those killed by obsidian rise as undead through a mysterious power from the Inner Planes. Rajaat's servants arise as the rulers of this land, becoming powerful thinking undead wizards and psionicists. The Dead Lands are born.

Year of Silt's Agitation (Free Year –2,216)

All life across the obsidian plain is obliterated except for the Seventh Tree, which becomes immune to defiling magic. Soon after the undead defiler Gretch discovers necromantic magic to replace the loss of defiling magic. Necromancer magic is born.

162nd King's Age

Year of Friend's Reverence (Free Year –2,168)

Keltis (later known as Oronis), 10th Champion of Rajaat believes he exterminates the last of the lizard men. In reality several tribes survive, protected by the Mind Lords.

Year of Wind's Slumber (Free Year –2,121)

Tectuktitlay, 9th Champion of Rajaat destroys the last wemics on Athas.

163rd King's Age

Year of King's Vengeance (Free Year –2,052)

Myron of Yorum is replaced as Troll Scorcher by Manu of Deche, later known as Hamanu of Urik. He is given the sword the *Scorcher*, created by Rajaat, to complete his task.

164th King's Age

Year of Friend's Contemplation (Free Year –2,025)

Hamanu replaced 4th Champion of Rajaat, kills Windreaver–the last troll of Athas and king of his people.

Year of Desert Vengeance (Free Year –2,024)

Rkard, the last Dwarven king of Kemalok, is slain by Borys of Ebe in mortal combat–though Borys himself is gravely injured. The Champion's attendants spirit him from the battlefield leaving his sword, the *Scourge*, still buried in the dwarf's chest. Before he can retrieve the sword, Hamanu tells Borys of Rajaat's true plans for Athas. Becoming aware that Rajaat intends to wipe out all races except the halflings; Borys leads the Champions in a rebellion against their master–from which they emerged victorious. Rajaat's halfling servants are banished to the Black as punishment for siding with the War–Bringer. Despite their power, the children of Rajaat cannot destroy his mortal remains. Instead, Gallard separates the First Sorcerer's essence from his physical form, placing each in a separate location. Aided by the power of the *Dark Lens*, Gallard creates the Hollow, where he placed Rajaat's essence. Gallard then creates a cyst of enchanted stone called the *Black Sphere* in which he places Rajaat's substance. He then hides the *Black Sphere* in a location known only to him and Borys of Ebe. Sacha and Wyan, who remained loyal to their master, attempted to breach the cyst before it is hidden away. Their plan is discovered and they are beheaded by Borys. Through the use of the *Dark Lens*, Borys rewards the remaining Champions by beginning their transformations into sorcerer-kings. This process links each of them to living vortices, which allows them to grant their followers clerical spells. The Champions realize that Rajaat's prison will not hold. Even segmented, Rajaat's power is supreme and he would one day be free. Hence, the Champions once again used the *Dark Lens* to transform Borys into the Dragon, whose power would keep Rajaat imprisoned for all time. Borys' transformation causes him to become temporarily insane, beginning a century of rampages across the land. In the confusion, two Dwarven knights named Jo'orsh and Sa'ram steal the *Dark Lens*. The remaining sorcerer-kings each claim a city of Athas and barricade it from the rampaging Dragon.

The Brown Age

Year of Friend's Fury (Free Year –1,970)

Lead by Abalach–Re of Raam, the sorcerer-kings storm Giustenal and kill Dregoth, Ravager of Giants just before he is to become a 30th–level Dragon. The battle destroys the city, the land, and most of its population. Afterwards, Hamanu throws the *Scorcher* into the Silt Sea. With the aid of his high templar Mon Adderath, Dregoth is returned to life as an undead dragon king. The surviving populace is gathered soon after, and construction of New Giustenal begins.

165th King's Age

Year of Wind's Defiance (Free Year –1,945)

Borys emerges from his insanity and learns Rajaat's prison is on the verge of collapse. Soon after he collects a levy of 1,000 slaves from each sorcerer-king, using their life–force to reseal the First Sorcerer's prison on a yearly basis.

167th King's Age

Year of Ral's Agitation (Free Year –1,740)

In an attempt to increase her power, Sielba, Queen of Yaramuke attacks Urik. Hamanu easily defeats her army and personally slays the sorcerer–queen. On the heels of victory, Urik's army sacks Yaramuke and burns the city to the ground. To appease the Dragon's wrath for killing a sorcerer–queen, Hamanu presents Borys with a levy of Yaramuke's riches–which pleases the beast and spares Urik.

Year of Silt's Defiance (Free Year –1,721)

Borys uses the booty gained from Yaramuke to build Ur Draxa, which becomes the greatest city on all of Athas. At the center of the city Borys places the *Black Sphere* for him and his city to protect.

Year of Enemy's Reverence (Free Year –1,720)

The sorcerer-kings call for a jihad against the druids of Athas. For the next three centuries the blood of druids across the land stains the sands red in what would be known as the Eradication.

168th King's Age

Year of Desert's Fury (Free Year –1,683)

After years of study Dregoth finally deciphers halfling records found in the caverns beneath Giustenal. The end result is the creation of the first generation dray, which Dregoth deems a failure and banishes to Kragmorta.

Year of Friend's Defiance (Free Year –1,651)

The thri-kreen prophet Ka'Cha begins the first of several journeys across the Tablelands to spread the word

of peace and enlightenment to the thri-kreen, as well as other races.

Year of Guthay's Agitation (Free Year –1,642)

After several more failures Dregoth succeeds in his experiments and the second generation of dray is created in his own image.

170th King's Age

Year of Guthay's Slumber (Free Year –1,554)

Dregoth, Ravager of Giants, discovers the *Planar Gate*. After a decade of research, he uses the device to travel the Outer Planes of existence for almost 16 centuries.

Year of Wind's Slumber (Free Year –1,505)

After being nearly wiped from the face of Athas, the remaining druids of the land go into hiding for the next 1,000 years to a secret location in the Forest Ridge.

171st King's Age

Year of Silt's Reverence (Free Year –1,468)

Daskinor Goblin Death slips into insanity following this year's levy, and builds an army to slay the Dragon upon his return the following year. Borys learns of his plot, and not needing the levy to maintain Rajaat's prison never returns. Keltis, Lizard Man Executioner, has an attack of conscience and denounces being a sorcerer-king. Over the next centuries he strives to become something nobler. Because of the actions of nearby Daskinor, Borys never returns to Kurn and both cities become isolated from the rest of Athas.

174th King's Age

Year of King's Contemplation (Free Year –1,227)

In an effort to increase his power, Kalid-Ma attempts to further his dragon metamorphosis to a power near that of Borys of Ebe. The attempt is successful, but his mind is destroyed in the process. The dragon that was Kalid-Ma destroys his city of Kalidnay and begins to move into the rest of the Tyr region. The creature is later slain by the combined efforts of Borys of Ebe, Kalak of Tyr, and Hamanu of Urik. With the loss of Kalidnay, the levy to keep Rajaat imprisoned becomes a firm 1,000 slaves from the seven remaining sorcerer-kings.

177th King's Age

Year of Guthay's Reverence (Free Year –971)

A powerful Druid named Tehnik creates the four artifacts known as the *Hearts of the Drake*, and dies in the process.

179th King's Age

Year of Silt's Defiance (Free Year –797)

Tarandas of Raam, a powerful psionicist and teacher throughout the Tyr Region, disappears without a trace. Her students insist she has ventured beyond her mastery of the Way into realms unseen by lesser beings.

183rd King's Age

Year of Guthay's Fury (Free Year –542)

With the aid of a wizard named Besteren, Oronis (formerly known as Keltis) develops the preserver metamorphosis spell to counter Rajaat's vile magic. The spell nearly kills him, but in the end Oronis emerges as Athas' first avangion.

184th King's Age

Year of King's Fury (Free Year –479)

Oronis gives the preserver metamorphosis spell to a preserver/psionicist named Nerad, who becomes Athas' second avangion.

Year of Wind's Fury (Free Year –416)

After revealing himself to the Veiled Alliance of Tyr, Nerad is discovered by King Kalak—who in turn contacts the Dragon. Borys later kills Nerad south of Tyr. In his grief, Oronis hides all copies of the preserver metamorphosis spell.

187th King's Age

Year of Ral's Vengeance (Free Year –211)

The Silencer is uncovered by an elf named Rimmon in the ruins of Bodach, who uses its power to lead her bandit tribe against the city-state of Balic. She is easily defeated by Andropinis, but the *Silencer* is again lost.

189th King's Age

Year of Mountain's Slumber (Free Year –84)

The *Obsidian Man* is discovered in the mines of Urik. After returning the artifact to Urik, the sinister device activates and nearly kills Hamanu before he learns to control it with the *golden circlet*.

Year of King's Defiance (Free Year –83)

An unnamed psionicist discovers the presence of the psurlons, a powerful psionic race of worm-like creatures, on the Astral Plane. With their own world being destroyed millennia before, a few psurlons migrate to Athas where the psionic nature of the world makes them potent enemies.

Year of Enemy's Agitation (Free Year –81)

The Scorcher is recovered from the belly of a silt horror by an ex-gladiator named Vorr. Soon after it, Vorr disappears in the Valley of Trevain.

Year of King's Agitation (Free Year –39)

Andropinis of Balic fails to come up with 1,000 slaves for the year's levy, presenting the Dragon with only 900. In his anger Borys levels a portion of the city and takes the remainder levy from among Andropinis' templars. For the next several years the sorcerer-king of Balic does extensive slave raids across the southern Tablelands to rebuild his slave population so this would never happen again.

190th King's Age

Year of Friend's Vengeance (Free Year –1)

A templar of Urik removes the golden circlet from the head of the Obsidian Man, which animates and kills him. The artifact is later traced through the streets of Urik, but disappears into the desert.

Year of Desert's Slumber (Free Year 0)

After years of investigation into the death of Nerad, a preserver/psionicist named Korgunard learns of Oronis of Kurn. Though reluctant to have another death on his hands, Oronis gives him the preserver metamorphosis spell–but does not allow him to retain a copy.

The Age of Heroes

Year of Priest's Defiance (Free Year 1)

King Kalak of Tyr is slain by the *Heartwood Spear* through the combined efforts of Rikus, Agis, Neeva, Tithian, and Sadira. Tithian becomes the next king of Tyr and frees all slaves. Tyr adopts the Free Year calendar.

Year of Wind's Reverence (Free Year 2)

Hamanu of Urik sends his army to capture the iron mines of Tyr from the upstart king. In response Rikus forms the Crimson Legion and defeats the approaching army while wielding the *Scourge of Rkard* and the *Belt of Kings*. Afterwards Rikus takes the Crimson Legion to sack Urik in search of the *Book of Kemalok Kings*, but is defeated by Hamanu himself. The Crimson Legion is destroyed, though a few survived. Rikus returns the *Belt of Kings* to Kled, but is told to keep the *Scourge*. King Andropinis pays an extra 1,000 slaves to make up for Tyr's share of the levy. Aided by the Veiled Alliance of Urik, Korgunard becomes Athas' third avangion.

Year of Dragon's Agitation (Free Year 3)

In an effort to protect Tyr from the Dragon, Sadira seeks out the Pristine Tower and its ancient magic. In return for her pledge to slay the Borys of Ebe the shadow giants of the Pristine Tower transform her into the Sun Wizard, giving her power akin to that of a sorcerer-king. Avoiding Tyr, the Dragon attempts to take his yearly levy from the Dwarven city of Kled. In the end he is driven off by Sadira and Rikus bearing his old sword the *Scourge*. During the battle Neeva gives birth to her mul son Rkard, named for the Dwarven king who battled Borys 2,000 year ago. For the next several years King Tithian of Tyr secretly supplies the Dragon with a levy of 1,000 slaves captured from outlying villages.

Year of Mountain's Fury (Free Year 4)

The ancient artifact *Psionatrix* is activated by the Order, a powerful organization of psionic purists, nullifying psionics across the Tablelands and causing thri-kreen to be driven into an insane frenzy. The avangion Korgunard is slain while trying to convince members of the Order to deactivate the Psionatrix. One of the members, a halfling named Pakk, consumes the avangion's remains. Deep within the recesses of the Dragon's Crown, the *Psionatrix* is deactivated and several members of the Order are slain. The remains of the artifact mysteriously disappear.

Year of Silt's Vengeance (Free Year 6)

Lead by Queen Trinth, the githyanki of the Astral Plane discovers a way to safely breach the Gray and invade Athas from the Black Spine Mountains. The githyanki's plans are foiled by a group of heroes that travel through the portal and kill the queen. With Trinth dead, the portal collapses.

Year of Enemy's Slumber (Free Year 7)

The comet known as the Messenger fails to appear at the prescribe time, and many across the Tablelands take it as a sign of a forthcoming doom.

Year of Ral's Reverence (Free Year 9)

Armed with information stolen from the dwarves of Kled, Tithian learns of the location of the hidden *Dark Lens*—with which he can become a sorcerer-king. Agis of Asticles catches up with him and reluctantly aids him in his quest. After the pair retrieves the *Dark Lens*, Tithian kills Agis.

Year of Friend's Agitation (Free Year 10)

Dregoth returns to New Giustenal from the Outer Planes with aspirations of becoming a god. Unsure of the condition of Athas he sends his templars to the surface to learn the state of the Tyr region, learning too late the events that lead to the death of several fellow Champions. Sadira kills Abalach-Re with the broken tip of the *Scourge* of Rkard on the Ivory Plain. The sorcerer-queen's body is completely consumed by black ooze leaking from the broken tip. Rikus of Tyr breaks the *Scourge of Rkard* a second time, this time in the snout of the Dragon. The sword again issues forth a black ichor that completely consumes Borys of Ebe. Tithian uses the *Dark Lens* to free Rajaat's substance from the *Black Sphere*, causing his essence to also be released from the Hollow. After 2,000 years of imprisonment the First Sorcerer is once again free. The result of escaping his prison destroys much of Ur Draxa in a grand explosion. In the ruins of Ur Draxa Rajaat battles his former Champions. Rajaat imprisons Andropinis of Balic in the Black, then grabs the *Dark Lens* from Tectuktitlay of Draj and crushes the sorcerer-king's skull. The remaining Champions scatter while Sadira steals the Dark Lens and heads for the Ring of Fire. Sadira of Tyr discovers that the key to Rajaat's defeat is his shadow, which gives him substance. Young Rkard casts a sun spell using the *Dark Lens*, magnifying its power ten-fold. The resulting brilliance obliterates Rajaat's shadow and sends his essence back to the Hollow, while his body is boiled away by the heat of the spell. Having been in contact with the *Dark Lens* as Rkard cast his spell, Tithian becomes mystically connected to the Black and Rajaat's elemental nature. The result is Tithian becoming the Cerulean Storm. Sadira tosses the *Dark Lens* and the Scourge into the Ring of Fire, placing powerful wards around it so that no one can obtain the artifact and once again free the First Sorcerer. As Rkard's spell lights up the sky, a great earthquake rocks the Tyr Region. The full force of the quake is centered west of the Tablelands beyond the Ringing Mountains. The resulting quake creates the Great Rift, a passage leading to the Crimson Savannah of the Kreen Empire.

Year of Desert's Fury (Free Year 11)

The Wanderer discovers the lost halflings, the Rhul-thaun, of the Jagged Cliff.

Year of Priest's Contemplation (Free Year 12)

After leaving the Jagged Cliffs, the Wanderer travels north and learns of the Last Sea. There he discovers the bizarre land of the Mind Lords. The Coruscation begins, the Day of Light prophesied by the dray when the blood of a thousand unbelievers runs in rivers at the feet of Dregoth. This sign is to bring about the coming of a new age where Dregoth is supreme.

Chapter 8: Organizations

"Traders cooperate for Profit. Templars form allegiances for Domination. Psions join schools to gain Knowledge. And raiders band together for Strength. Power comes in many forms, but all who band together seek it - intentionally or unknowingly. Those who join them are caught in a web, for all organizations are tainted with corruption. The Veiled Alliance seeks to overthrow the Sorcerer-Kings and justifies murder in its ranks out of fear for discovery. The elitist Order would deny all other beings the use of psionic power and drive tens of thousands of beings insane. And the first generation dray believe they are children of a god, who has banished them from their homes. Once you realize the secrets of your organization, it is too late, for you are shackled to it. You realize you have traded your freedom for power."

—The Oracle, Blue Shrine Scrolls

In a *Dark Sun* campaign, characters may have to deal with intrigue and sabotage as often as with creatures of the Athasian wastelands. The descriptions that follow represent only a few of the many organizations that operate across the Tablelands and beyond. Some can be used as patrons for adventurers, other as opponents. More often, these organizations can be an ally one day, and opponent the next.

The Brotherhood of the Mind

"I am not sure what happened, but over what seems to be the course of a month, this newcomer upstart became the heir of the house. I have never heard of him in all my travels across the Tablelands. I do not trust this Lergit Mylor."

—Polutick Fest of House Stel on the declaration of a new heir and secret member of the Brotherhood of the Mind

The Brotherhood of the Mind is an ancient society of evil psionicists that conspire to destroy all sorcerer-kings and rule Athas supreme. In the Sanctuary, they secretly plot and scheme while constantly searching for ancient psionic texts.

Brief History

The Brotherhood was founded by a noble Nibenese psionicist named Liumakh almost 500 years ago. Liumakh is a powerful telepath who dreamed of unseating the Shadow King of Nibenay. He was convinced that a sufficient gathering of psionic power could defeat the tyrant. Unfortunately, the Shadow King learned of his plots, and he and his followers were forced to flee. At that time, Hamanu of Urik was feuding with Nibenay, and he gave them sanctuary.

Liumakh and his followers constantly work to bring down the Shadow King, but they've never been able to succeed. In studying his enemy, Liumakh realized the nature of the sorcerer-kings, and his secret order changed its goal to the accumulation of raw power. He planned to destroy the sorcerer-kings and assume his role as the ruler of Athas.

Over the centuries, the Brotherhood's importance has fluctuated. Despite this, not one sorcerer-king has fallen to its plots. The Order closely watches the Brotherhood, but to date it has not achieved a level of power that would require intervention. Hamanu of Urik pretends to ignore them, but he occasionally spies on the Brotherhood to see what they are up to.

The Brotherhood has taken advantage of the recent events that shook the Tablelands, falsely advertising that the sorcerer-kings of Tyr, Raam, and Draj were killed by members of the Brotherhood, which has caused their ranks to substantially grow in the last few years. The insulation of Urik has further helped the Brotherhood to further grow, since now they are unfettered by Hamanu's templars.

The Brotherhood on Athas

"The sorcerer-kings are like large beasts, they go where you lead them. Hunting large animals is always about choosing the right battle ground, and one never attacks a drake in its lair."

—Liumakh, Leader of the Brotherhood

The Brotherhood of the Mind is a secretive and somewhat large body of evil manifesters, spreading out into Athas searching for more members and ancient psionic mysteries.

The Brotherhood is a network of likeminded individuals, all committed to advancement of their craft and power. Although most train at the Sanctuary, only a few members remain there. Most leave, returning on occasion to share information, learn new powers, or seek an audience with Liumakh.

Officially, members are free to come and go as they please, but in reality, any ex-member will suffer a terrible, fatal accident soon after leaving the Brotherhood. After all it is a steep climb down. Liumakh is afraid that ex-members could reveal any important information to the sorcerer-kings.

Organization

For years, the Brotherhood has been engaged in a quest for ancient texts of psionic enchantments, hoping to find something that would make possible the destruction of the remaining sorcerer-kings.

The Brotherhood is still led by Liumakh (LE male undead [human], telepath 7/psion uncarnate 10), whose unending ambition for power continued even after his death. Currently, there are about fifty members of the Brotherhood scattered across the Tyr Region.

NPC Reactions

Traditional psionicists view the Brotherhood of the Mind's purpose as hideous and against the basic principles of the Way; therefore most manifesters aware of the Brotherhood are unfriendly. Templars and good-aligned characters are always unfriendly.

The Brotherhood Lore

Characters with ranks in Knowledge (local [Urik]) or Knowledge (psionics) can research the Brotherhood of the Mind to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: A Brother is a psionicist bent on using psionics for evil and domination.

DC 20: The Brotherhood of the Mind operates out of the Sanctuary, a monastery where apprentice members are trained.

DC 25: Brothers are always searching for new talent to add to their ranks, and so members always watch for those with psionic talents.

A bardic knowledge check or a Gather Information check (wherever a psionic academy can be found) check can reveal the same information as these knowledge checks, but in each case the DC is 5 higher than the given value.

The Sanctuary

The headquarters of the Brotherhood of the Mind is a hidden monastery cradled in the fiery slopes of the Smoking Crown, overlooking the Lake of Golden Dreams.

The Sanctuary lies in the slopes of the Smoking Crowns, north of Makla, along a narrow and sinuous path. Its entrance is marked by a stone gatehouse protected with several clairsentient psionics. After that, stone stairs lead to the front hall. The Sanctuary has three floors. On the ground floor the dormitories house the apprentices and can hold one hundred students comfortably. Classrooms and meditating rooms are on the first floor, with rooms for the instructors and senior members flanking them. The library is located in the basement, together with a series of closed down tunnels that go deep into the Smoking Crowns. No one knows why these tunnels were closed.

Aside from the high-level psions and other manifesters responsible for instructing the apprentices, the House employs many guardians to watch the gatehouse and patrol the region surrounding the monastery.

The Brotherhood in the Game

The Brotherhood represents a great vehicle for introducing psionics into your campaign. The Brotherhood could be an anonymous group not previously encountered. If a PC has interest in psionics, he can research the organization and seek out the Sanctuary.

Most often than not, the Brotherhood will work as antagonist for the PCs, since sooner or later, the PCs will learn about the true nature of the organization or even be the victim of one of its members.

Sample Encounters

Liumakh and the rest of the Brotherhood is in search of more followers and will try to persuade any intruders in the monastery to join his Brotherhood, particularly if they show any signs of developed psionic abilities.

EL 10: Suteki is one of the most senior members at the Sanctuary. He has personally recruited more than twenty members into the group and enjoys quite a reputation in the Brotherhood.

Suteki **CR 10**

Male human telepath 10
LE Medium humanoid (psionic)
Init +5; **Senses** Listen +2, Spot +2
Languages Common, Elven, Dwarven, Tari

AC 17, touch 15, flat-footed 16
(+1 Dex, +4 natural armor, +4 deflection)
hp 57 (10 HD)
Fort +5, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)
Melee iron dagger +5 (1d4)
Base Atk +5; **Grp** +5
Atk Options Delay Power, Empower Power, Extend Power, Widen Power
Special Actions Psionic Mediation
Combat Gear *3 brain lock pearls, dorje of ego whip* (ML 11th, 33 charges), *3 fruits of heal critical wounds*
Power Points/Day 108; **Psion Powers Known** (ML 10th):
5th—*mind probe* (DC 19), *psychic crush* (DC 19), *psionic true seeing, shatter mindblank*
4th—*correspond, mindwipe* (DC 18*), *psionic dominate* (DC 18*), *psionic modify memory* (DC 18)
3rd—*crisis of breath* (DC 17*), *dispel psionics, telekinetic force* (DC 17), *telekinetic thrust* (DC 17)
2nd—*ego whip* (DC 16*), *psionic knock, psionic suggestion* (DC 16), *read thoughts* (DC 16)
1st—*crystal shard, mindlink, psionic charm* (DC 15*), *skate, vigor*
*The save DCs for these powers might increase with the use of augments.

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 15, Cha 16
Feats Extend Power, Negotiator, Psionic Meditation,

Empower Power, Delay Power, Psionic Body, Improved Initiative, Widen Power

Skills Concentration +15, Diplomacy +18, Knowledge (psionic) +17, Listen +2, Psicraft +17, Sense Motive +17, Spot +2

Possessions combat gear plus *ring of protection +4, psychoactive skin of the defender*

The Dynastic Merchant Houses

"Who am I? I am no more or less than I seem. I am a merchant and a businessman. I am a dune trader."

—Typical dune trader introduction

The merchant houses supply the lifeblood of Athas—foodstuffs that feed isolated city-states, construction materials to build the palaces of sorcerer-kings and decadent nobles, slaves to toil in fields or fight and die in gladiator pits, and many other vital items.

For specific information regarding an individual Dynastic Merchant House refer to the *Trader Lords* supplement.

Organization

Organized along family lines with a matriarch or patriarch at its head, a major house controls dozens of caravans, maintains estates in several different cities, sponsors trading villages, and employs (or owns) thousands. The largest houses—Wavir, Tsalaxa, and their ilk—are influential enough to make even the most powerful sorcerer-kings take heed.

The Merchant Houses on Athas

"Sometimes, I don't know whether to praise them or curse them. They live in my city, they take up valuable space and resources, and yet they obey me only when it suits them. They say that they wish to maintain the general good, keep things stable so that they may make a profit. And yet, without them, my people would be unable to raise great monuments to my glory, or perhaps even to eat! And should my people grow dissatisfied, they would not submit so easily to my rule, and would not give me the honor and reverence I deserve. These traders are a pain, but what would I do without them?"

—Kalak the Tyrant of Tyr

A Merchant House works well as a rival for an entrepreneur PC—or as a potential employer for PCs of a more mercenary bent. Because of the crucial role they have in the Athasian economy, it also has resources that other adventurers lack. Its members' influence over Athasian society and abundant resources can be used for and against the PCs. In short, it's a recipe for intrigue and enmity when its members confront PCs who are crossing their paths.

NPC Reactions

Agents from a Dynastic Merchant House are well known to commoners and nobles from across Athas, inspiring a mixture of envy, disdain, respect, and fawning admiration. Most dune traders are seen as grasping, conning scoundrels who would rather hire another individual to do their dirty work than risk danger to themselves, particularly those who live in distant settlements. Among their clients, dune traders are generally perceived to fall into one of two extremes—greedy profiteers or noble benefactors—with with shades of grey in between.

The Merchant Houses Lore

Characters with ranks in Knowledge (local) can research a Dynastic Merchant House to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Merchant houses keep the Athasian economy alive, transporting important items from one city-state to the other.

DC 15: All mercantile houses follow a strict code of behavior, known as the Merchants' Code. Breaking the code means instant expulsion.

DC 20: Characters who achieve this level of success can learn important details about a specific Dynastic Merchant House in your campaign, including its history, a notable individual, the area in which it operates, and the kinds of activities it undertakes.

If the PCS are looking for a Merchant House, a DC 15 Gather Information is sufficient to put them in contact with an agent for a bargaining session.

The Merchant Houses in the Game

Members of a Merchant House vary widely in appearance and personality, but nearly all of them have the same unifying goal: profit.

Senior members of a Merchant House make good patrons and allies. They might seek to hire the PCs for almost any kind of mission or even recruit them if they display useful skills. As a twist, you can use a templar to send the PCs on various missions, revealing only later (or not at all) that the PCs' contact is actually an undercover agent from a Merchant House. Allow the PCs to take advantage of the hirelings, special transportations, and other perks of joining a Merchant House. Over time, introduce the costs associated with those advantages: internal and interhouse rivalries, political machinations, and the feeling of being just a small cog in a vast economic enterprise.

Sample Encounters

The easiest way to become involved with a Merchant House is through an agent who has heard about and been impressed by some of the past exploits of the PCs. The agent might have a mission for the characters, whether to

see just how good they are or use them as scapegoats for some sinister purpose.

Alternatively, if the PCs have caught the eye of someone important or robbed a precious cargo from the House, the House in question now stalks the party to collect information or retrieve its possessions.

EL 14: A particularly nasty trick favored by subtle houses is to plant guards or drivers in an enemy caravan in order to do everything they can to sabotage the caravan—spoil cargo, cut loose pack or riding animals, wreck or disable vehicles, and even secretly dispose of important caravan members. Nnn'tkk is performing such a task when he is caught red-handed by the PCs.

Nnn'tkk CR 14

Male thri-kreen ranger 14
N Medium monstrous humanoid
Init +9; **Senses** darkvision 60ft., scent; Listen +17, Spot +17
Languages Common, Elven, Kreen

AC 22, touch 15, flat-footed 17; evasion (+5 Dex, +5 armor, +2 natural armor)
hp 77 (14 HD)
Immune sleep
Fort +12, **Ref** +15, **Will** +8

Speed 40 ft. (8 squares); woodland stride
Melee 4 claws +21 (1d4+7) and bite +19 (1d4+poison)
Ranged +3 *chatkcha of returning*+22/+17/+12 (1d6+7)
Base Atk +14; **Grp** +18
Atk Options poison 1/day (DC 12, initial 1d6 Dex damage, secondary paralysis)
Special Actions camouflage, Deflect Arrows, favored enemy (elves +4, humans +2), swift tracker
Combat Gear *3 potion fruits of heal*

Abilities Str 18, Dex 20, Con 13, Int 13, Wis 17, Cha 8
SQ wild empathy +13 (+9 magical beasts)
Feats Advanced Antenna, Blessed by the Ancestors, Deflect Arrows[R], Endurance[B], Improved Initiative, Multiattack[B], Track[B], Wastelander
Skills 119 Handle Animal +6, Hide +21 (25 in sandy or arid areas), Jump +47, Listen +17, Move Silently +21, Search +15, Spot +17, Survival +18
Possessions combat gear plus *amulet of mighty fists* (+3), *bracers of armor* +5, +3 *chatkcha of returning*

Animal Companion kes'trekel (*ToA* 160)

The Order

"We are the Order, Ardivan the Black, and you will join us in upholding the Balance or be destroyed."
—Sashaya, female half-elven entrant of the Order

The Order is an organization of the highest-level psions on Athas, dedicated to two precepts: Psionics should only be studied for its own sake, and psionic talents should only be used to preserve the natural order.

To members of the Order, psionics is not merely a tool or a means towards an end. Psionics is a higher understanding, an area of study that purifies the mind and strengthens the spirit. A purist of the Order believes that he gains more awareness of the universe with every new power he masters, with every new iota of psionic strength that he can muster.

In the doctrine of the order, psionics is a part of the natural order, used by animals and primitives to survive against the harsh environment and against each other. Animals have retained this philosophy, but intelligent races have perverted psionics, polarizing it along with their moralities. Nature knows no such moralities. To a member of the Order, ambitions and ideals can only interfere with the purity o psionics. The use of psionics to further such ambitions, whether good or evil, is a crime against the natural order. Psions who use their talents to further causes of extreme good or extreme evil are criminals who must be located and stopped.

Brief History

The history of the Order is shrouded in mystery and myth. Most of those who know of the Order only know of their involvement in what has been named the Dragon's Crown incident, in which all psionic ability was suppressed for a period of months in Mountain's Fury of the 190th King's Age or Free Year 4.

This incident began when the human psionicist Pharistes became the Cerebral Master of Telepathy. It is believed he blamed the wanton abuse of psionic power for personal gain as the principle reason for the current state of Athas. At some time in the past, Pharistes had come into possession of an artifact called the Psionatrix which was capable of suppressing psionic use.

Once he became a Cerebral Master of the Order, Pharistes presented his plan to correct the world to the other Cerebral Masters. Using the Psionatrix, psionic power would be suppressed across all of Athas for a thousand years. During this time, the Order would set things rights, as members were somehow immune to the effects of the artifact. Though some of the Cerebral Masters objected to this plan Pharistes was able to seize control of the group through his superior telepathic abilities and the power of the Psionatrix.

The Psionatrix was activated and a psionic suppression field covered the planet. Chaos ensued. Psionics is an integral part of Athasian life and used for many mundane tasks through the day. The disruption of psionics caused considerable damage to the cities of the Tablelands. In addition, the psionic suppression field had a side effect on thri-kreen, causing them to enter a berserk uncontrollable rage.

According to rumors, King Hamanu eventually discovered the location of Pharistes and the Psionatrix in an ancient fortress deep in the Dragon's Crown Mountains. The Lion King sent agents to deactivate the Psionatrix. Apparently the heroes succeeded thought rumors vary on whether Pharistes was killed or driven off, and what became of the Psionatrix.

In the aftermath of the Dragon's Crown incident rumors spread that the Order was left in turmoil. Their

agenda and methods questions with many members questioning whether the Order should continue as an organization or disband. In recent years, rumors that the Order has disbanded have been passed by those in the known. With the battle at the Dragon Crown Mountains having significantly reduced their numbers and a disagreement over whether the Order should reconsider its goals, the members decided to disband the remnants of the Order.

Unfortunately these rumors are false, and were spread on purpose by members of the Order.

The Order on Athas

"Psionic heresy cannot be allowed. By our ancient laws he is now a renegade. His life is forfeit."

—Mandalis, Order Mediator

The Order is a self-appointed champion of psionic purity. The upper orders pursue psionic purity, whereas lower orders root out heretical psions.

The Order defines psionic heresy as the use of powerful psionic powers for causes of extreme good or evil. Powerful psionics are powers used by an epic psion. Below that level, the Order regards psions as hardly more than children, who cannot be held responsible for their actions. The attitudes of such low-level characters towards law or chaos do not concern the Order.

Characters who use other powers, (armies or arcane magic, etc.) to further their good or evil ends also do not concern the Order. Only the use of powerful psionics draws the Order's attention. The Order is not interested in supporting neutrality as such-they only seek psionic purity as they have defined it.

All members of the Order must uphold this agenda. They must confront heresy according to their roles; they must pursue greater psionic mastery themselves, and they cannot personally use their psionic powers for any purpose that is completely good or evil.

Organization

The Order has an organization that is both loose and rigid. It is rigid in that members fill different roles depending on their level of psionic mastery, that there can be only so many members at the upper levels, and that each member must adhere to the doctrines of the Order as a whole. Its organization is loose, however, because there are no regular meetings (physical meetings, that is) and because each member operates independently within his given role.

The Order is organized into two major sections, the lower and upper orders.

All psions in the lower orders have 1 through 6 Order Adept levels. Lower-level psions cannot petition for entry. Those with Order Adept levels 1, 2, and 3 are *entrants* while those of level 4, 5, and 6 are *mediators*. Though the number varies, there are usually around 30 entrants and 10 mediators in the Order at any time.

As the most junior of the lower order, entrants perform most necessary day-to-day interactions with the rest of Athas. The wander Athas in search of psionic heresy, which they must report to their mediator contacts. They may act upon such heresy only after receiving specific instructions from mediators.

Mediators make decisions about Athasian affairs; they usually send entrants to deal with perceived problems. Mediators must collect information on psionic heresy and delegate the responsibility for eliminating that heresy. Mediators only occasionally involve themselves personally with the destruction of psionic heresy, calling on entrants to perform the actual work. Mediators only rarely inform the upper orders about their activities, as the upper orders dislike interruptions.

The elite body, consisting solely of psions with 7 through 10 Order Adept levels, is structured in sixes, according to the six psionic disciplines. There are six *cerebral masters*, one assigned to each discipline, and beneath each of these are six *psiologists*. There are always exactly 42 sapient beings in the upper orders.

The psiologists are concerned with physical research into psionics. They concentrate on their specialized discipline, studying psionic beasts, ancient records and ruins, and the use of psionics by all intelligent creatures. They must convey their findings to the five other psiologists in their discipline and to their cerebral masters, but they choose their own research projects and methods.

The six cerebral masters devote their lives to personal psionic growth. Basing their research in their own minds, they meet only with other members of the upper orders, and then only occasionally. Their solitary existence calls for minimal contact with the world.

Within the Order, a member knows the identities of all members of his station, and he has up to three contacts in the next higher level.

NPC Reaction

Though its members are individually powerful, the Order is very small, and its effects on Athasian life and culture are minimal. Concentrating as it does on its version of psionic purity the Order leaves other great forces on Athas unmolested. In fact, the only characters who will likely ever encounter the Order are psions who progress beyond 20th level.

Legends of powerful psions and their exploits are fairly common, but actual knowledge of the Order is extremely rare. Members of the Order seldom bring attention to themselves, since the activities of the common folk don't warrant their interference. That there exists some higher organization of mysterious, powerful psions is an uncommon rumor. Its nature, members, and agenda are the subjects of wild and inconsistent speculation. Even the sorcerer-kings are not completely certain about the Order- some acknowledge its existence, but none has a clear idea of its mission.

The Order Lore

Characters with ranks in Knowledge (psionics) can research the Order to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 20: The Order is a group of powerful psions who are responsible for slaves escaping, socks from disappearing, rain, and animals with nasty dispositions.

DC 25: The Order was responsible for the disruption of psionic powers in Mountain's Fury of the 190th King's Age (Free Year 4) using a powerful artifact from their base in the Dragon's Crown Mountains.

DC 30: The Order disbanded in the wake of the Dragon's Crown incident, though members of the Order still live and may pursue their own mysterious goals.

The Order in the Game

The player characters may meet a member of the Order in their travels, though they may never identify him as such. Members of the lower orders are wanderers, so making acquaintance of one is not out of the question. The DM may, in fact, consider introducing an entrant or mediator NPC into his campaign, if one of the PCs is an advancing psion. Reintroducing the NPC when the PC gains access to epic psionics lends background color to the encounter.

Once any creature gains access to epic psionic powers his mind attracts the Order's attention. Mediators send one or more entrants to investigate the new psion and learn his motivations. If the new psion is of neutral alignment, they approach him to join the Order as a new entrant. If his alignment is either good or evil, or if he refuses to join the Order, he is marked for death and becomes a renegade.

Before a player character gains a second level after gaining access to epic psionics he must deal with the Order as either a member of a renegade. A member can still act as an independent entity. He can still operate with other characters and travel unhindered across Athas however he must act within his role toward the agenda of the Order as a whole. Failure to do so results in expulsion, which means a death sentence from the organization. Renegades have committed no special crimes against anyone on Athas; however the Order hunts them relentlessly, sending entrants and even beast servants against them until they are destroyed. Provided he can avoid the Order's wrath, a character can advance as a renegade to any level of experience.

Sample Encounters

EL 27: Cassine is a psiologist of telepathy. She has studied psionic beasts and their use of psionics. One area that has interested her greatly is how psionic beasts seem to be able to increase their psionic power as well as their natural aggressiveness when their young are threatened. Cassine wonders if this phenomenon can be duplicated in thinking beings. To study this hypothesis, Cassine kidnaps family members of a PC with psionic abilities. She sets increasingly more difficult challenges in front of the PC's to see to what lengths they will go to in order to rescue their loved ones. She attempts to do all of this while not directly revealing herself to the PC's.

Cassine CR 27

Female halfling telepath 20/ order adept 7
LN Small humanoid (psionic)
Init +2; **Senses** Listen +6, Spot +2
Languages Halfling

AC 13, touch 13, flat-footed 11
(+1 size, +2 Dex)
hp 122 (27 HD)
PR 37
Fort +15, **Ref** +16, **Will** +22 (+29 psionically focused); +2 on saves against spells and spell-like effects

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Speed 20 ft. (4 squares)
Melee mwk dagger +14 (1d4-1/19–20)
Base Atk +10; **Grp** +10
Atk Options Extend Power, Epic Power Penetration, Greater Psionic Endowment, Inquisitor, Quicken Power, Unconditional Power
Epic Powers/Day 3; **Epic Powers Known** (ML 29th):
beast mastery (DC 29), *epic inertial armor*, *epic schism*
Power Points/Day 423; **Psion Powers Known** (ML 29th):
9th—*affinity field* (DC 28), *true mind switch* (DC 28)
8th—*greater psionic teleport*, *mind seed* (DC 27), *psionic mind blank*
7th—*crisis of life* (DC 26), *mindflame** (DC 26), *ultrablast* (DC 26)
6th—*aura alteration*, *mass cloud mind* (DC 25), *remote view trap*
5th—*metaconcert*, *mind probe* (DC 24), *psionic true seeing*, *shatter mind blank* (DC 24)
4th—*correspond*, *hallucination** (DC 23*), *psionic dominate* (DC 23*), *psionic freedom of movement*, *psionic modify memory* (DC 23), *schism*, *thieving mindlink* (DC 23*)
3rd—*body adjustment*, *dispel psionics*, *false sensory input* (DC 22), *hostile empathic transfer* (DC 22), *mental barrier*
2nd—*aversion* (DC 21*), *brain lock* (DC 21), *psionic calm emotions**, *psionic identify*
1st—*detect psionics*, *inertial armor*, *psionic charm* (DC 20*), *telempathic projection* (DC 20), *vigor*
*The save DCs for these powers might increase with the use of augments.

Abilities Str 8, Dex 15, Con 12, Int 26, Wis 14, Cha 8
SQ targets of charm powers do not gain a bonus on saves due to being threatened or attacked, subjects of compulsion powers do not get a bonus on saves due to being forced to take an action against their natures, immediately reroll any failed Will save against a clairsentience power or ability
Epic Feats Epic Manifestation, Epic Psionic Meditation, Epic Power Penetration
Feats Extend Power, Greater Power Penetration, Greater Psionic Endowment, Inquisitor, Power Penetration, Psionic Affinity, Psionic Body, Psionic Endowment, Psionic Meditation, Quicken Power,

Skill Focus (Psicraft), Unconditional Power

Skills Autohypnosis +4, Bluff +19, Climb +1, Concentration +31, Diplomacy +16 Disguise +1 (+3 acting), Gather Information +9, Jump +1, Knowledge (nature) +18, Knowledge (psionic) +45, Listen +6, Psicraft +52, Move Silently +3, Sense Motive +17, Spot +2, Use Psionic Device +1

Possessions combat gear plus masterwork dagger, *headband of intellect +6, psionatrix of telepathy, cloak of resistance +5*

The Shadows

"You might as well try to hide treasure from the Shadows."

—Athasian proverb meaning something impossible

Many Athasian organizations trade in contraband, assassination, espionage and forbidden items—even, on occasion, the dynastic merchant houses. But no others have honed the practices of smuggling and trade in illegal objects and substances to such a height as have the Shadows, and no one knows exactly how they do it.

Brief History

Many Athasians claim that the Shadows have always existed. There is little evidence to contradict this, for references to the Shadows go back hundreds of years. After so much time, the Shadows have evolved considerably, becoming less a tribe or family and more a vast, complicated secret society with an exclusively elven membership. While most Shadows are born into the group, outsiders are sometimes admitted.

An early reference to the Shadows comes from an ancient epic sung by bards. This is known as "The Saga of the Fall of Kaday". The song speaks of Kaday, a powerful defiler, who is undone by a jealous ex-lover. Spurned and rejected, a beautiful wizardess makes a pact with a mysterious group of black-clad elves, giving them all her worldly possessions in order to grant her vengeance. To her dismay, the elves retaliate out of all proportion, casting down Kaday in a cataclysm that destroys both him and everything he owns. In the end, the distraught wizardess repents of her deed and dies of grief.

This story, a popular tragedy told in innumerable versions (in one, the rejected wizardess and her lover still wander the wilderness of Athas, wailing endlessly), illustrates several points that are familiar to those who know the Shadows. An inherent (if chaotic) sense of justice and fair play seems to permeate their dealings. Orders are often followed to the letter, even to the extent of causing destruction and grief far out of proportion to what the client initially requested. The Shadows, it seems, are determined to teach foolish outsiders to think about the consequences of their actions.

Every city, as well as most villages, has tales about the Shadows. They can take the role of heroes, villains, or an amoral force of nature. Sometimes, they are thieves who can be foiled only by the quick thinking of brave templars. At other times, the Shadows are noble avengers who frustrate the goals of greedy sorcerer-kings or brutal bandits. In all the stories they are similar—dark-clad, soft-spoken elves who provide any service or obtain any item, for a price.

The Shadows on Athas

"Elves don't scare me, but the Shadows do. My uncle tried to double cross them in a deal two harvests ago, and they took it out on everyone he knew. It's why I am a slave. They can strike at you from anywhere…"

—Cherit Aztherax, former Draj noble and current brick maker for the God Child Atzetuk

The Shadows' services do not come cheaply. A deposit of up to 100 gold pieces is required for particularly difficult assignments, an amount that few Athasians can afford. After the job is done, the Shadows demand up to one-half the value item they are asked to steal. Woe unto the individual who cheats the Shadows, for the item in question will invariably disappear, along with much of the employer's wealth.

Should the Shadows feel that their employer will use the information gained for evil or selfish purposes or to harm the innocent, that employer may well find himself the target of the Shadows' vengeance.

Often, information or acts similar to what the employer requested are visited upon him, or his enemies learn his most devastating secrets. There is no telling exactly when the Shadows' sense of fair play will be offended, but when it is, disaster invariably follows.

Most often, Shadows appear and disappear as silently and mysteriously as their name suggests. An individual in need of a certain item will often find that exact item offered to him by a mysterious, hooded elf who speaks little but always delivers as promised.

Shadows sometimes operate out of a normal elven market, usually by agreement with the tribe that operates it. Although they will sometimes present themselves openly as Shadows, they most often do business in the guise of their host tribe, allowing their hosts a share of the profits. The Shadows never themselves operate elven markets, preferring to work individually or in very small groups.

Organization

The Shadows are divided into numerous cells, known as talons. Each talon is based in a different city and is responsible for all activities in the vicinity. A talon is led by a talon-master, usually a high-ranking rogue or wizard, who acts as patriarch (or matriarch) of what amounts to an extended family.

Talon-masters meet once every ten years in a secret location to select the grand shadow master, who leads the tribe for the next decade. The grand master arbitrates disputes, selects new talon-masters, and coordinates all activities. The talon-masters are autonomous leaders, with

no obligation to follow the grand master's edicts, but the grand master retains the right to remove talon-masters from office, so his wishes are usually respected.

Below the talon-masters are numerous sub commanders, known as shadow-masters, each responsible for a different section (or claw) of the talon. A fighter leads the mercenary claw, a wizard the magical claw, a rogue the espionage claw, etc.

Under the shadow-masters are numerous elves with skills appropriate to their section. Some Shadows are not associated with any particular claw, but work temporarily for whichever is most appropriate at the moment. Most talons have added a claw devoted exclusively to trade, led by a high-level rogue and employing lower-ranking Shadows of every class. Various claws, their rules, and organization, are listed below. Some details vary from talon to talon, but the basic functions remain the same.

Espionage Claw: The Shadows' skill at intrigue is every bit as impressive as their talent for theft. Secrets known only in the deepest hearts of Athasian nobles have become common knowledge or fallen into the hands of extortionists as a result of the Shadows' activities. Secret trade agreements, communications between conspirators, and crimes against sorcerer-kings—all are targets of the Shadows' spies, and nothing seems truly safe.

Merchant Claw: Until recently, trade was a limited part of the Shadows' activities. Small merchant claws were maintained to fence stolen goods or to buy supplies needed by the talon. In the past few years, however, Shadow merchants have gained considerable status, and their activities have grown to equal or eclipse the Shadows' familiar pursuits. Trade with the Shadows is simple. They will buy or sell anything, anytime, anywhere, and to virtually anyone. Prices depend on the Shadows' attitude toward the individual. Buyers or sellers of chaotic or good alignment are usually favored, although those of a neutral bent also receive good treatment. Evil or lawful individuals can get good deals, but they must bargain skillfully. The only groups the Shadows refuse to deal with are the sorcerer-kings and their templars. They will even deal with outside defilers, although they charge exorbitant prices for doing so.

Mercenary Claw: This is the claw most frequently encountered by outsiders. Many Shadow mercenary claws are known only as freebooters with no connection to the mysterious elves. These groups have their own history, heraldry, and uniforms, leading customers to believe that they are independent elven mercenaries.

Magical Claw: Shadow defilers favor spells of stealth, deception, and illusion (there are a large number of illusionists). These illusionists are almost always assigned individually to assist other claws in the pursuit of missions. As with the mercenaries, members of the magical claw sometimes masquerade as independent agents, hiring out to the highest bidder. Funds from their employment go back to the magician's talon, without the knowledge of the employer.

Raiding Claw: Raiding claws are not assigned as much as they are simply unleashed. Those who require their services often hire them simply to disrupt an enemy's caravan traffic. Material gain is not an issue for the employer, as raiding claws take all they find as part of the claw's pay. These claws have a composition similar to a normal tribe, with fighters, scouts, wizards, and so on. Pay depends on the plunder to be gained from the target. Extremely lucrative targets are raided for next to nothing (a few dozen gold pieces), while poorer victims cost more (hundreds or thousands of gold pieces).

Thieving Claw: Thievery is one of the Shadows' specialties. This claw includes mostly thieves, plus a few wizards skilled in illusion spells and psychoportation psionicists. Numerous supposedly impregnable vaults and heavily guarded fortresses have fallen to near their miraculous skill. The Shadows' skill as thieves has entered popular legend a long time ago.

NPC Reactions

The general populace knows little about the Shadows, thinking of them only as mysterious elves who appear sometimes unexpectedly to offer their services to anyone who can afford them. Those who know about a certain individual's affiliation see him with hate and fear and have an initial attitude of unfriendly towards him. Rogues, bards and those who break the law as a way of life view the Shadows more positively, because they benefit from their numerous services. They have an initial attitude of friendly towards those who reveal themselves as a Shadow.

The Shadows Lore

Characters with ranks in Knowledge (local) can research the Shadows to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 20: The Shadows are mysterious elves who offer services from burglary, to raiding and espionage for those able to pay.

DC 25: A vast and unthinkably old organization, the Shadows have survived for a long time by keeping their secrets safe from outsiders.

DC 30: Recently the Shadows' criminal activities have dwindled, as they have discovered that trade can be just as profitable as crime, but with less work.

The Cache

One of the most important headquarters of the Shadows in the Tablelands is known only as the Cache, a secret domicile of one of their two heads in the Ivory Triangle region. The location of the Cache is known to few outside the Shadows. Non-Shadows who somehow stumble across the location of the site will be killed immediately and without hesitation.

The Cache lies inside a mountain, its entrance sculpted in the rock with illusions making sure that no one finds the entrance by accident. Inside is a warren of halls and rooms, exquisitely built in the elven style of architecture. The Cache works as a training center for the young members of various claws, a resting place, a large

storehouse of various goods, and barracks for the hundred warriors that garrison the Cache.

The Cache was first constructed over 600 years ago when the Oba of Gulg declared war on the Shadows, seeking to eliminate them entirely from the city. However, it is transforming more and more into a merchant's fortress. Trade in the illegal goods with which the Shadows deal has been further boosted by the revolt in Tyr and the turmoil in Raam after Dregoth's invasion.

Aside from talon-master Vollen (LN male elf, fighter 10/ rogue 9), high-level defilers responsible for instructing the magical claw apprentices, and high-level rogues instructors for the thieving, espionage, and merchant claws, the Cache employs many guardians from the mercenary and raiding claws to watch the tunnels, the main entrance, and patrol the surrounding region.

The Shadows in the Game

The Shadows work better in an urban environment, such as large villages and city-states. Recently, the Shadows seem to be growing less active. While many assassinations, thefts, and other acts of mayhem have been blamed on this mysterious group, there is little evidence that the Shadows are involved. True, their handiwork is still seen on occasion, but to nowhere near the extent that it was in the past.

Some claim that the Shadows are dying out. Most learned scholars agree that the Shadows are still active, but they have simply changed their tactics. The thefts, killings, and espionage continue, and are still offered to anyone who knows the right questions to ask, but now the Shadows seem to have discovered an easier, more certain way of life. Like many other elven tribes, the Shadows have discovered trade.

Sample Encounters

Shadow members live in intrigue, intimidation, and secrecy, but they use violence only as a last resort or if the pay is very high. They first try to get their way through blackmail or intimidation before resorting to their assassins.

EL 11: A reasonably good-natured (for a Shadow) elf, Sellak likes to play the role of the mysterious smuggler. He greatly enjoys meeting customers in the middle of the night, swathed in a deep hooded cloak. He does this even when he is dealing in legitimate trade goods, if only to maintain his image.

Sellak **CR 11**

Male elf rogue 5/dune trader 6
NG Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +10, Spot +10
Languages Common, Dwarven, Elven, Saurian

AC 16, touch 13, flat-footed 14
(+2 Dex, +3 armor, +2 natural, +1 deflection)
hp 38 (11 HD)
Resist mundane extreme heat or cold
Fort +3, **Ref** +8, **Will** +9

Speed 40 ft. (8 squares); elf run
Melee mwk short sword +9/+4 (1d6+1/ 19–20)
Base Atk +7; **Grp** +8
Atk Options Combat Expertise, dazzle, sneak attack +3d6

Abilities Str 13, Dex 14, Con 10, Int 16, Wis 17, Cha 18
SQ agent, contact, improved fast talk, linguist, trap sense +1, trapfinding
Feats Combat Expertise, Deceitful, Stealthy, Trader*
Skills 154, Appraise +17, Bluff +20, Diplomacy +19, Disguise +15 (+17 acting), Forgery +10, Gather Information +16, Hide +14, Intimidate +16, Knowledge (local) +13, Listen +10, Move Silently +14, Perform +10, Profession (merchant) +19, Search +10, Sense Motive +18, Sleight of Hand +7, Spot +10
Possessions masterwork studded leather armor, masterwork bronze longsword, *ring of protection +1, amulet of natural armor +2, cloak of Charisma +2*

The Templarate

"Do you know the penalty for trying to escape the Shadow King's slave pits, my thin, elven captive?"
—Alethea, Nibenese templar

Templars are the minions of the sorcerer-kings; his warriors, his city-guard, and the living symbols of his tyranny.

For specific information regarding a templarate of a particular city-state, refer to Chapter 7: Life on Athas.

Brief History

The templars are taught that long ago the sorcerer-kings banished all gods as false and sent hordes of selfish and misguided followers packing. Some believe this to be true, and others say it is only a convenient lie created to justify the Eradication. The majority of templars don't really care. They care more for the power they have and with scheming to acquire more.

The Templarate on Athas

"Templars so cherish their status as keepers of the peace and protectors of the public that they have occasionally been known to beat to death those citizens who question that status."
—Wanderer's Journal

The templarate is one of the great powers of the Tablelands. Thanks to its control over a particular city-state administration and the divine spells granted by their sorcerer-kings, it has exerted considerable influence over the shape of their city-state during the Brown Age. Characters who serve the templarate as templars or templar knights are part of a significant and vital city-state power.

Organization

Not surprisingly, most templars rarely, sometimes never, see their lord and master. There are far too many for the king to personally supervise, and sorcerer-kings usually have no desire to associate with undesirables, even their own. Templars of higher rank see their king only when he wishes to see them, and then only if there is an important matter to be discussed. Each monarch is somewhat different, but the general rule seems to be "speak when spoken to".

The templars usually have a very rigid chain of command. First-level templars will report to those immediately above them. They, in turn, pass messages up through the ranks. Trivial information is weeded out, and only the most urgent matters are brought before the templar commander—the king himself.

The spells and supernatural powers that are given to the templars must be requested directly from the sorcerer-king, but these transactions have been played out so many times that the king is rarely even conscious of them. High-level templar spells are often supervised, however, because the sorcerer-kings are concerned about potential treachery and in any case, they believe that they know what armaments their servants need better than their templars.

NPC Reactions

All citizens of a city-state recognize the distinctive clothing (or absence thereof) of the templars, and most have unfriendly attitudes toward these highly visible and corrupt champions of the sorcerer-kings. Outside a city-state, recognizing a templar clothing's or sigil as a symbol of a templarate requires a DC 10 Knowledge (religion) check, while a DC 15 check identifies the wearer as a member of the templarate.

Since a templar is sworn to exterminate wizards of all kinds and undead, such creatures are always hostile when they recognize a templar.

The Templarate Lore

Characters with ranks in Knowledge (local) or Knowledge (religion) can research the Templarate to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Templars can cast divine spells through their sorcerer-kings.

DC 15: The templars are dedicated to hunting wizards and undead, as well as administrating and protecting their city-state.

DC 20: A templarate is usually divided into several bureaus, each divided to a specific aspect of the city-state's administration.

DC 25: Characters who achieve this level of success can learn important details about a specific city-state templarate in your campaign, including a notable individual, their bureaus, and the kinds of activities it undertakes.

The Templarate in the Game

Templars are very diverse in their attitudes and motivations, but because the power they hold tends to corrupt any individual, the organization is more appropriate for neutral- and evil-aligned characters who can agree on serving a sorcerer-king.

Keeping templar PCs happy in the organization is relatively easy: Simply ensure that they have no shortage of wizards to hunt and undead to fight. But power tends to attract the corruptible and corrupt templars, unknowing agents of secrets organizations and dominated victims of evil mindbenders are the norm and not the exception in a city-state's templarate.

Sample Encounters

NPC templars look a lot like PCs, and they are most likely to be encountered as powerful and implacable foes. They are devoted to fighting against freedom and knowledge, and the PCs are usually promoting just that. On the other hand, if the PCs are colluding with evil wizards or undead, whether they are aware of it or not, an NPC templar can be an important ally.

EL 12: The city is in short supply of slaves, and Torban was put in charge of a press gang in order to conscript the homeless. As the characters stroll along, a templar squad, consisting of two low-level templars and four mul soldiers (see page 249), seals off all streets and alleys. Shutters and doors slam, shutting off businesses and homes. The soldiers begin to move down the street, accosting everyone in their path, letting only merchants and nobles to escape.

Torban — CR 10

Male half-giant fighter 6/ templar knight* 4
LE Large giant
Init +4; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Common

AC 19, touch 13, flat-footed 15
(–1 size, +4 Dex, +4 armor, +2 natural)
hp 105 (10 HD)
Immune fear
Fort +14, **Ref** +7, **Will** +5

Speed 40 ft. (6 squares)
Melee +2 *swatter* +13/+8 (3d8+14)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +20
Atk Options Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, smite opponents 1/day
Spell-Like Abilities (CL 4th):
6/day—*defiler scent*, *detect magic*, *slave scent*
Templar Knight Spells Known (CL 5th):
2nd—*bull's strength*, *resist energy*
1st—*cause fear* (DC 14), *divine favor*

Abilities Str 24, Dex 18, Con 20, Int 8, Wis 16, Cha 13
Feats Cleave, Combat Reflexes, Field Officer*, Improved Bull Rush, Power Attack, Secular Authority[B], Weapon Focus (swatter), Weapon Specialization (swatter)

Skills Bluff +2, Climb +8, Concentration +6, Diplomacy +5, Intimidate +3, Jump +8, Knowledge (warcraft) +1, Listen +3, Sense Motive +5, Spot +3
Possessions masterwork chitin plate, +2 *swatter*, *sigil*

The Veiled Alliance

"We hunt down the hidden cowards because they can't be trusted. Only those chosen by the God-King Hamanu are worthy of wielding the power of the mage. Only they are controlled enough not to turn what precious little life on Athas is left into dust and ashes."
—Templar Distry Kentus, leader of Hamanu's anti-wizard force

In most cities, there are secret leagues of preservers called the Veiled Alliance. The Veiled Alliances are confederations of preservers working together to protect their members from assassination and harassment by sorcerer-kings and other lieges. The members work together to shield each other's identities from the authorities or to help those who have been discovered to escape persecution and are often involved in plots to overthrow their oppressive overlords.

Brief History

It wasn't long after the first battles of the Cleansing Wars scoured the face of Athas that the common people learned to fear all types of magic. This fear soon became a burning hatred, and that hatred was directed at wizards and suspected wizards in the villages and towns across the land. The fear and hysteria caused by the wars incited mobs to attack wizards—defilers and preservers both—who were seen casting magic of any kind. Accusations of wizardry spread quickly, and many folk without any sort of magical skills were killed due to ignorance, false accusations, or malicious lies. Many good wizards, whose only crime lay in trying to help their people, also perished at the hands of hysterical mobs.

To protect themselves against the crowds and the armies of the Champions, wizards learned to hide themselves and their art. Defilers usually chose the road of solitary study, while some preservers formed into hidden groups. These preserver groups were opposed to defilers, and especially to the Champions of Rajaat. They bided their time, learning new magic, becoming stronger, and searching for those who had the ability to learn the ways of the preservers. The traditions of secrecy and underground rebellion were thus set in motion thousands of years ago, eventually evolving into the organization known as the Veiled Alliance once the Brown Age began.

The Veiled Alliance on Athas

"We wear the veil to hide our identity, both from the enemy who destroys the land, and from the common folk, who we work to protect. Neither understands us. The world of yesterday was a verdant paradise, and it can return once we tear down the rulers of the city-states and their templars."
—Yang'til Urgrant to his new apprentice

Sorcerer-kings send their agents to destroy potential rival wizards hiding within their cities. Nomad witch-lords banish rival mages to the unforgiving sands of the desert. Halfling chiefs exterminate followers who show any sign of control over the supernatural. Even otherwise timid hermits have been known to risk their lives in an effort to make sure that no wizard enters their territory.

The Veiled Alliance is an excellent nemesis or potential ally for campaigns featuring arcane casters. Veiled ones can act as tutors and suppliers or as recurring foes, harrying PCs if they have an affiliation with defiling magic or the sorcerer-monarchs.

Organization

The Alliance uses a cell structure to ensure that no member outside the core leadership knows much about the organization, and cannot betray much under interrogation.

A cell typically holds three to six members, occasionally more. The cells are linked to the central leadership and each other by lines of communication. Cells pass messages back and forth through a long chain of cells in a bucket-brigade fashion. The leadership ranks cells according to how far from the Council they are along the chain. These do not represent military rank, power, or seniority, merely location. First-rank cells link directly to the central leadership. Second-rank cells link to first-rank, and so on. The link structure resembles a three-sided pyramid, with the Council at the apex, three first-rank cells just below it, and the rest arranged in ranks down the sides.

There is one major drawback to belonging to a Veiled Alliance. Membership is permanent. When someone joins the Alliance, he pledges to uphold its charter until death. Anyone failing in this pledge is cast out, and the alliance assigns one of its members to assassinate the outcast.

NPC Reactions

The common folk of Athas, especially those in the Tyr Region, are unfriendly or hostile if they know a particular individual is a spellcaster. Templars and other agents of the sorcerer-kings are always hostile. Veiled Alliance members from other chapters and druids in general, see other members as allies, being at least indifferent or even friendly.

The Veiled Alliance Lore

Characters with ranks in Knowledge (local) or Knowledge (arcana) can research the Veiled Alliance to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 20: The Veiled Alliance works to protect preservers from persecution, kill defilers, and overthrow the sorcerer-kings.

DC 25: Despite their name, there is no central organization that binds its member. Each city-state has an independent chapter.

DC 30: Characters who achieve this level of success can learn important details about a specific Veiled Alliance chapter in your campaign, including a notable individual, the area in which it operates, and the kinds of activities it undertakes.

Alternatively, similar information might be learned through bardic knowledge checks, or Gather Information checks made with Veiled Alliance members, but in each case the DC is 5 higher than the listed value.

The Veiled Alliance in the Game

The Veiled Alliance usually is the one to initiate contact with the PCs, a fact that helps to conceal the existence of the organization, even if characters have previously explored UnderTyr, Magehome, or any other location where Veiled Alliance member are expected to be encountered.

Being a part of a Veiled Alliance chapter offers great opportunities for adventure. The more missions the PCs undertake, the greater their prominence, allowing them to make important decisions and perhaps eventually rise to a position of leadership.

Sample Encounters

Encounters with the Veiled Alliance should always involve elements of secrecy, intrigue and distrust since the Alliance is always being hunted by the templars, hiding from the general populace, and at the same time sabotaging the sorcerer-monarchs.

EL 9: Athrialix Denestor is a mid-level defiler infiltrated the Veiled Alliance, impersonating a low-level preserver, concealing his true nature with perfect aplomb. He is plotting deep trouble for the Alliance, so that he can spring a plan to "rescue" them and thus take control of the local Veiled Alliance chapter.

Athrialix Denestor **CR 9**

Male human defiler 6/ myrmeleon[APXI] 3
LE Medium humanoid (human)
Init +4; **Senses** Listen −1, Spot −1
Languages Common, [City Language], Elven

AC 14, touch 14, flat-footed 10
(+4 Dex)
hp 67 (9 HD)
Fort +3, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk dagger +6 (1d4+1/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5
Combat Gear *potionfruit of cure moderate wounds*, *cloth of dispel magic* (disguised as handkerchief), *clay tablet of lightning bolt* (disguised as talisman)
Wizard Spells Prepared (CL 9th):
5th—*empowered fireball* (DC 21), *quietstorm* (7 rays, +7 ranged touch)
4th—*black tentacles* (DC 21), *empowered touch of idiocy* (+5 melee touch), *silent suggestion* (DC 20), *touch the Black* (DC 21)
3rd—*arcane sight*, *dispel magic*, *fireball* (DC 20), *nondetection*, *silent knock*
2nd—*invisibility*, *protection from arrows*, *resist energy*, *scorching ray* (+8 ranged touch), *scare* (DC 18), *silent ventriloquism* (DC 18)
1st—*charm person* (DC 18), *disguise self* (DC 18), *magic missile*, *magic trick*, *sleep* (DC 18), *wakefulness*
0—*detect magic*, *light*, *mage hand*, *read magic*

Abilities Str 13, Dex 18, Con 20, Int 24, Wis 8, Cha 20
SQ disguise taint
Feats Craft Wondrous Item, Distance Raze*, Empower Spell, Improved Initiative, Scribe Scroll[B], Silent Spell
Skills Bluff +17, Concentration +12, Decipher Script +9, Diplomacy +13, Disguise +7 (+9 acting), Intimidate +7, Knowledge (arcana) +14, Knowledge (local) +9, Literacy (Common), Listen −1, Sleight of Hand +11, Spellcraft +14, Spot −1
Possessions combat gear plus masterwork dagger, *headband of intellect +6*, *myrmeleon's orb*

Slave Tribes

"Slave tribes vary based on who their leader is. Most tribes settle away from cities, and seek to stay hidden, avoiding slavers and their former masters. They rarely trust outsiders, and I have been attacked on more than one occasion by those whom I came too close to."

—Wanderer's Chronicle

When a slave manages to escape, he must find his way to one of the slave villages dotting Athas or perish in the harsh wilderness. Usually, these villages serve as the base for a raiding tribe, for slaves seldom have the skills necessary to survive in the desert.

The attention of a slave tribe is primarily directed at the city-states themselves, as well as the caravans carrying goods between those city-states. In this regard, their violence can be excused, for it almost takes on the character of a war against their former masters. In fact, slave tribes have been known to attack templar caravans and expeditions at great risk to themselves—even when there was no economic incentive.

Slave tribes tend to have a wide variety of races. In every city-state, a wide selection of races is used as slaves. An equally wide selection escapes and finds its way to the slave villages, so it should come as no surprise to discover that most slave tribes are composed of a wide variety of races.

Slave Tribes on Athas

"They are a strange lot, banding together out of need and hope. They settle just when they have gained freedom, putting down roots when they have finally felt the wind on their faces."

—Gldarith Cloudracer of the Sky Singers tribe

Slavery exists throughout Athas. It thrives in the city-states of the sorcerer-kings. It flourishes in the merchant houses. It lingers in villages far from the centers of civilization. Almost every living, intelligent being knows of the practice of capturing, raising, and keeping slaves. Some relish the system and embrace its methods and ideology completely.

Slave tribes are the most relief from the harsh and cruel life an Athasian can dream of. A slave tribe can represent a safe haven for procured PCs, since most slave tribes are located in remote and easy to defend locations or simply a rest stop for tired adventurers.

Organization

Almost without exception, slave tribe leaders tend to be of military orientation. Soldiers and gladiators offer protection and order, so other types of slaves naturally rally around the more exceptional members of these classes. Other than that, no common organization exists between the many slave tribes that dot the Tablelands.

NPC Reactions

Slave tribes give special treatment to other slaves. Only ex-slaves are allowed to join a slave tribe, and when they attack a caravan, their first priority is usually freeing all the slaves in it. At the very least, these slaves will be given directions to the closest safe oasis, and enough food and water to reach it. More often, they are offered membership in the slave tribe. Because their reputation of leaving alone other villages, hermits, and small parties of travelers, others have an initial attitude of indifferent.

However, slave tribes have an innate suspicion of the power that a wizard can wield, so their initial attitude against any arcane spellcaster is unfriendly.

Slave Tribe Lore

Characters with ranks in Knowledge (local) can research a slave tribe to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Escaped slaves inevitably find other escaped slaves hiding in the desert and to survive, they form tribes.

DC 15: Slave tribes hate templars and wizards in general and will relentlessly attack them on sight.

DC 20: Most slave tribes can be found in the forlorn and desolate regions of Athas, which provide hiding places, secure shelters, and natural defenses against a tribe's many enemies.

DC 25: Characters who achieve this level of success can learn important details about a specific slave tribe in your campaign, including a notable individual, the area in which it is located, and the kinds of activities it undertakes.

Slave Tribes in the Game

Slave tribes hide themselves pretty well. For the most time, they simply try to eke out a living until they have a chance to unleash their hatred for their former masters. A PC contact could have been a member of a slave tribe without the PCs ever knowing, and his tribe might have existed along without ever coming to the attention of the characters.

Being part of a slave tribe provides players with a chance to work for a better Athas. When designing a campaign featuring a slave tribe, make you sure you display all the scars of a life of slavedom. Fighting alongside a slave tribe provides a perfect venue for those who want to be heroes.

Sample Encounters

Encounters with a slave tribe should always focus a little bit of uncertainty, since you can never tell whether this particular tribe is composed of peaceful artisans and herders or savage raiders until you are too close.

EL 8: Barunus is the founder of the slave-tribe the PCs have stumbled upon while roaming the wastes. Barunus is a kind-hearted old dwarf, barely able to walk. His village had their only supply of water mysteriously poisoned and unless the PCs can help him, his village will die.

Barunus **CR 2**

Male dwarf warrior 3
NG Medium humanoid (dwarf)
Init -3; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common, Dwarven

AC 9, touch 7, flat-footed 9
(-3 Dex, +2 armor)
hp 10 (3 HD)
Resist stability (+4 against bull rush and trip)
Fort +2 (+4 against poison), **Ref** -2, **Will** +4; +2 on saves against spells and spell-like effects

Speed 30 ft. (6 squares)
Melee dagger +2 (1d4-1/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Special Actions +1 morale bonus on checks related to focus

Abilities Str 8, Dex 4, Con 8, Int 13, Wis 15, Cha 9
Feats Mekillothead, Skill Focus (Diplomacy)
Skills Climb +1, Diplomacy +3, Intimidate +4, Jump +1, Knowledge (history) +2, Listen +2, Ride -1, Spot +2
Possessions dagger, leather armor

Raiding Tribes

"Raiding tribes take what they want by force. They tend to be lead by former slaves willing to do what it takes to remain free. While slave tribes tend to abhor allowing others to stay in captivity, raiders will often take slaves

and sell them to others. There is no negotiating with them."

—Wanderer's Chronicle

Others living in the wastes beyond the city-states engage in very hostile approaches to earning a living. These groups become raiding tribes, procuring what they need to survive by pillaging caravans, poaching herds, and plundering weak villages. Cutthroats, thieves, murderers, and raiders hide in the desolate salt flats or among the canyons of the rocky badlands, emerging only long enough to strike before running back to their hole with whatever spoils they can carry.

Although raiders may be scoundrels and cutthroats, they are not fools. They do not prey upon those who stand a chance of fighting back and winning. Tribes numbering no more than one or two dozen prey upon hermits and small parties of travelers. On the other hand, the tribes that plunder caravans number in the hundreds and those that loot villages have as many as a thousand members.

Most raiders make their homes in some forlorn place, such as rocky badlands or a secret oasis in the middle of a salt plain. Of course, the raiders are attempting to hide their location, but the isolation of their villages also makes it difficult and expensive to send a force to destroy them. This tactic works all too well; I can count on my fingers the number of raiding tribes that I know to have been destroyed in retribution for their thievery.

Usually, the raiding tribes pick their leaders through a hierarchy of violence. The most deadly (often a defiler) is the leader. Invariably, he chooses the most dangerous and toughest tribe members as his assistants, ensuring their loyalty through special rewards and treatment. The other members of the tribe are kept in line through the threat of force. If the leader is a wizard, he will seldom tolerate the presence of another wizard in his tribe. If the leader is not a wizard, one of his assistants is usually a defiler who jealously guards his position in the tribe.

Raiding Tribes on Athas

"They are a scourge, and should be wiped out. They ride in, their leader with his foolish iron helm, and terrorize honest traders, taking what they will. It costs more to avoid the area, but we make up for it with less cargo lost."

—Merchant Kel'lich of House Vorr about the Black Sands Raiders

Raiding tribes are the result of a brutal, unrelenting world that rewards carelessness with quick death and they are an important addition to set the gritty and dangerous tone of *Dark Sun*. Even when used in smaller groups, raiders are brutal and merciless, being able to instill the PCs with a healthy respect for them.

Organization

Self-styled warlords command each raiding tribe, but most are nothing more than bullies leading by ruthless example. They hold their position through violence and treachery with the help of well-rewarded guards—and sometimes even potent defilers. Their tribes vary in size from a dozen individuals to several hundred, depending on the territory they work and from whom they usually steal.

NPC Reactions

Raiders are an intimidating presence among Athasians, serving as constant reminders of Athas' harshness and cruelty. They are universally feared by the general populace and hated by the templars and the merchants.

Raiding Tribes Lore

Characters with ranks in Knowledge (local) can research a raiding tribe to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Either unable or too lazy to earn their own living, raiding tribes feed and clothe themselves by stealing from caravans, lonely villages, hermits, and even the cultivated fields surrounding a city-state.

DC 15: Raiders try to win by simply overwhelming their enemies with brute force and numbers. They are usually led by ex-slave gladiators or retired soldiers.

DC 25: Characters who achieve this level of success can learn important details about a specific slave tribe in your campaign, including a notable individual, the area in which it operates, and the kinds of activities it undertakes.

Raiding Tribes in the Game

Incorporating a raiding tribe in your campaign is simple, since they exist everywhere in the Athasian wastes. You could explain greater raiding activity with the fact that most templars now have lost their sorcerer-kings and are powerless against the raiding hordes.

Sample Encounters

Raiders can attack due to several reasons, a response to a threat made against their tribe, material gain, or just plain boredom.

EL 12: Batras, an-ex soldier slave, is the leader of the Free, an ex-slave tribe dedicated to raiding slave-keeping facilities such as merchant caravans and client villages, both as a mean of subsistence and to free as many slaves as possible. He is coordinating such an ambush against the small caravan which the PCs are traveling in. His raiding party consists of Selanu (CN male human, rogue 5), five third-level human fighters, and eight first-level human warriors.

Batras **CR 8**

Male human fighter 8
CG Medium humanoid (human)
Init +5; **Senses** Listen +0, Spot +0
Languages Common

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)
hp 60 (8 HD)
Fort +9, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)
Melee mwk macahuitl +10/+5 (1d8+6/19–20)
Base Atk +8; **Grp** +11
Atk Options Cleave, Power Attack
Special Actions Tactical Expertise*

Abilities Str 17, Dex 12, Con 14, Int 8, Wis 10, Cha 13
Feats Cleave, Fearsome*, Improved Initiative, Leadership, Power Attack, Tactical Expertise*, Wastelander*, Weapon Focus (macahuitl), Weapon Specialization (macahuitl)
Skills Climb +8, Intimidate +10, Jump +8, Knowledge (warcraft) +7, Listen +0, Ride +5, Spot +0, Survival +3
Possessions masterwork macahuitl, masterwork studded leather

Chapter 9: Athasian Campaigns

"Bards tell tales of the fall of King Kalak of Tyr, the great rebellion and liberation of the slaves, and the war against Urik. It is the life of Rikus the gladiator and his fellow comrades. Elders speak of ancient ruins where undead walk at night, where powerful defilers seek secrets so terrible the Sorcerer-Kings tremble. Travelers dream of hidden cities in the Silt Sea, of forgotten cities to the North closed off to the world around them, and of strange halfling cities, beyond which are the vast Hinterlands of the kreen. Some whisper of sighting strange beings, a forewarning of invasions of kreen, undead or dray. Athas calls for new heroes and villains. Who will rise to answer the call?"

—The Oracle, Blue Shrine Scrolls

The world of Athas has a slightly different flavor from traditional high fantasy. With a combination of survival against, ecological disaster, resource depletion, survival of the fittest, slavery and poverty, and the wide-spread use of psionic abilities, it has the potential to handle a wide range of adventures. The world has been scarred and forever changed by the abuse of magic and a terrible war that lasted over a millennia. In the aftermath, a handful of individuals with powers akin to gods in other settings and other powerful groups fight to gain power and influence.

This chapter builds on the ideas presented in the *Dungeon Master's Guide*, especially Chapters 3 and 5, discussing what makes a *Dark Sun* campaign unique and the elements that should be woven into every Athasian adventure. Because the information in this chapter is primarily directed at the Dungeon Master, the DM is referred to as "you" in the advice and guidelines that follow.

Creating a Party

When players create characters, they should work with you and each other to determine their history, and to give the characters a reason to be together from the very beginning. How do they know each other? Why are they working together? Consider the following possibilities.

Slavery: The player characters share the fate of shackles and servitude. They can be gladiators fighting for their lives in the arenas, laborers toiling in the Smoking Crown mines, or as builders constructing the grand monuments of the sorcerer-kings. Were they born in captivity? Were they captured and sold into slavery, or were they sentenced for their crimes?

Rebellion: King Kalak of Tyr was overthrown by an unlikely band of heroes, which liberated all slaves in the city, and fought off the advancing army of Hamanu of Urik come to claim Tyr's iron mines. Today the city faces many challenges. Did the player characters participate in the rebellion? Which side were they on? Were they freed from captivity? Did they fight in the war against Urik?

King's Service: The sorcerer-kings rule their domains with an iron fist, and their enforcers are feared and loathed. Political intrigue, corruption, assassinations and intimidation accompany those employed in the king's service. Player characters can assume the roles of templars, royal defilers, myrmeleons and other agents of the king, or as mercenaries employed by such individuals.

Dune Traders: Caravans trek across the deserts and fierce rivalries exist between new and established trade houses. Either through business operations of their own, or by working for a merchant house, the player characters are involved with trade. Are the characters mercenaries? Do they work for a small or large house? Do they follow the Merchant Code, and where do their allegiances truly lie?

Wastelanders: Those who eke a living in the Athasian wilderness must protect themselves from the dreaded sun, forage for food and defend scarce water supplies. Nomadic elves and herders, ex-slaves and raiders, and savage humanoids all fight for survival in the wastelands.

Styles of Play

Dark Sun supports several styles of play—hack and slash, survival and political intrigue, to name a few. The ideal adventure weaves these elements together, combining action and high drama with mystery and betrayal. An adventure can focus on one genre over the other for a change of pace, but the best campaigns use combine several of these elements as the adventure progresses.

An adventure entirely set in a city-state may have less focus on survival and be more focused on intrigue and deception, but it still could include a few fight scenes when, for example the characters are caught in the middle of a Veiled Alliance attack, or a rival bribes a templar patrol to get rid of the PCs. On the other hand, an expedition to explore UnderTyr or to explore a ruin recently discovered after an aftershock has an entirely different tone, though intrigue can be added with mercenaries hired from a merchant house following the PCs in case they find anything interesting.

What Every Adventure Needs

A *Dark Sun* adventure has a style and flavor all its own. To take full advantage of everything this setting has to offer, keep the following guidelines and principles in mind when you create an adventure for your players.

Alignment Is Blurry

No one is truly evil or good under the Crimson Sun. Athas is a world of contrasts, fanaticism and survival. Slave gladiators fight battles to the death for the entertainment of the masses. The Veiled Alliance are preservers who seek the downfall of the Sorcerer-Kings, using terrorist attacks to achieve their goals. Defilers fuel their magic with plant life, bringing the planet one step closer to its doom for every spell they cast. Finally, the Dragon of Tyr kept Rajaat imprisoned through rituals involving periodic sacrifices of thousands of people to prevent the return of its former master, who would destroy all of Athas in a mad quest to restore the world to the Blue Age.

Also, life threatening circumstances always put a character's alignment to the test. How he acts, how he treats the other characters in a party, and how he controls his own actions can change drastically with desperation.

Blood and Bone

Athas is a brutal world ravaged by dark sorcery. Slavery, blood sport, abuse and corruption are part of city-life. In the wilderness, every day is a fight for survival. Savage beasts, raiding tribes and deadly vegetation challenge player characters over scarce water supplies. The sun itself drains away a character's life. The only certainty is death. Never let the player characters feel safe and remind them constantly of how harsh life on Athas is.

Opportunism

In a world where survival and struggle for power dominate the way of life, concepts such as ethics and morality are increasingly rare. Unscrupulous traders, corrupt templars, abusive slavers and elven smugglers all represent Athasian walks of life. Where opportunities arise, some will seek to claim them. Player characters should face temptations and opportunities that will define their nature and challenge their beliefs. Will they act in selfish opportunism to improve the conditions for themselves and their allies, or do the player characters strive for rare ideals such as fairness and equality?

Price of Power

Characters who rise to power attract attention. Warriors seek champions to lead them on daring raids and engage wars on old enemies. Templars in positions of power become the targets of plots from ambitious rivals. The sorcerer-kings constantly watch for wizards who could one day challenge them, and take measures to eliminate them if no one else does. Rogues and bards who do not pledge loyalty to a noble family soon find themselves with a choice to swear fealty with a knife at their throat, while psionicists will be watched closely by the Order until the day they are to be judged.

Never let the player characters rise to power without facing contenders and those who would seek to profit from their fortune. On Athas, power always comes at a price.

Gaming Resources

Dungeon masters can gather inspiration to run *Dark Sun* adventures and campaigns from a wide selection of movies, music and text sources.

Movies and TV series

Movies: *Apocalypto, Dune, Gladiator, Mad Max, Spartacus, The Beastmaster, Conan the Barbarian, 300, 10,000 BC.*

TV series: *Rome*

Music

Movie soundtracks: *Batman Begins, Black Hawk Down, Gladiator, Kingdom of Heaven, 300*

Game soundtracks: *Diablo 2, Fallout, Fallout 2, Planescape: Torment, World of Warcraft*

Texts

Troy Denning and Timothy Brown appear to have been influenced by ancient Earth cultures during their creation of *Dark Sun*. For example, Urik has a definite Babylonian feel, and there is a striking resemblance between Hamanu of Urik and Hammurabi of Babylon, including the Code of Laws. Thus searching the web for historic references or visiting a library can provide a host of information to enrich a *Dark Sun* campaign. For science fiction elements, Edgar Rice Burrows' "Barsoom" series contains elements that closely resemble concepts found in *Dark Sun*.

Plot Themes

Dark Sun can support a host of different styles of adventure plots, but a few basic plot themes are particularly well suited to the world. This section looks at a few of these themes.

Freedom

"Freedom has its own shackles. Why trade the whip for an empty stomach?"

—Borac, tarek slave

Description: The characters are gladiatorial slaves that entertain arena spectators. A slave, who has not been seen for some time, returns to his cell, babbling like a madman. He rants about a passage and "the guardian". The guards throw the slave into the arena to die in combat with a lirr, while puzzled slaves begin to whisper about a road to freedom.

The player characters could escape slavery in the arena if they find the passage and get past its guardian. It turns out that the guardian is an undead spirit protecting a long forgotten shrine. The characters must fight or negotiate with the spirit to be allowed passage to the surface and gain their freedom.

Primary Challenge: Finding the passage and making it past the raaig that guards the forgotten shrine.

Secondary Challenge: Guards following the PCs, traps and debris in the ancient underground passage.

Combat: Moderate.

Basic Structure: Finding the passage is a matter of tracing the dead slave. He used to perform maintenance work in the arena, and was last working in the lower floors. The passage is partially hidden beneath some rubble. After clearing the rubble, the player characters will have to make their way through a dungeon which threatens to collapse, while making their escape from guards in pursuit. The main challenge is getting past a raaig that guards a shrine dedicated to an elemental lord, which requires sacrifice of an intelligent humanoid to allow passage to the characters. Once past the raaig, there is a passage leading to a clay brick wall, which the characters must break through or find another means to get past. If they do, they are free.

Politics

"Do templars hold the power or does the power hold them?"

—Saniara of the Veiled Alliance

Description: A mission to protect a merchant takes a new turn when the player characters are caught in a power struggle between three templars. They must tread carefully in the political environment of the Templarate - or risk imprisonment or worse.

Primary Challenge: Avoid committing crimes that incriminate templars

Secondary Challenge: Fights with thugs

Combat: Infrequent

Basic Structure: Templar Saram hires the player characters to protect a merchant. Unbeknownst to them, they and the merchant are pawns in a power struggle between three templars. The merchant is a witness in a trade court matter with much prestige and a promotion on the line for the involved templars.

If the characters save the merchant when he is attacked by thugs, Templar Saram will be pleased – as this will secure his promotion. However, the templar who sent the thugs, Templar Gilas, will be furious as he loses face and his promotion to Saram.

The losing templar will approach the characters and offer them the chance to redeem themselves—by killing the rival. If they do not cooperate, he threatens to have them imprisoned and sentenced to the slave pits, a threat he is capable of carrying out. If the characters comply and actually murder a templar, they will be betrayed. Soldiers and templars will arrive on the scene of the crime and the characters are caught red handed. The characters will be imprisoned and sentenced for this heinous crime, unless they manage to escape, in which case they will become wanted fugitives. If, on the other hand, the characters inform the templar they have been instructed to assassinate of their assignment, they will be offered to testify against templar Gilas in the presence of his superiors. If the characters agree, they will be attacked by thugs on the way to the Templarate. If they make it to the Templarate and testify, Gilas will be arrested and immediately sentenced to death.

Regardless of whether they are imprisoned for the murder or testify against the templar who instructed them, the characters are approached by a third templar, Templar Kali. She also seeks the position Saram and Gilas are fighting over, and she offers to release the characters or reward them in return for their service. Unlike the two men, Kali's plan will not involve violence. She wants the characters to plant false evidence on the remaining of the two rivals, connecting him to another Sorcerer-King. If they accept, they receive a templar sigil from another city-state. The characters are instructed to visit the male templar and hide the symbol in his office. Shortly after they leave the office, Kali will arrive with superiors to have it searched and the "traitor" exposed.

If the player characters do as instructed by Kali, and manage to hide the templar sigil without being noticed, events unfold as described. The "traitor" is arrested and executed, and Kali receives the promotion. However, she will take measures to have the characters removed as they may incriminate her. On the other hand, if the characters inform the remaining templar of Kali's instructions, he will prepare for her arrival and have her humiliated in front of her superiors. She will not be promoted, but she will not dare to strike against the characters as they will be under the protection of the then promoted Saram or Gilas.

Search for the Truth

"If we can discover the truth we may yet attain the glory of the ancients. Somewhere out there buried beneath tons of sand and dust, lost in centuries of fire and blood, is an Athas that we have never known: a world of abundance and splendor, where honor is as precious as water."

—The Wanderer's Chronicle

Description: The party must uncover a part of Athasian history. This is typically a short-term challenge; once the ruin is found, the long-lost object is returned, or the truth is exposed, things return to normal.

Most people are too concerned with the problems of the present to devote themselves to the lessons of the past. The few who have any interest in history are the flattering lackeys of sorcerer-kings undertaking the project to glorify their sovereign. The resulting chronicles are implausible fables or mutually incompatible fabrications.

Primary Challenge: With a search for the truth, the primary challenge is intellectual—getting the facts straight, identifying why it needs to be found, and locating it.

This requires more roleplaying and skill/spell use than direct combat.

Secondary Challenges: On the other hand, it can be very dangerous to go looking for secrets. The characters may have to fight agents of the sorcerer-kings, ancient undead or other people who don't want the truth to be known. Once they have learned the truth, it may take a battle to see justice done.

Combat: Infrequent.

Basic Structure: Party has a problem to be solved that needs information from the past, either by being contacted by a patron or by having it affect them.

Initial investigation: Attempt to identify people involved, examining relevant locations. Opportunity for initial threats and a cliffhanger moment.

Pieces begin to come together, which is the time to insert an unexpected twist. As the party gets closer to the truth, chance of dangerous opposition increases.

Mystery solved, but situation not yet resolved. Can the characters see that justice is done?

Aftermath. Are there any loose ends? Is there a reward to be had, or coconspirators to round up?

Survival

"The sun is merciless. My men wager whether it or the roaming beasts do you in first."

—Resan, raider leader

Description: The characters are survivors after a raid on a caravan. Abandoned with no food or water, and only a handful of weapons, they have to find a way to survive and make it to safety.

Primary Challenge: Survive the rigors of the desert and reach the nearest trading fort.

Secondary Challenge: Roaming monsters, raiding tribe, beasts and vegetation at oasis

Combat: Frequent.

Basic Structure: Left standing in the heat of the sun by the remains of a caravan after a raider attack, the player characters will have to scavenge what they can from among the remains of the wagon and the dead. There is no food or water, but there are a handful of weapons that can be picked up.

The characters may learn that a trade outpost is approximately five days on foot from their current location. Before they can think of this destination, they will have to find food and water and shelter from the sun.

The trip to the trade outpost is perilous as roaming monsters can be encountered both day and night, and at the only oasis within miles, they encounter wild beasts and bramble weed. There are traces of someone living at the oasis; a dwarf druid who tends to the land, who is skeptical towards strangers, and thus remains hidden if she can. If the characters stay for too long, a band of raiders will show up again and this time they will seek to finish off the characters.

When the player characters finally reach the trade outpost, most of the residents are suffering from wind sickness (see Dregoth Ascending) after a M'ke caravan stopped by a week ago. The player characters themselves risk infection, and the administrator says he will pay them handsomely if they can find a cure.

The characters may opt to look for the druid at the oasis, or they can track the raiders back to their camp. The druid can help – if the characters bring her the body of a wizard that is in the service of the trade outpost. The wizard is a preserver who has served the merchant house that owns the trade outpost loyally for years, but the administrator is willing to sacrifice him for a cure. The druid is adamant in her demands, as she views all wizards as potential defilers.

Should the characters travel to the raider camp; the raiders will seek to capture them. They will be harassed and tied to stakes, left to die under the crimson sun. Unless the characters find a way to escape, they will die by dehydration or attacks from wild beasts that pick up their scent.

NPC Classes

Player characters are remarkable individuals. Most Athasians can't advance as quickly or as far as player characters; they simply lack the potential or the opportunity to become true heroes. This is especially true with psionic classes. Not all those with psionic ability have the time, resources, or inclination to fully exploit their psionic potential. However, psionics is still a great part of the world. In addition to the standard NPC classes of warrior, aristocrat, commoner, and expert, *Dark Sun* makes use of one additional NPC classes: the psychic adept.

Psychic Adept

"I may not know all the fancy stuff a psiologist can do, but I can still cut your head off with my mind. I think it is enough."

—Nunos, human psychic adept

Artisans sometimes discover a useful psionic power, but are too caught up in their mundane crafts and responsibilities to obtain training or to dedicate themselves to psionic self-discovery. Slaves and day laborers cannot afford psionic training, and their social rank bars them from psionic education in many societies. Additionally the exhausting drudgery of their lives leaves little time for self-exploration, so only the most gifted become wilders. A few spoiled and lazy nobles have had the benefit of a rigorous psionic education; unlocking their psionic potential, put little Will into their Way.

Making a Psychic Adept

In the wastes, psychic adepts often rise to prominence, often serving their isolated community as a seer or healer. Those with telepathic "gifts" often speak for the tribe when dealing with outsiders. In almost any society, some psychic adepts ply their gifts handling dangerous animals such as mekillots.

A psychic adept's limited power selection makes this class generally unsuitable for a player character.

Abilities: Charisma determines how powerful a power a psychic adept can manifest and how hard those powers are to resist.

Races: Nearly all living creatures have a latent psionic capacity, and psychic adepts are found among all sentient

races of the Tablelands, and even among some creatures that are not ordinarily considered sentient. Humans excel as psychic adepts because of their natural adaptability. Pterrans and belgoi with their Charisma bonus make fine psychic adepts.

Alignment: If psychic adepts have a tendency toward any alignment, it is neutral. They are busy taking care of their lives than caring about moral implications. Some psychic adepts use their powers for the common good, while others seek to use them for destruction.

Class Features

All of the following are class features of the psychic adept NPC class.

Power Points/Day: A psychic adept's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 9–1. In addition, he receives bonus power points per day if he has a high Charisma score (*XPH* 18).

Powers Known: A psychic adept begins play knowing one psychic adept power of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psychic adept power list, the psychic warrior list, or the discipline list. A psychic adept can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psychic adept can manifest powers in a day is limited only by his daily power points.

A psychic adept simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic adept powers is 10 + the power's level + the psychic adept's Charisma modifier.

Maximum Power Level Known: A psychic adept begins play with the ability to learn 1st–level powers. As he attains higher levels, a psychic adept may gain the ability to master more complex powers.

To learn or manifest a power, a psychic adept must have a Charisma score of at least 10 + the power's level.

Character Archetypes

The following pregenerated characters are examples of typical allies and opponents that the DM can throw into an adventure or campaign. They represent some of the more common characters seen across the Tablelands. The DM can add personalities and histories to these archetypal characters as he sees fit.

The Merchant Houses

The dynastic merchant houses are sophisticated trading companies with networks extending many hundreds of miles, transcending political boundaries, and spanning all social classes. Their trading posts are found on bleak peninsulas jutting into the Sea of Silt, or in box canyons located high in the Ringing Mountains.

A sporadic stream of cargo runs from these outposts to the cities in caravans, carrying the goods with which the houses stock their vast bargaining emporiums. Each house may have facilities in a number of cities. Most are owned by single families and passed on from generation to generation.

Table 9–1: The Psychic Adept **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	1	1	1st
2nd	+1	+0	+0	+3	2	1	1st
3rd	+1	+1	+1	+3	3	2	1st
4th	+2	+1	+1	+4	4	3	2nd
5th	+2	+1	+1	+4	5	3	2nd
6th	+3	+2	+2	+5	6	4	2nd
7th	+3	+2	+2	+5	7	5	3rd
8th	+4	+2	+2	+6	8	5	3rd
9th	+4	+3	+3	+6	10	6	3rd
10th	+5	+3	+3	+7	12	7	4th
11th	+5	+3	+3	+7	15	7	4th
12th	+6/+1	+4	+4	+8	18	8	4th
13th	+6/+1	+4	+4	+8	21	9	5th
14th	+7/+2	+4	+4	+9	24	9	5th
15th	+7/+2	+5	+5	+9	28	10	5th
16th	+8/+3	+5	+5	+10	32	11	6th
17th	+8/+3	+5	+5	+10	36	11	6th
18th	+9/+4	+6	+6	+11	40	12	6th
19th	+9/+4	+6	+6	+11	45	13	6th
20th	+10/+5	+6	+6	+12	50	13	6th

Class Skills (4 + Int modifier per level): Autohypnosis, Concentration, Craft, Diplomacy, Handle Animal, Heal, Knowledge (psionics), Profession, Psicraft.

Caravan Guard, Infantry

Spear-men with heavy shields walk alongside the wagon, spaced evenly apart. After a moment, you realize that they are walking in harmony with each other, as if in formation.

Caravan Guard, Infantry **CR 1**

Male/female human warrior 2
Usually LN Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, [City language]

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 armor)
hp 9 (2 HD)
Fort +3, **Ref** +1, **Will** +0

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.
Melee spear +4 (1d8+1/x3) or
Ranged spear +4 (1d8+1/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Spear Wall*

Abilities Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8
Feats Spear Wall*, Weapon Focus (spear)
Skills Listen +2, Spot +2, Survival +1
Possessions spear (x2), scale mail (inix hide), 2d6 cp

The main line of both offense and defense, the infantry footmen are the bulk of any medium to large caravan.

A caravan infantry tries to fight as a single entity, using Spear Wall to set a perimeter around the caravan and fend off opposing riders.

Caravan Guard, Archer

From the cover of the wagon, a group of lightly armored men holds longbows at the ready.

Caravan Guard, Archer **CR 1/2**

Male/female human warrior 1
Usually LN Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +2
Languages Common, [City language]

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 armor)
hp 4 (1 HD)
Fort +2, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)
Melee club +2 (1d6+1) or
Ranged shortbow +2 (1d6/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Atk Options Concentrated Fire*, Point Blank Shot

Abilities Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8
Feats Concentrated Fire*, Point Blank Shot
Skills Listen +1, Spot +2, Survival +1
Possessions shortbow with 20 arrows, club, studded leather armor (jhakar hide with bone), 1d6 cp

Caravan archers are the defense line of their caravans, firing arrows from the cover of the wagons.

A caravan archer attacks with his shortbow and uses Concentrate Fire in the most threatening foe. If an enemy engages the caravan archer in melee, he uses a 5-foot step and moves away on his next turn.

Caravan Guard, Scout

The lithe scout has a weather-beaten face. Every step she takes is graceful, carefully navigating the underbrush. She makes little noise as she shifts her way forward.

Caravan Guard, Scout **CR 1**

Male/female human warrior 1
Usually LN Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common, [City language]

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 shield)
hp 9 (2 HD)
Fort +3, **Ref** +1, **Will** +0

Speed 20 ft. in breastplate (4 squares), base speed 30 ft., 40 ft. (8 squares) mounted
Melee lance +3 (1d8+1/x3) or
Ranged javelin +3 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options Mounted Combat

Abilities Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8
Feats Alertness, Mounted Combat
Skills Handle Animal +4, Listen +2, Spot +2, Ride +8
Possessions lance, javelin (x3), heavy shield (wood), scale mail (inix hide), 2d6 cp

Mount soldier kank

Scouts watch out for raider ambushes, road blocks, and any other signs of trouble.

A caravan scout often tries to fight an opponent in difficult terrain where he can maneuver his mount but an enemy cannot. He tries to flank opponents to gain combat advantage.

Caravan Guard, Cavalry

Riding fast moving crodlus, a group of men holds lances and bows in a manner that shows a lack of aggression. They look at you from a distance, then one of them moves over the ridge they came from.

Caravan Guard, Cavalry **CR 2**

Male/female human warrior 3
Usually LN Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, [City language]

AC 19, touch 11, flat-footed 18
(+1 Dex, +6 armor, +2 shield)
hp 13 (3 HD)
Fort +3, **Ref** +2, **Will** +1

Speed 20 ft. in breastplate (4 squares), base speed 30 ft., 40 ft. (8 squares) mounted; Ride-By Attack
Melee lance +4 (1d8+1/x3) or
Ranged javelin +4 (1d6+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options Mounted Combat, Spirited Charge

Abilities Str 13, Dex 12, Con 11, Int 9, Wis 10, Cha 8
Feats Mounted Combat, Ride-By Attack, Spirited Charge
Skills Handle Animal +5, Ride +9
Possessions lance, javelin, heavy shield (wood), banded mail (agafari wood), 3d6 cp

Mount heavy crodlu mount

The cavalry represents the mobility and offensive power of the caravan, using slower, but more resilient mounts than scouts.

A caravan cavalry tries to use Spirited Charge to its fullest, focusing on the most dangerous foes first.

Caravan Captain

The rugged captain barks orders at his men and always keeps one hand on his blade, a masterwork macahuitl crafted from agafari and lined with obsidian razors. He inspects you from top to toe before focusing again on his men.

Caravan Captain CR 6

Male/female human fighter 6
Usually LN Medium humanoid (human)
Init +1; **Senses** Listen +5, Spot +5
Languages Common, [City language], Elven

AC 20, touch 11, flat-footed 19
(+1 Dex, +9 armor)
hp 49 (6 HD)
Fort +7, **Ref** +3, **Will** +4

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.
Melee *+1 trikal* +11/+6 (1d8+7/x4) or
Ranged javelin +7 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +9
Atk Options Combat Expertise, Improved Disarm, Improved Trip, Power Attack
Combat Gear 2 *potionfruits of cure moderate wounds*

Abilities Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8
Feats Alertness, Combat Expertise, Improved Disarm, Improved Trip, Iron Will, Power Attack, Weapon Focus (trikal), Weapon Specialization (trikal)
Skills Intimidate +6, Knowledge (warcraft) +10, Listen +5, Ride +5, Spot +5, Survival +2
Possessions combat gear plus *+1 trikal*, javelin (x2), *+1 full plate* (braxat hide, with monstrous-looking helmet), 6d6 sp

The caravan captain is the responsible for the safety of the caravan and coordinating its troops in battle.

The caravan captain will not engage direct battle unless he doesn't have any other resort available, preferring to coordinate his troops instead. He will try to disarm his opponents before moving in for the kill.

Junior Agent

This man carries a longsword at the hip, and his clothes are finer than you would expect for wilderness travel. The warriors in the group seem to be looking to him for instructions.

Junior Agent CR 2

Male/female human expert 3
Usually N Medium humanoid (human)
Init -1; **Senses** Listen +0, Spot +0
Languages Common, [City language], any three other

AC 9, touch 9, flat-footed 9
(–1 Dex)
hp 10 (3 HD)
Fort +1, **Ref** +0, **Will** +3

Speed 30 ft. (6 squares)
Melee mwk dagger +2 (1d4-1/19-20) or
Ranged mwk dagger +2 (1d4-1/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +1

Abilities Str 8, Dex 9, Con 10, Int 12, Wis 11, Cha 13
Feats Negotiator, Persuasive, Trader*
Skills Appraise +9, Bluff +11, Diplomacy +15, Disguise +1 (+3 acting), Gather Information +6, Intimidate +8, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Listen +0, Profession (merchant) +6, Sense Motive +8, Sleight of Hand +1, Speak Language (any two), Spot +0
Possessions masterwork dagger, expensive clothing, 3d20 cp

Junior agents conduct small businesses, handle slaves, and keep track of inventory.

A junior agent fares poorly in combat and will either try to flee or buy his way out of any danger.

Senior Agent

The charismatic woman with the signet ring has an aura of calmness around her. Her clothes are of exclusive make, yet functional. She eyes you with interest, as if assessing your potential.

Senior Agent CR 5

Male/female human expert 5/dune trader* 1
Usually N Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, [City language], Elven, any one other

AC 13, touch 11, flat-footed 12
(+1 Dex, +2 armor)
hp 21 (6 HD)
Fort +1, **Ref** +2, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk dagger +3 (1d4-1/19-20) or
Ranged mwk dagger +3 (1d4-1/19-20)

Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2

Abilities Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 16
Feats Greasing the Wheels*, Negotiator, Persuasive, Trader*
Skills Appraise +8, Bluff +14, Diplomacy +20, Disguise +3 (+5 acting), Gather Information +10, Intimidate +12, Knowledge (local) +9, Knowledge (nobility and royalty) +3, Listen +3, Profession (merchant) +7, Sense Motive +13, Sleight of Hand +3, Speak Language (any two), Spot +
Possessions masterwork dagger, leather armor, expensive clothing, 3d20 cp

Senior agents conduct larger business than junior agents, while also dealing in contraband and engaging in smuggling, political intrigue, and darker activities.

A senior agent fares poorly in combat and will either try to flee or buy his way out of any danger.

The Templarate

The templarate is a highly-organized and corrupt clergy devoted to the sorcerer-king of their city-state.

A templarate is divided into bureaus, each of which is led by a high templar and guarded by military forces, usually slaves.

Myrmeleon

This man has no distinguished features, but for his dark eyes which carefully survey the scene. He has an unnerving gaze which focuses on you for a few seconds before shifting attention to something else.

Myrmeleon — CR 6

Male/female elf defiler 5/myrmeleon[APXI] 1
Usually NE Medium humanoid (elf)
Init +6; **Senses** low-light vision; Listen +1, Spot +1
Languages Common, [City Language], Dwarven, Elven

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)
hp 12 (6 HD)
Resist mundane extreme heat or cold
Fort +0, **Ref** +3, **Will** +5

Speed 40 ft. (8 squares); elf run
Melee mwk club +2 (1d6–1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +1
Special Action Fast Raze*
Combat Gear *potionfruit of cure moderate wounds*, *cloth of dispel magic* (disguised as handkerchief), *clay tablet of lightning bolt* (disguised as talisman)
Wizard Spells Prepared (CL 6th):
3rd—*fireball* (DC 16), *silent darkness*
2nd—*invisibility*, *protection from arrows*, *scorching ray* (1 ray, +4 ranged touch), *silent ventriloquism* (DC 15)
1st—*disguise self* (DC 14), *magic missile*, *shield*, *sleep* (DC 14)
0—*arcane mark*, *detect magic*, *daze* (DC 13), *ghost sound* (DC 13)

Abilities Str 8, Dex 15, Con 8, Int 16, Wis 12, Cha 14
SQ disguise taint
Feats Craft Wondrous Item, Fast Raze*, Improved Initiative, Scribe Scroll[B], Silent Spell, Toughness
Skills Bluff +11, Concentration +8, Decipher Script +5, Diplomacy +6, Disguise +11 (+13 acting), Intimidate +6, Knowledge (arcana) +8, Knowledge (local) +5, Literacy (Common), Listen +4, Perform (any) +4, Search +5, Sleight of Hand +9, Spellcraft +10, Spot +4
Possessions combat gear plus masterwork club, *bracers of armor +2* (simple bone bracelets), spellbook (carved bones), 3d6 cp
Spellbook (bones) spells prepared plus 0—all; 1st—*mage armor*, *shield*; 2nd—*arcane lock*, *resist energy*; 3rd—*darkvision*, *see invisibility*

Myrmeleons are defilers working for the sorcerer-monarchs, who have been trained to infiltrate the Veiled Alliance and to lure its members to their doom and represent an ever-growing threat to the Alliance's existence.

A Myrmeleon tries to dispatch his enemies from a distance and will try to flee is too hard. He will only cast spells when they do not compromise his cover identity or as a last resort.

Mul Soldier

The grim mul wears spiked braxat plate armor and carries a swatter with several notches on the hilt. He gazes intently at you, as if sizing you up, as he pats the swatter against his hand.

Mul Soldier — CR 1

Male/female mul warrior 2
Usually LE Medium humanoid (dwarf)
Init +0; **Senses** darkvision 30 ft.; Listen +0, Spot +0
Languages Common

AC 15, touch 10, flat-footed 15
(+5 armor)
hp 13 (2 HD); **DR** 1/– non-lethal
Resist extended activity, tireless (+4 on Con checks for extended physical activities and +4 against weakness, fatigue, exhaustion or enfeeblement)
Fort +5, **Ref** +0, **Will** +0

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.
Melee great tonfa +6 (1d6+5) or
Ranged javelin +2 (1d6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +5

Abilities Str 17, Dex 11, Con 14, Int 9, Wis 10, Cha 6
Feats Weapon Focus (great tonfa)
Skills Climb +0, Intimidate +2, Listen +0, Jump –1, Spot +0
Possessions great tonfa, javelin (x2), breastplate

Mul soldiers are one of the elite troops of a city-state. Squads of mul soldiers strike terror into the heart of citizens throughout the Tablelands, enforcing the king's will with ruthless zeal and efficiency.

Mul soldiers rely more on their superior strength, resilience, and numbers than anything else to overcome their foes, usually with a templar nearby to cast buffs and heals.

Templar, Low-Level

The stern man on patrol wears the city emblem on his cloak and carries a spear. He shoves people out of the way as he makes his way towards you.

Templar, Low-Level **CR 2**

Male/female human adept 3
Usually LE Medium humanoid (human)
Init +4; **Senses** Listen +3, Spot +3
Languages Common

AC 11, touch 10, flat-footed 11
(+1 armor)
hp 13 (3 HD)
Fort +1, **Ref** +1, **Will** +4

Speed 30 ft. (6 squares)
Melee longspear +0 (1d8–1)
Ranged mwk light crossbow +3 (1d8/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +0
Adept Spells Prepared (CL 3rd):
1st—*burning hands* (DC 12), *cause fear* (DC 12), *protection from good*
0—*detect magic*, *slave scent**, *touch of fatigue* (+0 touch, DC 11)

Abilities Str 8, Dex 10, Con 11, Int 9, Wis 13, Cha 12
Feats Alertness, Improved Initiative, Secular Authority*
Skills Bluff +2, Concentration +6, Diplomacy +3, Knowledge (religion) +2, Listen +3, Spellcraft +1, Spot +3
Possessions longspear, masterwork light crossbow, *bracers of armor +1*, 20 bolts, sigil

Low-level templars police and administer the city-states, and serve other civil roles ranging from general to jailor and from tax collector to garbage collector.

Low-level templars adepts cast *protection from good* on themselves in the first round, unless a PC closes to within 20 feet, at which point they attempt to drive their attackers off with *cause fear*. Once protected with *protection from good*, the templars move in behind any available soldier and assist with what offensive spells they have.

Templar, Mid-Level

The threatening woman in templar robes and chitin armor commands obedience. People scatter as she approaches, and she stops in the center of the plaza. Resting her hands on her hips, she gazes coldly about.

Templar, Mid-Level **CR 5**

Male/female human templar 5
Usually LE Medium humanoid (human)
Init +5; **Senses** Listen +4, Spot +4
Languages Common

AC 21, touch 13, flat-footed 20
(+1 Dex, +7 armor, +1 shield, +2 deflection [*shield of faith*]))
Immune mind-affecting (good only, *protection from good*)
Resist fire 10 (*resist energy*)
Fort +5, **Ref** +2, **Will** +7; +2 against good (*protection from good*)

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.
Melee mwk longsword +3 (1d8–1/19–20) or
Ranged mwk light crossbow +5 (1d8/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options rebuke undead 6/day (+3, 2d6+5, 2nd)
Spell-Like Abilities (CL 5th)
6/day—*arcane mark*, *purify food and drink*, *slave scent*
Templar Spells Prepared (CL 5th):
2nd—*bull's strength*[D], *footsteps of the quarry**, *hold person* (DC 15), *resist energy*†, *silence* (DC 15), *zone of truth* (DC 15)
1st—*command* (2) (DC 14), *detect undead**, *doom* (DC 14), *hand of the sorcerer-king**, *magic weapon*[D], *protection from good*†, *shield of faith*†
0—*detect magic*, *detect poison*, *defiler scent**, *guidance*, *light*, *resistance*
D: Domain spell. King: Hamanu. *Domains*: Strength, War.
†Already cast

Abilities Str 8, Dex 12, Con 13, Int 10, Wis 14, Cha 16
Feats Alertness, Disciplined*, Improved Initiative, Secular Authority[B]*, Skill Focus (Diplomacy), Weapon Focus (longsword)[B]
Skills Bluff +10, Concentration +11, Diplomacy +18, Disguise +3 (+5 acting), Intimidate +5, Knowledge (religion) +5, Literacy (Common), Listen +2, Sense Motive +7, Spellcraft +5, Spot +4
Possessions masterwork steel longsword, masterwork light crossbow, masterwork light steel shield, *+1 breastplate*, *pearl of power* (1st), 20 bolts, sigil

Mid-level templars are usually responsible for tasks such as tax collection, major constructions, slave control, grain distribution, gate monitoring, assignation of permits, and riot control.

A templar will first try to incapacitate his enemies from a distance using *command* or *hold person* while sending in his soldiers into melee and assist them with what offensive spells he has.

Templar, High-Level

Everyone bows as the tall man with the embroidered templar robes and steel sword strides past. People whisper after he passes some still averting their eyes.

Templar, High-Level **CR 10**

Male/female human templar 10
Usually LE Medium humanoid (human)
Init +4; **Senses** Listen +4, Spot +7
Languages Common, Urikite

AC 17, touch 10, flat-footed 17
(–1 Dex, +7 armor, +1 shield)
Immune mind-affecting (good only, *magic circle against good*)
Resist fire 10 (*resist energy*)
hp 55 (10 HD)
Fort +8, **Ref** +2, **Will** +10; +2 against good (*magic circle against good*)

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.
Melee +2 *defending steel longsword* +10/+5 (1d8+3/19–20) or
Ranged mwk light crossbow +5 (1d8/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +6
Atk Options rebuke undead 6/day (+3, 2d6+5, 7th)
Spell-Like Abilities (CL 10th)
6/day—*arcane mark*, *purify food and drink*, *slave scent*
Templar Spells Prepared (CL 10th):
5th—*elemental strike** (2) (DC 19), *righteous might*[D], *true seeing*
4th—*divine power*[D], *greater command* (DC 17), *lesser geas* (DC 17), *mage seeker**, *sending*, *wrath of the sorcerer-king**
3rd—*cure serious wounds*, *dedication**, *dispel magic*, *image of the sorcerer-king** (DC 16), *lightning bolt* (2) (DC 17), *magic circle against good*†, *magic vestment*[D]
2nd—*battlefield healing**, *cure moderate wounds*, *footsteps of the quarry**, *return to the earth**, *resist energy*†, *silence* (DC 15), *spiritual weapon*[D], *zone of truth* (DC 15)
1st—*comprehend languages*, *cure light wounds*, *deathwatch*, *divine favor*, *enlarge person*[D], *hand of the sorcerer-king** (2), *hide from undead*
0—*defiler scent** (2), *detect magic* (2), *read magic* (2)
D: Domain spell. King: Hamanu. *Domains*: Strength, War.
†Already cast

Abilities Str 13, Dex 8, Con 12, Int 10, Wis 14, Cha 16
Feats Alertness, Disciplined*, Improved Initiative, Secular Authority[B]*, Spell Focus (Evocation), (Skill Focus (Diplomacy), Weapon Focus (longsword)[B]
Skills Appraise +5, Bluff +11, Concentration +14, Diplomacy +18, Disguise +2 (+4 acting), Forgery +5, Gather Information +7, Intimidate +5, Knowledge (local) +5, Knowledge (religion) +5, Listen +4, Literacy (Common, Urikite), Sense Motive +12, Spellcraft +8, Spot +7
Possessions +2 *defending steel longsword*, masterwork light crossbow, masterwork light steel shield, +1 *breastplate*, *pearl of power* (1st), 20 bolts, sigil

High-level templars are usually responsible for tasks such as coin distribution, major constructions, city planning, governor of the farmlands, personal advisor to the King, and war tactics.

High templars never dirty their hands unless they have to, even though they can handle very well on their own. They prefer to send their soldiers into the fray while commanding them from a safe distance while casting powerful spells to take out the most powerful enemy in range.

Templar Knight

The intimidating half-giant in braxat armor painted with the city emblems does not flinch. He drags a woman by her hair after him, seemingly unaffected by her screams.

Templar Knight **CR 7**
Male/female half-giant warrior 5/templar knight 2
Usually ?E Large giant
Init –2; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Aura fearless presence (10 ft.; +4 against fear effects)
Languages Common

AC 19, touch 7, flat-footed 19
(–1 size, –2 Dex, +8 armor, +2 natural)
Immune fear
hp 80 (7 HD)
Fort +10, **Ref** –1, **Will** +2

Speed 30 ft. in fullplate (6 squares), base speed 40 ft.
Melee swatter +12/+7 (3d8+9/x4)
Space 5 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +17
Atk Options Cleave, Power Attack, smite opponent 1/day
Spell-Like Abilities (CL 10th)
4/day—*defiler scent*, *detect magic*, *slave scent*
Templar Knight Spells Prepared (CL 2nd):
1st—*magic weapon*, *shield of faith*

Abilities Str 22, Dex 6, Con 17, Int 6, Wis 12, Cha 6
Feats Cleave, Power Attack, Secular Authority*[B], Weapon Focus (swatter)
Skills Climb +3, Diplomacy +0, Hide –6, Intimidate +0, Jump +3, Listen +1, Spot +1
Possessions masterwork fullplate, swatter

Templars knights are usually experienced warriors with strong personalities who serve a sorcerer-king. Their duties differ, but many lead patrols of templar guards, act as bodyguards for higher ranking templars, or are charged with missions requiring a single capable warrior and templar.

Templar knights fight using their superior combat techniques using their spells as an extra advantage and usually try to be between the action and their templar superiors.

The Veiled Alliance

The Veiled Alliance fights against the tyranny of the sorcerer-kings in order to restore justice and freedom to Athas. Formed during the Preserver Jihad, the Alliance struggles constantly against defilers and templars. It uses guerilla warfare and undercover violence in an attempt to weaken the power of the sorcerer-kings.

The Veiled Alliance is loosely organized into cells that operate independently in each city-state, operating in hidden bases. Veiled ones are always on the run from the

templars, and those caught are dealt with swiftly and harshly.

Low-Level Veiled

The small built man minds his work, throwing occasional glances at passersby. No weapons can be seen on him. He sits on a rug with small ceramic items on display.

Low-Level Veiled **CR 3**

Male/female human preserver 3
Usually N Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Ignan, Terran, [City language]

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 armor)
hp 12 (3 HD)
Fort +1, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee club +0 (1d6–1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +0
Combat Gear *potionfruit of cure light wounds*, *cloth of silent image* (disguised as simple handkerchief)
Wizard Spells Prepared (CL 3rd):
2nd—*invisibility*, *silent ventriloquism* (DC 13)
1st—*disguise self* (DC 13), *shield**, *sleep* (DC 13)
0—*arcane mark*, *detect magic**, *daze* (DC 12), *ghost sound* (DC 12)
*Path Dexter spell (CL 4th)

Abilities Str 8, Dex 13, Con 10, Int 15, Wis 12, Cha 14
Feats Path Dexter, Scribe Scroll[B], Silent Spell, Toughness
Skills Bluff +8, Concentration +6, Diplomacy +4, Disguise +5 (+7 acting), Intimidate +4, Knowledge (arcana) +8, Knowledge (history) +3, Knowledge (local) +3, Literacy (Common), Sleight of Hand +3, Spellcraft +10
Possessions combat gear plus club, *bracers of armor* +1 (simple bone bracelets), spellbook (disguised as set of knotted strings), 2d6 cp

A low-level veiled can be found in Veiled Alliance chapters throughout the Tyr Region, serving as the first line of defense against the sorcerer-king's templars. They are also used as scouts and saboteurs.

Low-level veileds prefer to go unnoticed and to flee on the first sign of trouble, and most of them would rather die during combat than slowly die during torture by the templars.

Mid-Level Veiled

This unattractive woman mutters to herself as she walks past you. A templar eyes her as she rounds the corner, and then she fixes her gaze on you.

Mid-Level Veiled **CR 6**

Male/female human preserver 6
Usually N Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common, Ignan, Terran, [City language]

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 armor)
hp 19 (6 HD)
Fort +2, **Ref** +4, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk club +3 (1d6–1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options *potionfruit of cure moderate wounds*, *cloth of dispel magic* (disguised as handkerchief), *clay tablet of lightning bolt* (disguised as talisman)
Wizard Spells Prepared (CL 6th):
3rd—*fireball* (DC 15), *silent darkness*
2nd—*invisibility*, *protection from arrows**, *scorching ray* (1 ray, +5 ranged touch), *silent ventriloquism* (DC 13)
1st—*disguise self* (DC 13), *magic missile*, *shield**, *sleep* (DC 13)
0—*arcane mark*, *detect magic**, *daze* (DC 12), *ghost sound* (DC 12)
*Path Dexter spell (CL 7th)

Abilities Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 14
Feats Craft Wondrous Item, Improved Initiative, Path Dexter, Scribe Scroll[B], Silent Spell, Toughness
Skills Bluff +11, Concentration +9, Decipher Script +5, Diplomacy +4, Disguise +6 (+8 acting), Intimidate +4, Knowledge (arcana) +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (the planes) +3, Literacy (Common), Sleight of Hand +4, Spellcraft +10
Possessions combat gear plus masterwork club, *bracers of armor* +2 (simple bone bracelets), spellbook (disguised as cloth belt with confusing patterns), 3d6 cp

Mid-level templar coordinate attacks against known defilers and templar patrols while protecting lesser preserves from persecution.

Mid-level veileds prefer to go unnoticed until they can release their devastating spells against defiler or templars and as a last resort when running away.

High-Level Veiled

Someone brushes past you, apologizing briefly in a low voice. The polite, inconspicuous character then suddenly disappears into the crowd.

High-Level Veiled **CR 10**

Male/female human preserver 10
Usually N Medium humanoid (human)
Init +6; **Senses** Listen +1, Spot +1
Languages Common, Ignan, Terran, [City language]

AC 17, touch 13, flat-footed 15
(+2 Dex, +3 armor, +1 natural, +1 deflection)
hp 29 (10 HD)
Fort +3, **Ref** +5, **Will** +8

Speed 30 ft. (6 squares)
Melee mwk club +5 (1d6–1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +4
Combat Gear *potionfruit of cure serious wounds*, *cloth of*

teleport (disguised as colorful scarf), *wand of lightning bolt* (10 charges; disguised as spoon)

Wizard Spells Prepared (CL 10th):

5th—*empowered fireball* (DC 17), *quietstorm* (7 rays, +7 ranged touch)

4th—*black tentacles* (DC 18), *confusion* (DC 18), *empowered touch of idiocy*, *silent suggestion* (DC 17)

3rd—*arcane sight**, *dispel magic**, *fireball* (DC 17), *silent knock*

2nd—*backlash** (DC 16), *invisibility*, *protection from arrows**, *scorching ray* (2 rays, +7 ranged touch), *silent ventriloquism* (DC 15)

1st—*charm person* (DC 15), *disguise self* (DC 15), *magic missile*, *shield**, *sleep* (DC 15)

0—*arcane mark*, *detect magic**, *daze* (DC 14), *ghost sound* (DC 14)

*Path Dexter spell (CL 11th)

Abilities Str 8, Dex 14, Con 10, Int 18, Wis 12, Cha 14

Feats Craft Wand, Craft Wondrous Item, Empower Spell, Improved Initiative, Path Dexter, Scribe Scroll[B], Silent Spell, Toughness

Skills Bluff +15, Concentration +13, Decipher Script +11, Diplomacy +4, Disguise +10 (+12 acting), Intimidate +4, Knowledge (arcana) +13, Knowledge (history) +7, Knowledge (local) +7, Knowledge (the planes) +7, Literacy (Common), Sleight of Hand +4, Spellcraft +14

Possessions combat gear plus masterwork club, *bracers of armor +3* (adorned bone bracelets), *ring of protection +1*, *amulet of natural armor +1*, *headband of intellect +2*, spellbook (disguised as cloak with intricate pattern on the inside), 5d6 cp

High-level templars are responsible for directly undermining the sorcerer-king's rule through propaganda, sabotage, and double-dealing as well as directing local chapters of the Alliance.

High-level templars always cast several protective spells, especially those against mental intrusion when anticipating trouble and are not afraid to use their most powerful spells.

The Bandits

Bandits live outside of Athasian society. Assassins, thieves, raiders and slavers exist solely to prey upon the feeble and the weak.

Assassin

A pretty woman in loose-fit brown robes worn over a suit of dark leather armor seems fixated on someone moving through the crowd. Then she stops to look at a piece of pottery offered by a merchant.

Assassin **CR 6**

Male/female human rogue 5/assassin 1
Usually CE Medium humanoid (human)
Init +7; **Senses** Listen +9, Spot +9
Languages Common, Dwarven, Elven

AC 16, touch 13, flat-footed 16; uncanny dodge (+3 Dex, +3 armor)
hp 29 (6 HD)
Fort +2, **Ref** +9, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk bard's friend +7 (1d4+1/18-20 plus poison)
Melee mwk wrist razor +7 (1d6+1/18-20)
Ranged dart +6 (1d4 plus poison)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Atk Options death attack (DC 15), Psionic Weapon, sneak attack +4d6
Combat Gear *potion-fruit of cure moderate wounds*, 3 vials of Large scorpion venom
Power Points/Day 1; **Assassin Powers Known** (ML 1st):

1st—*disguise self* (DC 13)

Abilities Str 13, Dex 16, Con 12, Int 14, Wis 10, Cha 8
SQ poison use, trapfinding, trap sense +1
Feats Ability Focus (death attack), Improved Initiative, Psionic Weapon, Weapon Finesse
Skills Bluff +8, Climb +7, Diplomacy +1, Disguise +8 (+10 acting), Escape Artist +11, Hide +12 (+14 in assassin's familiar terrain), Intimidate +9, Listen +9, Move Silently +12, Search +7, Sleight of Hand +11, Spot +9, Survival +4, Use Rope +3 (+5 bindings)
Possessions combat gear plus masterwork bard's friend, masterwork wrist razor, dart (5), masterwork studded leather armor (inix hide with bone), wastelander's outfit, 1d6 sp

An assassin usually maintains a cover that enables him to travel freely, yet also explains why he is in a given location at a given time. Many assassins hold jobs as merchants or house agents. A truly villainous assassin has a "signature" consisting of a unique poison, a particular approach, or some memento left with his victims.

Assassins fight dirty and they're not ashamed of attacking sleeping targets, from behind, using poisons and even blackmailing to get his mark.

City Thug

The stocky brute with the talid pushes a passersby and issues an insult. The victim scurries along, while the stocky man laughs at him, before looking for another victim to tantalize.

City Thug **CR 2**

Male/female human warrior 2/expert 1
Usually NE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, [City language]

AC 16, touch 11, flat-footed 15; Dodge (+1 Dex, +4 armor, +1 shield)
hp 15 (3 HD)
Fort +3, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)
Melee alhulak +4 (1d6+1/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8
Feats Dodge, Stealthy, Weapon Focus (alhulak)
Skills Escape Artist +2, Gather Information +3, Hide +4, Intimidate +3, Listen +3, Move Silently +4, Spot +3
Possessions alhulak, light shield (wood), chitin armor (kank), 1d6 cp

Thugs are basic bruisers. They are street toughs aspiring to become swoop champions, grunts working for a local bard, merchant house, or templarate prone to breaking heads and taking bribes.

Thugs rely on being stronger and in larger numbers than their prey and don't waste time by thinking too much about it.

Defiler

The pale man fiddles nervously with his amulet. He exchanges nods with a pair of elves, but otherwise tries to avoid eye contact. He flinches when a caged jhakar barks at him, then scurries off at a hurried pace.

Defiler CR 6

Male/female human defiler 5/arch defiler* 1
Usually NE Medium humanoid(human)
Init +1; **Senses** Listen +3, Spot +3
Aura tainted (5 ft.)
Languages Common, Giant, Gith; empathic link with familiar

AC 11, touch 11, flat-footed 10
(+1 Dex)
hp 31 (6 HD)
Fort +5, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)
Melee dagger +1 (1d4-1/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2
Atk Options Agonizing Radius, Efficient Raze, Fast Raze
Combat Gear *potionfruit of cure moderate wounds*, *scroll of mage armor*, *scroll of dispel magic*, *scroll of major image*
Wizard Spells Prepared (CL 6th):
3rd—*fireball*† (2) (DC 16), *stinking cloud* (DC 16)
2nd—*false life*, *flaming sphere*† (DC 15), *protection from arrows*, *scare* (2 targets, DC 15)
1st—*cooling canopy**, *magic missile*† (2), *shield*
0—*detect magic*, *detect poison*, *light*, *message*
†Add +1 to damage per damage die inflicted by these spells.

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 12, Cha 8
SQ familiar (kes'trekel, see below)
Feats Agonizing Radius, Alertness (if familiar within 5 ft.), Destructive Raze, Efficient Raze, Fast Raze, Great Fortitude, Scribe Scroll, Toughness
Skills Bluff -2, Concentration +11, Diplomacy -2, Gather Information -2, Handle Animal -2, Hide +1 (+3 in defiler's familiar terrain), Intimidate +5, Knowledge (arcana) +11, Knowledge (geography) +11, Listen +3, Literacy (Common), Spellcraft +13, Spot +3, Survival +5 (+7 avoiding getting lost and hazards)
Possessions combat gear plus dagger (bone), spellbook (papyrus, not disguised), wastelander's outfit, 3d6 cp

Kes'trekel (familiar) CR —

Male Tiny magical beast (augmented animal, psionic)
Init +1; **Senses** low-light vision; Listen +0, Spot +4
Languages emphatic link with master, speak with master

AC 18, touch 13, flat-footed 17
(+2 size, +1 Dex, +5 natural)
hp 15 (1 HD; effective 6 HD)
Resist improved evasion
Fort +3, **Ref** +3, **Will** +6

Speed 10 ft. (2 squares), fly 60ft. (average)
Space 2 1/2 ft.; **Reach** 0 ft.
Melee bite +5 (1d3+1)
Base Atk +2; **Grp** –5
Atk Options deliver touch spells

Abilities Str 12, Dex 12, Con 13, Int 8, Wis 10, Cha 8
SQ share spells
Feats Flyby Attack
Skills Concentration +10, Knowledge (arcana) +7, Knowledge (geography) +7, Spellcraft +9, Spot +4, Survival +4 (+6 avoiding getting lost and hazards)

Defilers care only for power, reveling in it as it courses through their bodies. They don't care about the life forces that are lost when they weave their magic. Defilers are outlaws, and tend to be loners, keeping their ambitions and powers to themselves.

A defiler uses his raze feats both to fuel his spells and to weaken his nearby opponents. After that, he unleashes his most potent and devastating spells hoping no witness have survived.

Raider

This scarred man in piecemeal armor shouts a warcry as he rides his kank into battle. He raises a vicious-looking carrikal above his head as he rides forward, obviously intent on hurting someone.

Raider CR 2

Male/female human barbarian 2
Usually NE Medium humanoid (human)
Init +2; **Senses** Listen +4, Spot +4
Languages Common

AC 15, touch 12, flat-footed 15; uncanny dodge
(+2 Dex, +2 armor, +1 shield)
hp 22 (2 HD)
Fort +6, **Ref** +2, **Will** +1

Speed 40 ft. (8 squares)
Melee longsword +2 (1d8/19–20) or
Ranged shortbow +4 (1d6/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Atk Options rage 1/day (7 rounds)

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8
Feats Skill Focus (hide), Wastelander*

Skills Climb +5, Hide +5 (+7 in raider's familiar terrain), Intimidate +4, Listen +4, Ride +6, Spot +4, Survival +6
Possessions shortbow, quiver with 20 arrows, longsword (bone), buckler (wood), leather armor (inix hide), wastelander's outfit, 1d6 cp

When raging, a raider has the following statistics:
AC 13, touch 10, flat-footed 13
hp 26
Fort +8, **Will** +3
Melee longsword +4 (1d8+2/19-20)
Grp +5
Abilities Str 17, Con 18
Skills Climb +7

Raiders exist to prey on the weak, taking whatever they can from their victims. They attack caravans and pillage what they can.

Raiders rely on being stronger and in larger numbers than their prey and don't waste time by thinking too much about their tactics.

Slaver

The tall woman with the branding iron inspects her quarry, a young boy wearing manacles on both hands and feet. He tries to resist, then his scream accompanies the smell of searing flesh. The woman seems unaffected.

Slaver **CR 3**

Male/female human ranger 3
Usually NE Medium humanoid (human)
Init +2; **Senses** Listen +6, Spot +6
Languages Common

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 armor)
hp 20 (3 HD)
Fort +4, **Ref** +5, **Will** +2

Speed 30 ft. (6 squares)
Melee sap +5 (1d6+2 subdual)
Ranged mwk composite longbow +6 (1d8+2/x3) or
Ranged mwk composite longbow +4/+4 (1d8+2/x3) with Rapid Shot
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5
Atk Options favored enemy humans +2
Combat Gear *potionfruit of cure light wounds*

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8
SQ wild empathy +3 (-1 magical beasts)
Feats Alertness, Endurance, Improved Unarmed Strike, Rapid Shot, Self-Sufficient, Track
Skills Climb +2 (+4 using ropes), Escape Artist +2 (+4 rope bonds), Heal +8, Hide +7 (+9 in slaver's familiar terrain), Knowledge (geography) +3, Knowledge (nature) +3, Listen +6, Move Silently +7, Profession (slaver) +7, Spot +6, Survival +9, Use Rope +7
Possessions masterwork composite longbow (+2 Str bonus), quiver with 30 arrows, sap, masterwork chitin armor (kank), healer's kit, wastelander's outfit, ropes, 1d6 sp

Slavers use sentient beings as their coin, enslaving small tribes or recapturing fugitive slaves.

Slavers rely on being stronger and in larger numbers than their prey. Their only concern is not to hurt too mage their property, because it would decrease the resale value.

The Mindbenders

Although thousands of Athasians command a unique talent, true masters of the Way, or mindbenders, are still rare. Because trained psionicists are scarce, they are highly valued by many elements of Athasian society.

Any psionicist willing to sell his services will find there is great demand for someone skilled in the mental arts. Merchant houses, psionic schools, nobles, and templars routinely employ psionicists to help them against their enemies. In fact, it is unusual to encounter a psionicist who has no patron or employer. They are often seen as troublemakers.

Auditor

The tattooed elf appears to be concentrating intently. Sweat pours down his face, as he rubs his temples with his forefingers. The object before him starts to glow and is lifted from the ground.

Auditor **CR 6**

Male/female elf telepath 6
Usually LE Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +4, Spot +4
Languages Common, Dwarven, Elven, Saurian

AC 12, touch 12, flat-footed 10
(+2 Dex)
hp 9 (6 HD)
Resist mundane extreme heat or cold
Fort +1, **Ref** +4, **Will** +7

Speed 40 ft. (8 squares); elf run
Melee mwk dagger +3 (1d4-1/19–20) or
Ranged mwk dagger +6 (1d4/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +2
Atk Options Dissimulated*, Inquisitor
Combat Gear 2 power stones of *mind thrust*
Power Points/Day 44; **Psion Powers Known** (ML 6th):
3rd—*dispel psionics*, *false sensory input* (DC 16), *mental barrier*, *telekinetic force*
2nd—*aversion* (DC 15*), *brain lock* (DC 15), *read thoughts* (DC 15), *psionic suggestion* (DC 15)
1st—*conceal thoughts*, *mind thrust* (DC 14*), *mindlink*, *psionic charm* (DC 14*), *telempathic projection* (DC 14*)
*The save DCs for these powers might increase with the use of augments.

Abilities Str 8, Dex 14, Con 8, Int 16, Wis 14, Cha 13
Feats Dissimulated*, Inquisitor, Psionic Endowment, Skill Focus (Sense Motive)
Skills Bluff +11, Concentration +8, Diplomacy +8, Disguise +1 (+3 acting), Gather Information +7, Knowledge (local) +8, Knowledge (psionics) +8, Listen +4, Profession (auditor) +4, Psicraft +7, Search +5,

Sense Motive +14, Spot +4
Possessions combat gear plus mwk dagger, *cloak of resistance +1*

The cities of Athas are filled with intrigue, treachery, and double-dealing. In this setting, information is a weapon that may be wielded against one's enemies. The auditor specializes in extracting information through psionic observation or interrogation. An auditor can be anything from an information broker to psionic assassin. In most cities, auditors are employed by templars, the Veiled Alliance, criminal gangs, or merchant houses.

Auditors use their charisma and mental powers to get out of most kind of trouble, but if that fails, he will use mind thrust t quickly dispatch the nuisance.

Mindguard

The dwarf's eyes seem focused elsewhere, as if he was present someplace else at the same time. He consistently walks five feet behind his master, a man in fine silk clothes.

Mindguard **CR 5**

Male/female dwarf seer 5
Usually LN Medium humanoid (dwarf)
Init +5; **Senses** darkvision 60 ft.; Listen +4, Spot +10
Languages Common, [City Language], Dwarf, Elven

AC 12, touch 11, flat-footed 11
(+1 Dex, +1 armor)
hp 22 (5 HD)
Resist stability (+4 against bull rush and trip)
Fort +3 (+5 against poison), **Ref** +2, **Will** +6; +2 on saves against spells and spell-like effects

Speed 30 ft. (6 squares)
Melee mwk dagger +3(1d4/19–20) or
Ranged mwk dagger +4 (1d4/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2
Special Actions +1 morale bonus on checks related to focus; +2 when psionically focused
Power Points/Day 32; **Psion Powers Known** (ML 5th):
3rd—*danger sense, escape detection*
2nd—*clairvoyant sense, detect hostile intent, mass missive, thought shield*
1st—*conceal thoughts, defensive precognition, inertial armor, precognition, sense link*

Abilities Str 10, Dex 13, Con 14, Int 16, Wis 14, Cha 6
Feats Improved Initiative, Improved Dwarven Focus*, Teamwork
Skills Concentration +10, Gather Information +0, Heal +4, Knowledge (psionics) +8, Listen +4, Profession (mindguard) +4, Psicraft +10, Spot +10
Possessions *bracers of armor +1*

Wealthy nobles and powerful merchants rely on mercenary psionicists to work as their mental bodyguards, protecting them from espionage, mental interrogation, and mind control.

A mindguard's duty is to protect his client no matter the cost, especially against mind intrusion. He'll keep an eye for threats using *clairvoyant sense*, *detect hostile intent*, and *danger sense*.

Chapter 10: Magic and Psionic Items

"A village can prosper or die with the utterance of a single syllable. Toxic water can be purified or deadly plague can be unleashed by the power of nature contained in a clay tablet or bone fetish. A ring could save a dying man or protect the land from being reduced to ash by defilers, or help destroy them both. A crystal could dominate the will of its possessor, or serve as a storage of psychic energy. Even mundane looking objects can contain highly sought after power, which makes every item a potential treasure or curse."

—The Oracle, Blue Shrine Scrolls

A small selection of Athasian items, both psionic and magical in nature are presented in this chapter. For additional Athasian items and artifacts, see *Athasian Emporium*.

Armor

Armor Property

This property can be added to armor that already has an enhancement bonus of at least +1.

Lifewall

Price: +5,000 Cp
Property: Armor
Caster Level: 11th
Aura: Moderate; (DC 21) abjuration
Activation: —

This armor seems to be pulsing with vibrant, almost living energy.

This suit of armor protects you from the effects of being caught in the defiling radius of a spellcasting defiler. You are immune to all penalties and damage associated with the defiling radius, even when augmented with Raze feats or magical items.

Prerequisites: Craft Magic Arms and Armor, *allegiance of the land*.

Cost to Create: 2,500 Cp, 200 XP, 5 days.

Weapons

Weapon Properties

These properties can be added to weapons that already have an enhancement bonus of at least +1.

Chitin–Rot

Price: +1 bonus
Property: Weapon
Caster Level: 7th
Aura: Moderate; (DC 19) necromancy
Activation: —

Despite the ambient heat, this weapon is slick with humidity, with small patches of sickly-green moss barely visible on its surface.

A chitin–rot weapon always uses sap from the Forest Ridge's trees in its fabrication. Its wounds cause the exoskeleton of creatures such as insects and kreen to become dull and streaked with gray striations of fungal infection, effectively weakening it as if suffering from the chitin–rot disease.

Any such creature successfully hit by a chitin–rot weapon must make a DC 16 Fortitude save or suffer a –2 cumulative penalty to its natural armor bonus, down to a minimum of 0. The penalty for this effect decreases naturally at a rate of 1 point per day. Any effect that heals ability damage may also be used to reduce or eliminate the penalty by the same amount.

Bows, crossbows, and slings so crafted bestow the chitin–rot ability upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *contagion*.

Cost to Create: Varies.

Parching

Price: +1 bonus
Property: Melee weapon
Caster Level: 7th
Aura: Moderate; (DC 19) evocation
Activation: —

A multitude of small holes, just like those found on a sponge, are carved all around the head of this weapon.

A parching weapon drains the water from creatures hit. A creature struck by a parching weapon is dealt an extra 1d6 points of nonlethal damage and is considered fatigued as if suffering from thirst. It must drink the necessary amount of water or, failing that, make a Fortitude save (DC 10, +1 for each previous check) each following hour or sustain 1d6 points of nonlethal damage. Further hits to the same creature deal the nonlethal damage and increase the DC of the subsequent Fortitude check(s) by a cumulative +2 per additional hit.

Prerequisites: Craft Magic Arms and Armor, *sunstroke*.

Cost to Create: Varies.

Shattering

Price: +2 bonus
Property: Bludgeoning or slashing melee weapon
Caster Level: 8th
Aura: Moderate; (DC 17) evocation
Activation: —

This weapon seems to be heavier than a weapon of its type, and seems very solid despite the fact that many fracture lines mar its surface.

A shattering weapon increases your ability to sunder objects, and you are considered to have the Improved Sunder feat regardless of whether or not you meet the feat's prerequisites. When making a sundering attempt, a successful opposed attack roll on your part causes the struck object, which can be up to the size category of the shattering weapon, to shatter and be destroyed. If a sunder attempt is made against the shattering weapon, then the attacker's weapon is also treated as being dealt a sundering attempt and thus is subject to destruction if you succeed on the opposed attack roll. A shattering weapon's shattering ability only works against objects made of bone, stone, or wood; you are still considered to have the Improved Sunder feat against objects made from other materials, however.

Prerequisites: Craft Magic Arms and Armor, *shatter*.
Cost to Create: Varies.

Siphoning

Price: +4 bonus
Property: Melee weapon
Manifester Level: 10th
Aura: Moderate; (DC 17) psychometabolism
Activation: —

This weapon is set with many translucent crystals. For a second, you feel as feeble as an old man, but the feeling is gone as fast as it came.

A siphoning weapon siphons away your foe's strength, dealing 1 point of Strength damage on each successful hit and transferring that point as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total. The effects of this siphoning last 10 minutes for the foe, and each siphoned Strength point you gain lasts for 1 minute before dissipating.

Prerequisites: Craft Psionic Arms and Armor, *strength of my enemy*.
Cost to Create: Varies.

Clothing

Circlet of Resolve

Price (Item Level): 8,000 Cp (12th)
Body Slot: Head
Manifester Level: 7th
Aura: Moderate; (DC 19) telepathy
Activation:—
Weight: —

This elegant, whitish–green olivine circlet is engraved with a series of fine, horizontal parallel lines.

Often used by nobles and those fearing that their actions will be influenced by psionic adversaries, this circlet makes you more determined in your actions. The circlet grants you a +5 resistance bonus to Will saves. This is a continuous effect and requires no activation.

Prerequisites: Craft Universal Item, *empty mind*.
Cost to Create: 4,000 Cp, 320 XP, 8 days.

Mask of the Braxat

Price (Item Level): 3,500 Cp (8th)
Body Slot: Face
Manifester Level: 7th
Aura: Moderate; (DC 18) psychometabolism
Activation: Standard (mental)
Weight: 1 lb.

This mask is made from the brownish–orange facial chitin of a braxat, including the foremost of his cranial protrusions.

When activated, this mask enables the wearer to spit a globe of acid at an opponent up to 40 feet away. If the wearer succeeds at a ranged touch attack, the opponent takes 4d6 points of acid damage. This ability functions three times per day.

Prerequisites: Craft Universal Item, *exhalation of the black dragon*.
Cost to Create: 1,750 Cp, 140 XP, 4 days.

Palm Bracelet

Price (Item Level): 56,000 Cp (18th)
Body Slot: Hands
Caster Level: 7th
Aura: Moderate; (DC 21) transmutation
Activation: — and move (manipulation)
Weight: —

This piece of jewelry is made of thin leather cords that link from the wrist to one or more fingers, forming a web. On the palm side, attached to this web, is a plaque in the middle of which rests a glittering gem.

An old and enduring fashion amongst noblewomen is the wearing of hand or "slave" bracelets. Usually, hand bracelets are beaded and laced, forming intricate designs,

and the leather cords can be replaced by metal wire or small metal chain links, for those that can afford them.

Unbeknownst to the nobility, practitioners not of etiquette but of sorcery also wear a very similar item: a palm or "master" bracelet whose position is over the palm instead of the back of the hand. While women's hand bracelets are often both delicate and intricate, sorcerers' *palm bracelets* are rather simple and sturdy, utilitarian devices designed for the wear-and-tear of an Athasian freeman's life of labor and toil.

A plaque, often of polished ivory or metal, resting in the cradle of the palm and attached to the wrist and fingers, a *palm bracelet* has a hole in its middle in which a gem can be mounted. A wizard wearing a *palm bracelet* while casting a spell can enhance the spell if it is of the descriptor or school that the gem currently mounted within is set to enhance. This is a continuous effect and requires no activation.

Removing and mounting a gem are both move actions. Swapping a mounted gem for another thus requires two move actions: one for removing the current gem and one for mounting another. Only one gem may be fitted to a *palm bracelet* at a time. Although a bracelet can be worn on each hand only one can be used to augment any one spell.

See Precious Stones and Gems on page 59 of the *Athasian Emporium* for more information on the various gems that can be mounted in a palm bracelet.

Prerequisites: Craft Wondrous Item.
Cost to Create: 28,000 Cp, 2,240 XP, 56 days.

Phrenic Mask

Price (Item Level): 56,000 Cp (18th)
Body Slot: Face
Manifester Level: 7th
Aura: Moderate; (DC 21) metacreativity
Activation: — and move (manipulation)
Weight: 1 lb.

This odd-looking mask is carved with strange patterns and incrusted with tiny bits of crystal.

Coming in a wide variety of forms and materials, ranging from leather straps to ivory bands, sawed–off fronts of skulls to intricate metal lattices, a *phrenic mask* covers the face and the brow of its wearer. In the middle of the brow, there is always a hole in which a gem can be mounted. A manifester wearing a *phrenic mask* and manifesting a power can enhance the power if it is of the descriptor or discipline that the currently–mounted gem is set to enhance. This is a continuous effect and requires no activation.

Removing and mounting a gem are both move actions. Switching a mounted gem for another thus requires two move actions: one for removing the current gem and one for mounting another. Only one gem may be fitted to a *phrenic mask* at a time.

See Precious Stones and Gems on page 59 of the *Athasian Emporium* for more information on the various gems that can be mounted in a *phrenic mask*.

Prerequisites: Craft Universal Item.
Cost to Create: 28,000 Cp, 2,240 XP, 56 days.

Ring of Coolness

Price (Item Level): 2,000 Cp (6th)
Body Slot: Ring
Manifester Level: 9th
Aura: Moderate; (DC 20) psychometabolism
Activation: —
Weight: —

This carved jade band is engraved with stylized representations of water spirits.

A *ring of coolness* keeps the wearer comfortably cool even on the hottest Athasian afternoons. You are immune to any nonlethal damage dealt by heat exposure from the environment, although lethal environmental damage, as well as heat or fire damage caused by other sources including mundane or supernatural flames or fire such as torches or energy attacks is in no way negated.

Prerequisites: Craft Universal Item, *adapt body*.
Cost to Create: 1,000 Cp, 80 XP, 2 days.

Ring of Life

Price (Item Level): 3,500 Cp (8th)
Body Slot: Ring
Caster Level: 11th
Aura: Moderate; (DC 21) abjuration
Activation: swift (command) and —
Weight: —

This aviarag ivory ring is shaped in the form of two interconnecting bands.

Each morning, regardless of your activities during the past 24 hours, you regain 1 hp per Hit Die as if you had slept for a full 8 hours, up to your maximum normal hit point total. This benefit of the ring does not negate any other penalties associated with the previous day's activities, nor does it allow you to memorize spells or regain power points as if you had slept for a full 8 hours. This effect requires no activation.

When activated, a *ring of life* protects you from the effects of being caught in the defiling radius of a spellcasting defiler for one round. You are immune to all penalties associated with the defiling radius, even when augmented with Raze feats, magical items, or class abilities. This ability functions three times per day.

Prerequisites: Forge Ring, *allegiance of the land*.
Cost to Create: 1,750 Cp, 140 XP, 4 days.

Ring of Psionic Mind Shielding

Price (Item Level): 8,000 Cp (11th)
Body Slot: Ring
Manifester Level: 3rd
Aura: Faint; (DC 17) telepathy
Activation: —
Weight: —

This gleaming, platinum ring glimmers with a faint light.

This ring functions as its magical equivalent, the *ring of mind shielding*, except that it protects you from psionic attempts to read one's thoughts, not magical ones.

Prerequisites: Craft Universal Item, *cloud mind*.
Cost to Create: 4,000 Cp, 320 XP, 8 days.

Torc of Iron Will

Price (Item Level): 18,000 Cp (14th)
Body Slot: Throat
Manifester Level: 9th
Aura: Moderate; (DC 20) telepathy
Activation: Immediate (mental)
Weight: 2 lb.

This torc is crafted from pieces of id fiend skull with fine iron threads.

The wearer of a *torc of iron will* automatically receives power resistance 19 against mind–affecting powers for 1 round, twice per day.

Prerequisites: Craft Universal Item, *tower of iron will*.
Cost to Create: 9,000 Cp, 720 XP, 18 days.

Veil of Lies

Price (Item Level): 2,000 Cp (6th)
Body Slot: Face
Manifester Level: 1st
Aura: Faint; (DC 16) telepathy
Activation: —
Weight: —

This is a simple, unadorned silk scarf.

This item is worn by those who wish to keep their true opinions hidden from others. The wearer of the veil is under the effect of a continual *conceal thoughts* power.

Prerequisites: Craft Universal Item, *conceal thoughts*.
Cost to Create: 1,000 Cp, 80 XP, 2 days.

Tools

Bearer's Yoke

Price (Item Level): 30,000 Cp (16th)
Body Slot: Torso
Manifester Level: 5th
Aura: Faint; (DC 18) psychometabolism
Activation: —
Weight: 10 lb.

This harness is made of worn mekillot leather completely encircling the chest, arms and legs of the wearer.

While wearing the yoke, the carrying capacity of the character is considered as though its Strength was increased by 10 points.

Prerequisites: Craft Universal Item, *psionic lighten load*.
Cost to Create: 15,000 Cp, 1200 XP, 30 days.

Jolting Pole

Price (Item Level): 250 Cp (2nd)
Body Slot: — (held)
Manifester Level: 1st
Aura: Faint; (DC 16) psychometabolism
Activation: —
Weight: 1 lb.

This slightly twisted wooden rod is black as pitch.

This item is commonly used for prodding along stubborn mekillots and other beasts of burden. It is also frequently used by templars conducting interrogations. The lengths of the poles differ, but they all have an obsidian point on one end that delivers a psychokinetic jolt to creatures it touches. The jolt is a force effect that inflicts 1 point of nonlethal damage with a successful melee touch attack.

Prerequisites: Craft Universal Item, *hammer*.
Cost to Create: 125 Cp, 10 XP, 1 day.

King's Eye

Price (Item Level): 6,000 Cp (10th)
Body Slot: Face
Caster Level: 11th
Aura: Moderate; (DC 21) divination
Activation: —
Weight: 1 lb.

This lens is made with a large flattened cone of solid glass.

Putting the broad end of this item to one's eyes allows normal vision regardless of atmospheric conditions prevailing in the area, be they silt, sandstorm or otherwise. While looking through the cone the user also gains low-light vision.

Usually a king's eye is used by officers of the Balikite fleet to see through the silt haze on windy days, but caravan masters wanting to get an unobstructed view of their surroundings during sandstorms have also been known to procure this item for themselves.

Prerequisites: Craft Wondrous Item, *true seeing*.
Cost to Create: 3,000 Cp, 240 XP, 6 days.

Saddle of Desert Travel

Price (Item Level): 15,000 Cp (14th)
Body Slot: Torso
Caster Level: 3rd
Aura: Faint; (DC 18) transmutation
Activation: —
Weight: 6 lb.

This crude saddle is made out from giant lizard skin.

This military saddle will fit any Large mount. When affixed to an animal, it increases the animal's base land

speed by 30 feet when moving over desert terrain; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. In addition, the amount of water the mount needs each day is reduced to one–quarter its normal amount.

Prerequisites: Craft Wondrous Item, *cooling canopy*, *haste*.

Cost to Create: 7,500 Cp, 600 XP, 15 days.

Artifacts

Following is a small selection of the myriad artifacts that are specifically tied to the *Dark Sun* setting, having all appeared in the *Prism Pentad* novels. More artifacts can be found in the *Legends of Athas* accessory.

Belt of Rank

Price: Major artifact
Body Slot: Waist
Caster Level: 21st
Aura: Overwhelming; (DC 25) enchantment
Activation: —
Weight: 1 lb.

This girdle is constructed of hardened leather inlaid with gold, silver, and precious gems. The belt's buckle is engraved with the skull of a fierce half-man in the center of a field of red flames.

The *Belt of Rank* is an ancient symbol of the Dwarven people, a sign of their once great heritage before the Cleansing Wars devastated their race. This ancient artifact was created by Dwarven clerics 4,000 years ago to be worn by the leader of the Dwarven armies—generals of great charisma and skill who were sworn to protect the Dwarven race.

The artifact was passed from general to general over the centuries, finally being given to the Dwarven king Rkard to use in defense of his race in the face of the Cleansing Wars. Rkard was fatally wounded in battle by Borys of Ebe, and the *Belt of Rank* was buried with him in the city of Kemalok. Recently, it was given to the mul gladiator Rikus of Tyr to assist him in retrieving the stolen *Book of Kemalok Kings* and defeating an approaching army from Urik. Though the army was overcome, Rikus was unable to reclaim the book. Ashamed of this, the mul returned the *Belt of Rank* to the dwarves of Kled, where it remains hidden to this day, waiting for the day when a dwarf general worthy of it will reclaim it once again.

The *Belt of Rank* will fit any Medium creature. Half-giants are too big and most halflings too small to wear the artifact as the item does not magically adjust to fit the wearer. If you are a dwarf, you receive a +8 competence bonus on Charisma checks and Charisma–based skill checks when dealing with other dwarves. If you are not a dwarf, you receive a +4 competence bonus on Charisma checks and Charisma–based skill checks when dealing with dwarves.

The belt provides you with a continual *freedom of movement*, *greater heroism*, and *protection from arrows* effects (all mundane missiles fired at you unerringly strike the artifact's buckle). If you are a dwarf, and you succeed at a Charisma check (DC 20), you can access the accumulated experience and knowledge of more than 40 centuries of Dwarven kings. You receive a +20 bonus on all Knowledge (history) checks related to dwarves and +10 bonus on Knowledge (warcraft) checks.

Should the *Belt of Rank* be pilfered and summarily worn, all dwarves viewing the artifact will know it was stolen and do whatever they can to retrieve it. Should the possessor of the *Belt of Rank* ever unjustly take the life of a dwarf, the artifact will constrict to a diameter of four inches—effectively crushing the wearer to death. Any creature so affected is immediately reduced to -1 hit points (no save) and is dying.

The *Belt* will be destroyed if it is ever submerged in the blood of a hundred murdered dwarves.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

Book of the Kemalok Kings

Price: Major artifact
Body Slot: — (held)
Caster Level: 21st
Aura: Overwhelming; (DC 25) enchantment
Activation: —
Weight: 2 lb.

This ancient book is not of exceptional construction, made of braxat hide and thick, leather–like pages of unknown origin. It has a nondescript look, being no larger than a tome found in any sorcerer-king's library. It definitely shows its age.

It is thought by some dwarves that the *Book of the Kemalok Kings* stolen by Borys' servants is actually a copy of the original, which has likely turned to dust over the centuries, though no one knows for sure if this is the case. The book definitely shows its age, and if returned to the dwarves it would likely be re–copied in an effort to preserve the knowledge contained within.

At the height of the Green Age, the dwarves of Athas were among the most powerful races of the Tablelands. From their majestic city of Kemalok, the dwarves grew strong and prosperous in the years prior to the coming of Rajaat and his evil followers. It was during this peaceful time the writings of the *Book of Kemalok Kings* were begun.

A personal journal written by the king of the Dwarven people, the book is a combination of historical events and vital insight into the Dwarven race. In a time when historical documents were nearly nonexistent, the *Book of Kemalok Kings* was one of the few chronicles of Athas to survive the ravages of the Cleansing Wars. No single item on Athas contains as much rare history than this Dwarven relic.

Following the death of Rkard, the last of the Dwarven kings, at the hands of Borys of Ebe two millennia ago, the fallen monarch was placed in his sacred crypt along with the *Book of Kemalok Kings*. At that time, it was decided that until the threat of the sorcerer–kings on Athas was ended, no monarch would rule the Dwarven race since he would likely be threatened by the Champions of Rajaat. Should knowledge from the book ever be required, the elder guardians of Kemalok would consult the ancient writings.

Like many other races following the Cleansing Wars, the dwarves of Athas lost considerable knowledge, history, and tradition to the harsh conditions of the world.

Among these was the ability to translate the *Book of Kemalok Kings*. For nearly a millennium, the relic gathered dust in the tomb of Rkard, its knowledge useless to those it was created to help.

The human Er'Stali worked in the library of the sorcerer-king Hamanu, which that allowed him to learn parts of their ancient written language. With this knowledge, he could translate portions of the Book of Kings and learn more of the ancient language. The Urikite was sincere in his intentions and became the first non–dwarf ever to set eyes on the age–old text.

Unfortunately, Er'Stali studied the book for only a short time before it was stolen by a psionicist named Maetan, who took the book to Urik. At the same time, Rikus and his Tyrian army were mobilizing to engage the forces of King Hamanu approaching the newly freed city-state.

While in Kled, the dwarves told Rikus of the Book of Kemalok Kings and asked him to recover it. Rikus agreed, and in return he was granted the title of a Knight of Kemalok and was given two artifacts to help him in his quest: the Belt of Kings and the Scourge of Rkard. However, on his way to meet the approaching army Rikus was attacked by a dozen wraiths who were former followers of Borys of Ebe.

Recognizing Rikus as a Knight of Kemalok, along with his possession the Scourge, the wraiths agreed not to kill Rikus if he brought them the Book of Kings so they could use information within to find their former master.

Spells placed on Rikus by the vile wraiths forced him to complete this task, and in the end the wraiths took possession of the Dwarven relic.

Despite the loss of the Book of Kings, the learned Er'Stali was able to transcribe what he had read, preserving a portion of the ancient work.

Er'Stali died nine years later in Kled, and it is unknown how much of the text was copied. Also unknown is the location of the Book of Kemalok Kings since the wraiths took possession of it. The crypt containing the undead warriors has since been vacated, and the location of the book is unknown. Since undead and shadow creatures were altered during Rajaat's brief release from the Hollow, it is possible the relic may now reside on one of Athas' mysterious dimensions: either the Black or the Gray.

Following its theft from Kled the *Book of Kemalok Kings* has become well known. While focusing primarily on the lives of the Dwarven race through the ages, the *Book of Kemalok Kings* does present information on other incidents and events from the past—details on things such as the Time of Magic, the War–Bringer, and even knowledge on races lost to Athas during the Cleansing War. Many of the sorcerer-kings and other powerful parties are interested in the book, foremost being the Shadow–King of Nibenay who is always hungry for ancient lore regarding the scorched world.

Study of the *Book* takes one week, but upon completion a Dwarven reader gains a +2 inherent bonus to Wisdom and a +20 bonus to Knowledge (history) checks. Nondwarven readers receive only a +10 bonus to Knowledge (history) checks. The same character can never benefit from reading the book again.

The *Book* can be destroyed by burning its pages under the breath of a dragon, or the blood of a descendant of Rkard must be spilled into it.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

The Dark Lens

Price: Major artifact

Body Slot: —

Caster Level: 30th

Aura: Overwhelming; (DC 30) abjuration and transmutation

Activation: See text

Weight: 170 lb.

This lens is a polished obsidian egg–shaped orb about the size of a small kank. Its surface is flawless, and its blackness absolute, darker than the deepest obsidian. Through its glassy skin can be seen an occasional streak of scarlet, often vanishing one instant and reappearing again in a different location. The lens radiates intense heat upon its surface, a direct result of its incredible power...

The *Dark Lens* is an ancient artifact thought to have been created by Rajaat as the Time of Magic was coming to an end. The evil sorcerer fashioned the *Dark Lens* as a focus for his power, amplifying his magic and psionic energies to unheard of levels. By using the Dark Lens Rajaat created other powerful artifacts—such as Silencer, Scorcher, and Scourge. Rajaat used the Dark Lens to give his 15 Champions their incredible powers.

As the Cleansing Wars were ending and the champions discovered the true nature of their master's schemes, the disciples of Rajaat took the *Dark Lens* and used its power to imprison their master in a place called the Hollow. Shortly after Rajaat was entombed, the *Dark Lens* was stolen by two dwarves named Jo'orsh and Sa'ram.

These dwarves were self–proclaimed protectors of Athas, taking the *Dark Lens* from the Pristine Tower to the Estuary of the Forked Tongue and secluding it on the isle of Mytilene. There they created a safeguard for the *Dark Lens* in the form of a crystal pit, which proved deadly to any who attempted to retrieve the artifact. Years later Jo'orsh and Sa'ram perished while defending the *Dark*

Lens from evil giants. Soon after, they arose as banshee, and used their new powers to guard the *Dark Lens* from the eyes of the Dragon and the rest of Rajaat's champions.

Decades later, two clans of giants settled on Mytilene. Instead of driving them from the island, the spirits of the two dwarves appeared before the creatures and proclaimed the *Dark Lens* a powerful artifact to be revered and worshiped. The dull–witted giants believed the words of the banshees, and became guardians of what they referred to as "the Obsidian Oracle." It was here the *Dark Lens* remained until being recovered by Tithian of Tyr and Agis of Asticles.

With the *Dark Lens* in his possession, Tithian asked Borys, then later Rajaat, to use the artifact to transform him into a sorcerer-king. Following the final battle which saw Rajaat returned to his prison and the death of the Dragon as well as several sorcerer-kings, Sadira of Tyr cast the *Dark Lens* into the lava of the Ring of Fire. The sorceress placed powerful wards around the Ring of Fire to alert her to anyone attempting to free Rajaat or retrieve the *Dark Lens*.

To invoke the powers of the *Dark Lens*, you must come into contact with the artifact and make a Use Psionic Device check (DC 30). Failure to do so deals you 1d10 points of fire damage.

The *Dark Lens* has 500 power points when discovered. You instantly know the number of power points it has at the current time. The artifact recharges itself, regaining all power points after 24 hours. You can access all powers of the *Dark Lens* at manifester level 20th (or at your manifester level if it is higher than 20th).

The *Lens* bestows a constant *mind blank, protection from evil* and *good* effects on you. Additionally, you can trigger, as a standard action, *astral construct* (3/day) as though you rolled a 30 on his Craft (sculpting) check and *metamorphosis* (3/day).

The *Dark Lens* can draw spells or spell–like abilities into itself. The magic absorbed must be a single–target spell or a ray directed at you. The artifact then nullifies the spell's effect and converts it to 5 power points per spell level, adding to its power point reserve. You can instantly detect a spell's level as the *Dark Lens* absorbs that spell's energy. You must declare your intent to absorb the spell after the spell is cast, and make a Concentration check (DC 15 + spell level) in order to do so.

The *Lens* also allows you access at will to any psionic power that you witnessed or intently studied. A minimal amount of study and a successful Psicraft check are needed to duplicate most psionic powers with the *Dark Lens*. The time of research and the DC of the check are up to the DM, but a minimum of one week per power level and a DC 15 + power level is suggested.

The *Dark Lens* is also a focus for magical power. Arcane spells cast with the aid of the lens are greatly improved. You can cast up to three spells per day that are improved as though using the Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, and Widen Spell feats (when applicable).

The *Dark Lens* can be used as a mitigating factor while casting epic spells. For those who know how to utilize it, the *Dark Lens* allows epic spells to be cast with a +50 bonus to Spellcraft checks. If used in conjunction with the Steeple of Crystals in the Pristine Tower, the total bonus becomes +150.

The incredible power of the *Dark Lens* is intoxicating to anyone using the device. Each time you use the artifact, you must make a Will save (DC 15 + number of previous saves) or develop a form of megalomania, convinced that the power of the *Lens* makes you invincible. Characters with this insanity will do whatever they can to keep from being separated from the artifact. Eventually, the character becomes dependent upon the device, and it is the DM's choice as to whether or not the character takes a path towards ultimate power similar to that of Tithian of Tyr.

The *Dark Lens* is tied so closely with the fate of Athas and the sorcerer-kings that it may not be possible to destroy the item until either the sorcerer-kings achieve a final victory, or are cast from the face of Athas.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

The Heartwood Spear

Price (Item Level): Major artifact (21st)
Body Slot: — (held)
Caster Level: 21st
Aura: Overwhelming; (DC 25) transmutation
Activation: —
Weight: 9 lb.

This wooden spear is six feet in length, coming to an extremely sharp natural point at both ends, colored in the deepest burgundy; its surface completely smooth.

The *Heartwood Spear* was created by the halfling druid Nok in the 190th King's Age, and is rumored to have been constructed from a piece of the *Last Tree* (*LSH* 74), and the life energy of Nok, both choosing to sacrifice part of their life essence to prevent another dragon from arising and rampaging across the land.

The *Heartwood Spear*'s surface is perfectly smooth. When wielded, the overflowing life energy within makes the weapon tingle with its barely–contained energy, immediately alerting the wielder to its overwhelming power.

The *Heartwood Spear* was given to a Tyrian gladiator named Rikus by Nok in the year of Priest's Defiance of the 190th King's Age, when Ktandeo and the halflings from the Forest Ridge discovered that King Kalak of Tyr was going to accelerate his dragon metamorphosis to become a full dragon, a stage akin to that of Borys of Ebe.

Rikus was able to seriously injure Kalak with the *Heartwood Spear*, though it did not kill him. Later, Kalak was slain by the combined effort of Rikus, Sadira, Agis of Asticles, and the High Templar Tithian. Afterwards, Rikus honored his promise to Nok and returned the *Heartwood Spear* to him.

However, Sadira refused to return *Ktandeo's Cane*, and Nok, armed with the *Spear*, pursued her across the

Tablelands. During their final battle near the Canyon of Guthay, Nok transformed the *Heartwood Spear* into an immense oak tree to keep the weapon from Sadira, but perished in battle afterwards. To this day the *Spear* in its tree form lies shattered at the bottom of the canyon.

The *Heartwood Spear* is a weapon of considerable power, one that has proven itself to be a killer of sorcerer–monarchs. Characters that learn about the spear and are able to discover its current location may have to seek out a powerful halfling with the knowledge to transform the oak back into the spear. If the characters are not halflings, this could reveal itself a very difficult task, especially if they cannot prove their worthiness to the halfling whose help they seek.

The *Heartwood Spear* is a *+4 keen dragonbane double-tipped spear of distant shot*. The weapon ignores all armor, natural armor, and shield bonuses to AC (including any magic, psionic, or mundane enhancement bonuses to that armor. Dexterity, deflection, dodge, and other such bonuses still apply).

The spear has a special ability that functions only upon scoring a successful critical hit. Any armor worn by an opponent against whom you score a critical hit must make a DC 20 Fortitude save or be completely destroyed.

Whenever it inflicts damage to a dragon, the *Spear* lodges in his body if he fails a Reflex save (DC 15 + damage inflicted). As long as the weapon is lodged in his body the dragon moves at half-speed, cannot charge or run, and must make a Concentration check (DC 15 + damage inflicted) in order to cast a spell with somatic components. The victim or someone else can make a Strength check (DC equals the Strength of the character that inflicted the wound) to pull the *Spear* from the wound; this requires two free hands and a standard action that provokes an attack of opportunity. Successfully pulling the *Spear* from his body inflicts half of the initial damage the *Spear* caused, rounded down.

The *Heartwood Spear* transfers one dose of its magical sap into the victim's veins each time it inflicts a wound upon him. It can produce such a dose only once every hour. The sap is composed of life energy and thus considered a living thing rather than a poison; therefore it is not subject to poison immunity or powers and spells that grant immunity to poison. The sap inflicts 1d6 points of ability damage to each ability score and a further 1d6 points every 10 minutes until the victim dies or the sap is negated with *wish*, *miracle*, or *reality revision*.

As long as the sap courses through the victim's veins it resonates with the living wood of the *Heartwood Spear*, making its wielder immune to powers and spells originating from him, as well as to the effects of his defiling radius. This immunity exists regardless of range so long as the Spear is held and the sap has not been negated via magical or psionic means

If ever sundered or otherwise broken, the *Heartwood Spear* becomes a normal, broken wooden spear until one of its ends is rammed upright into the earth. If left a full day under the sun and given a liter of water it will grow roots and leaves. From then on, it will reattach broken pieces if they are applied to a break. Once it is whole again, the leaves and the roots wither away, leaving an intact *Heartwood Spear* behind.

The *Heartwood Spear* can be destroyed by smashing it against the lands of the Obsidian Plains, or it will rot if it ever draws the blood of a halfling.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

Ktandeo's Cane

Price (Item Level): Major artifact (21st)
Body Slot: — (held)
Caster Level: 21st
Aura: Overwhelming; (DC 25) evocation
Activation: — and standard (command)
Weight: 10 lb.

This cane is a wooden rod constructed of an unknown hardwood, with an obsidian ball five inches in diameter affixed to its tip.

Ktandeo's Cane is a 3 foot tall wooden staff. The artifact allows its wielder to cast spells fueling his own energy into the obsidian orb on top.

This artifact was the creation of Nok as a gift to Ktandeo, the mentor to the half-elven wizard Sadira. Being a notable wizard by his own right, Ktandeo taught Sadira and many others the art of drawing magic from the land without defiling its essence. Nok created this cane to help Ktandeo in his struggle against the defilers of the land.

Ktandeo died while fleeing the Tyrian templars in UnderTyr, but before he passed away he told Sadira of the *Heartwood Spear* and of his magical cane. The dying human believed that these two artifacts of the halfling race were the only objects that could destroy King Kalak of Tyr. When Rikus was given the *Heartwood Spear* by Nok, Sadira received *Ktandeo's Cane* as an additional weapon to use in the defense of Tyr and the Forest Ridge.

Following the death of King Kalak, Sadira refused to return the artifact named after her late master to Nok. It was because of this that the halfling pursued Sadira across the Tablelands, until their final confrontation at the Canyon of Guthay. It was here that Nok shattered the obsidian ball atop the cane with another obsidian orb of his own, before falling to the damage of the destruction.

Ktandeo's Cane is a powerful weapon that allows non–wizards to cast arcane magic. Ktandeo was a member of the Veiled Alliance, and felt that to fight defiling magic; one must have magic of his own, and thus created this artifact. It could also be the focus of a plot to restore the artifact to aid the halfling race against some new threat—to retrieve it from the Canyon of Guthay to restore the shattered orb that directed its power.

The cane is a *+2 quarterstaff*. If grasped firmly, the command word "Nok" spoken followed by the spell's name, the cane enables the holder to use the following spell–like abilities at will, at caster level 20th.

- *Clear–river*
- *Ghostfire*

- *Groundflame*
- *Hold monster*
- *Invisibility*
- *Lesser globe of invulnerability*
- *Magic circle against evil*
- *Magic mouth*
- *Quietstorm*
- *Skyfire*
- *Sparkrain*
- *Suggestion*

Like the magic that is drawn from the land to fuel a wizard's spells, *Ktandeo's Cane* draws upon the life-force of its wielder to generate its spell-like abilities. Each time the artifact is used, the wielder ages 1 month per spell level. If any living creature is within 5 feet of the wielder, they instead all age one-quarter of this amount. Should the wielder activate the *Cane* more than three times a day, the wielder's life-force is then taxed even further, causing the wielder to age double that amount. The effects of aging on the wielder manifest as graying hair, age spots, and other signs of age. Nothing can restore this aging, not even a *miracle*, *wish* or *reality revision* effect. Creatures immune to aging effects cannot cast spells using the artifact.

Ktandeo's Cane can be destroyed if struck with an item crafted from the Last Tree, crushed under the foot of an epic defiler, or be broken in two by an elderly halfling.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

The Scourge of Rkard

Price (Item Level): Major artifact (30th)
Body Slot: — (held)
Caster Level: 30th
Aura: Overwhelming; (DC 25) transmutation
Activation: — and standard (command)
Weight: 2 lb.

The steel of this sword is like no other, having an almost ivory sheen, and its polished surface is as reflective as the finest mirror. Its pommel is wrapped in the hide of a nightmare beast, and the tang is engraved with ancient symbols of power.

The *Scourge of Rkard* (originally called the *Scourge*) is the third of the three great swords created by Rajaat—the other two being the *Scorcher* and the *Silencer*. Rajaat gave the *Scourge* to his 13th champion, Borys of Ebe, to be used in his crusade to eliminate the dwarves from the face of Athas. The *Scourge* drank the blood of many, and soon the Butcher of Dwarves was met by Rkard, the last and most powerful of the Dwarven kings. In the terrible conflict that followed Borys buried the sword deep within Rkard's chest, earning it the name the *Scourge of Rkard* thereafter.

As the champions of Rajaat planned to rebel against their master, Borys lost the *Scourge of Rkard*, and it somehow ended up in the hands of surviving dwarves of Kemalok, the lost city of Dwarven kings. Over the centuries that followed, the *Scourge* was kept in the tomb of Rkard until the day that it was needed to defend the dwarves from the ravaging of Borys of Ebe.

Following the death of King Kalak, Rikus came to the dwarves of Kled, built over the ruins of Kemalok, to enlist their aid in defending Tyr from the approaching army of Urik. The *Book of Kemalok Kings* was stolen by Maetan of Lubar during a confrontation with the Urikite army. For defending the city and by agreeing to help retrieve it, Rikus was declared a Knight of Dwarven Kings and given both the *Scourge of Rkard* and the *Belt of Rank* to help him in the arduous battles that were ahead. Though the *Book of Kemalok Kings* was not recovered, the Urikite army was repelled (even though Hamanu was mysteriously not affected by the *Scourge*'s powers), and both Kled and Tyr were safe. Rikus returned the *Belt of Rank* to the dwarves, but was given the *Scourge of Rkard* by the Dwarven elder Lyanius as a reward for his struggles. It might be up to the player characters to recover the sword and use it to slay the Dragon.

During the following decade, Rikus used the powers of the *Scourge* to help defend Tyr and the rest of the Tablelands from the ravages of the Dragon—otherwise known as Borys of Ebe. After Rajaat was released from his prison Rikus found himself in mortal combat with Borys, with his only weapon the *Scourge of Rkard*. In the battle that followed, Rikus drove the *Scourge* deep into the snout of the Dragon, and as a result of the creature's subsequent thrashing Rikus snapped the blade in two. The blade that remained impaled in the Dragon began to ooze a black ichor which eventually consumed and killed Borys. The two pieces of the *Scourge of Rkard* were left at the Ring of Fire following Rajaat's defeat, and are now guarded by powerful wards placed on the area by Sadira of Tyr.

The *Scourge of Rkard* is a powerful weapon that can be used by either the forces of good or evil, whichever happens to have possession of it at the time. The *Scourge* was in the possession of Rikus for nearly a decade, and it is possible characters may have come into contact with the blade if they were familiar with the ex–gladiator mul. It is unlikely that Rikus would have parted with the *Scourge*, since he felt it to be the supreme gift from dwarves.

Retrieving it from the Ring of Fire would almost certainly attract the unwanted attention of Sadira of Tyr and her allies.

The *Scourge of Rkard* is a *+4 keen ghost touch vorpal bastard sword of sundering*. The weapon is +6 versus any creature with the Champion of Rajaat template. The *Scourge of Rkard* also enhances the hearing of the wielder. Upon command the sword can increase its wielder's hearing, providing him with a +30 circumstance bonus on Listen checks.

The *Scourge* bestows constant *know direction and location*, and *defensive precognition* (+2 bonus) effects on its wielder. It also grants its wielder immunity from poisons. Once per day the wielder of the *Scourge of Rkard* can rally his allies by holding the sword high in the air prior to entering battle. Those viewing this spectacle are inspired for the forthcoming battle, receiving a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls until

either the battle is over or the wielder of the Scourge falls in battle. This is a clairsentience ability.

Additionally, if the *Scourge* is broken (which has occurred twice in recent history), the two pieces can mend themselves if held together for a period of one month. During this time none of the sword's powers function. While two broken pieces of the sword are apart, each piece issues a black ichor. Anything that comes into contact with it suffers 20d6 points of acid damage per round of exposure. This ooze can only be removed if fire is applied to it within one minute of exposure.

The power of the *Scourge of Rkard* is not without price. Should the wielder of this artifact ever comes within 100 yards of one of the remaining Champions of Rajaat, he must make a Will save (DC 25) or attack the Champion outright. As far as the wielder of the *Scourge* is concerned, this is a confrontation to the death. This is an enchantment (compulsion), clairsentience ability.

Additionally, should the *Scourge* ever again drink the blood of a dwarf, there is a chance that the sword's original purpose—the destruction of the Dwarven race—will be revived. For each dwarf that is slain by the *Scourge of Rkard* there is a 5% cumulative chance that the wielder will take up the one–time mantle of Borys of Ebe, and attempt to finish killing all the dwarves on Athas. Only the death of the wielder can stop him from this savage need.

The *Scourge of Rkard* can be destroyed if bathed in the elemental waters that became of Rajaat, placed at the bottom of the Silt Sea for a decade, or have it melted down by a dwarf with the purest of hearts.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

The Planar Gate

Price: Major artifact
Body Slot: —
Manifester Level: 25th
Aura: Overwhelming; (DC 25) psychoportation
Activation: See text
Weight: 100 lb.

This object is a giant mirror set in a mahogany frame. Instead of your reflection, you see bizarre creatures and animals in its surface.

The *Planar Gate* is a powerful artifact currently in possession of Dregoth. It is 10 feet tall and 5 feet wide.

The ancients of the Green Age were powerful psionicists with abilities and knowledge far beyond those of even the greatest members of the Order today. These psionicists created the *Planar Gate* using powers that no longer exist on Athas today. With the *Planar Gate* they explored the vast reaches of other worlds. The artifact was kept within a great keep hidden in a cavern beneath Giustenal, where it was used to study the myriad planes of existence.

As the Green Age gave way to the Time of Magic, the cavern containing the *Planar Gate* was abandoned and forgotten. The gate sat beneath the place that would one day be called the Groaning City, awaiting discovery.

Centuries passed, and then during the days of the Cleansing War, humanoids from Giustenal established a sanctuary in the cavern. They discovered the *Planar Gate*, and looked upon it as a sign from their god.

To the followers of Taraskir the Lion, then king of Giustenal, all things leonine were sacred. While they had no idea what the *Planar Gate* truly was, it showed them a world of grassland with lions roaming free. They believed the cavern to be blessed by Taraskir, and lived there for a time in safety and peace.

Less than two decades later, Dregoth the Ravager and his forces found the hidden cavern and destroyed the humanoids. The *Planar Gate* then fell into Dregoth's possession. It now resides in his Dread Palace, providing the undead sorcerer-king with a window and a doorway to other worlds. Since it was created to provide a means for study and travel, it has no problem with the uses Dregoth has found for it.

The ancients of the Green Age that created this unique and powerful psionic item used techniques and knowledge lost in the mists of the ages — processes far beyond the understanding of the greatest member of the Order or the most powerful sorcerer-king alive today. Dregoth has discovered how to operate the *Planar Gate*, but he cannot build another.

Once it is destroyed, the *Gate* will be lost for all time, as no one on Athas has the knowledge or skill to rebuild it.

To use the *Planar Gate*, you must look into its surface and manifest *clairvoyant sense*. After one round, the image in the mirror begins to shift to show various planes of existence. To determine which plane the *Gate* focuses on for the current round, roll on the table below.

Table 10–1: Random Planar Destinations

01–10	The Black
11–20	The Gray
21–28	Elemental Plane of Fire
29–35	Elemental Plane of Earth
36–42	Elemental Plane of Air
43–49	Elemental Plane of Water
50–53	Paraelemental Plane of Silt
54–57	Paraelemental Plane of Sun
58–61	Paraelemental Plane of Magma
62–64	Paraelemental Plane of Rain
65–66	Ysgard
67–68	Limbo
69–70	Pandemonium
71–72	The Abyss
73–74	Carceri
75–76	Hades
77–78	Gehenna
79–80	Baator
81–82	Acheron
83–84	Mechanus
85–86	Arcadia
87–88	Celestia
89–90	Bytopia
91–92	Elysium
93–94	Beastlands
95–96	Arborea
97–98	Outlands

99–100 DM's choice

To step through the mirror, you must manifest *astral caravan*, allowing you to part the Gray barrier and step through to the image presented in the mirror. The *Gate* will stay focused on the location until the image is shifted by another use of *clairvoyant sense*.

On the other side, the *Gate*'s location always appears as a shimmering rectangle of light within some reflective surface (another mirror, a small pool, etc.) Only those who stepped through the *Planar Gate* can see the way back. Returning requires another manifestation of *clairvoyant sense*, and the *Gate* must still be focused on the location.

The *Planar Gate* is neutral, has an Intelligence score of 15 and Ego of 15. It can use *correspond* at will. The *Planar Gate* is not fond of idle chit–chat, and usually does not speak of anything other than desired travel targets. The *Gate* can focus itself on any specific plane in 1d6+1 rounds, if asked. It can even supply a limited history of the plane being traveled to if desired. However, if someone intends on using the Gate in an obviously harmful manner, the *Gate* will refuse to function for that person from then on. Dregoth learned of this in early conversations with the device, and has been cautious in his use.

The following methods can be used to destroy the *Planar Gate*: should a *gate* spell be cast upon the *Planar Gate*, the spell destroys it, turning its spatial fabric in upon itself and dealing 2d6x10 points of damage to everything within a 60–foot radius; or, if the *Planar Gate* is told that it has unwittingly participated in a truly evil act, it will shatter. The *Gate* destroys itself rather than be used for a purpose other than study and exploration.

Prerequisites: Major artifact.

Cost to Create: Major artifact.

Power Conjunctions

Deep in the wastes of Athas a white marble castle of white constantly spews a stream of water. In the swamps near the Jagged Cliffs, a mighty inverted pyramid rises out of the bog. These are examples of power conjunctions, magically– or psionically–infused locations that have powerful effects or some strong connection to a Plane, but that cannot be moved. Discovering one of these power conjunctions might be the focus of one or more adventures, or even an entire campaign arc. A few examples of power conjunctions are provided here, but these should be considered inspirational rather than a comprehensive list.

The Cerulean Storm

A raging blue storm, known as the *Cerulean Storm*, covers the entire Valley of Dust and Fire with lightning and thunder, roiling clouds, and torrential rain. The storm has been raging since FY 10, and it shows no signs of venting its energy any time soon.

Those who are able to survive long enough to access this conjunction's special ability gain the power to resist the elements that compose the Storm.

Lore: Characters can gain the following pieces of information about the *Cerulean Storm* by making a successful Knowledge (arcana), Knowledge (history), or bardic knowledge check at the appropriate DCs, as given below.

DC 20: The *Cerulean Storm* is a power conjunction said to grant resistance to the elements that compose it.

DC 25: The *Cerulean Storm* was created when the First Sorcerer was re-imprisoned.

DC 30: The *Cerulean Storm* began when Rajaat's cloud-body was engulfed by Rkard's sun-spell. Though it was formed from the remains of Rajaat's cloudbody and fueled by the First Sorcerer's bond with elemental water, the *Cerulean Storm* was tied to Tithian due to his reaction to the sun-spell and the Dark Lens.

Description: The constant rain that strikes the sea of lava creates great clouds of scalding steam that rise high into the sky. This boiling steam has made the valley's deepest interior uninhabitable. Even the rim of the valley is deadly, because lightning flashes dance across the ground and scalding steam drifts upon every breeze. Ur Draxa and its citizens are dead, and only the most suicidal adventurers would attempt trying to reach its gates while the cold, stinging rain continues to fall over the sea of lava.

Those who are brave enough to reach the outer rim of the Valley might encounter the disembodied form of Tithian of Tyr, who was permanently tied to the *Cerulean Storm* and now haunts the valley and inadvertently protects the *Dark Lens* that could otherwise be used to free him.

Prerequisites: Only a creature with at least five character levels can access the power of the *Cerulean Storm*, and then only if it possesses no special ability that would lessen the damage it takes from the Storm.

Conjunction Activation: To gain the benefit of the power of the *Cerulean Storm*, a character must draw its powers into himself by sheer force of will. Doing so requires a full-round action and provokes attacks of opportunity.

Recharge: Once the *Cerulean Storm* has granted a character its benefit, it cannot grant the same character the benefit for one year.

Special Ability (Su): A qualified creature gains resistance to electricity 10. A creature that already has resistance to electricity from another source (even a temporary one, such as a spell or item) gains nothing from the *Cerulean Storm*. A creature can gain this benefit only once, and its effects do not stack with any other resistance to electricity the creature might subsequently gain.

Duration: The electricity resistance lasts for a year.

Aura: Strong evocation.

Ability Value: 10,000 Cp.

Crimson Monolith

The blood-red needle called the *Crimson Monolith* rises from the eastern dunes, piercing the blazing sky like a stone sword blade. No one knows who built it or how long ago it was constructed. It simply stands alone amid the rise and fall of the sand dunes like a lonely trail marker.

The *Crimson Monolith* is a relic of legendary magic, one of the few items that can pierce the Gray's barrier and travel to the Outer Planes, together with the Nightmare Gate and the Planar Gate.

Lore: Characters can gain the following pieces of information about the *Crimson Monolith* by making a successful Knowledge (arcana), Knowledge (the planes), or bardic knowledge check at the appropriate DCs, as given below.

DC 15: Travelers claim that on nights when the twin moons are high in the sky, strange creatures emerge from the monolith to explore the nearby dunes. These creatures simply step out of the solid stone, for no doors appear to open the way. When the moons begin to disappear, giving way to the crimson dawn, the beings step back into the monolith as silently and mysteriously as they arrived.

DC 20: Gates that connect Athas and the Outer Planes still exist, but their links function only when the Gray's interdimensional barrier is weaker.

DC 25: If the proper ritual is performed at the right time, those who touch the monolith instantly vanish from the face of Athas.

Description: The needle is made of an unknown red stone. It is smooth and warm to the touch, and some claim it even pulses like a living thing. The base is about 15 feet around, and it tapers to a point about 40 feet above the ground. It has no seams, no obvious doors or windows, and no apparent function.

Prerequisites: Only a creature with five or more character levels can access the power of the *Crimson Monolith*.

Conjunction Activation: To claim the power of the *Crimson Monolith*, a character must touch the monolith at night during the end of the Endlean Cycle, which occurs only once every eleven years. The *Crimson Monolith* can affect eight creatures on any given night. If the number of qualified creatures it is greater than that, the monolith affects eight of them (chosen randomly).

Recharge: Once the *Crimson Monolith* has conferred its benefit, it cannot confer them again for one day.

Special Ability (Su): A character who touches the *Crimson Monolith* is instantly transported to a random Outer Plane, unless the character speaks out loud in Rhulisti the name of the plane he desires to go to.

Duration: The conferred ability lasts for 8 hours.

Aura: Overwhelming conjuration.

Ability Value: 8,000 Cp.

The Memory Shrine

Just below the Elven Tower in Kurn, on the steep slopes of Mount Temeia in the city-state of Kurn, a garden filled with ancient trees and young flowers sits open for any Kurnan citizen. A stream of fresh water runs zigzag down the hill. Although steep, the ground is easy to climb if one goes slowly, and even easier to find a comfortable spot to sit in the quiet and peaceful shade. The *Memory Shrine* is used as a way for the Kurnans to keep their location and secrets just the way they are: secret.

Lore: Characters can gain the following pieces of information about the *Memory Shrine* by making a successful Knowledge (arcana), Knowledge (local [Kurn]), or bardic knowledge check at the appropriate DCs, as given below.

DC 15: Memory Shrine is open to any Kurnan citizen. From any part of the garden, one has a breathtaking view of almost the entire city below them, the Banding Slopes and the White Mountains. And yet while dozens of persons walk the garden at any time, the steep slope, trees, and the shape of the path make it easy to find solitude. Kurnans in mourning often go visit *Memory Shrine* to find comfort, some to remember, and some to forget.

DC 20: By custom, Kurnans often spend a few days every year visiting the tombs of their ancestors in the northern canyons, and then, immediately upon returning to Kurn, visit *Memory Shrine* before they return to their homes or talk to anyone else.

DC 25: Sometimes foreigners who have rendered great service to the city, or who have gained Oronis' attention, are allowed to visit *Memory Shrine*, and drink from the waters of the enchanted stream.

DC 30: Korgunard, that popular Urikite wizard that used to visit Kurn, used to visit the garden before coming to speak with Oronis.

Description: Some of the trees in the garden are trees of life. The stream that runs down the hill runs into the city's water supply, but its supernatural powers only affect those that drink from the waters inside *Memory Shrine*.

Prerequisites: Anyone may be affected by the powers of *Memory Shrine*, if they drink the water, knowing that the water has the power to modify memory.

Conjunction Activation: In order to enjoy any of the effects of the water, one must willingly drink the water knowing that the water modifies memory. Someone who is tricked or coerced into drinking the water is unaffected, and those that drink it willingly, give up any saving throw against all of the stream's effects.

Recharge: There is no limit on the number of times that one can use power of *Memory Shrine*.

Special Ability (Sp): All mind-affecting spells and psionic powers will fail against the subject so long as he remains in *Memory Shrine*, except for the effects of the shrine itself. The subject is immediately cured of any mental control, coercion, or possession. A subject can recall any experience in their life with perfect clarity. If the subject has had him memories altered, then his complete and correct memories are restored, but only as long as he remains in the garden.

When he leaves the garden, his memory reverts to what it was before, and he doesn't recall anything that

occurred during his visit to the garden, either. Two or more persons that visit the garden and drink the water together may choose to alter their memories together. Couples that have had a quarrel sometimes visit this spot to forget the terrible things that they said to each other. This ability functions like the *modify memory* spell, with the following differences: the effect is instantaneous the moment that the subject leaves the garden, there is no time limit on the amount of time forgotten, and there is no saving throw, since the subjects choose to be subject to the enchantment. One cannot drink the water willingly and then attempt to resist, trying to get others to forget while maintaining one's own memories.

Duration: The subject's memories are permanently modified, but whenever the subject returns to *Memory Shrine*, the subject remembers all the true memories at once, and realizes the falsehood of the false memories, as explained above.

Aura: Overwhelming enchantment.

Ability Value: 2,000 Cp.

The Mud Palace

The *Mud Palace* is located in a huge mudflat in an inland silt basin, in one of the most deserted parts of the Tyr Region. The entire mudflat is populated by horrid monsters, the like of which have never seen before outside this basin. It lies in the middle of a dense forest with its grounds haunted by venomous spiders and snakes of every sort.

Because the magic of the palace is tied to its location, not to the water within it, any water removed from the palace is simply normal water.

Lore: Characters can gain the following pieces of information about the *Mud Palace* by making a successful Knowledge (arcana), Knowledge (the planes), or bardic knowledge check at the appropriate DCs, as given below.

DC 20: The *Mud Palace* is the remnant of a long-standing connection to the Elemental Plane of Water, and it holds the essence of that watery realm.

DC 25: Those who stand within the *Mud Palace* can pull some of its power into themselves to increase the power of their watery spells.

Description: At the center of the island, where the foliage grows so thick it is a veritable jungle, a magnificent castle of white marble rises out of the mud. There are no windows, doors, or entrances of any sort in the castle—save for the windows at the highest levels of the tower, which gush forth a constant stream of water.

Prerequisites: Only a 5th-level or higher spellcaster can access the power contained in the *Mud Palace*.

Conjunction Activation: Only a creature with five or more character levels can benefit from the effects of the *Mud Palace*.

Recharge: Once the *Mud Palace* has conferred its ability on a single divine spellcaster, it cannot do so again for one year.

Special Ability (Su): A spellcaster who draws forth the power of the *Mud Palace* has an effective +2 caster level for all spells with the water descriptor.

Duration: The conferred ability lasts for one year.

Aura: Strong evocation.

Ability Value: 8,000 Cp.

Rajaat's Pyramid

In the swamp that lies at the bottom of the Jagged Cliffs, an ancient pyramid was created by Rajaat to serve as a magical storehouse, complete with traps and guardians, although the Sorcerer took almost everything out of it to arm his champions during the Cleansing Wars. This conjunction is imbued with so much raw arcane energy that the very air seems to hum with unfocused power.

This is not the only pyramid Rajaat has constructed during the period when he developed and refined his sorcerous knowledge and there is at least another one heard of.

Lore: Characters can gain the following pieces of information about *Rajaat's Pyramid* by making a successful Knowledge (arcana), Knowledge (ancient history), or bardic knowledge check at the appropriate DCs, as given below.

DC 15: Rajaat's Pyramid is a wellspring of magical power.

DC 20: Rajaat's Pyramid uses the raw magical energies of the Swamp to enhance spells from a particular school of magic.

DC 25: Rajaat's Pyramid is a magical citadel, constructed by Rajaat himself. The Warbringer fashioned this place so that various sectors within it reflect the nature of one basic focus, or "school" of magic.

DC 30: The ancient pyramid was created as a magical storehouse, complete with traps and guardians, although Rajaat took almost everything out of it to arm his champions during the Cleansing Wars.

Description: The water around the Pyramid is much deeper than it appears. The entire area is 50 feet deep, and a pair of gigantic, rusty iron doors lies at the bottom of a confluence of two thick, mossy streams. The water around the Pyramid is far too murky to see through, but divers can probably feel the doors. Each door is 250 feet wide and 500 feet long.

There is no way of physically opening the doors, although magic (even a simple *knock* spell) can accomplish the task, forcing the ancient portals to slide open. If the doors open, an inverted stone pyramid, each of the four sides of its base over 400 feet long, rises from the shaft below the doors, thrusting up through the water to float 100 feet in the air. The shaft beneath the doors is empty, other than the pyramid, and filled with water down to its bottom, 500 feet below.

At night, the doors magically open on their own, and the pyramid rises from the depths, dripping mosses and slimy water from its smooth stone surface. If the player characters arrive at the confluence at night, they see the inverted pyramid already hanging magically in the air. If they arrive by day but camp at the side of the confluence until dark, they will see it rise, apparently of its own

volition. The next sunrise, the pyramid sinks down into the shaft and the doors close again.

Prerequisites: Only an 8th-level or higher arcane spellcaster can access the power contained within a *Rajaat's Pyramid*.

Conjunction Activation: To claim the power of one of the pyramid's rooms, a qualified arcane spellcaster must stand inside the room and draw its powers into himself by sheer force of will after speaking the school name in Rhulisti aloud. Doing so requires a full-round action and provokes attacks of opportunity.

Recharge: Once a *Rajaat's Pyramid* has conferred its ability on a single arcane spellcaster for every room, it cannot do so again for one year.

Special Ability (Su): An arcane spellcaster who draws forth the power of a *Rajaat's Pyramid* can cast spells from a specific school stronger than normal. Once per day, he can cast a spell of 3rd level or lower extended, empowered, maximized, or quickened without using a higher spell slot. In addition, creatures inside the Pyramid are immune to the adverse effects of Rajaat's swamp (see page 6 of the *Life-Shaping Handbook* for details).

Duration: The conferred ability lasts for 30 days.

Aura: Overwhelming universal.

Ability Value: 15,000 Cp.

The Star Rock

One of many mesas in the western portion of the Broken Deep, *Star Rock* has its name for the unnamed structure built on its crumbling surface. It has many different worn symbols on its stone doorways.

The *Star Rock* grants the power to see the future and the ability to foresee the location of stars and the moons to anyone capable to recover its crystals.

Lore: Characters can gain the following pieces of information about *Star Rock* by making a successful Knowledge (arcana), Knowledge (ancient history), or bardic knowledge check at the appropriate DCs, as given below.

DC 20: Sages have referred to the *Star Rock* structure as a "primitive orrery" but the truth is that no one has ever built a more accurate device, if one knew how to use it properly.

DC 25: Astronomers that have studied *Star Rock* agree that if one were to reassemble or re-create the original crystals, that one could not only predict the movement of celestial bodies with perfect accuracy, but also gain tremendous knowledge regarding the past and future. Since recent celestial events such as the Messenger's failure and the Hour of Blue Sun, a growing number of astronomers have made pilgrimages to *Star Rock*, where, they believe, lie the answers.

DC 30: Trolls began reconstructing *Star Rock* during the dawn of the Rebirth, and spent two thousand years completing it. Unfortunately, over the ages, wanderers have stolen the tablets containing instructions and information learned from King's Ages of studying the stars. These thieves also removed the original crystal blocks that belong in some of the doorways. At certain times of the day, these blocks focused sunbeams on specific troll-runes carved into the dolmens.

Description: Colossal stones called dolmens sit upon each other in threes, forming stark, doorway-like structures. These doorways stand in circular formations; the formation above *Star Rock* includes four intact concentric circles. The center-most circle has four layers of staggered doorways. On the eastern side of the formation, the outer circle has two isolated doorway-like structures forming part of a second level. If one stands in the right location, these outer doorways capture the sunrise on the mornings of High Sun and Low Sun.

Prerequisites: *Star Rock* only confers its special ability if all of its crystals are put back into their place.

Conjunction Activation: To claim the power of the *Star Rock*, a character must first retrieve all of the missing crystals and put them into their right sockets. This process takes 1 minute and provokes an attack of opportunity.

Recharge: Once *Star Rock* has conferred its benefit, it cannot confer them again for one Endlean Cycle (seven years).

Special Ability (Su): *Star Rock* heightens the perception of an affected creature towards the future and the stars. The character can cast any divination spell or manifest any clairsentience power at an effective caster/manifester level five higher than his actual caster/manifester level, and *Star Rock* itself replaces any required focus or material components for any divination spell.

Without the crystals, a character with ranks in Knowledge (nature) or Knowledge (ancient history) learned astronomer who spends at least a day studying this structure gains +10 to all Knowledge (nature) checks relating to the movement of the stars and moons, and +2 to all Knowledge (ancient history) checks.

Duration: *Star Rock* affects creature while they are within its confines, and a full 24 hours after the creature leaves the observatory.

Aura: Overwhelming divination and clairsentience.

Ability Value: 10, 000 Cp.

Chapter 11: Other Ages of Play

"Little is known of Athas' true past. Every time I find another piece to the puzzle, more questions arise. The truth remains hidden and forever will be. There are records of great wars where entire races were hunted down and destroyed, and I have found images of beings unlike those that walk the sands today. Who were the Warbringer and his Champions, what was their motivation? One tablet speaks of a great cataclysm when a gate to the paraelemental plane of Magma was opened, but who did this, for what purpose, and could this be the source of the obsidian plains to the south? And what of our planet? Was Athas once covered in forests or even water, as some sources suggest? The only ones who could know are those who were there, and they are all either dead or mad."

—The Oracle, Blue Shrine Scrolls

As the *Dungeon Master*, you are free to set your *Dark Sun* campaign in any time period. However, the core rulebook focuses in two ages in particular, the Brown Age, and the Ages of Heroes. The information presented in this chapter is intended to give you enough of a backdrop to comfortably set adventures in any of Athas' other ages.

Take note that information concerning the history of Athas is scarce. Furthermore, it tends to be ambiguous, sometimes even contradictory. Separating fact from myth when history is recorded by individuals of power with their own agendas and views can sometimes be difficult, if not impossible.

The sections entitled "A brief overview" below could have been recovered from crystal orbs stored in the Blue Shrine, from writings in New Kurn's Great Library, or even from a rhulisti recorder unearthed during an aftershock. Knowledge of who, how and for what purpose the information was gathered remains shrouded in mystery. One theory is that they have belonged to the Wanderer or a sage. Whoever left them behind is now long gone…

The Blue Age

FY –14,577 to FY –14,025

"The water near the edge of the walkway seemed to bubble for an eternity. Terror ran through the streets as giant monstrous creatures poured into the city .It was too late, the Benders were here. Those few of us that escaped now know the horror that has been unleashed upon us by the Benders' disregard for life. Our only hope is that the Nature Masters can fight off these vile mutants and destroy the Benders before it is too late. I will never forgive them for what they did to my home."

—from the journal of Bur-han Vut-luc, resident of Tyr'agi recovered by a Tyrian explorer after the Great Earthquake.

A Brief Overview

The Blue Age was a time of wonder, when Athas was covered by vast oceans dotted with small island chains that were inhabited by the rhulisti. They ruled the land and sea through the power of the age: Life-shaping. Drawing on their ability to alter the basic building blocks of life itself, the rhulisti lived in harmony with their environment and were able to prosper and grow across the face of Athas. During this time, the few conflicts that broke out amongst different settlements were settled with wisdom and foresight by the lords of the age, the nature masters. The nature masters were the elite of the rhulisti, and their knowledge allowed them to shape not only the life around them, but the political climate and society as well. Contests for various offices were fierce, and not every rhulisti settlement had the same style of governance or even used the same life-shaped items. A small group of nature masters who sought to change creatures in questionable ways started experimenting and gaining some influence. This group became known as the nature benders. Eventually, ethical differences erupted into a full scale war with both sides using their life-shaped creations against each other. Elemental clerics first started to appear at this time as did wild talents and minor users of psionics, and both were seen as abominations as they used their new powers with the nature benders in the First War. The nature masters eventually were victorious, but their victory proved to be short lived. While seeking to expand their empire, the nature masters tried to double the output of the seas, and instead a Brown Tide swept the oceans, slowly covering Athas in a deadly plague that killed what all in its path. Eventually, the nature masters constructed the Pristine Tower, and used the energy of the sun to destroy the Brown Tide. Doing so caused the seas to recede and the sun to change from a blue to a yellow sun. The Rebirth followed, where those who survived the Brown Tide changed themselves into different races, and set about populating this new world with new peoples. The Blue Age ended, and the Green Age began.

Playing in the Blue Age

There are many different opportunities for campaigning in the Blue Age. One can take part in any one of the three major events of the Age, or find other interesting things to do based on where the DM would want to direct the campaign.

First on the list of interesting campaign hooks would be the discovery of the nature benders. This group began to twist their creations and use them against others in order to dominate the rhulisti. A DM could have the characters play both detective and strike force for the nature masters, by figuring out what was happening and trying to stop it before it went to a full scale war. Or, the PCs could be warriors during the First War and fight for either side, striking at the leadership of the other in an attempt to win for their side. Either way, this style of campaign can take place at any level of play, from beginning characters to epic movers and shakers.

Finally, the Brown Tide could be an interesting arc, especially for epic characters looking to fix things. Having the PCs create the Pristine Tower and enact the Rebirth could be an interesting and fun campaign for both the players and the DM. Also of interest in this time would be helping the Rebirth races discover each other and struggle to survive the beginnings of their culture. This style of campaign would rely more on political intrigue and other types of social setting interactions than on pure combat.

Regardless, campaigns set in this Age should highlight the power of the Age. Play up the wonder and basic utility of life-shaped items. Things like illness and early deaths were rare, and even regular halflings had no real need to worry about hard physical labor, as life-shaped items were there to serve the needs of the people. It was an age of comfort and plenty, even with the battles between the nature masters and the benders. In fact, the relative peace and prosperity of the age was one of the things that made the benders so horrible in the eyes of the nature masters. Encourage players to take levels in the life-shaper (*LSH* 29) and nature-master prestige classes (*LSH* 33) in order to better understand what was possible at the time. Look to the *Life-Shaping Handbook* for more info on life-shaped items and their applications and uses. Feel free to develop your own items and take things as far as you want. Those who describe the Blue Age talk about it with awe; it should be played as something totally alien to current day Athas. If your players are unaware of other Ages, then they may never know that the Blue Age and life shaping is Athas at all.

Character Races

There is only one race that really is acceptable for playing in the Blue Age: rhulisti. No other races existed during this age, and the thri-kreen's ancestors had yet to gain sentience. Regardless, the rhulisti were the masters of the world during this age, and should be the focus of any campaign set in this time. One other interesting possibility would be to play intelligent life-shaped creations that existed during the First Wars. Given that these creations could be grown any number of ways, the only limit on this sort of PC would be your own creativity and campaign. If one were to play out the beginning of the Rebirth, any number of races could be allowed. These races shouldn't be limited to just the ones listed in Rajaat's list of Rebirth races. Any creature could be used as a sentient being at this time. They may have died off because of a lack of ability to continue breeding, being killed by many of the new creatures, or may even exist still on some distant part of Athas in the current age. Regardless, if a DM is playing the Rebirth, anything goes as the rhulisti would not have known what would and wouldn't work during the Green Age.

Character Classes

Character classes available exclude the following: gladiator, psion, psychic warrior, templar and wizard. Psionics was rare, and did not find common enough usage for people to train in this area. Arcane magic did not exist during the Blue Age, and violence for the pleasure of others was not a norm for this time. Clerics to the elements were rare, and druids were almost unheard of. The connections of Athas to the elemental planes were not well known at this time, and the focus of the Age was life shaping. Bards make the best life shapers, as their skill focus can go into crafting, as well as their natural abilities with political and social interaction. Fighters and rogues would have been important at the time, as they would have been the soldiers and spies of the era, as well as explorers and the rare adventurer. Druids and clerics whose focus was water would have had the most influence among others, while fire would have been seen as dangerous. Paraelemental clerics and templars did not exist at all during this Age.

The Green Age

FY –14,024 to FY –3,530

"We teleported into the heart of the city with our strike force just a few dozen in number to begin with. It appeared that our presence was undetected, though this would only last a few more moments. My team knew what to do, and I ordered our combat guardians to summon their physical harbingers. The seekers found the target three heartbeats after my orders were given, and our handful of artillery guardians had their default orders confirmed. Our team had tripled in size within five heartbeats and we stormed the keep, laying waste to all in side. I secured the head of the noblewoman Var'el Rictus as you asked and have included it as requested. Within ten heartbeats of our arrival, we were gone. I will be expecting payment as we agreed upon within the week."

—a message by Ryl'in Zycart'es of the Astral Company imbedded into a crystal shard found outside of Gulg during a Red Moon Hunt.

A Brief Overview

The Rebirth took a few centuries to stabilize into the Green Age. Races banded together, fought amongst each other, rose and fell, found their footing, and eventually

established their own cultures and traditions during the first centuries of the Green Age.

Psionics was the power of the Age. After the first few centuries, people developed and categorized psionics in a way that made it the dominant force of the Age. While life-shaping shaped life, psionics allowed the Will to be used in a Way that made thoughts real. Psionics has always been the most elegant power source on Athas, and it found its most impressive expression during the Green Age. As societies emerged, those who knew psionics became the nobles and rulers of the cities and nations that developed. They taught their powers to those who could afford them, and ensured that they could stay in power. Power plays between rivals became legendary tales among the common folk. Occasionally, a rare student would gain admittance into a psionic academy based solely on their determination and raw talent, but those in power would only let those few in after detailed and intense screenings.

Psionics allowed for an age of wonder to unfold. It powered massive building projects and transportation. Every city-state, nation-state and empire had different methods that were preferred. Some, like Giustenal, relied on massive moving platforms. Others, like Carsys, used ships that could sail in both the Sunrise Sea and the sky. Elven citadels were constructed in impossible positions, ogre fortresses floated above the sky, and gnomish factories produced psionic items that were the envy of every other race. Psionics allowed for public works to be developed, from water to mass transit within nations to farms powered by projections of pure mind. Peace was not, however, the norm during this time. War was near constant, as the Reman people and the Tanysh people fought amongst themselves, as well as some of the more independent isolationist races, such as orcs and wemics. Psionics powered war as well as peace. Almost all the militaries used teleportation for both troops and for other nefarious uses. Psionic masters who specialized in warfare would teleport enormous boulders high above a city, and watch it crush what it landed on. Those living close to the Sunrise Sea would attempt to drown their opponents with vast quantities of water teleported into fortresses and contained with powerful walls of psionic force. Units would teleport behind enemy lines and increase their number with physical harbingers. Sometimes, battles would be solely for the minds of soldiers, as master telepaths of both sides wrestled to control the thoughts of those on the field. In the Green Age, thoughts became reality for those who practiced the Will and the Way.

The work horses of the age were the guardians, former living beings striped of personality to ensure their loyalty and placed within obsidian orbs. While the life-shaped items of the Blue Age were able to produce what was needed, from food to protection to housing, they did so in a way that was grown. Guardians were able to turn the thoughts of their masters into reality. The floating platforms or flying ships of the various city-states were powered by guardians more often than not. These psionic slaves could be used to perform any number of tasks. Seekers sought information and kept a watch on those who were designated. Warriors were developed to fight alongside living breathing soldiers. Artillery batteries used psionic force and manipulated energy to blast away at troop formations and enemy fortifications. Workers would plow fields, build public works and private homes, operate gates, and levitation platforms. House servants would clean and cook, send a worker to collect supplies and food, and stay in contact with others. Guardians were the wonder of the age, with enough freedom and decision making to operate specific tasks, yet without the ability to resist the orders of their masters.

The creation of guardians was a closely kept secret by the masters of various academies. They kept it secret, for fear of it being used on themselves. Often results of covert or overt conflict between noble houses of a city resulted in the victors turning their fallen foes into Guardians, to forever serve the victor. Convicts and slaves were sometimes placed under a process to awaken their psionic potential, and then turned into guardians. Prisoners of war were almost always turned into warrior guardians, to forever serve those who vanquished them. The Green Age was an age of wonders, but strife, struggle and savagery were still the norm.

During the Green Age, clerical magic also came to be a source of power for people. While psionics was the dominant power and the source favored by the ruling elite, the elemental planes opened up their benefits to those who would make a pact with their patrons without concern for that person's station or nobility. Some elemental patrons took on personalities in the eyes of followers, and so a god of the forge and war was a patron from the elemental plane of fire, and the god of the harvest and fertility was connected to either earth or water. While rituals and themes varied from patron to patron and community to community, the source of these powers, the elemental planes, remained the same. Each city-state or tribe had its own views, though eventually the views of the Remans people took precedence. They had a Great Pantheon of gods, with elemental patrons taking on the identities of various figures for these groups. The Tanysh, in contrast, were concerned more with power and control, and didn't develop the same theological vision that the Remans did.

During this time, two different styles of empires fought back and forth. To the south lived the Remans, who populated what is now the Tablelands with a loose confederation of city-states. They would occasionally war with each other, but psionics flourished in these lands, and the centers for research and learning were found here. The wonders of Guestinel, the majesty of Bodach, the marvels of Celik and the beauty of Tyr were legendary. These were the jewels of the land, sparkling with knowledge and power. Each city-state had its own culture and leadership style, but as a group they were interested in prosperity and growth, and worked hard to develop their confederation into a land of plenty that was known as the Heartlands.

To the south of the Reman Confederation extending south to the icy Hoarwall, were the forests of Vanarra

where the pixies and sprites and gnomes lived. Ulyan was also located here in the deep south, and was a place of trade and knowledge where all races met and mingled. The city of Nagarvos was a city ruled by mixed races. Nagarvos took after the settlements of the Remans, but did so in a way that made them look pedestrian. The people of Nagarvos were cosmopolitan, and enjoyed diversity and learning, as well as cultural racial diversity in a way unmatched anywhere else in the lands the Rebirth races settled.

The Tanysh empires were to the north, in places like Carsys, and on islands to the east, like Ebe and Draxa. They were highly aggressive, and fought amongst each other as much as against the Reman people. These peoples would sometimes conquer each other, only to have a vassal rise up and conquer its neighbors again. The rulers here would also send their sons and daughters to the centers of learning in the Heartlands, to better prepare them to lead the cities of the North. However, these children would often fight amongst themselves as often as against their rival nations, so progress in the Tanysh lands was often in rapid moves both forward and backwards. Cities were destroyed, only to be rebuilt later and become conquerors of others. This back and forth allowed for a culture of harsh dominance to develop, where leaders were willing to sacrifice their followers to reach their goals. Power was important beyond all else. It was like sand in their hands, constantly flowing in and out again.

Some places existed that were city-states unaffiliated with either the Reman or the Tanysh. Places like Saragar on the banks of the Marnita Sea were home to psionic academies that were rivals of Bodach and Celik. Eventually, Saragar became ruled by the Mind Lords, psionic users of such power that they became like gods.

Other places like Hogalay were centers that developed around one specific race. The dwarves in Hogalay were aligned with the elemental powers of Earth, and were an important place for the dwarven race, a northern outpost as prosperous as the capital of Kemalok was in the Heartlands.

During the Green Age, a new race appeared; migrating from the west from a place they called the Crimson Savanna. They did not say what it was that they were leaving, but the thri-kreen were both hard working and wise, even though their short life spans and insect mindset made interactions strained at first. After a time, their migration stopped, and they settled into a nomadic existence, hunting prey across the plains of the Tablelands and beyond.

Near the beginning of the Green Age a pyreen was born close to the Pristine Tower. The influence of the Tower on his body was extreme. Unlike other pyreen, he represented the worst features of the Rebirth races. Very deformed and ugly, he was, however, blessed with an incredible intellect. For millennia, he learned of the Will and the Way, traveled and spoke with the people of the Age. Despite his interactions with those around him, he could not accept himself as he was, and research into the past revealed to him that he was nothing more than a misshapen deformed accident.

His research into the past touched on the life-shaping of the nature-masters, and he sought to learn as much as possible. He spent time among the halflings of the Jagged Cliffs, learning from the one group that still had some semblance of understanding of the nature of life on Athas. With a few followers from the so called rhul-thaun, he traveled to a vast forest at the base of the cliffs to research a new way of manipulating life energy. After two centuries, he discovered two distinct ways of using the natural life force of living things called arcane magic: preserving and defiling. His desire for a cure to his condition caused him to attempt to use the life force of Athas itself as a power source. The attempt almost killed him and caused the entire forest to become a wasted swamp, with magical mutational energies that rival that of the Pristine Tower. He left with his followers for the site of his tragic birth, and the location that caused the Rebirth. There he refined the two types of magic for the next three thousand years, and altering the Tower to fit his ultimate needs. He made many plans for his final solution to the problem of the Rebirth until he found the one that pleased him.

When he made his presence known to the people of Athas, Rajaat taught magic to anyone who showed promise. Whereas the rules of the Age were that nobles were taught psionics, so as to keep them in power, the normal social structures did not apply to his students. Having been an outcast and reject by others, Rajaat welcomed those who could not gain entrance into the psionic academies, and also welcomed those who did. Magic was never as elegant as psionics. Its edge was in its simplicity and its power. He openly taught preserving magic to his students, being observant of which races did best with the studies and the methods involved. He set up schools and academies, sending trusted disciples to run them in far of city-states, and visiting each to make sure that the new novices learned directly from the one the people called the First Sorcerer. His calls for students went in waves with decades between accepting students. Those who answered underwent numerous difficult exams to prove their readiness and ability. Entrance into the schools allowed them to enter into a new life.

Because the power Rajaat granted to his students was not part of the social fabric of the time, it caused upheavals in some places. Students from marginalized groups banded together when they returned, and demanded recognition and a place in the decision making of the city-states. Mages, learned in more than just arcane magic, built towers within the cities and worked to help those around them. While it was initially a period of tension and adjustment, magic helped make the Time of Magic a wonderland that rivaled the rest of the Green Age. Cabals of wizards formed, working for good. One such group, the Wind Mages, worked to both find ways to improve the world, and also to improve their own position. These expansive fraternities often feuded with each other, but direct conflict was forbidden by Rajaat. Mages were to learn from each other, and rivalries should not turn to bloodshed. The First Sorcerer told all that he

wanted his students to be better than the petty squabbling nobles with their psionic schools.

In secret, Rajaat taught students of questionable morality another way, defiling. Keeping these students close at hand and isolated from those who might discover his ultimate plan, Rajaat learned which races would take most quickly to defiling, as these would be the ones who could return Athas to the way it was supposed to be. Eventually, he learned what he needed to, and Rajaat stopped calling for new students. Rajaat told the world that they were ready to stand on their own now, and that he would stay in his Tower, happy to see the world had move closer to the harmony he had always wanted. Few knew the reality of what that harmony entailed.

Playing in the Green Age

Playing during the Green Age provides numerous examples of high adventure and rich campaigns. Of all the times that are able to be played, the Green Age is the most like a standard fantasy world, with psionics replacing arcane magic. This time period spanned thousands of years. Huge empires and city-states rose and fell. Campaigns around this, conflicts between city-states, nations and empires, or even internal politics, could be fruitful for players and DMs alike.

During this time, metal was more common than it currently is on Athas, and items and weapons made of metal were as common as bone and obsidian are now. Magic items existed, though they were either psionic in nature, or created by the priests who worked for elemental patrons. Games set in this time should highlight the power that is psionics, and it should rightly be a time of wonder and plenty.

During the Time of Magic, campaigns can introduce this power, and play through the introduction of magic and its effects on the social standing of different groups. Campaigns around discovering the origins of Rajaat, or his motives could be very interesting, perhaps even leading to epic level games. Near the end of the Time of Magic, games that involve the discovery of defilers and the plans of Rajaat could also be epic in nature, with as much detective work as combat.

The Green Age provides a rich world of adventure and exploration that should allow for anyone playing in this time to enjoy themselves.

Character Races

Almost any race can be played in the Green Age. Thri-kreen had at best limited interaction with the people of the Rebirth, and so this race would most likely not be playable. Half-giants had not been created, as they were the later work of the sorcerer-kings, who had yet to need such a large-bodied soldier. Muls could occur anywhere that humans and dwarves meet, though they would still be a rarity. Any other race can be played, however. One should use the standard races available to include orcs, goblins, gnomes, wemics, sprites and the other PC races. Any trait that they have that is a spell-like power should be replaced with its psionic equivalent, even if played during the Time of Magic. Races that aren't standard could also certainly exist, as they could have fallen by the wayside. The Pristine Tower is just as likely to mutate those who pass too close then as it is in the current age.

Character Classes

Almost any class is available during the Green Age. Gladiators existed in certain locales, but templars did not exist yet. Wizards did not exist until the Time of Magic. Necromancers, and shadow wizards did not exist until the start of the Cleansing Wars, and are not playable at this time. Templars did not exist as they do now, but tales abound of followers of the Great Ones being able to cast spells for their devotion.

Of all the classes, psions and psychic warriors were the most common. Wilders were also common amongst tribes and those who did not have access to the academies of the cities. Psionics is the tool of the age, even after the advent of arcane magic, and so psionic using characters will naturally have the most influence and prestige. Elemental clerics were also important during this time, and helped to bring stability to the different regions.

Arcane magic, once it came to be taught, would be seen as something exotic and also something that was able to change the social standing of those who practiced it. Those who learned did so under the gaze of Rajaat, whether directly or indirectly, and so this knowledge was both secretive and yet openly displayed for others to see. Playing a preserver in this time period would be something of an enigma, with the common people supporting their actions. Playing a defiler is a risk during this time, as only those closest to Rajaat would learn the secrets of defiling. Those preservers who existed would still not know of defiling, and would see the act as a failure of control and of willpower.

The Cleansing Wars

FY –3,529 to FY –2,024

"For thousands of years they have lorded their wealth over us, treating us like vermin, like dogs. Well, no longer. They killed my brother, they killed your kin. They have had it too good for too long. I learned their ways long ago, while I studied in Hogalay, and their arrogance knows no bounds. We will not rest until every last dwarf is dead. We will not rest until we have paid them back in full for their treachery. My brother's death will not go unavenged, and he will ride into the afterlife on an ocean of dwarven blood."

—Egendo of Carsys to his troops before the Siege of Navargos

A Brief Overview

The Cleansing Wars were perhaps the most dynamic and horrific time of all for Athas. Races that once thrived

were wiped out, and others brought right to the brink of destruction. The Wars themselves did not start out of nowhere, no war does. The build up to the Cleansing Wars began during the Time of Magic, when Rajaat began teaching some of his students the secrets of defiling. Those who also could command the Way were brought into his inner circle of trusted disciples.

After realizing it was humans who best suited his plans, Rajaat collected his loyal servants and his best students to him and spun his tale of what was becoming of Athas and what they needed to do about it. Those whom he had taught magic to were turning on them. The preservers had betrayed him, and had been using their magic to gain power over others, and further the cause of small interests, whether personal or even in the service of the larger nations or empire. Rajaat had taught magic to the races for a grander purpose, for the whole of Athas, to help everyone. Rajaat told his assembled followers how these traitor would misuse their power until all of Athas was under their control, not unlike how it was before the Time of Magic, when a few practitioners of the Way controlled the lives of so many. What was needed, was to set things right. With cheers and promises of violence, fueled by lies and half truths, Rajaat began the Preserver Jihad.

Rajaat initially gave his disciples a specific list of influential preservers for covert assassination: court advisers, wizards that had opened their own schools, and renowned mages who had taken nobles as apprentices. Rajaat's followers initially managed to remain in the shadows, sowing suspicion between preservers. Even when some of the more powerful preservers began to accuse Rajaat and to try to rally other preservers to their defense, many refused to accept that Rajaat was responsible. Any who had influence enough to raise the alarm were taken out early to avoid knowledge of the conflict getting out. However, opposition formed, and secret strikes escalated to open war. Soon, any city or town who sheltered preservers became targets of Rajaat's wrath.

What few realized, on either side of the conflict, was that this was to begin a much bigger conflict. The slaughter of so many preservers resulted in preserving magic being effectively lost to the planet. With preservers pushed underground and into hiding, their knowledge was not passed on, and as defilers learned their new way, they became the dominant arcane spell casters. The preserver methods used exist in isolated places, known to a few who would pass it on only to a chosen student.

Eventually, Rajaat called for an end to the fighting. Much destruction was done, and some defilers had moved on and renounced their ways, serving the very people they had once fought against.

Rajaat brought his inner circle to him and told them whatever they needed to hear to convince them to agree to the changes that were to be made both to them and the world. Some were told of lost loved ones who could be avenged, others were promised power, still others did so simply out of loyalty to Rajaat. Whatever their reasons, not all knew what it was they were agreeing to.

Rajaat brought the Champions into the Pristine Tower in groups of four, accompanied by his strange halfling followers who never spoke. They emerged from the Steeple of Crystals changed, and hungry. Athas had changed as well. The yellow sun had grown and turned crimson. The magnitude of this new crusade sunk in as Rajaat explained that the power that coursed through their veins had required the sun to give up much of its life and light. At the base of the Pristine Tower were thousands of men, many of them veterans of the Preserver Jihad, gathered together for the first time. Rajaat divided the men among the Champions, and declared them the nucleus of armies they were to lead.

Rajaat, speaking into the minds of those present, told them of the Wars to come. He told the human armies that the world was ruined by the mixing of races. He talked of the greed of the dwarves and the gnomes, the savage brutality of the wemics, the arrogance of the aarakocra and the elves. He spoke to the hurt and the pain that the armies had seen, how orcs had slain their kin, and how pixies had killed their neighbors. There was only one thing to do, Rajaat told them: wipe them out. With this host and his fifteen Champions, Rajaat marched the armies to the south into Ulyan, deep to the city of Nagarvos. Once there, Rajaat demanded the surrender of the rogue preserver Pandruj. The leaders of the city, seeing the vast host assembled, try to negotiate. Rajaat took the cities emissaries in, and kept them in deliberations for months. With mighty magic, Rajaat had Gretch block the transmissions of the city's guardians and a psionic gem that were in contact with others in the region until they could be destroyed, and began the siege. Though the city leaders worked hard to keep the forces at bay, the city was in ruins within three days of the attack order.

As the black billows of Nagarvos' destructions faded to brown wisps from the ruins, Rajaat summoned his Champions to a final council; even Keltis was recalled from his campaign in the swamps of Sagramog around the city to join them. Rumors were spreading, but the fate of Nagarvos' was still a secret known only to the Champions and their armies: the destruction of the psionic gem of Nagarvos', the cordon of pickets that Gallard had ordered to hunt down any messengers from the doomed city, and various magical and psionic wards that Rajaat created, had prevented any reliable news from escaping. To take advantage of the confusion and strike before any of the neighboring kingdoms could prepare their defenses, Rajaat ordered his Champions to disperse on their cleansing missions immediately.

Wyan marched west, past Gretch's Grey Tower, bound for Small Home. Gallard marched with him as far as the gnomish city of Arludas, where his men began their work. Sacha and Daskinor struck due west, raiding the kobold and goblin warrens in the hills. Abalach-Re and Dregoth marched together to the Winding Way, and up it, battling the defenders of Fort Tru'ezarr and continuing onward to Celik. Myron Troll-Scorcher led his army north, striking the trollish kingdom of the Sagocracy of far northern Ulyan; the Dwarf-Butcher marched with him,

and then continued west to Toganay. When the dwarven hold there was wrecked, he followed the others up the Winding Way and departed Ulyan for northern lands.

Tectuktitlay refused to wait for the others' armies to pass up the Winding Way; no wemics lived in Ulyan, and the Wemic Annihilator was eager to smite his foes. Tectuktitlay forced his men to climb the impassable cliffs of northern Ulyan, hacking a narrow way up the cliffs at the cost of thousands of lives. Tectuktitlay's Stair remains there to this day, though few now remember it. Keltis marched east, finishing the lizardmen of Sagramog and then taking the narrower but more direct route east up toward the Sunrise Sea. Albeorn followed him, striking at the elven settlements along the route to Arkhold.

The Champions went their separate ways, attacking those that they could. For many, it was easy to find humans who would fight for the cause. Attacking a dwarven outpost would cause dwarves to retaliate against the humans in a nearby village, adding fresh recruits who were hungry for vengeance. Working with northern herders to fight against wemics who threatened their flocks increased the numbers of Tectuktitlay's army. Once word of the attacks became common knowledge, racial tensions increased. Few knew who to trust.

Each Champion fought his war of genocide in their own way in order to attack the weakness of the race. Pixies were natural druids, connected with the forests in a symbiotic way. Male pixies were short lived, but gained second life by being "reborn" as trees. By defiling the forests, Pixie's Blight was able to kill off half the race and prevent any new pixies from being born.

Champions tended to focus their efforts on massive epic spells only occasionally. Besides the enormous cost in resources and time, these powerful spells could be countered by elemental priests or by defilers and preservers within the racial strongholds and fastnesses that held out against the Champions. The Champion's distrusted any wizard not under their control, so new mages were rarely taught, limiting their number. Believing that humans would one day live in the cities that were under siege, the Champions were initially careful about the amount of defiling the permitted. Their cabal of defiler attendants needed permission for most spells. Spells that could shatter mountains or sink islands were used, but they were used rarely, while other methods of engagement were used. An early instance that proved particularly destructive was a spell cast by Keltis to obliterate a lizardmen settlement in the Sunrise Sea. After months of preparations, the spell was complete and the water started to turn to silt, polluting the settlement and killing many. The spell was more powerful than anticipated. The silt continued to grow until it became the Silt Sea that exists today. Green Age technology, like guardians, was used as often as possible. As many of the cities had these posted on their walls and in vast networks outside their cities and strongholds, many were destroyed in the fighting. The elves were the first to discover a magic that would shatter obsidian which proved useful against the Champions and their Green Age weapons. However, after Albeorn struck the forest outpost of Sylibar, the secret was taken from them and passed to the other Champions. Guardians did not last long under these conditions, meaning that direct conflict, sword to sword, spear to spear, and claw to fist became much more the norm.

The various races did not simply fad away, however. Some cities with mixed race citizens rallied together, and worked against the Champions. The ogres used dark magics to mutate their greatest warriors into nightmarish anti-siege monstrosities. As the ogre encampments fell to Kalak, he was able to capture some of these creations, and transfer into them the minds of some of his trusted captains. Turning these creatures on their owners proved useful, especially after warping them by the corrupting influence of defiling magic and the Pristine Tower. After the wars, the living siege engines were abandoned by their master, and set up domains of their own, using their powers to sow nightmares to attack wandering caravans to this day.

Elves took to a nomadic existence, abandoning their cities and outpost, and scattered to the far edges of the world.

Dwarves dug their settlements in deep, resisting the attacks of Egendo. In the northern city of Hogalay, the dwarves did what no other race had: captured and eliminated a Champion. After this loss, Rajaat elevated one of Egendo's captains, Borys of Ebe, to replace him.

One of the most important forces in the defense of the races were they pyreen. Gaining the name peace-bringers in the process, the pyreen used various methods to try to save the races. Some were called Great Ones by their followers, fought side by side within the cities and took forms that made them stand out as leaders. Halflings with wings, orcs twice the size of their kin, and all other manner of fierce and protective images were used by the pyreen in their defense of the Rebirth races.

One such pyreen took his followers to find the source of Rajaat's magic. His personal disciples, along with a tribe of elves found their way to the Swamp where Rajaat first discovered arcane magic. Along the way, some of the elves mutated from the effects of the swamp, and became the reggelid that occupy the swamp today. Those who survived founded a citadel in the north end of the swamp, where the magical effects of Rajaat's experiments made energy from the Gray seep onto Athas in places. There they worked to discover the secrets to undo Rajaat.

The resistance was as varied as the races, with air strikes by aarakocra upon supply lines, and gnomish traps and magical and psionic horrors unleashed upon human populations. The constant back and forth caused deep divisions between races, as armies of the Champions would attack races under powerful illusions making them appear to be non-human soldiers. This eventually led most races to distrust not only humans but other races as well. Trolls, forced to scavenge and pillage to survive, would loot dwarven settlements as easily as they would human ones. Animosity became great as the wars moved on, and the world became dominated by humans. Many races that were common and a vital part of the life of the Green Age were wiped out during the Cleansing Wars.

During the conflicts, Rajaat had a group of researchers busy working to figure out the connection that elemental priests had with the planes so that this could be a source of power that was used in the Restoration. Working in the ruined heart of Nagarvos in a research facility named the Navel, these researchers found ways to summon beings from the elemental planes, but were unsuccessful in discovering a means of taping the energy of the planes directly. When some survivors of the massacres of the southlands amassed a large force of meorties and others and attacked the research facility, one of the researchers miscast a *gate* spell and opened a portal to the paraelemental plane of magma. This portal caused magma to spew out, stretching out for miles and miles, until it covered the land in a thick layer of obsidian. These planes eventually became known as the Deadlands, as everything living on the vast expanse of obsidian woke to find itself undead and in a strange and terrible new world. How the portal was closed is unknown, and those who dwell on the plane assume that all of Athas is now a barren wasteland.

Eventually, some of the Champions were successful and started to settle their armies in various cities, waiting for the final victory that was promised to them. They took control of the cities in different ways. Some abandoned their armies, and took up residence in a city as a citizen who then rose to power. Some moved their existing armies into a conquered city, turning the citizens into slaves and the soldiers into nobility. Still others marched their armies to the gates of the city, only to take a new identity and rally the city against the outside aggressors, and win the hearts of the city's inhabitance. A few Champions returned to the Pristine Tower, abandoning their armies to be in service to their master, the Warbringer. During this time, Myron the Troll Scorcher, came to the attention of Rajaat for some failing. One of his soldiers, Manu of Deche, was chosen as his replacement. Manu took the name of Hamanu, and was victorious in eliminating the trolls. As the Champions took to settling down in cities, they worked at starting new lives, and preparing their people for the paradise to come, where all the land was set for humanity.

At some point, Borys of Ebe came to the Champions and told them that he had discovered the truth behind Rajaat's plans. Though they all must have known that Rajaat was mad, they somehow discovered that he did not intend to leave humanity intact either. They discovered that Rajaat wanted to return the world to the Blue Age, and to reverse the Rebirth. Seeing that their master would betray them, they decided to save themselves.

The Rebellion happened quickly, with the Champions striking their master without warning. Battering him with fierce magic and the Way, as well as with powerful weapons, the Champions came and trapped their lord. However, during their attack, they discovered that their master would not be easy to vanquish. Two of the Champions stayed loyal to their master. Sacha and Wyan worked to help the First Sorcerer escape. A powerful attack by the halfling servants of Rajaat was aided by the two traitors. During this attempt they were discovered, and beheaded for their treachery, with the halflings thrown into the black and imprisoned with their master. While this infighting was occurring, the dwarves Jo'orsh and Sa'ram stole into the Steeple of Crystals and took the *Dark Lens*. By the time the Champions found it gone, wards were placed upon the *Dark Lens* that made it undetectable to them. The Champions began to research a way to keep their master imprisoned without the aid of the *Lens*.

Eventually, Gallard Bane of Gnomes told of a ritual that he had developed to keep Rajaat lock away. Casting this spell would allow the Champions to place Rajaat beyond the realm of Athas, underneath the plane of the Black in a place named the Hollow. There, he would be unable to attack them and seek retribution. However, without the *Dark Lens*, there would need some way to keep Rajaat in his prison. Borys, the self-declared leader of the rebellion, said that he would take the role of prison warden. Dregoth and Borys had talked and Dregoth told him of the spell he had been working on to transform himself into a being of legend, towards the level of power and godhood that Rajaat had promised. Dregoth offered this to Borys, as this would allow him to become powerful enough to cast the spell on his own. In order to accomplish this, however, they all needed to start the process. Guided by Dregoth, the Champions cast the spells of transformation upon themselves, taking the first step towards dragonhood. The powerful energies that were unleashed at the time attracted the attention of strange beings that connected the elemental planes to Athas, joining with the Champions and allowing them to grant others access to the elemental planes. The Champions became sorcerer-kings that day, though it would be many years before the secrets of this new reality were to become known.

The Champions finalized their pact. They would complete the spells, turning Borys into a full dragon, and they would sacrifice together to keep Rajaat locked away. The Cleansing Wars would be over, and the Champions would settle the land as they could. Some already had cities, while others would take them where they could. They joined together, and cast the spells to change Borys into the Dragon. However, not everything went as planned. The process was too much, even for Borys, and his mind broke. He became mad with fury and pain, and an incredible hunger. For one hundred years, he scoured the planet, sucking up life force and destroying everything that was in his path. The Champions fled, and fortified their cities quickly, in order to defend themselves against this new threat that they had made. The Cleansing Wars ended, not in the victory of paradise, but in a new hellish landscape. The Athas of today was shaped by this time. Metal became scarce, as eons of war depleted mines and resources, and existing material was destroyed by spell and by claw. The Dragon drained the land of life, making Athas the desert that it is, and turning the blood soak earth to ash and sand.

Playing in the Cleansing Wars

Playing in the time of the Cleansing Wars presents some interesting challenges and rewards. It does require some thought however, as any campaign set in this time will have a natural progression towards epic play, given the intense nature of the Age.

The Preserver Jihad allows for players to try figuring out Rajaat's plans. Because they began in secret, discovering that this conflict started is an interesting arc that could be developed. Or, players could be warriors for Rajaat, leading strikes against rogue mages and bringing people to "justice."

The Wars themselves allow for players to take on any role they want. They could be soldiers in a Champion's army, members of a race fighting for survival, or even play the Champions themselves. Just how epic you want to go depends on the DM.

To be certain, playing in this time is a brutal prospect. The Champions themselves refer to this time as a time of horrors, and they are the ones who perpetrated it. Ruthlessness and callous acceptance are necessary in this Age. Trust is non-existent. Playing in this age should highlight the terrible price that was forced on the cleansed races, as the Champions did all that they could to wipe out their foes.

The Rebellion could also be an interesting campaign, playing either as the Champions against Rajaat, or as member of the dwarven race intent on stealing the *Dark Lens*.

Campaigns set in this Age might not be epic in game level terms, but they will all be so in scope. It is by far the most dynamic time of Athas.

Character Races

All of the races of the Green Age are available for play in the Cleansing Wars period. However, as time moves forward, certain races were cleansed from the planet, and are no longer available for play. Playing as a soldier in the armies of the Champions, or as survivors from different races will allow Characters to play throughout the time period. Pay attention to the intentions of the player, and make sure that they understand that playing an orc or a gnome does not bode well for that character's survival. Check with your DM before creating a character from one of those races.

Character Classes

At this point in the history of Athas, all classes are available to characters with the exception of templars. It was not until the very end of the Cleansing Wars that Champions could grant spells, so they did not exist until that time. All other classes existed, with rangers and druids being common among the races seeking survival, and defilers being a sought after class by those in the armies of the Champions. Fighters and barbarians also existed in high numbers, though the latter tended to be grouped into shock troop units, to better take advantage of their ferocity.

Psionics was still common, and many people had access to training that was necessary to become psions or psychic warriors. These would be valuable forces to have in the conflicts of the age, especially after the loss of so many guardians early in the war. Clerical magic was important as well. The healing that clerics could bring was seen as valuable to the forces on all sides of the Wars, and they were in high demand.

The Brown Age

FY –2,024 to FY 0

"What monstrosity is this? My scouts are turned to ash, and a mekillot is torn in two! Where are the Armies of the Champions to protect us from this foul beast?"

—The final words of Hyland Gothril, Merchant of Walis while on route to Tyr.

A Brief Overview

The Brown Age began during a time of Terror, when Borys of Ebe became the Dragon of Tyr, and scoured the planet of Athas far and wide. Anything that was in his path was consumed, and many tribes and cities fell to his destructive presence. Those who could find safety in the cities did so, as all of Athas lived in fear of the Dragon and his wrath. The damage done by defiling during the Cleansing Wars was significant, but it was the Dragon that completed the transformation of Athas from a land of green to a desert stained red. After one hundred years, the terror that gripped Athas ended as Borys recovered from his madness. With his sanity returned, he found Rajaat's prison was nearly broken, so he demanded that the others pay their due and give him what was needed to keep Rajaat locked away. He would visit the city-states once a year, and collect tribute in the form of slaves, wealth and live stock, using these to build fortifications for the prison, and using the life-force of those slaves as fuel for his mighty spells.

The Champions of Rajaat took unclaimed cities to settle in and save themselves. The cities would make for good power bases, and would provide a buffer from the Dragon, and allow them to find ways to improve themselves. First on the list of things to accomplish for the Champions was to distance themselves from their pasts. With the destruction of the Cleansing Wars creating a rift between the races, the Champions dubbed themselves sorcerer-kings and settled into cities. Once in power, they quickly made the cities their own personal domains. The discovery of their connection to the elemental planes allowed them to grant spells to their templars. Some set themselves up as gods, others rigged elections, while others attempted to rule as the emissary of a higher power. Regardless of the methods, all the sorcerer-kings worked to reshape history to avoid connecting themselves to the past. Reading and writing were forbidden in the cities. Arcane magic was outlawed, and only those approved by the city-state, royal court defilers who were

instructed by the god-kings personally, could practice. There was one source of information that the new god-kings needed to get rid of: druids. Because of the connection between druids and the Spirits of the Land, druids had access to memories from the previous ages. The Spirits could tell of the atrocities that were unleashed during the Cleansing Wars, and point the finger at who was responsible. Knowing that killing a Spirit of the Land was practically impossible, for it would simply change based on how its inhabited features changed; for example, many forest Spirits were now desert Spirits. The former Champions lead a brutal campaign against the druids that became known as the Eradication; thousands of druids were killed, and the remaining few settled into the Forest Ridge, beyond the Tablelands, and hid for centuries, passing on knowledge as they could.

In the defense of the cities against the Dragon and each other, the sorcerer kings worked to create the perfect soldiers. Two such creations occurred. The first were the muls, which were a natural breeding of dwarves and humans. The birthing process was difficult for the mother, and the children were sterile, and unable to reproduce, but the resulting creation was strong and had incredible endurance. The others were the half-giants. Originally developed by Abalach-Re of Raam, half-giants were a magical creation, and the race bred true. They were powerful soldiers, and strong workers, but they lacked the intelligence or will power to be leaders or generals. They followed orders well, and, lacking their own culture, sought to mimic those around them who were seen as socially important. This proved useful in the creation of armies, as it made them into effective units.

Besides working to appease the Dragon, sorcerer-kings fought amongst themselves. Early in the Brown Age, Abalach-Re lead a strike against Dregoth, in order to kill him before the madness that gripped Borys caused Dregoth to become another enraged beast. Dregoth had advanced far in his transformation into a dragon, and the remaining sorcerer-kings felt they needed to protect Athas from yet another source of possible destruction. Nibenay and the Oba of Gulg have been locked in countless wars back and forth, with neither side winning a decisive victory or destroying the other. Urik has been victorious numerous times. Hamanu destroyed the city of Yaramuke, killing the sorcerer-queen Sielba.

In the conflicts between city-states, the god-kings sought power and how to advance their metamorphosis. In Kalidnay, Kalid-Ma attempted to skip several steps, moving to a much higher stage. The process, like that Borys went through, proved to be too much, and his mind broke as well. The city was left in ruins, and it took Hamanu, Borys and Kalak to track down the beast and kill it.

In the Northlands, Daskinor sought to defend himself against the Dragon's levy. Daskinor's attempt was successful, and the Dragon left. However, this broke Daskinor's already fragile mind and he retreated into his city, slowly turning it into the prison state it is today. The Dragon stopped coming north, and left both Eldaarich and Kurn alone. Oronis, seeing this as a blessing, and steeped with regret, sought to undo the damage that he had done.

During this time, psionics was formalized in the city-states into the current method of teaching and terminology by Tarandas the Gray. After her systemization, she opened schools across the Tablelands, until she mysteriously disappeared.

Eventually, after a few hundred years, things settled down in the Brown Age. The sorcerer-kings ruled with fists of iron, and enforced strict rigid rules on their subjects. Life continued, with the battles between city-states being little more than diversions to keep the attention of the sorcerer-kings while they slowly sought methods of advancement that would not end in their death or the madness that they had seen in Borys and Kalid-Ma. Life continued, scratched out of dry dirt, in this miserable way, until the end of the Age.

The signal of the end of the Age was not a massive world changing event, like the transitions of the previous ages were, but a small rebellion that was for the first time, in many centuries successful. A small group of citizens in Tyr attacked Kalak during the gladiatorial games to commemorate the completion of his ziggurat. With his death, the first city-state free from the rule of Rajaat's former Champions saw its first dawn in thousands of years. The Brown Age was ended, and the Age of Heroes had begun.

Playing in the Brown Age

The Brown Age is one of the two typical ages to play in for a Dark Sun campaign. There are three things that stand out for a Brown Age campaign.

First is stability. The god-kings rule with absolute authority. Their will is law, and those who deviate from it are punished severely, and then killed. The stability this creates makes life in the walls of the city-states predictable if not a happy existence. Resistance to the power of the sorcerer-kings can provide many fun adventures.

Second is war. The former Champions fought constantly against each other, and players can get caught up in this and become agents of the sorcerer-kings in these conflicts.

Brutality is the last aspect of playing in the Brown Age. Life is short and brutal. Characters will die. Often. When playing in the Brown Age, it is important to remember this. Sometimes the best option is to run or surrender to become a slave, hoping to escape another day. The world of Athas has always been brutal, and the Brown Age is no exception.

Character Races

Any of the races in this book are available during the Brown Age. Half-giants did not appear until this era, so this is the first time that they would be available. Muls are much more common during this time period as well. Humans are the dominant race, with the vast majority of city inhabitance being human. Elf tribes and dwarven villages dot the landscape, as do slave tribes of mixed

races. Pterrans exist in the Hinterlands, and aarakocra in the high mountains, although still very isolated from the Tyr Region. New races are appearing all the time, as tribes, merchants, and lost souls travel too close to the Pristine Tower and find themselves corrupted by its influence.

Character Classes

Templars are now a playable class during this period when the Champions of Rajaat became the sorcerer-kings. Gladiatorial matches became much more common, increasing the likelihood of playing this class. Mages of all types are rare; citizens of the city-states and the villages of the waste hate and fear arcane magic, and will kill its users on sight. Defilers in the employ of the city-states, and perseveres who have joined the Veiled Alliance are the few mages who can expect support.

Rangers and druids are important classes for tribes of the wastes, as they provide protection and can give aid to the tribe in the barren wasted landscape. Psionics is still an important practice, with the academies of the Will and the Way in every city-state. Elemental temples also exist in some of the city-states, villages, and tribes of Athas, offering support to their communities in return for devotion to their element.

All the classes in this book are playable during the Brown Age.

Main Characters

The following section describes the main protagonists from the *Prism Pentad* novels. For epic characters, such as the sorcerer-kings and Nok, refer to *Legends of Athas*.

Items marked with an asterisk are new to this book.

Agis of Asticles

You see a handsome, well-muscled man with strong features and a commanding voice. His hair is long; falling just below his shoulders, and has silver blazes at the crown and just above the ears.

Agis of Asticles (FY 9) **CR 16**

Male human telepath 6/psiologist 10
LN Medium humanoid (human, psionic)
Init +3; **Senses** Listen +3, Spot +3
Languages Common, Dwarven, Elven, Tyrian

AC 19, touch 16, flat-footed 16
(+3 Dex, +3 armor, +3 deflection)
hp 88 (16 HD)
Fort +8, **Ref** +8, **Will** +15

Speed 30 ft. (6 squares)
Melee mwk scimitar +11/+6 (1d6+2/19–20)
Base Atk +8; **Grp** +10
Atk Options discipline insight 1/day, Extend Power, forethought 2/day, schoolmaster 1/day, Unconditional Power
Power Points/Day 269; **Psion Powers Known** (ML 16th):
8th—*recall death* (DC 24)
7th—*crisis of life* (DC 23), *personal mind blank*
6th—*mass cloud mind* (DC 22)
5th—*metaconcert*, *mind probe* (DC 21), *psychic crush* (DC 21), *shatter mind blank* (DC 21), *tower of iron will*
4th—*correspond*, *mindwipe* (DC 20*), *psionic dominate* (DC 20*), *psionic modify memory* (DC 20), *schism*, *thieving mindlink* (DC 20*)
3rd—*body adjustment*, *crisis of breath* (DC 19*), *telekinetic thrust*
2nd—*brain lock* (DC 18), *detect hostile intent*, *id insinuation* (DC 18*), *psionic levitate*, *sustenance*
1st—*detect psionics*, *empathy* (DC 17), *inertial armor*, *known direction and location*, *mind thrust* (DC 17*), *psionic charm* (DC 17*)
*The save DCs for these powers might increase with the use of augments.

Abilities Str 15, Dex 16, Con 17, Int 22, Wis 17, Cha 16
SQ psionic acumen, psionic realization
Feats Armor Proficiency (light), Combat Manifestation, Extend Power, Martial Weapon Proficiency, Psionic Affinity, Skill Focus (Knowledge [psionics]), Skill Focus (Psicraft), Unconditional Power
Skills Autohypnosis +17, Bluff +18, Concentration +20, Diplomacy +24, Disguise +3 (+5 to act in character), Gather Information +5, Intimidate +5, Knowledge (local [Tyr]) +18, Knowledge (nature) +11, Knowledge (nobility and royalty) +11, Knowledge (psionics) +28, Listen +3, Literacy (Common, Tyrian), Psicraft +28, Sense Motive +22, Spot +3, Use Psionic Device +7, Survival +3 (+5 in aboveground natural environments)
Possessions *ring of protection +3*, masterwork steel scimitar, masterwork studded leather armor

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Discipline Insight (Ps) Agis can manifest a telepathy power as if he had two additional manifester levels 1/day.
Forethought (Ps) Agis can use the Quicken Power feat without increasing the pp cost or expending his psionic focus 2/day.
Schoolmaster (Ps) Agis can manifest a telepathy power that is both empowered and maximized 1/day.
Psionic Acumen (Ps) Agis augments powers for a total of 3 power points more than his ML.
Psionic Rationalization (Ps) Agis reduces the power point cost of metapsionic feats by 2.

Hook "Don't think that your false promises will work on me."

Agis was curious as a child, and this lead to many adventures with his boyhood friend, Tithian. As with many noble families, their families enrolled the two of them in a school of the Way. Tithian left to pursue life as a templar while Agis continued to follow the Way. His study and mastery of the psionic disciplines led Agis to many years of travel, searching for masters to quench his thirst for knowledge. One of these masters was Durwadala, the thri-kreen druid of the Lost Oasis, who

taught Agis much of life and growth. It was her teaching that gave Agis his knowledge of agriculture.

A senate moderate, Agis was alarmed that Kalak's obsession over his ziggurat was driving Tyr toward economic ruin. Agis' brush with the Veiled Alliance led to a personal involvement with the slave, Sadira. Agis joined Sadira, Tithian, and the gladiators Rikus and Neeva in a plot to end the rule of Kalak through assassination. In the end, it was Agis who drove the *Heartwood Spear* through Kalak's brain, killing the sorcerer-king.

Agis went on a quest to find the elusive *Dark Lens* (see page 262), a magical item capable of destroying Borys, the Dragon. He died after completing his quest due to the treachery of Tithian.

Neeva

This woman has striking beauty, is tall and strong. She is able to inspire extreme desire or extreme terror in a man. She has long blond hair, deep-green emerald eyes, and a beautiful ivory skin.

Neeva (FY 10) **CR 10**

Female human gladiator 10
NG Medium humanoid
Init +7; **Senses** Listen +3, Spot +6
Languages Common, Dwarven

AC 20, touch 13, flat-footed 17; Dodge, Mobility, improved uncanny dodge, uncanny dodge
(+3 Dex, +7 armor)
hp 165 (10 HD)
Fort +11, **Ref** +10 **Will** +6

Speed 30 ft. (6 squares)
Melee +2 *steel trikal* +15/+10 (1d8+5/x3)
Base Atk +10; **Grp** +13
Atk Options Cleave, Freedom 2/day, Improved Feint, no mercy, trick opponent

Abilities Str 17, Dex 17, Con 18, Int 12, Wis 16, Cha 14
SQ armor optimization (+1 AC, +1 maximum Dex bonus), mercy
Feats Cleave, Dodge, Exotic Weapon Proficiency (cahulak)[B], Exotic Weapon Proficiency (master's whip)[B], Exotic Weapon Proficiency (wrist razor)[B], Freedom, Improved Feint[B], Improved Initiative, Improved Unarmed Strike[B], Mobility
Skills Balance +13, Bluff +16 (+21 in melee), Climb +11, Diplomacy +6, Disguise +2 (+4 to act in character), Intimidate +18, Jump +8, Listen +3, Perform (acting) +10, Sense Motive +13 (+18 in melee), Spot +6, Tumble +13
Possessions +2 *steel trikal*, *bracers of armor +7*

No Mercy Neeva can perform a coup de grace as a standard action rather than a full-round action.
Trick Opponent (Ex) To trick an opponent, make an opposed Bluff check as a move action. If Neeva wins, the creature becomes dazed for 1 round.
Mercy Neeva suffers no penalty when attacking with a weapon to inflict nonlethal damage.

Hook "Looks can be deceiving."

Neeva's early years were spent as a gladiator. Life in the gladiatorial pens of Tyr was a daily struggle for survival, and Neeva suffered greatly at the hands of her captors. A natural athlete, Neeva nevertheless strove to be the toughest, fastest fighter she could. She won her first eight bouts before taking a serious wound. Having proven herself a skilled warrior, she was paired with the mighty champion Rikus. Together, they became favorites among the arena crowd and were considered the most successful pair in Tyr's history.

Neeva was one of the agents responsible for the assassination of Kalak. She then followed Rikus into the war against Urik. Neeva eventually left her battling days and Rikus to pursue a life with Caelum, a dwarven fire cleric. The two moved to the dwarven village of Kled, Caelum's home. Later, during an attack by Borys to recover the Book of Kings, Neeva gave birth to their child, a mul named Rkard. Caelum was killed by the Dragon during the events that led to the creation of the Cerulean Storm. She currently lives with Rikus and her child.

Rikus

You see a mul with a rugged, heavy-boned face and a hairless body that seems nothing but knotted sinew. His face inspires both fear and confidence.

Rikus (FY 10) **CR 18**

Male mul gladiator 8/arena champion 10
NG Medium humanoid (dwarf)
Init +4; **Senses** darkvision 30 ft.; Listen +1, Spot +1
Languages Common, Urikite

AC 14, touch 14, flat-footed 10; Dodge, Mobility, uncanny dodge
(+4 Dex)
hp 207 (18 HD); **DR** 1/— nonlethal
Resist extended activity, tireless
Fort +18, **Ref** +13, **Will** +6

Speed 30 ft. (6 squares); Spring Attack
Melee +1 *steel longsword* +20/+15/+10 (1d8+9/19–20)
Base Atk +18; **Grp** +26
Atk Options Combat Reflexes, Freedom 4/day, Improved Feint, no mercy, trick opponent

Abilities Str 26, Dex 18, Con 21, Int 11, Wis 13, Cha 16
SQ armor optimization (+1 AC, +1 maximum Dex bonus), mercy
Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (cahulak)[B], Exotic Weapon Proficiency (singing stick)[B], Freedom, Improved Feint[B], Improved Unarmed Strike[B], Mobility, Spring Attack, Toughness, Weapon Focus (longsword)
Skills Balance +14, Bluff 15 +3 (+7 in melee), Climb 5 +8, Diplomacy +7, Disguise +5 (+7 to act in character), Intimidate +20, Jump +15, Knowledge (warcraft) +2, Listen +1, Perform (acting) +9, Sense Motive +16 (+22 in melee), Speak Language (Urikite), Spot +1, Tumble +14

Possessions *+1 steel longsword*

Finishing Move (Ex) If an attack reduces an opponent below 0 hit points, Rikus can attempt a coup de grace as a free action.

No Mercy Rikus can perform a coup de grace as a standard action rather than a full-round action.

Trick Opponent (Ex) To trick an opponent, make an opposed Bluff check as a move action. If Rikus wins, the creature becomes dazed for 1 round.

Crowd Support (Ex) Rikus receives +1 morale bonus to attack and damage rolls whenever there are ten or more non–combatant spectators. The bonus increases to +2 with 50 or more, and to +3 with 100 or more.

Fame Rikus receives a +2 circumstance bonus to non–combat uses of the Bluff, Diplomacy, Gather Information and Intimidate skills, except when dealing with rival gladiators or their devoted fans.

Mercy Rikus suffers no penalty when attacking with a weapon to inflict nonlethal damage.

Legend NPC initial attitude is one category better toward Rikus, except when dealing with rival gladiators or their devoted fans.

Hook "You want a plan? I have a plan. Charge!"

As with all muls, Rikus has a hairless body, and decades of fighting in both Urikite and Tyrian gladiatorial pits made his body look like nothing but knotted sinew.

Rikus was born a slave in the Urikite noble house of Lubar, being sold later to the noble house of Mericles of Tyr. He was one of the best gladiators to fight in Tyr's stadium, winning the adoration of the crowds with his skill and bravado. His great strength, near–reckless daring, and self-assured arrogance made him popular with his allies and fans, but also made him one of the most feared combatants his opponents ever faced.

Rikus played a crucial role in the assassination of King Kalak, the Tyrant of Tyr, throwing the *Heartwood Spear* (see page 263) while Kalak was preparing to accelerate his dragon metamorphosis. Afterwards, he led a Tyrian legion against the city-state of Urik after Hamanu tried to take over Tyr's mines and joined the battle to re-imprison the ancient menace of Rajaat, the War–Bringer.

The mul now serves as a member of the Free City of Tyr's OverCouncil, part of the ruling body of the city-state. He continues to oversee Tyr's legions and city guard, ready to lead them to battle in defense of the city. He lives with the human female Neeva, who was once his partner in the arena games, and with her son (adopted after his father, Caelum, died), the mul boy Rkard.

Rikus is currently trying to solve the growing crime problem infesting the poorer sections of Tyr. He personally leads troops into the streets and tirelessly tackles the problem head–on. This is one enemy, however, that he might not be able to vanquish with muscle and brute force.

Sadira

A dark fog dissipates to reveal a winsome woman standing in its place. She has waves of amber hair spilling over her shoulders, and her skin is as dark as ebony. Her eyes have no pupils and glow like blue embers, while wisps of black shadow slips from between her lips whenever she exhales.

Sadira (FY 10) CR 16

Female sun-touched half-elf preserver 5/veiled one 5
N Medium humanoid (elf)
Init +4; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Elven, Tyrian

AC 24, touch 24, flat-footed 14
(+4 Dex, +6 natural, +4 deflection)
hp 65 (10 HD)
Resist fire 30
Fort +6, **Ref** +6, **Will** +11

Speed 30 ft. (6 squares)
Melee *+1 metal dagger* +11 (1d4+6/19–20)
Base Atk +5; **Grp** +10
Atk Options Freedom 2/day
Special Actions sun casting
Wizard Spells Prepared (CL 18th):
9th—*meteor swarm* (DC 24), *still sunburst* (DC 24)
8th—*incendiary cloud* (DC 24), *maximized silent still fireball* (DC 24), *protection from spells*
7th—*delayed blast fireball, silent still hold monster* (DC 23), *maximized silent still scorching ray* (DC 23)
6th—*acid fog, greater heroism, mage's lucubration, transformation*
5th—*cloudkill* (DC 20), *hold monster* (DC 20), *magic circle against evil, overland flight, transmute rock to mud*
4th—*black tentacles* (grapple +26), *maximized burning hands* (DC 19), *silent still invisibility* (DC 19), *phantasmal killer* (DC 19), *wall of fire*
3rd—*dedication, dispel magic, nondetection, stinking cloud* (DC 18), *obscuring mist*
2nd—*fog cloud, silent disguise self* (DC 17), *levitate, misdirection* (DC 17),*web* (DC 17)
1st—*charm person* (DC 16), *disguise self* (DC 16), *mage armor, magic missile, obscuring mist, sleep* (DC 16)
0—*detect magic, open/close* (DC 15), *read magic, resistance*

Abilities Str 21, Dex 18, Con 19, Int 20, Wis 16, Cha 17
SQ subdual magic, tower-shaped
Feats Combat Casting, Eschew Materials, Freedom, Maximize Spell, Scribe Scroll[B], Silent Spell, Still Spell
Skills Bluff +16, Concentration +17, Decipher Script +9, Diplomacy +7, Disguise +5 (+7 impersonating elves/humans, +7/+9 to act in character), Gather Information +10, Handle Animal +5, Intimidate +5, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (local [Tyr]) +16, Knowledge (the planes) +10, Intimidate +3, Listen +4, Spellcraft +20, Search +6, Spot +4, Survival +5 (+7 on other planes)
Possessions *gem of seeing, ring of protection +4*
Spellbook spells prepared plus 0—all; 1st—*protection from evil*; 2nd—*see invisibility*; 3rd—*fireball*; 4th—*dimension door*

Subdual Magic When Sadira prepares a spell that inflicts lethal damage she can choose it to do nonlethal damage instead.
Sun Casting (Su) During the daylight hours, Sadira can

choose whether to utilize plant energy or energy from the sun when casting spells. If using sun energy, the terrain is considered abundant. Sun energy has no impact on the environment. If Sadira spends a move action during her casting (or increases her casting time by a move action for those spells that last longer than a round), she may use the Still Spell, Silent Spell, Empower Spell, or Widen spell feats without an increased to the level of the spell slot. If she extends her casting to a full round (or increases the casting time by a round for spells that take longer than a round), she may use the Maximize Spell or Extend Spell feats without an increase to the level of the spell slot. Spells cast using sun casting end at sunset, no matter how long their duration are.

Tower-shaped (Su) Sadira was heavily transformed by the influence of the Pristine Tower. She receives a +10 Str and +4 Con racial bonus. Her hard skin confers a +6 natural armor bonus to AC and damage reduction 10/magic. She gains a slam attack that does damage for her size.

During the night (or otherwise absence of daylight), Sadira has the following statistics

AC 18, touch 18, flat-footed 14
hp 45
Fort +4
Grp +5
Melee *+1 metal dagger* +6 (1d4+1/19–20)
Wizard Spells Prepared (CL 10th):
5th—*cloudkill* (DC 20), *hold monster* (DC 20), *transmute rock to mud*
4th—*black tentacles* (grapple +26), *silent still invisibility* (DC 19), *phantasmal killer* (DC 19), *wall of fire*
3rd—*dedication*, *dispel magic*, *nondetection*, *stinking cloud* (DC 18)
2nd—*fog cloud*, *invisibility* (DC 17), *levitate*, *misdirection* (DC 17), *web* (DC 17)
1st—*charm person* (DC 16), *disguise self* (DC 16), *mage armor*, *magic missile*, *obscuring mist*, *sleep* (DC 16)
0—*detect magic*, *open/close* (DC 15), *read magic*, *resistance*
Abilities Str 11, Con 15
Skills Concentration +15

Hook "I have the power of the Crimson Sun to call upon. Do you think you can top that?"

Sadira was a slave in the Mericles household, which is where she met Rikus, but she was also a preserver and a member of the Veiled Alliance. Sadira helped put the Alliance's plan to kill King Kalak into motion by getting Rikus to agree to throw the Heartwood Spear.

The young half-elf became very involved in the politics of Tyr, for she had an intense love of freedom and a desire to see the city-state retain the liberty she helped ignite. During the decade of change that started with Kalak's death, Sadira was married to both Rikus and the nobleman Agis. It was through her actions and the help of her friends and lovers that the Dragon was ultimately destroyed and Rajaat remained imprisoned.

At the Pristine Tower, Sadira gained the ability to draw magical energy to power her spells right from the crimson sun. The circumstances surrounding her original transformation were unique, so it's doubtful any other sun wizards can ever be created.

In FY 9, Sadira helped bring the Veiled Alliance out of the shadows. She serves on the OverCouncil as the preservers' leader and representative. Those preservers who have kept the veil of secrecy don't trust her, and she has many other enemies among the hidden defilers, templars loyal to the old ways, and nobles who see her as a threat to their own power and ambitions.

Rikus remains her steadfast ally in the defense and preservation of Free Tyr.

Tithian of Mericles

This human wears a black cassock, the apparel worn by all templars of Tyr. He wears his long, auburn hair in a single braid that falls to the center of his back. He has gaunt features, a hawk nose, a thin-lipped frown, and beady eyes the color of liver.

Tithian of Mericles (FY 9) CR 10

Male human aristocrat 2/telepath 2/ templar 8/ defiler 5
LN Medium humanoid (human, psionic)
Init +6; **Senses** Listen +6, Spot +11
Languages Common, Dwarven, Elven, Gith, Tyrian

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 armor)
hp 79 (17 HD)
Fort +9, **Ref** +6, **Will** +24

Speed 30 ft. (6 squares)
Melee *+2 longsword* +12/+7 (1d8+1/19–20)
Base Atk +10; **Grp** +9
Special Actions Fast Raze, Inquisitor, Secular Authority 14/day (+39)
Combat Gear *ring of freedom of movement*
Power Points/Day 12; **Psion Powers Known** (ML 2nd):
1st—*call to mind*, *conceal thoughts*, *psionic charm* (DC 18), *mindlink*, *telempathic projection* (DC 18)
Wizard Spells Prepared (CL 5th):
3rd—*boneclaw's cut*, *ray of exhaustion* (+12 ranged touch, CL 6th), *sleet storm* (CL 6th)
2nd—*acid arrow* (+12 ranged touch, CL 6th), *command undead* (DC 19, CL 6th), *darkness*, *wakefulness**
1st—*animate rope*, *cause fear* (DC 18, CL 6th), *charm person* (DC 18), *grease* (DC 18, CL 6th), *mage armor*
0—*arcane mark*, *detect magic*, *mage hand*, *detect poison*

Abilities Str 9, Dex 14, Con 13, Int 24, Wis 20, Cha 23
SQ assume domain, discipline (telepathy)
Feats Combat Casting, Fast Raze*, Favorite*, Improved Initiative, Inquisitor, Iron Will, Negotiator, Path Sinister*, Persuasive, Scribe Scroll[B], Secular Authority*[B], Weapon Focus (longsword)
Skills Bluff +29, Concentration +16, Diplomacy +37, Disguise +7 (+6 to act in character), Gather Information +9, Intimidate +27, Knowledge (arcana) +17, Knowledge (history) +22, Knowledge (local

[Tyr]) +27, Knowledge (nobility and royalty) +19, Knowledge (psionics) +8, Listen +6, Literacy (Common, Tyrian), Psicraft +8, Sense Motive +28, Spellcraft +15, Spot +11

Possessions *bracers of armor +8*, *king's circlet*[AE], *+2 steel longsword*.

Spellbook spells prepared plus 0—all; 1st—*expeditious retreat*; 2nd—*identify*

Hook "And if you ever again refer to me as anything but King or *Mighty One*, you'll beg for your death."

Tithian was born into the family Mericles, a highly regarded noble clan. Tithian and Agis enrolled a school of The Way, but Tithian's rebellious nature distanced him from the teachers and the other pupils. When a younger brother was chosen to inherit control of the estate, Tithian dishonored his family by joining the ranks of the templars. Tithian rose quickly in the ranks, and later gained control of the family estates when his younger brother "mysteriously" died.

Tithian played an active part in the assassination of Kalak and took the throne following his death. Sweeping reforms, including the abolition of slavery and the opening of subsistence plot farming, were enacted. Although reluctant, Tithian's agreement to go along with the Council's recommendations for making Tyr a free city has made Tithian a popular king with the people.

More often than not, he wound up working for Tyr's benefit while he pressed forward with his own dark plots for gaining power and immortality. In the end, his final gambit for ultimate power led to a transformation unlike anything the sorcerer-kings had ever experienced, becoming forever tied to the Cerulean Storm.

Supporting Characters

The following section presents sample supporting characters from *Prism Pentad* novels.

Caelum

This humanoid has the blocky features, pointed ears, and hairless body typical of a dwarf, and the same red eyes and crimson sun emblazoned on his forehead that most Sun clerics do.

Caelum (FY 9) — CR 12

Male dwarf cleric 6/ elementalist 6
LG Medium humanoid (dwarf)
Init +0; **Senses** Listen +5, Spot +9
Languages Common, Dwarven, Ignan

AC 16, touch 10, flat-footed 10
(+6 armor)
hp 90 (12 HD)
Resist stability (+4 against bull rush and trip); fire 20
Fort +11, **Ref** +4, **Will** +13; automatically succeed on Fort saves against heat caused by natural weather, +2 against spells, spell-like effects, and poison

Speed 30 ft. (6 squares)
Melee mwk dwarven urgrosh +11/+6 (1d8+1/x3)
Base Atk +9; **Grp** +10
Atk Options turn undead 5/day (+4, 2d6+8, 12º)
Special Actions elemental shield 1/day (6 minutes), ignore element 1/day (6 rounds), spontaneous casting (*heal* and domain spells)
Cleric Spells Prepared (CL 12th):
6th—*heal*, *sunbeam*[D] (DC 21), *undeath to death* (DC 21)
5th—*break enchantment*, *commune*, *disrupting weapon* (DC 20), *elemental strike**[D] (DC 22), *true seeing*
4th—*death ward*, *divine power*, *elemental armor**, *elemental weapon**, *restoration*, *sunstroke**[D] (DC 19)
3rd—*daylight*, *dispel magic*, *invisibility purge*, *protection from energy*, *restoration*, *searing light*[D] (+9 ranged touch)
2nd—*aid* (2), *daylight*[D], *lesser restoration*, *remove paralysis*, *resist energy*, *status*, *zone of truth*
1st—*bless*, *bless element**, *burning hands*[D] (DC 18), *detect evil*, *divine favor*, *heat lash** (DC 18), *sanctuary*, *shield of faith*
0—*create element** (3), *detect magic*, *guidance*, *resistance*
D: Domain spell. Element: Sun. *Domains:* Fiery Wrath, Light's Revelation, Sun Flare

Abilities Str 13, Dex 11, Con 16, Int 13, Wis 20, Cha 14
SQ dwarven focus, elemental affiliation (fire), water consumption treated as continually in shade
Feats Combat Casting, Disciplined*, Empower Spell, Leadership, Skill Focus (Knowledge [Religion])
Skills Concentration +15, Diplomacy +8, Heal +10, Intimidate +4, Knowledge (history) +3, Knowledge (religion) +9, Knowledge (the planes) +3, Listen +5, Spellcraft +3, Sense Motive +10, Spot +9, Survival +5 (+7 on other planes)
Possessions masterwork steel dwarven urgrosh, *+3 studded leather armor*

Burn Liars (Su) Caelum can burn all creatures within 30 ft. who intentionally tell a lie, dealing 2d6 fire damage per round for 1 minute. Each creature can only be damaged once, regardless of how many lies they tell.

Hook "The sun demands pain in exchange for its magic."

Son to the uhrnomus of Kled, Caelum was born with the "fire eyes", a sign of being chosen by the Sun as its priest. After the *Book of Kemalok Kings* was stolen from the ancient dwarven city, he decided to join Rikus and Neeva in order to retrieve the book. During the quest, Neeva and he fell in love. After failing to recover the book, they decided to get married and live in Kled, having a baby mul named Rkard. At the Gate of Doom, Caelum died trying to rescue his son Rkard from the Dragon.

Dhojakt

Part human, part cilops, this creature resembles a giant centipede from the knees down, with a flat body divided into twelve segments. From the knees up, it is remotely human, with its torso swaddled in a silk sarami and a black skullcap covering its shaven head. It has tiny ears located at the base of its jaw, bulbous eyes resembling those of a cilops, and a muzzle with cavernous nostrils that flares every time it draws a breath.

Dhojakt (FY 3) CR 25

Male human fighter 5/defiler 6/royal defiler 5
LE Large monstrous humanoid (human, psionic)
Init +8; **Senses** Listen +1, Spot +16
Languages Common, Nibenese

AC 27, touch 14, flat-footed 23; Dodge; Mobility
(–1 size, +4 Dex, +6 armor, +8 natural)
hp 144 (16 HD); **DR** 5/magic
Immune spells (see below)
Fort +16, **Ref** +11, **Will** +14

Speed 40 ft. (8 squares), climb 20 ft.
Melee unarmed +20/+15 (1d4+10/19-20)
Space 10 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +24
Atk Options fear, poison (DC 13, 1d4 Dex/1d4 Dex)
Special Actions Fast Raze
Combat Gear *potion-orb of eagle's splendor*
Wizard Spells Prepared (CL 11th):
6th—*mage's transformation*
5th—*passwall*, *transmute rock to mud*
4th—*bestow curse* (DC 17), *claws of the tembo** (DC 17), *sand spray* (DC 17)
3rd—*boneclaw's cut**, *dedication**, *dispel magic*, *haste*, *hold person*
2nd—*knock*, *shatter* (DC 15), *see invisibility*, *wakefulness*, *whispering wind*
1st—*comprehend languages*, *identify* (2), *true strike*, *unseen servant*
0—*arcane mark*, *detect magic*, *read magic*, *slave scent*
Psi-like Abilities (ML 6th):
At will—*attraction* (+6 interaction bonus, DC 13*), *cloud mind* (DC 12), *danger sense*, *detect psionics*, *eradicate invisibility*, *read thoughts* (DC 12), *sensitivity to psychic impressions*
*Includes augmentation for Dhojakt's manifester level.

Abilities Str 30, Dex 19, Con 17, Int 16, Wis 12, Cha 17
SQ prince of Nibenay, tower-shaped
Feats Brew Potion, Combat Reflexes, Dodge, Efficient Raze*, Eschew Materials, Fast Raze*, Improved Grapple, Improved Initiative, Improved Unarmed Strike[B], Mobility, Negotiator, Secular Authority[B], Scribe Scroll[B], Still Spell, Stunning Fist, Track[B]
Skills Bluff +10, Climb +23, Concentration +22, Diplomacy +24, Gather Information +6, Intimidate +22, Knowledge (arcana) +10, Listen +1, Literacy (Common, Nibenese), Sense Motive +12, Spellcraft +12, Spot +16, Survival +8 (+20 when tracking by scent)
Possessions combat gear plus *arcanamach's miter* (black skullcap), *bracers of armor +6*
Spellbook spells prepared plus 0—all; 1st—*disguise self*, *mage armor*; 2nd—*eye of the storm*, *footsteps of the quarry**; 3rd—*fireball*

Prince of Nibenay His privileged position as the son of the Shadow King gives him a +8 circumstance bonus to Diplomacy checks in contests of Secular Authority.
Tower-shaped (Su) Magically prepared in advance by his father, Dhojakt was heavily transformed by the influence of the Pristine Tower. His half-human, half-cilops state is extraordinarily strong, giving him a +10 inherent bonus to Strength and the use of the Improved Unarmed Strike feat. His hard skin and exoskeleton confer damage reduction 5/magic and immunity to spell-like effects from items, spells and spell-like abilities of 3rd level or lower. But the protection does not extend beneath the skin, making him still susceptible to gaseous spell effects.
Skills Dhojakt has a +8 racial bonus on Climb and Spot checks (already figured into the statistics given above) and can always choose to take 10 on Climb checks, even if rushed or threatened. When tracking by scent, Dhojakt receives a +12 racial bonus on Survival checks.

Hook "Stop in the name of the Shadow King!"

The son of the Shadow King, Dhojakt is the custodian of his father's interests within Nibenay's realm of influence. He exists solely to be entrusted with the tasks Nibenay would not trust his templars with; his chief concern is the protection of the child Siemhouk, his father's greatest resource. Representing his father in the political realm during periods of fugue in the Naggaramakam, Dhojakt is a dangerous enemy to make.

Dhojakt was killed outside of the Pristine Tower by Sadira after her transformation into a sun wizard.

Magnus Sun Runner

This creature that calls himself an elf looks more akin to a giant gorak. He has a hulking, thick-limbed body covered by a knobby hide, ivory-clawed toes, and hands the size of bucklers. His face is all muzzle, with an enormous, sharp-toothed mouth and huge round eyes set on opposite sides of his head.

Magnus Sun Runner (FY 9) CR 12

Male elf cleric 7/element singer 3[APX I]
N Medium humanoid (elf)
Init +1; **Senses** low-light vision; Listen +6, Spot +6
Languages Auran, Common, Elven

AC 19, touch 11, flat-footed 18
(+1 Dex, +6 natural, +2 armor)
hp 65 (10 HD); **DR** 5/magic
Immune deafness or stun by sonic effects
Resist mundane extreme heat or cold
Fort +9, **Ref** +4, **Will** +11

Speed 40 ft. (8 squares)
Melee mwk datchi club +13/+8 (1d8+5/x3)
Base Atk +7; **Grp** +12
Atk Options Power Attack, turn air creatures or undead 9/day (+4, 2d6+9, 10º)
Special Actions *freedom of movement* 1/day (7 rounds), spell song, spontaneous casting (*heal* spells)
Cleric Spells Prepared (CL 10th):
5th—*break enchantment*, *elemental strike** (DC 19), *greater command*[D] (DC 19)
4th—*divine power* (2), *divination*, *sending*, *shout*[D] (DC 18)
3rd—*dispel magic*, *eye of the storm**, *magic circle against*

evil, *prayer*, *wind wall*[D]

2nd—*aid*, *bull's strength*, *calm emotions*, *silence* (DC 16), *shatter* (DC 16), *sound burst*[D] (DC 16)

1st—*bless element**, *bless*, *command*[D] (DC 15), *comprehend languages*, *divine favor*, *shield of faith*

0—*create element**, *detect magic* (2), *detect poison*, *resistance*, *virtue*

D: Domain spell. Element: Air. *Domains:* Rolling Thunder, Soaring Spirit

Abilities Str 20, Dex 13, Con 15, Int 12, Wis 18, Cha 14

SQ spell song (heroes' song), tower-shaped

Feats Combat Casting, Endurance, Power Attack, Skill Focus [Knowledge (religion)]

Skills Concentration +12, Diplomacy +7, Heal +9, Knowledge (religion) +14, Knowledge (the planes) +3, Listen +6, Perform (singing) +15, Speak Language (Auran), Search +3, Spellcraft +6, Spot +6, Survival +4

Possessions healer's kit (8), masterwork leather armor

Heroes' Song (Su) When Magnus casts *aid*, *bless*, or *prayer* all benefits granted are increased by 1. *APX I* 18

Tower-shaped (Su) During his infancy Magnus was heavily transformed by the Pristine Tower. He receives a +6 Str and +4 Con racial bonus. His hard skin confers a +6 natural armor bonus to AC and damage reduction 5/magic. Due to the transformative power of the Pristine Tower, Magnus lost the elf run ability of his racial heritage.

Hook "I have a powerful song that can help you."

Magnus was adopted by Sadira's father, and became a Sun Runner member since. After helping Sadira poison her father, Faenaeyon, Magnus was expelled from the tribe and along with Sadira and Rhayn. Together they traveled to the Pristine Tower where Sadira underwent her transformation into a sun wizard. Magnus decided to stay with her and fight against the Dragon. Shortly before Rajaat escaped from his prison, Magnus was fatally wounded by the Dragon and then tossed into the Sea of Silt near Samarah, never to be seen again.

Chapter 12: Monsters of Athas

"To survive, almost every form of life has become a monster in one sense or another. These adaptations have taken an almost diabolical turn. Because the world is so barren, to some extent every creature is both predator and prey. Be cautioned, traveler. For even the most passive beast and sweetest flower is often deadly on Athas. In a world where creatures must kill or be killed, this is only logical. Still, many people forget this rule when they see a brightly colored plant or a seemingly friendly ball of scales roll by."

—The Wanderer's Chronicle

This chapter presents statistics for several new monsters found on Athas. For additional Athasian monsters, check *Terrors of Athas*, *Terrors of the Deadlands*, *Life-Shaping Handbook*, and *Faces of the Forgotten North*.

Anakore

You see before you a hunched humanoid with a bony, wedge-like head sporting small, flat ears and sunken, beady eyes. The creature also possesses a curious spinal ridge.

Anakore **CR 2**

Usually NE Medium monstrous humanoid

Init +1; **Senses** low-light vision, tremorsense 60 ft.; Listen +0, Spot +0

Languages —

AC 12, touch 11, flat–footed 11 (+1 Dex, +1 natural)

hp 16 (3 HD)

Fort +4, **Ref** +4, **Will** +3

Weakness light blindness

Speed 30 ft. (6 squares), burrow 40 ft.

Melee 2 claws +4 each (1d4+1) and bite –1 (1d2+1 plus poison)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options improved grab, poison (DC 14, 1 Str/1d6 Str), rend 2d4+1, suffocation

Abilities Str 12, Dex 13, Con 12, Int 6, Wis 10, Cha 8

Feats Ability Focus (poison), Great Fortitude

Skills Hide +4*, Listen +0, Move Silently +4, Spot +0

*Anakore receive a +8 racial bonus on Hide checks while in sandy terrain.

Advancement by character class; **Favored Class** cleric

Light Blindness Anakore are completely blind in bright sunlight or within the radius of a *daylight* spell.

Improved Grab (Ex) To use this ability, an anakore must hit with its claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. The anakore can then rend its opponent.

Rend (Ex) An anakore that wins a grapple check after a successful claw attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d4+1 points of damage.

Suffocation (Ex) An anakore can attempt to drag a grabbed Medium or smaller creature underground by making a grapple check. Any creature dragged underground is subject to suffocation (*DMG* 304). To escape, the creature must escape the anakore's grab and make a DC 15 Strength check to reach the surface.

Anakore, also known as dune freaks, are a race of dim-witted humanoids that live in subterranean colonies, occasionally roaming the surface of Athas to hunt. They have a dorsal ridge running along their spine that allows them to pick up vibrations traveling through the sand. With it, they can detect creatures moving along the sand.

Strategies and Tactics

Dune freaks usually attack their foes by burrowing underneath them, and then striking from beneath with their sharp claws and poisonous bite. Once the anakore's poison has had a chance to work, the dune freak will pull its victim under the sand and let it suffocate.

Sample Encounter

Anakore are encountered alone only when they are stranded far from their tribe, most often in the aftermath of a defeat. At all other times, they are surrounded by other dune freaks.

Individual (EL 2): An anakore that was left behind by its kin when it overslept hurries to catch up. It hasn't had a good meal in 24 hours, so it raids the PCs' camp to snatch a backpack or sack and make off with some food. If it can snatch some fresh meat in the process, all the better.

Tribe (EL 9): An anakore 5th-level earth cleric commands eight other anakore. They are hungry and will seek any prey that they consider edible, attacking from below the sand.

Ecology

The anakore are nomadic burrowers who are constantly moving through the sandy wastes of Athas. It is often possible to identify an area through which anakore have passed by the dead plants found there—the anakore chew the roots away, leaving the upper stalks exposed.

In addition to their diet of plant roots, the anakore also eat meat—mekillot, inix, erdlu, elf, dwarf, halfling, and nearly anything except kank, which they detest.

Environment: The anakore live within any sandy heap, such as sand dunes or the alluvial fans at the mouths of the canyons. They are rarely found outside of sandy areas, but they can walk upright across various kinds of terrain—though they are unusually vulnerable in this state and will avoid fighting at all costs.

Typical Physical Characteristics: A typical anakore is about 6 feet tall and weighs a little over 300 pounds.

Alignment: Anakore are usually neutral evil.

Society

Dune freaks usually live within sandy heaps, like dunes, or the alluvial fans at the mouths of canyons. Normally they operate in small packs, usually between two to twelve individuals, with the most aggressive acting as leader.

Typical Treasure

Anakore carry light, portable forms of wealth such as gems and jewelry. They also carry weapons and armor, and sometimes even magical gear when found. They have standard treasure for their Challenge Rating, and they equip themselves as NPCs or their CR when they gain class levels.

Anakore as Characters

An anakore's favored class is cleric. Leaders are usually clerics who serve, almost exclusively, the element of Earth, but a few exceptions have been known. Anakore rarely have the talent to be fighters or rangers, but some excel as rogues. Most anakore spellcasters, however, are defilers. Anakore favor spells that hide them from or distract their enemies.

Anakore possess the following racial traits.

—+2 Str, +2 Dex, +2 Con, –4 Int, –2 Cha

—Medium size. Anakore have no special bonuses or penalties due to their size.

—Monstrous Humanoid: An anakore is not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.

—Anakore base land speed is 30 feet. Dune freaks also have a burrow speed of 20 ft.

—Low-light vision.

—Racial Hit Dice: A dune freak begins with 3 levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3 and Will +3.

—Racial Skills: A dune freaks monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Hide and Move Silently.

—Racial Feats: A dune freak's monstrous humanoid levels give it two feats.

—Weapon Proficiency: A dune freak is proficient with all simple weapons and its natural weaponry.

—+1 natural armor bonus.

—Natural Weapons: 2 claws (1d4), 1 bite (1d2).

—Attack Options (see above): Improved grab, rend, suffocation.

—Special Qualities (see above): Tremorsense 60 ft., light blindness.

—Automatic Languages: Terran. Bonus Languages: none.

—Favored Class: Cleric.

—Level Adjustment: +2.

Anakore Lore

Characters with ranks in Knowledge (nature) can learn more about anakore. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
12	This is an anakore, also known as a dune freak, a monstrous humanoid that lives underground dune sands.
17	Because of their back ridges, anakore can sense sand vibrations from the sand and can burrow through just as if were water.
22	Dune freaks usually try to paralyze their victims with their poisonous saliva, and then suffocate them into the sand.

Belgoi

When seen from a distance, this creature appears human, but its blue skin, clawed hands and webbed, three-toed feet soon give it away. The creature has no teeth, no visible ears, and its hair is black and stringy.

Belgoi **CR 3**

Usually LE Medium monstrous humanoid (psionic)
Init +3; **Senses** darkvision 60 ft.; Listen +3, Spot +3
Languages Belgoi, Common

AC 13, touch 13, flat–footed 10
(+3 Dex)
hp 22 (5 HD)
Fort +1, **Ref** +7, **Will** +5

Speed 30 ft. (6 squares)
Melee 2 claws +5 each (1d4 plus 1d6 Str/2d6 Str)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +5
Special Actions bell ringing
Psi-Like Abilities (ML 7th):
3/day—*attraction* (+7 bonus, DC 16*), *ego whip* (2d4, DC 16*), *empty mind* (+5 bonus*), *psionic blast* (5 rounds*, DC 15), *psionic dominate* (any nonmindless, 24 hours, DC 18)
*Includes augmentation for the belgoi's manifester level.

Abilities Str 11, Dex 16, Con 10, Int 12, Wis 8, Cha 14
Feats Ability Focus (*psionic dominate*), Iron Will
Skills Hide +7, Intimidate +6, Listen +3, Move Silently +8, Search +4, Spot +3

Advancement by character class; **Favored Class** psion

Bell Ringing (Su) Belgoi use a bell to focus their *psionic dominate* psi-like ability. A *psionic dominate* target who hears the belgoi's bell receives a –2 penalty on its Will save.

Belgoi are a race of savage humanoids that live in the most desolate of places, since no other race will allow them nearby. Belgoi seem to revel in destruction, and are considered to be second only to the defilers in the damage they do to the world around them.

Strategies and Tactics

Belgoi attempt to use the cover of darkness to mask their attacks. Usually, when attacking a group of creatures, they use their *psionic dominate* power to draw a single individual away from the main group, to a place where they can use their Strength damage ability uninterrupted. They then attempt to draw out the next creature, and so on, until they feel confident that they can overcome the rest of the group without loss.

If forced into melee combat, the belgoi use claws so they can use their Strength damage ability, and usually will not use weapons. When a battle turns against the belgoi, they retreat and return later with reinforcements. Only by killing the entire raiding party can a battle with the belgoi be prevented from turning into a long running engagement lasting for days.

Sample Encounter

Belgoi rely on coordinated sneak attacks during the night. They travel in large tribes, with smaller groups serving as scouts.

Scouting Party (EL 5–10): Groups of belgoi most often patrol a tribe's boundaries as first line of defense, as well as looking to their own dinner.

EL 10: A group of ten belgoi is charged with keeping an eye for potential victims. If they stumble across a large group, however, they will fetch other members of their tribe and return to attack with greater numbers.

Tribe (EL 11–15): A tribe usually consists of a tribe leader (telepath 7), two or three shamans (fire cleric 5), and anywhere between thirty to fifty adult belgoi. Accompanying them are about two dozen immature noncombatants.

Ecology

Belgoi often leave the land barren and desolate behind them, stripped of all animal and vegetable life. They are second only to the foulest of defilers in the destruction they cause to the world about them.

Environment: Belgoi prefer warm deserts, but they are very adaptable and can survive in almost any climate or terrain.

Typical Physical Characteristics: A typical belgoi stands around 6 feet tall and weighs around 200 pounds.

Alignment: Belgoi organize themselves into tribes, with the mightiest and most cunning at the top. But they are also murderous and cruel, with little compassion or room in their cold hearts for "softer" emotions. They are usually lawful evil.

Society

Basically, the belgoi form huge raiding tribes and behave as such. They tend to make their homes in forlorn parts of the desert, but journey forth in great numbers to harass the trading routes, settled villages, and anywhere else they can find a plentiful supply of poorly defended people.

Typical Treasure

Belgoi value usable treasure, such as equipment and psionic items, but they also collect jewelry and coins. They have standard treasure for their Challenge Rating. Elite belgoi usually have equipment usual for NPCs of their Challenge Rating rather than standard treasure.

Belgoi as Characters

The favored class of belgoi is psion. Most belgoi leaders will be psions or fighter/psions. Belgoi clerics almost always serve the element of fire. A few, rare individuals have learned the art of defiling and may progress as wizards.

Belgoi possess the following racial traits:

—+6 Dex, +2 Int, –2 Wis, +4 Cha

—Medium size. Belgoi have no special bonuses or penalties due to their size.

—Monstrous Humanoid (psionic): A belgoi is not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.

—A belgoi's base land speed is 30 feet.

—Darkvision: Belgoi can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and belgoi can function just fine with no light at all.

—Racial Hit Dice: A belgoi begins with 5 levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +5, and base saving throw bonuses of Fort +1, Ref +4 and Will +4.

—Racial Skills: A belgoi's monstrous humanoid levels give it skill points equal to 8 x (2 + Int modifier). Its class skills are Hide, Intimidate, Listen, Move Silently, Search and Spot.

—Racial Feats: A belgoi's monstrous humanoid levels give it two feats.

—Weapon Proficiency: A belgoi is proficient with all simple weapons and its natural weaponry.

—Natural Weapons: 2 claws (1d4).

—Attack Options (see above): Bell ringing, psi-like abilities, Strength damage.

—Automatic Languages: Belgoi. Bonus Languages: Common.

—Favored Class: Psion.

—Level Adjustment: +4.

Belgoi Lore

Characters with ranks in Knowledge (nature) or Knowledge (psionics) can learn more about belgoi. When

a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature or Psionics)

DC	Result
13	This is a belgoi, an evil savage humanoid being. This reveals all monstrous humanoid traits and the psionic subtype.
18	Belgoi have telepathic abilities and can siphon away the strength of any foe.
23	Belgoi are cowards and try to lure victims into the night one by one using their tiny bells.

Braxat, Athasian

A huge humanoid of mixed stock, mostly a combination of mammalian and reptilian, this creature has a thick shell that covers its back and a handful of horny protrusions on the top of its head.

Braxat, Athasian **CR 12**

Usually NE Huge monstrous humanoid (psionic)
Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages Braxat, Common

AC 20, touch 9, flat–footed 19
(–2 size, +1 Dex, +11 natural)
hp 138 (12 HD); **DR** 10/metal
Fort +11, **Ref** +9, **Will** +10

Speed 40 ft. (8 squares)
Melee greatclub +21/+16/+11 (4d6+15) and gore +15 (2d6+5)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +30
Atk Options breath weapon, Cleave, Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack
Psi-Like Abilities (ML 12th):
At will—*missive* (70 ft. range)
3/day—*disable* (25-ft. cone, 12 HD, DC 17*), *force screen* (+6 bonus*), *inflict pain* (5 targets, DC 17*), *intellect fortress* (5 rounds*), *mind thrust* (12d10, DC 17*), *psionic charm* (all targets, duration 12 days, DC 17*)
*Includes augmentation for the braxat's manifester level.

Abilities Str 31, Dex 13, Con 25, Int 17, Wis 14, Cha 13
Feats Cleave, Combat Expertise[B], Improved Bull Rush, Improved Disarm, Improved Trip, Power Attack[B], Weapon Focus (greatclub)
Skills Climb +22, Concentration +19, Intimidate +13, Jump +24, Listen +12, Spot +12, Survival +11
Advancement by character class; **Favored Class** ranger
Possessions greatclub

Breath Weapon (Su) 30-foot cone, once every 1d6 rounds, damage 4d8 acid, Reflex DC 23 half.

The bony protrusions on a braxat's head protect its skull as well as being used for attacking its target. Braxats walk upright, are able to speak with a clear, human voice, have opposable thumbs, and are warm-blooded.

Braxat shells can be used to make excellent shields and armor, usually crafted to create plate armor because of the shell plating braxats have on their backs. Because of this braxats are sometimes hunted, but in most cases the braxat is usually prepared for such things and the hunted ends up becoming the hunter.

Strategies and Tactics

Braxats are hunters, and they fight like them. They use psionics to disable their opponents, thereby reducing risks to themselves. After attacking with psionics braxats will move in as close as they can while still being able to keep their opponents within their reach. Braxats have a breath weapon as well that they can employ, but they use it as a last resort since the acid can cause their prey to become inedible.

Sample Encounter

Braxats hunt alone or in mated pairs. They can be sometimes be convinced to work as mercenaries for powerful adversaries or even found in arenas.

Individual (EL 12): A lone braxat seeks to begin an encounter as close to its opponents as possible. This lone creature prowls the rocky badlands in search for suitable prey.

Mated Pair (EL 14): Recently bonded, a mated pair fight as a team, using *missive* to coordinate the attack. The female launches the initial attack, trying to *disable* her opponents first. Once battle is joined, the male emerges from behind a rock to catch an opponent from a flank.

Ecology

Mostly solitary creatures, sometimes they pick a mate and bear some young. The young are usually hidden away somewhere remote while the two parents go out to search for food for their offspring.

Braxats are the ultimate terrors of the desert and are usually nocturnal. Braxats prefer intelligent prey but will eat caravan or other mounts on occasion, all but kanks: kank meat unsettles their stomach.

Environment: Braxats can be found in most parts of Athas, usually hunting for prey. Sometimes they inhabit abandoned ruins or caves, even close to humanoid settlements.

Typical Physical Characteristics: A typical braxat stands between 15 to 20 feet tall and weighs around 700 pounds.

Females are usually lighter colored than males, tending toward grays and beiges than browns.

Alignment: Braxats have a natural disposition toward cruelty, however they're not arbitrary in their attacks, nor are they wantonly destructive, therefore, braxats are usually neutral evil.

Braxats as Characters

Ferocious, powerful and highly intelligent, it is only the relative rarity of the braxat species that has prevented

them from becoming a major threat to the other races of the Tablelands. Braxats are quite capable enough without investing additional time or energy into the pursuit of a character class but some exceptional individuals do just that. Ancient desert epics speak of mighty braxat warriors and even rumor the existence of eldritch braxat wizards. Such tales are dismissed as apocryphal but these things are nevertheless well within the braxat's grasp.

Level Adjustment: +8.

Typical Treasure

Braxats have standard treasure for their Challenge Rating, about 9,800 Cp. They usually carry weapons and items that further enhance their hunting and psionic abilities.

Braxats with class levels have treasure appropriate to NPCs of their Challenge Rating.

Braxat Lore

Characters with ranks in Knowledge (nature) can learn more about braxats. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
22	This is a braxat, an evil crossbreed between mammal and reptilian. This reveals all monstrous humanoid traits and the psionic subtype.
27	Braxat prefer to eat intelligent creatures using their psionic abilities to incapacitate their foes before closing in.
32	Braxats are fierce hunters that can spit acid on their prey as their last resort.

Crodlu

Crodlu are a species of flightless, scaled avian-like creatures that roams the wilderness in herds. They have powerful hind legs, which were built for jumping great lengths. Crodlu have very poor eyesight, but make up for it with an excellent sense of smell. Crodlu have great endurance, almost better than a mul's, and can run at high speeds for long periods of time.

This creature is a large, flightless combination of bird and reptile. It has wicked claws at the end of its long fore and hind limbs, and its scaly hide is a yellowish red, with similar colors along its side and underbelly.

Crodlu — CR 3

Always N Large animal
Init +5; **Senses** low-light vision, scent; Listen +7, Spot +0
Languages —

AC 16, touch 14, flat–footed 11
(–1 size, +5 Dex, +2 natural)
hp 30 (4 HD)
Fort +7, **Ref** +9, **Will** +3

Speed 50 ft. (10 squares); Run
Melee 2 claws +6 each (1d6+4) and bite +1 (1d8+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +11
Atk Options improved grab, pounce, rake 1d6+2

Abilities Str 18, Dex 20, Con 16, Int 2, Wis 14, Cha 8
Feats Alertness, Endurance, Run[B]
Skills Jump +22, Listen +7, Move Silently +9, Spot +0
Advancement 5–8 HD (Large)

Improved Grab (Ex): To use this ability, a crodlu must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.
Pounce (Ex) If a crodlu charges, it can make a full attack, including two rake attacks.
Rake (Ex) Attack bonus +6 melee, damage 1d6+2.
Skills Crodlu receive a +10 racial bonus on Jump checks and a –4 penalty on Spot checks.

Crodlu make great mounts, but are hard to control and train as such most of the time, unless they are caught as chicks and are trained as mounts as they are being raised.

Strategies and Tactics

Crodlu attack with their fore claws first, and then bite. Sometimes they will substitute hind claws for fore claw attacks if they happen to be holding something or are unable to use their fore claws.

Crodlu, Heavy

A large, flightless combination of bird and reptile, this creature is more heavily muscled than most others of its species, and its clawed feet splay more broadly in the sand. A strong creature, used to heavy loads, it has a reddish–yellow scaled hide, with similar variations on its sides and underbelly.

Crodlu, Heavy — CR 3

Always N Large animal
Init +4; **Senses** low-light vision, scent; Listen +7, Spot –1
Languages —

AC 17, touch 14, flat–footed 11
(–1 size, +4 Dex, +4 natural)
hp 42 (5 HD)
Fort +8, **Ref** +8, **Will** +2

Speed 40 ft. (8 squares); Run
Melee 2 claws +8 each (1d6+6) and bite +3 (1d8+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +13
Atk Options improved grab, pounce, rake 1d6+3

Abilities Str 22, Dex 19, Con 18, Int 2, Wis 13, Cha 7
Feats Alertness, Endurance, Run[B]
Skills Jump +20, Listen +7, Move Silently +8, Spot –1
Advancement 6–10 HD (Large)

Improved Grab (Ex) To use this ability, a heavy crodlu must hit with its bite attack. It can then attempt to

start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a heavy crodlu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +8 melee, damage 1d6+3.

Skills: Heavy crodlu receive a +10 racial bonus on Jump checks and a –4 penalty on Spot checks.

The heavy crodlu has been specifically bred for carrying heavier loads (or passengers) and occasionally for light skirmisher activity. It is a little larger and a fair deal stronger than its smaller cousin, but lacks the keener combat abilities of its warfaring big brother.

Heavy crodlu possess the same wicked claws and sharp beak of its fellows and have a similar life cycle, but their herds were originally released into the wild by breeders. They have long since developed into an identifiable strain, but these herds remain valuable commodities nevertheless.

Strategies and Tactics

Heavy crodlu are fierce opponents if provoked, but centuries of breeding have rendered them more docile than their cousins, and they tend to become skittish if cornered. When pressed, however, they respond with a pair of ripping foreclaws and a savage bite. Raking strikes from their rear claws are also used, preferably as part of a pounce from a superior position.

Crodlu, Heavy Warmount

A flightless combination of bird and reptile, this large and fierce animal has long, curving claws and thickly armored scales and holds its head aloft with keen alertness. It is clearly a beast bred for war.

Crodlu, Heavy Warmount **CR 4**

Always N Large animal

Init +3; **Senses** low-light vision, scent; Listen +6, Spot +2

Languages —

AC 18, touch 12, flat–footed 15
(–1 size, +3 Dex, +6 natural)

hp 57 (6 HD)

Fort +10, **Ref** +8, **Will** +3

Speed 40 ft. (8 squares); Run

Melee 2 claws +10 each (1d8+7) and bite +5 (1d8+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +15

Atk Options improved grab, pounce, rake 1d8+3

Abilities Str 24, Dex 17, Con 20, Int 2, Wis 13, Cha 7

Feats Alertness, Endurance, Improved Natural Attack (claw), Run[B]

Skills Jump +21, Listen +6, Move Silently +6, Spot +2

Advancement 7–12 HD (Large)

Improved Grab (Ex) To use this ability, a heavy warmount crodlu must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex) If a heavy warmount crodlu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex) Attack bonus +10 melee, damage 1d8+3.

Skills (Ex) Heavy crodlu receive a +10 racial bonus on Jump checks and a –4 penalty on Spot checks.

The heavy warmount crodlu, also known as the war crodlu, is a breed of crodlu reared for its superior strength, armor and weaponry. Occasionally used as heavy beasts of burden, war crodlu are most frequently put to use in combat as mounts for specially trained cavalry. Heavier and slower than the regular and heavy crodlus, the heavy warmount crodlu makes up for these weaknesses through its proven usefulness to sorcerer–monarch, merchant house and nomad alike.

Heavy warmount crodlu have the same ecology as other crodlu but are never found in the wild. War crodlu are bred exclusively through animal husbandry and are commensurately expensive.

Strategies and Tactics

Heavy warmount crodlu are fearless and formidable foes, striking at the slightest provocation, unless their riders and handlers keep their belligerent natures in check. They prefer to charge an enemy and then unleash a devastating flurry of claws and snapping jaws. They are steady on their feet, allowing for mounted attacks by their riders.

Sample Encounter

Characters are most likely to run into crodlu being used as cavalry mounts by the various humanoid creatures that roam the Athasian wastes.

Scout Patrol (EL 5–7): A scout patrol consists of three to six half-elf warriors (*ToA* 70) each mounted on crodlu. The scouts monitor anything from settlements, caravans, outposts, or cities, and when they encounter intruders, speed back to raise the alarm and bring reinforcements.

Heavy Cavalry (EL 8–12): Heavy cavalry consists of some of a Merchant House's or city-state army's best trained warriors. A typical team consists of three to five mul warriors (*ToA* 91) mounted on heavy warmount crodlu.

Ecology

Crodlu inhabit warm plains, and are not found close to civilization except when domesticated. They mainly feed on seeds and other plant matter; occasionally they also eat insects such as locusts and hurrum, but will eat almost anything given the opportunity.

The life span of a crodlu is from 30 to 70 years, with 50 being typical. The mating season is long, lasting from Fortuary to Morrow. Territorial males will typically use hisses and other sounds to fight for a harem of two to seven female. The winner of these fights will breed with all the females in an area, but will only form a pair bond with the dominant female.

Crodlu are oviparous. The females will lay their single fertilized eggs in a single communal nest, a simple pit, scraped in the ground by the male. The nest may contain 15 to 60 eggs. They are glossy and cream in color, with thick shells marked by small pits. The gestation period is 45 to 60 days. Typically, the male will defend the hatchlings, and teach them how and on what to feed.

Environment: Crodlu are usually found in warm plains, but any warm climate will suit, and some varieties prefer warm deserts.

Typical Physical Characteristics: A typical crodlu stands between 10 and 12 feet tall and weighs around 280 pounds.

Crodlu resemble large ostriches, but their forearms end in wicked claws and their tough, scaly hides are yellow to red, with other colors along their sides and belly. Females are slightly smaller and lighter colored than males, but there is otherwise little difference between the sexes.

Alignment: Crodlu are solely concerned with acquiring sustenance and multiplying. As most animals, they are always neutral.

Typical Treasure

Being animals, crodlu do not collect treasure.

For Player Characters

Treat a crodlu as an alternative animal companion available to druids of 4th level or higher. Athasian druids and rangers like to employ them as mounts and beasts of burden.

Carrying Capacity: A light load for a crodlu is up to 200 pounds; a medium load, 201–400 pounds; a heavy load, 401–600 pounds.

A light load for a heavy crodlu is up to 346 pounds; a medium load, 347–692 pounds; a heavy load, 693–1,040 pounds. A heavy crodlu can drag 5,200 pounds.

A light load for a war crodlu is up to 466 pounds; a medium load, 467–932 pounds; a heavy load, 933–1,400 pounds. A war crodlu can drag 7,000 pounds.

Crodlu Lore

Characters with ranks in Knowledge (nature) can learn more about crodlu. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
14	This is a crodlu, a terrestrial avian-like mount. This reveals all animal traits and basic information on crodlu.
19	Crodlu are fearless and formidable foes, with very poor eyesight, but make up for it with an excellent sense of smell.
24	Larger and stronger varieties haven been bred for war, and sometime use these animals as mounts, hunting beasts, and animal companions.

Erdland

This creature is a large species of flightless bird. Covered in ruddy scales, it regards you with a blank, stupid gaze and squawks once or twice before returning to its grazing, picking at the soil with its two clawed feet and sharp beak.

Erdland **CR 2**

Always N Large animal
Init +5; **Senses** low-light vision; Listen +4, Spot +4
Languages —

AC 14, touch 10, flat–footed 13
(–1 size, +1 Dex, +4 natural)
hp 22 (3 HD)
Fort +6, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares)
Melee bite +5 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Base Atk +2; **Grp** +10
Atk Options Improved grab, pounce, rake 1d6+2

Abilities Str 19, Dex 13, Con 16, Int 1, Wis 13, Cha 5
Feats Alertness, Endurance[B], Improved Initiative
Skills Jump +6, Listen +4, Spot +4, Survival +3
Advancement 4–6 HD (Large)

Erdlands are a large variant of erdlus. They are generally used as mounts or to pull caravans. Erdlands are used more for their endurance than speed, since they are not capable of fast speeds.

Strategies and Tactics

An erdland has the intelligence of an animal and fights as such. It initiates combat only if hungry or threatened. When it does attack, an erdland attack with its beak.

Sample Encounter

Characters are more likely to run into an erdland as a solitary threat while walking through the Athasian wastes.

Individual (EL 2): A single erdland is usually searching for food.

Herd (EL 12–24): An erdland herd can contain anywhere from ten to one hundred specimens.

Ecology

Erdlands live in low-lying vegetation areas, and are omnivorous, eating both animals, such as insects and small lizards, and vegetables. Erdlands eat esperweed (see page 117) as a delicacy, hence why some may be born with innate psionic abilities.

Erdlands can live up to 20 years, but in the wild a life span of 10 to 15 years is more typical. Erdlands form breeding pairs during the high sun months of Thaumast and Anabasis, and may remain together for about five months. Mating occurs in the less hot months of Fortuary and Macro. Erdlands eggs are about 3 feet in diameter, which they lay in egg wells, small holes dug

underground. A typical clutch contains 10 to 20 hatchlings. Erdlands are protective parents and will attack viciously to protect their young. Chicks grow very quickly and are full-grown in 12–14 months; they may remain with their family group for another six months or so before they split up to breed in their second season.

Environment: Erdlands are usually found in warm plains. Any warm climate will suit however, and some varieties of erdlands prefer warm deserts.

Typical Physical Characteristics: A typical erdland stands between 14 and 16 feet long and weighs around 2,000 pounds.

Erdlands resemble large flightless, featherless birds and are covered with red to gray scales.

Alignment: Erdlands have very basic animal intelligence and are incapable of moral judgments. Hence, they are always neutral.

Typical Treasure

Being animals, erdlands do not collect treasure. Erdlands don't provide much in usable material. They do provide the savage halflings that inhabit the jungles of Athas with a major meat source. A single erdland can provide up to 700 pounds of meat.

For Player Characters

Treat an erdland as an alternative animal companion available to druids of 4th level or higher. Athasian druids and rangers like to employ them as mounts and beasts of burden.

Erdland eggs are less tasty than erdlu eggs, but a single erdland egg can provide a meal for up to three Medium creatures.

Carrying Capacity: A light load for an erdland is up to 232 pounds; a medium load, 233–466 pounds; a heavy load, 467–700 pounds. An erdland can drag 3,500 pounds.

Erdland Lore

Characters with ranks in Knowledge (nature) can learn more about erdlands. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
13	This is an erdland, a larger cousin of the erdlu. This reveals all animal traits and basic information on erdlands.
18	An erdland makes a good mount because of its endurance. Sometimes an erdland can be born with psionic abilities.
23	Erdlands might have been bred from regular erdlu in order to generate a larger, stronger specimen.

Erdlu

A tall, flightless bird with heavy scales or rough feathers, this creature is as tall as an elf. It has a long neck, large beak and stands on two tough, sinewy legs.

Erdlu **CR 1**

Always N Medium animal
Init +2; **Senses** low-light vision; Listen +5, Spot +5
Languages —

AC 14, touch 12, flat–footed 12
(+2 Dex, +2 natural)
hp 11 (2 HD)
Fort +4, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)
Melee 2 claws +2 each (1d4+1) and bite –3 (1d6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2
Atk Options improved grab, pounce, rake 1d6+2

Abilities Str 12, Dex 14, Con 13, Int 2, Wis 12, Cha 3
Feats Alertness
Skills Jump +16, Listen +5, Spot +5
Advancement 3–4 HD (Medium); 5–6 HD (Large)

Skills Erdlu receive a +10 racial bonus to all Jump checks.

Erdlu are large, flightless birds often used as livestock.

Strategies and Tactics

Erdlu, both singly and in flocks, usually flee rather than fight. If forced into combat, the skittish birds kick with their powerful, clawed legs or bite with their heavy beaks.

Sample Encounter

Characters are more likely to encounter erdlu while traversing through Athasian plains.

Individual (EL 1): A single erdlu is usually searching for food.

Pair (EL 2): During mating season erdlu pair together in order to breed. They become very protective and might attack without provocation if they consider their eggs in danger.

Flock (EL 9–13): Erdlu instinctively flock together for protection. An erdlu flock can contain anywhere from ten to one hundred specimens.

Ecology

Erdlu inhabit warm plains, or in domesticated herds near to large settlements. Erdlu are omnivorous, hunting snakes, lizards, and other small reptiles, as well as grazing.

Erdlu can live up to 30 years, but in the wild a life span of 15 to 20 years is more typical. Erdlu mating season is very similar to the erdland.

Erdlu eggs are about 2 feet in diameter, which they lay in egg wells, small holes dug underground. A typical clutch contains 5 to 10 hatchlings. Erdlu become adults

when 2 to 4 years old; females mature about six months earlier than males.

Environment: Erdlu are usually found in warm plains. Any warm climate will do however, as they are usually domesticated and taken into other terrains.

Typical Physical Characteristics: A typical erdlu stands around 7 feet tall, 5 feet long and weighs around 200 pounds.

Erdlu are covered in thick, flexible, scale-like feathers, ranging in color from dust-grey to soft reddish-brown. An erdlu's legs are long and strong, propelling it rapidly over the desert sands; the head, at the end of a long neck, is rounded, with a wicked, wedge-shaped beak.

Alignment: Erdlu are solely concerned with acquiring sustenance and multiplying. As most animals, they are always neutral.

Typical Treasure

Being animals, erdlu do not collect treasure.

For Player Characters

Treat an erdlu as a starting animal companion available to 1st level druids. Athasian druids and rangers sometimes like to employ them as mounts.

Aside from its value as a meat animal, the erdlu's beak, wing scales, and claws all find their way into various weapon heads and tools, and the egg of an erdlu is an excellent source of food and water. Cooked, a single large egg can provide about three days' worth of food for a Medium creature. Raw, the egg's liquid contents can be substituted for about one gallon of water.

Carrying Capacity: A light load for an erdlu is up to 43 pounds; a medium load, 44–86 pounds; a heavy load, 87–130 pounds.

Erdlu Lore

Characters with ranks in Knowledge (nature) can learn more about erdlu. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
12	This is an erdlu, a large avian creature covered in scales. This reveals all animal traits and basic information on erdlu.
17	Erdlus attack with their powerful claws first, followed by their strong beak.
22	The egg of an erdlu is an excellent source of food and water. Its meat, scales, beak and claws are also very prized.

Gaj

This horrific beast looks like a twisted cross between a spider and a tortoise. From its huge bulbous head grow three large, feather-like antennae, six compound eyes, and a pair of powerful mandibles. Its body is six feet in diameter and covered by a scaly, rust-orange shell. Six four-jointed legs ending in webbed feet sprout from beneath the shell.

Gaj **CR 9**

Always NE Large aberration (psionic)
Init +1; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Languages —

AC 21, touch 10, flat–footed 20
(–1 size, +1 Dex, +11 natural)
hp 52 (7 HD)
Fort +5, **Ref** +3, **Will** +7

Speed 30 ft. (6 squares)
Melee bite +8 (2d6+4) and 3 tentacle slaps +6 each (1d4+2 plus 1d4 Int)
Space 10 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +13
Atk Options improved grab, poison gas
Psi-Like Abilities (ML 10th):
At will—*detect life*, *detect psionics*, *false sensory input* (3 targets, DC 16*)
3/day—*aversion* (17 hours, DC 18*), *defensive precognition* (+2 bonus, swift action*), *ego whip* (ML 7th, 2d4, DC 17*), *empty mind* (+6 bonus*), *id insinuation* (ML 7th, three targets, DC 17*), *mind thrust* (10d10, DC 19*), *mindlink* (6 unwilling targets, DC 14*), *painful strike* (swift action*), *power resistance*, *psionic dominate* (affects animals, fey, giants, humanoids, magical beasts and monstrous humanoids, DC 18*)
*Includes augmentation for the gaj's manifester level.

Abilities Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 17
Feats Combat Manifestation, Multiattack, Power Attack
Skills Bluff +8, Concentration +8, Hide -3*, Intimidate +8, Listen +7, Psicraft +6, Spot +7
*A gaj receives a +8 bonus to Hide checks in rocky or sandy areas.
Advancement 8–14 HD (Large); 15–21 HD (Huge)

Improved Grab (Ex) To use this ability, a gaj must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. The gaj gets a +4 bonus on tentacle slap attacks against a grappled foe, canceling out the usual –4 penalty for attacking a grappled opponent.

Poison Gas (Ex): As a standard action, a gaj can spray a creature within reach with a puff of noxious gas from its abdomen. The gaj can use this ability up to three times per day. Inhaled, Fortitude DC 16, initial damage 1d4 Con and nauseated for 1 round, secondary damage none. The save DC is Constitution-based.

Gaj are carnivores and require flesh to survive, but they also need to consume the mental energy of other sentient creatures to live.

Strategies and Tactics

A gaj uses *psionic dominate* to compel its prey to come within range of its mandibles. Once the gaj has the creature in its grip, it will wrap one of its antennae around the victim's head and begin to damage the creature's intelligence.

If forced into melee combat, the gaj uses its mandibles along with its *painful strike* power against its attackers. Anyone within reach will also be subject to attacks from its antennae and its Intelligence-damaging ability.

Sample Encounter

Gaj prefer to live and hunt alone, though they can occasionally be found in pairs. They prefer to live in rocky areas where their shells serve as camouflage, or in sandy areas where they can hide themselves from predators in a shallow burrow, so almost every encounter begins with an ambush by the creature.

Invisible Death (EL 9): A slave village lives in fear of an unseen killer. Over the past two weeks, infants and the elderly have begun to turn up dead, their faces contorted in agony. The village is desperate and will do anything to get rid of the menace.

Mated Pair (EL 11): A gaj couple is preparing to mate and must feed accordingly before it. Using *detect life* to search for prey, they attack in tandem thanks to *mindlink*, taking turns initiating mental attacks before closing in and using their antenna on their hapless prey.

Ecology

A gaj is a predatory insectoid creature that feeds by draining the intelligence of other creatures. These creatures spend their time hunting such creatures; though they can partially subsist on meat for up to a week.

If a gaj locates an area with abundant supply of "food", it will establish a den in a shallow burrow. There, it will send a mental broadcast to all nearby gaj in search of a mate.

After breeding, females lay two to six eggs, which are tended by both parents and hatch in one month. Gaj infants stay with their parents for about three months and then leave to establish their own territories. No familial bond remains.

Environment: Gaj prefer to live in rocky areas where their shells serve as camouflage, or in sandy areas where they can hide themselves from predators in a shallow burrow.

Typical Physical Characteristics: A typical gaj is 6 foot long, 7 foot tall, and weighs around 900 pounds.

A gaj appears as a large crossover between a reptile and a beetle. Its body is covered by a scaly, rust-orange shell about six feet in diameter. From beneath this shell protrude six four-jointed legs which end in webbed feet with long, sharp claws. Its head is a spongy white globe about two feet in diameter. Spaced at even intervals around the head are six compound eyes. A pair of barbed mandibles as long as a man's arms flank six fingerlike appendages that hang over its mouth, and three feathery stalks rise from the top of the head.

Alignment: Gaj have a curiosity about other intelligent beings, but they have no compunctions about causing suffering or killing. Therefore, they are always neutral evil.

Typical Treasure

Gaj have no interest in treasure.

Gaj Lore

Characters with ranks in Knowledge (nature) can learn more about gaj. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
19	This is a gaj, a horrific beetle-like psionic creature. This reveals all aberration traits and the psionic subtype.
24	Gaj possess a vast array of mental powers and they can exhale a noxious gas from their abdomens which they use to weaken their prey.
29	Gaj must feed on the mental energy of others using their feathery antenna, or they start to wither and die.

Giant, Desert

Five times the size of a normal man, this giant is almost a caricature of the human physique, with oversized, nearly comical features. The giant is all but naked, save for a leather loincloth, and great braids of dark hair swing halfway down the monstrosity's back.

Giant, Desert **CR 10**

Usually NE Huge giant
Init +2; **Senses** low-light vision; Listen +6, Spot +6
Languages Common, Giant

AC 22, touch 10, flat–footed 20; rock catching (–2 size, +2 Dex, +12 natural)
hp 119 (14 HD)
PR 23
Fort +13, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares)
Melee spear +17/+12 (2d8+12/x3) or
Melee 2 slams +16 each (1d8+8) or
Ranged rock +11 (2d8+8)
Space 15 ft.; **Reach** 15 ft.
Base Atk +10; **Grp** +26
Atk Options Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, rock throwing

Abilities Str 27, Dex 15, Con 19, Int 7, Wis 12, Cha 11
Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Power Attack

Skills Climb +9, Jump +9, Listen +6, Spot +6, Survival +6
Advancement by character class; **Favored Class** fighter; see text
Possessions spear

Rock Catching (Ex) An Desert giant can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) Giants receive a +1 racial bonus on attack rolls when throwing rocks. A Desert giant can hurl rocks weighing 60 to 80 pounds each (Medium objects) with a range increment of 140 ft. up to five range increments.

Desert giants resemble massive humans; their features are exaggerated in some way: many have huge noses, mouths, brows, chins, or ears. Desert giants usually refer to themselves as Saram giants.

Strategies and Tactics

Giants fight in two basic modes: defensively or offensively. When fighting defensively, such as when protecting their island homes from uninvited guests, their favorite tactic is to hurl boulders at the enemy from as great a range as possible.

Offensively, giants like to get to the heart of the matter as quickly as possible. They will charge into the fray swinging their weapons and use Awesome Blow to quickly disperse any resistance.

Sample Encounter

Desert giants gather in small clans living near the Silt Sea or make colonies or on islands near the shore.

Individual (EL 10): A lone giant might be hunting the rare creature a band of adventurers seeks near the Sea of Silt, such as silt horrors—or might decide that the adventurers themselves are better game.

Clan (EL 12–20): A clan contains up to ten giants sometimes leaded by a fighter or an elemental cleric leader, called Sachem.

EL 14: The Ewe clan, composed of five giants, has been spotted within a day's march of Balic. Two merchant house ships that inadvertedly entered their territory were lucky to escape unscathed, but a group of silt pirates were savagely crushed.

Ecology

Desert giants do not usually trust other races, keeping to themselves whenever possible. On occasion when they leave their islands to trade, they quickly return once their business is complete.

Desert giants eat most anything, preferring meat to plants and vegetables. Many clans domesticate herds of erdlus, kanks, and other creatures. Because their islands have limited vegetation, desert giants eat little in terms of plant life.

Environment: Though they can be encountered in any of the Sea of Silt islands, desert giants seek island near the shore so they can perform occasional trade with humanoid settlements.

Typical Physical Characteristics: A typical desert giant stands between 20 and 30 feet tall and weighs around 12,000 pounds.

Their skin is most often dark red, but some specimens have jet-black skin, providing excellent protection against both weapons and the elements. The hair of desert giants is dark, coarse, and very strong; they often grow it in braids that are eventually cut and traded as rope. They all wear a crude figure of his clan's totem-a sheep, goat, erdlu, or similar domestic animal—tattooed on their sloped brow. Most wear a minimum of clothing, no more than a loincloth and sandals.

Alignment: Desert giants are usually neutral evil. Extremely selfish and inherently cruel, they are also rarely predictable, switching between spontaneous and planned action at a moment's notice. More contemplative members of the race might be neutral, though they are rare.

Society

Desert giants gather in clans that live on arid islands in the Sea of Silt. They subsist by raising herds of erdlus, kanks, or other creatures. They maintain a limited amount of trade with inland communities of other races.

They often share ground with their more aggressive relatives, beastheaded giants (*ToA* 53), who call themselves Joorsh giants.

Typical Treasure

Desert giants have treasure appropriate to their Challenge Rating, about 5,800 Cp. They make frequent raids to humanoid settlements near the Sea of Silt or sometimes demand tribute in order to stay put. While they have little use for magic items they do not understand, desert giants are fond of gems, and precious metals.

Desert Giants With Class Levels

A desert giant's favored class is fighter. Most clans include clerics that serve either Earth or Silt.

Level Adjustment: +4.

Desert Giant Lore

Characters with ranks in Knowledge (nature) can learn more about desert giants. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
20	Desert giants are settled herders that live in the Athasian wilderness. This reveals all giant traits.

25	Though hardly friendly, desert giants have less of a reputation for savagery than their beastheaded counterparts.
30	Desert giants are naturally resistant to all types of psionics and have the innate ability to throw and catch huge boulders.

Gith

Gith are a lanky race of reptilian humanoids that, when erect, stand close to seven feet tall, but who spend most of their time, bent-over in a crouch that makes them appear to be only five feet tall. Their powerful legs allow them to make great leaps, which they use to move about, walking in an awkward waddle only when they cannot jump or when sneaking up on prey.

Below are several examples of typical gith adventurers might encounter, separately or as marauding raiding party.

Gith Warrior

Standing hunched before you is a vaguely reptilian humanoid with hairless, greenish-gray skin and jet black lidless eyes. With clawed hands and feet and a fanged pronounced underbite, the creature's appearance is rendered all the more strange by its bowlegged waddling gait.

Gith Warrior CR 1/2

Male gith warrior 1
CE Medium humanoid (gith)
Init +6; **Senses** low-light vision; Listen +4, Spot +4
Languages Gith

AC 16, touch 12, flat–footed 14
(+2 Dex, +2 natural, +2 armor)
hp 4 (1 HD)
Fort +2, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares); Spring Attack
Melee spear +2 (1d8+1/x3) or
Melee 2 claws +2 each (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 15, Con 11, Int 7, Wis 10, Cha 6
Feats Improved Initiative, Spring Attack[B]
Skills Climb +3, Hide +6, Jump +13, Move Silently +6
Advancement by character class; **Favored Class** rogue
Possessions leather armor, spear

Skills Gith have a +10 racial bonus on Jump checks.

Gith warriors exemplify the hunting mentality of their people, ruthlessly following their orders.

The gith soldier presented here had the following ability scores before racial adjustments: Str 12, Dex 13, Con 11, Int 9, Wis 12, Cha 6.

Strategies and Tactics

Gith combat tactics usually involve ambushes. They prefer to have a distinct advantage in numbers, and so attack in mass. Their weapon of choice is an obsidian spear designed for chopping and slashing rather than piercing, but they will use any weapon they have access to. They disdain the use of range weapons, since they enjoy watching the pain and fear of their opponents.

Gith Captain

This wiry and hunched humanoid is clad with inix chitin armor. The creature also wears an arm bracelet made from bones of fallen prey, and carries an obsidian spear.

Gith Captain CR 3

Male gith fighter 3
CE Medium humanoid (gith)
Init +7; **Senses** low-light vision; Listen +1, Spot +1
Languages Common, Gith

AC 19, touch 12, flat–footed 17
(+3 Dex, +2 natural, +4 armor)
hp 17 (3 HD)
Fort +5, **Ref** +4, **Will** +2

Speed 30 ft. (6 squares); Spring Attack
Melee spear +6 (1d8+2/x3) or
Melee 2 claws +5 each (1d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5

Abilities Str 14, Dex 17, Con 13, Int 8, Wis 12, Cha 6
Feats Improved Initiative, Spring Attack[B], Wastelander*, Weapon Focus (spear)
*New feat described on page 75
Skills Hide +7, Intimidate +1, Jump +14, Listen +1, Move Silently +7, Spot +1, Survival +4
Possessions obsidian spear, inix chitin armor

Skills Gith have a +10 racial bonus on Jump checks.

Gith make hunting packs, much as lirrs do. Occasionally, a talented leader takes levels in fighter to direct attacks more effectively.

The gith captain presented here had the following ability scores before racial adjustments, and equipment bonuses: Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Strategies and Tactics

If possible, the gith attack in mass, usually starting with a psionic attack from one of their tribe leaders. Then the entire party moves in quickly to melee. They often accomplish this by springing up into one giant leap to close in with their enemies.

Gith Tribe Leader

This extremely gaunt and lanky humanoid has long gangling arms and spindly legs. Her hands have three fingers with no opposable thumb, yet she carries a spear and a wicked grin.

Gith Tribe Leader CR 5

Female gith kineticist 5
CE Medium humanoid (gith)
Init +7; **Senses** low-light vision; Listen +1, Spot +1

Languages Common, Elven, Gith

AC 16, touch 13, flat–footed 14
(+3 Dex, +2 natural, +1 deflection)
hp 17 (5 HD)
Fort +4, **Ref** +5, **Will** +6

Speed 30 ft. (6 squares); Spring Attack
Melee mwk spear +3 (1d8/x3) or
Melee 2 claws +2 each (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2
Atk Options Empower Power
Power Points/Day 30; **Psion Powers Known** (ML 5th):
3rd—*energy bolt* (DC 15*), *energy cone* (DC 15*)
2nd—*concussion blast* (DC 14), *ego whip* (DC 14*), *psionic levitate*, *swarm of crystals*
1st—*control object*, *inertial armor*, *know direction and location*, *vigor*, *wild leap***
*The save DCs for these powers might increase with the use of augments.
**New power described on page 189

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 6
Feats Combat Manifestation, Empower Power, Improved Initiative, Spring Attack[B], Wastelander*
Skills Concentration (+1), Hide +6, Intimidate (-2), Jump +10, Knowledge (nature) (+2), Listen +1, Move Silently +6, Psicraft (+2), Spot +1, Survival +3
Possessions masterwork obsidian spear, *cloak of resistance +1*, *ring of protection +1*

Skills Gith have a +10 racial bonus on Jump checks.

The gith live in tribal organizations. The individual with the most powerful psionics generally acts as the leader, and all other social positions are distributed at his pleasure.

The gith tribe leader presented here had the following ability scores before racial adjustments and Hit Dice ability score increases: Str 10, Dex 14, Con 12, Int 15, Wis 13, Cha 8.

Strategies and Tactics

Gith combat tactics usually involve ambushes. They prefer to have a distinct advantage in numbers, and so attack in mass. Their weapon of choice is an obsidian spear designed for chopping and slashing rather than piercing, but they will use any weapon they have access to. They disdain the use of range weapons, since they enjoy watching the pain and fear of their opponents.

Sample Encounter

Gith can make challenging encounters for characters of varying levels.

Slavers (EL 2): Four warriors wander the edge of a foothill in search of humanoids to eat and take as slaves. The gith charge at any likely targets and after they get what they want, they quickly flee.

Hunting Group (EL 5): A gith captain commands 8 gith warriors and 4 kanks. Their mission is to find a suitable spot for an ambush and then lie in wait until someone comes by. They all jump at the same time hoping to confuse and overpower their enemies. The gith carry obsidian spears to chop everything while the kank attack whatever gets in their way. The gith captain stays back and coordinates attacks.

Raiding Force (EL 7–10): A raiding force consists of ten to fifteen gith, two gith captains and a gith tribe leader.

EL 9: Gathir, a 5th-level gith kineticist takes his force of twelve gith and two gith captains deep into the hunting grounds of another nomadic hunting tribe in order to kill off the competition.

Ecology

Gith speak their own language, which has no alphabet but can be expressed in Elven script.

Gith are oviparous, but prefer to eat meat, preferably uncooked. They are just as effective during the day as at night.

A gith's life span is around forty years, though an individual that reaches such an advanced age is a remarkable specimen. Most gith die in their twenties while in battle or from the rigors of the Athasian life.

Gith females gestate for six to seven months before giving birth to two or three children. A gith reaches adulthood at twelve. Mothers care for their children for half this time.

Environment: Mountain gith live in underground lairs, claiming a particular canyon or valley as their territory. Gith inhabiting the Tablelands tend to organize their society more along the lines of a nomadic hunting clan, going wherever the game takes them.

Typical Physical Characteristics: A typical gith stands approximately 7 feet tall when erect and weighs around 180 pounds. Females are smaller than males, but no less agile.

Their lower jaws jut forward and, while toothless, they have sharp, bony ridges that they use to crush and grind their food.

Alignment: The brutal and cruel nature of their society tends to make gith chaotic evil in outlook. Some are neutral evil, but a gith with a good or lawful alignment is unheard-of.

Society

Gith organize themselves into tribes, with the most powerful member acting as leader. All authority comes from the chief, who has the power of life and death over any member of his tribe. If the chief is killed, the strongest members of the tribe will fight to the death in order to determine who will be the new leader. This trial-by-combat occurs immediately, even if the gith tribe is currently in the middle of a battle with another force.

Most gith tribes inhabit mountainous regions, coming down only to raid the villages of other humanoids or to attack a passing caravan. They are usually interested in entertaining themselves with the suffering of others and with the prospect of a good meal (gith will eat anything organic, preferring meat), but know the value of treasure, especially of psionic and magical items.

Typical Treasure

Most gith have standard treasure of NPCs of their Challenge Rating. They favor masterwork weapons and armor, and usually carry a few other offensive items as well.

Gith as Characters

Within a gith tribe, most leaders will be rogues or psions. Gith clerics usually follow the elements of Fire or Air.

Gith possess the following racial traits:

—+2 Dex, –2 Int, –2 Cha. Gith have keen reflexes but are slightly dim and aggressive in their behavior.

—Medium size. Gith have no special bonuses or penalties due to their size.

—Humanoid (gith): Gith are humanoid creatures with the gith subtype.

—Gith base land speed is 30 feet.

—Low-light vision.

—+10 racial bonus to all Jump checks. Gith have powerful bowed legs that allow them to leap great distances.

—+4 racial bonus on all Hide and Move Silently checks. Gith are sly and stealthy.

—Natural Armor: A gith's tough hide and heavy bones provide it with a +2 natural armor bonus.

—Natural Weaponry: A gith can rake with its claws for 1d4 points of damage.

—Automatic Languages: Gith. Bonus languages: Common, Elven, and Saurian.

—Favored Class: Rogue.

—Level Adjustment: +1.

Gith Lore

Characters with ranks in Knowledge (nature) can learn more about gith. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
11	Gith are a feral elf-like race. This reveals all humanoid traits.
16	Gith fight viciously and cruelly. Gith jump into battle and use close range weapons in order to witness the pain and fear of their opponents.
21	Gith are sly and stealthy killers. Even when running and jumping, they are surprisingly quiet.

Inix

This large lizard has a long, curling tail and a broad mouth that looks quite capable of swallowing a halfling in a single gulp.

Inix **CR 3**

Always N Large animal
Init +2; **Senses** low-light vision; Listen +5, Spot +5
Languages —

AC 17, touch 11, flat–footed 15; Dodge
(–1 size, +2 Dex, +6 natural)
hp 45 (6 HD)
Fort +8, **Ref** +7, **Will** +3

Speed 40 ft. (8 squares)
Melee bite +7 (1d8+6) or tail slap +7 (1d4+6)
Space 10 ft.; **Reach** 5 ft. (10 ft. reach with tail)
Base Atk +4; **Grp** +12
Atk Options Combat Reflexes, improved grab, swallow whole

Abilities Str 19, Dex 15, Con 16, Int 2, Wis 12, Cha 6
SQ improved carrying capacity
Feats Alertness, Combat Reflexes, Dodge
Skills Listen +8, Spot +7
Advancement 7—12 HD (Large)

Improved Grab (Ex) To use this ability, an inix must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex) An inix can try to swallow a grabbed opponent two or more sizes smaller than itself by making a successful grapple check. Once inside, the opponent takes 1d8+6 points of crushing damage plus 4 points of acid damage per round from the inix's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 15 points of damage to the stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Large inix's interior can hold 1 Small, 2 Tiny, 4 Diminutive, or 8 Fine opponents.

Inixes make good mounts because of the amount of weight they can carry for their size, which is two times their normal capacity.

Strategies and Tactics

In combat inixes are fierce enemies. They usually attack with their tail first, taking advantage of its increased reach, then move in and try to bite, hoping to be able to grapple or swallow whole their victim.

Sample Encounter

Characters are more likely to encounter inixes while traversing through Athasian plains.

Individual (EL 3): A single inix is usually searching for food.

Mated Pair (EL 3 or 5): The party stumbles upon the nest of a pair of inixes. Only one is in the lair, guarding the eggs, and it viciously attacks the intruders. Once combat begins, the inix calls for its mate with a sharp yell. The mate arrives 1d4 rounds later and tries to pick off a PC near the periphery of the battle.

Ecology

Inixes inhabit warm plains, or in domesticated herds near to large settlements. Inixes are herbivorous, needing large amounts of vegetation and must forage every few hours to maintain its strength. They are hunted by most intelligent creatures of Athas, as well as tagsters.

Inixes can live up to 50 years, but in the wild a life span of 20 to 30 years is more typical. Inixes rarely remain in one place for long, settling only to lay eggs in burrows cut into the side of a hill or in the abandoned nesting mounds of other creatures.

Inixes eggs are about 2 feet in diameter, which they lay in egg wells, small holes dug underground. A typical clutch contains an average of 20 eggs which have an incubation period of 7–8 months.

Environment: Inix are usually found in warm plains. Any warm climate will do however, as they are usually domesticated and used as mounts anywhere in the Tablelands and the Hinterlands.

Typical Physical Characteristics: A typical inix stands between 14 and 16 feet long and weighs around 4,000 pounds.

The inix's back is protected by a thick shell, while flexible scales cover its underside. Most inixes are dark in coloration, whites, greys, browns, blacks and greens featuring prominently. Many desert dwelling species also feature yellow-red tones. Camouflage ranges from bands and stripes to splotches, speckles and circles, and can change as the creature matures; juveniles sometimes being brighter than adults.

Alignment: Inixes are solely concerned with acquiring sustenance and multiplying. As most animals, they are always neutral.

Typical Treasure

Being animals, inixes do not collect treasure, although a rider accompanying his mount or beast of burden might do so.

The nest of an inix might contain items dropped by the creature it devours, but such wealth is meager and buried under the mounds of its leavings. An inix has 1/10 standard treasure for its Challenge Rating.

For Player Characters

Treat an inix as an alternative animal companion available to druids of 7th level or higher. Athasian druids and rangers like to employ them as mounts.

Improved Carrying Capacity: An inix's carrying capacity is double the normal for a creature of its Strength. A light load for an inix is up to 699 pounds; a medium load, 700–1,399 pounds; a heavy load, 1,400–2,100 pounds. An inix can drag 10,500 pounds.

Inix Lore

Characters with ranks in Knowledge (nature) can learn more about inixes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
16	This is an inix, a spirited lizard mount. This reveals all animal traits.
21	Inixes usually attack with their tail first, taking advantage of its increased reach, then move in and try to bite, hoping to be able to grapple or swallow whole their victims.
26	Inixes form mated pairs that defend their nests ferociously. One guards the nest while the other forages, staying nearby to respond to its alarm.

Jozhal

This creature is a small, reptilian humanoid with long, spindly arms and legs, a coiling tail and a long neck surmounted by a narrow, muzzled head. It is covered in scales that seem to be colored in deliberate patterns.

Jozhal Warrior CR 1

Male jozhal warrior 1
CN Small humanoid (psionic, reptilian)
Init +2; **Senses** low-light vision; Listen +4, Spot +4
Languages Common, Saurian

AC 14, touch 13, flat–footed 12
(+1 size, +2 Dex, +1 natural)
hp 4 (1 HD)
SR 6
Fort +2, **Ref** +2, **Will** +0

Speed 50 ft. (10 squares)
Melee bone dagger –1 (1d4-2/19-20) or
Melee bite +0 (1d4-1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** –4
Psi-Like Abilities (ML 6th):
3/day—*burst*, *empty mind* (+4 bonus*)
1/day—*dimension swap*
*Includes augmentation for the jozhal's manifester level.

Abilities Str 8, Dex 15, Con 11, Int 13, Wis 10, Cha 10
Feats Skill Focus (Use Magic Device)
Skills Climb +3, Hide +10, Jump +7, Knowledge (arcana) +3, Listen +1, Use Magic Device +8
Advancement by character class; **Favored Class** ranger
Possessions bone dagger

Skills Jozhals have a +4 racial bonus on Hide checks because of their control over their skin color, and a +4 racial bonus on Use Magic Device checks because of their fondness for magic and ability to work magical items more easily than others.

Jozhals are small, lightly built reptilian creatures which may be distantly related to crodlu.

The jozhal warrior presented here had the following ability scores before racial adjustments: Str 12, Dex 11, Con 13, Int 9, Wis 8, Cha 10.

Strategies and Tactics

Jozhals avoid combat if at all possible, fleeing or using their chameleon-like skin to hide. If forced into combat, a jozhal will attempt to defend itself first with psionics or spells, then with any magical items it currently possesses. If left with no other option, the jozhal will attack with a bite.

Sample Encounter

Jozhals are naturally shy and secretive creatures, and do not normally interact with other races. Only rarely is a jozhal found near civilization, and in such cases it does so because its family has been killed or for the opportunity to find magical hoards.

Silt Pirate (EL 1): Kester is a warrior jozhal. He is a crewmember of the Shadow Viper siltskiff and has been celebrating his latest booty in the Red Mekillot tavern. It has caused him to remember his long gone family and he's looking for a fight the moment the PCs enter the tavern.

Family (EL 3–4): The jozhal live in small family groups of four to five creatures, traveling between the fertile areas of the Tablelands and Hinterlands.

Clan (EL 5–7): Jozhal live in small family groups of four to five creatures. Sometime a group of two or three jozhal families will gather together and form a clan for mutual protection.

Ecology

Jozhals do not normally form permanent settlements. Instead, they travel in nomadic family groups, traveling between the fertile areas of the Tablelands and Hinterlands, beyond the Ringing Mountains. These families forage for roots, nuts, and small reptiles and insects.

The only time a jozhal family will permanently settle in one area is when a member of that family becomes a grove master (see page 96) and takes custody of his guardian lands.

Mating usually occurs in the latter part of the year, during the time of the Ascending Sun; eggs are laid about 30 days later. The female lays only a few eggs at one time, normally between three and five. The eggs are about four inches in diameter, and dun in color. The female digs a chamber and places the eggs inside, then covers them with sand.

Environment: Jozhal prefer warm and dry climates away from civilization.

Typical Physical Characteristics: A typical jozhal rarely top 4 feet in height and individuals weighing more than 80 pounds are rare.

Jozhal have long, slender legs, lanky arms ending in dexterous hands, and long, flexible tails. The neck of a jozhal is also long and flexible, ending in a narrow-muzzled head with large eyes and many needle-like teeth. The skin is covered in many tiny scales, which are only visible on close examination, and can change color to match with or contrast against the creature's surroundings.

Jozhals have precise control over their skin's color, and sometimes use it to create decorative patterns of color resembling tattoos.

Alignment: Jozhals are nomadic and have very little sense of organization, but they aren't malevolent or cruel. They are usually chaotic neutral.

Society

Jozhals are naturally shy and secretive creatures, and do not normally learn the languages of other races. The leader of a family will learn the Common tongue, so that he or she may communicate with outsiders on the rare occasion that interaction is necessary. When around those they do not know, especially other races, jozhals become much more withdrawn and are unwilling to even speak to outsiders unless necessary. They will often travel days out of their way just to avoid encountering non-jozhals, especially elves and humans, whom they consider destructive. If forced to interact with members of another race, jozhals will attempt to make the experience as short as possible. Jozhals always make use of every little bit of anything that they find, to the point of extremes, practicing cannibalism and fashioning the bones of their dead into weapons and tools.

Jozhals are deeply suspicious of all arcane spellcasters. They will tolerate preservers, but will watch them closely for any signs that they may defile, and criticize them harshly if they use magic wantonly or carelessly. Jozhals do not tolerate defilers in any way. A jozhal may even put himself at risk to stop a defiler from damaging the land. The jozhal suspicion of arcane magic does not extend to magical items. Jozhals are fascinated by magical items, which they consider to hold the power of the land, and desire to own as may magical items as they can. Jozhal children are taught from a young age the proper use of magical items, both arcane and divine, so even non-spell caster jozhal will be able to use most any magical item they come to possess. They go to great lengths to possess magical items, typically following parties of humanoids to determine if they carry any magical items and stealing any they detect.

Typical Treasure

Jozhals have standard treasure for their Challenge Rating. They covet items of arcane magic, especially wands and wondrous items.

Jozhals as Characters

Jozhal adventurers are rare. Only a few are able to overcome their natural shyness to mix with strangers and fewer still are willing to be separated from their families for long periods of time. Those who do follow the adventuring path have usually had their families wiped out by raiders or some natural disaster. A few have allowed their obsession with magical items to overwhelm them and see adventuring as the quickest, easiest way to finding and possessing such items.

A jozhal character's favored class is cleric. Most jozhal leaders will be clerics serving the element of Earth. All jozhals have a close, personal connection with the forces of nature. They consider the role of cleric to be the highest possible honor. While they worship all of the elements, they hold a special reverence for Earth.

Jozhals possess the following traits:

—–4 Str, +4 Dex, –2 Con, +4 Int, +2 Wis

—Small size. Jozhal gain a +1 size bonus to Armor Class and a +1 size bonus on all attack rolls.

—Humanoid (psionic, reptilian): Jozhal are humanoid creatures with the psionic and reptilian subtype.

—Jozhal base land speed is 30 feet.

—Low-light vision.

—Weapon Proficiency: A jozhal is proficient with all simple weapons and its natural weaponry.

—+4 racial bonus on Hide checks. Jozhals can alter their skin coloration and often use this for camouflage purposes.

—+4 racial bonus on Use Magic Device checks. Jozhals have a natural affinity for magic.

—+1 natural armor bonus.

—Natural Weapons: Bite (1d4).

—Special Attacks (see above): Psi-like abilities.

—Special Qualities (see above): Spell resistance.

—Automatic Languages: Common and Saurian. Bonus Languages: Auran, Elven, Dwarven, Kreen, and Terran.

—Favored Class: Cleric.

—Level Adjustment: +2.

Jozhal Lore

Characters with ranks in Knowledge (nature) can learn more about jozhals. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
11	This is a jozhal, a shy and secretive reptilian humanoid. This reveals all humanoid and reptilian traits and the psionic subtype.
16	Jozhals have a great control over their skin color and use it as camouflage. Combined with their psi-like abilities, they are very hard to get caught.
21	Jozhals are fascinated with magic items and will go to great lengths in order to possess one.

Kank

Many kanks roam wild across the Tablelands, as well as being herded. These large, docile insects have black chitinous exoskeletons, which are divided into three sections: head, thorax, and abdomen. They can carry objects with their multi–jointed pincers, or use them in combat.

Kank, Worker

This creature is a large insect with a black, chitinous exoskeleton and long, waving antennae. Its body is divided into a head, thorax and abdomen, and it has a pair of curved mandibles with which it produces a curious clicking noise.

Kank, Worker **CR 1**

Always N Medium vermin

Init +4; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Listen +6, Spot +2

Languages —

AC 15, touch 10, flat–footed 15 (+5 natural)

hp 4 (1 HD)

Immune vermin immunities (*MM* 317)

Fort +2, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee bite +1 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** +1

Atk Options improved grab

Abilities Str 12, Dex 10, Con 10, Int —, Wis 11, Cha 8

SQ vermin traits (*MM* 317)

Feats Improved Initiative[B]

Skills —

Improved Grab (Ex) To use this ability, a kank must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Workers are the hive's laborers, drones and principal food producers. They secrete nectar in melon–sized globules along their workers' abdomens and provide this to other members of the hive when needed.

Strategies and Tactics

A worker only goes into combat when all the soldiers are dead or it is backed up into a corner. Workers strike with their pincers when in combat and try to get a hold.

Kank, Soldier

This creature is a large insect with a black, chitinous exoskeleton and long, waving antennae. Its body is divided into a head, thorax and abdomen, and it has a pair of curved mandibles with which it produces a curious clicking noise.

Kank, Soldier CR 2

Always N Large vermin
Init –1; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Listen +6, Spot +2
Languages —

AC 14, touch 8, flat–footed 14
(–1 size, –1 Dex, +6 natural)
hp 13 (2 HD)
Immune vermin immunities (*MM* 317)
Fort +7, **Ref** –1, **Will** +1

Speed 40 ft. (8 squares)
Melee bite +4 melee (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +9
Atk Options improved grab, poison (DC 15, 1d6 Str/1d6 Str)

Abilities Str 18, Dex 9, Con 14, Int —, Wis 12, Cha 11
SQ vermin traits (*MM* 317)
Feats Great Fortitude[B]
Skills —

Improved Grab (Ex) As worker kank.

With powerful mandibles and a poisonous bite, soldier kanks are the warriors of their hive. When domesticated, soldier kanks are often used as caravan mounts, as they can travel for a full day at top speed while carrying a tremendous amount of weight for their size.

Strategies and Tactics

A soldier is the first line of defense for the hive. A soldier strikes with its pincers when in combat and tries to get a hold. A soldier's bite is poisonous.

Kank, Brood Queen

This creature is a large insect with a black, chitinous exoskeleton and long, waving antennae. Its body is divided into a head, thorax and abdomen, and it has a pair of curved mandibles with which it produces a curious clicking noise.

Kank, Brood Queen CR 3

Always N Large vermin
Init –1; **Senses** darkvision 60 ft., scent, tremorsense 30 ft.; Listen +6, Spot +2
Languages —

AC 13, touch 8, flat–footed 13
(–1 size, –1 Dex, +5 natural)
hp 22 (2 HD)
Immune vermin immunities (*MM* 317)
Fort +6, **Ref** +0, **Will** +3

Speed 40 ft. (8 squares)
Melee bite +6 (1d8+7)
Space 10 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +11
Atk Options gas cloud, improved grab

Abilities Str 20, Dex 9, Con 16, Int —, Wis 14, Cha 13
SQ vermin traits (*MM* 317)
Feats Endurance[B]
Skills —

Gas Cloud (Ex) Once per day as a standard action, a kank brood queen can release a cloud of opaque gas in a 15-foot radius centered on the kank. Creatures within the cloud have concealment, and the queen typically uses this ability to escape a predator that has destroyed its eggs.
Improved Grab (Ex) As worker kank.

The leader of the hive, a kank brood queen is loyally defended by her subjects at all times. Brood queens lay the hive's eggs, usually 20 to 50 at a time, and the soldiers will then fiercely defend the area until the eggs hatch. Kanks choose an area for egg laying that is near abundant amounts of vegetation for food.

Strategies and Tactics

A brood queen avoids combat at all costs unless all the soldiers and food producers are dead, and/or she is backed up into a corner. Brood queens strike with their pincers when in combat and try to get a hold. If cornered, the brood queen will release a gas cloud as a last defense.

Sample Encounter

Kanks are usually found roaming free in the wild, forming hives, or as of domesticated herds.

Individual (EL 1): A single kank is usually lost from its group of foraging for food.

Hunting Group (EL 3–4): Small groups of two to four soldier kanks patrol the area nearby their nest looking for anything edible to bring back to the hive.

Hive (EL 5–10): A hive can contain anywhere from fifty to five hundred kanks, with an amount of soldiers equal to one-tenth the total amount, in addition to the brood queen.

Ecology

Kank workers are able to create elaborate nests and tunnel systems using a combination of soil, chewed wood, saliva, and feces. The walls of a kank hive have hardness 1 and 4 hit points per inch of thickness.

A queen sits in the center of a kank hive, producing the eggs with the aid of worker kanks, never leaving the nest. The queen lays anywhere from 20 to 50 eggs at a time, each egg hatching in about four weeks. If the egg is fertilized, the kank will be female; if not, it will be male. The larvae reach maturity in about six weeks. The average worker kank lives for about 3 years, though the queen lifespan might be up to 30 years.

While kank nectar is quite delicious, only the most desperate of individuals will eat kank flesh. When a kank dies, its body produces chemicals that render its flesh foul-smelling and utterly unpalatable and because of that kanks do not have natural predators. Soldiers are charged with gathering food for the hive, in the form of most types of leaves and fronds, and an occasional small animal.

Environment: Kanks prefer hot and dry environments, but they can thrive in any type of environment. They are rarely found underground.

Typical Physical Characteristics: The average worker kank measures less than 7 feet long and 3 feet in height and weighs around 250 pounds. Soldiers are 8 feet long and 4 feet tall and weigh 400 pounds. The queen is around 9 feet long, 5 feet tall, and she weighs about 500 pounds. Physically, male and female kanks from the same type are identical.

Kank chitin color may vary; most are deep red or black, but other colors can also be seen, including some species with a metallic luster.

Alignment: Kanks are solely concerned with acquiring sustenance and multiplying. As all vermin, they are always neutral.

Society

Kanks organize themselves into hives. Worker kanks secrete large globules of honey, which are used to feed the young of the hive; soldiers act as guards, warriors and defenders of the hive, and the brood queen rules the hive by dint of her reproductive prowess.

Kanks are generally domesticated as mounts, beasts of burden or for their nectar. While kank nectar is quite delicious, only the most desperate of individuals will eat kank flesh. When a kank dies, its body produces chemicals that render its flesh foul–smelling and utterly unpalatable.

Kank exoskeleton can be used as armor, but it is very brittle and has to be treated properly to toughen it up some. Exoskeletons are sometimes used for construction of chitin golems.

From time to time, when a hive has reached a certain size, a brood queen will give birth to a younger queen. The hive will then split, with some workers and soldiers accompanying the new queen as she sets off to found a hive of her own.

Typical Treasure

Kanks are mindless and have no individual treasure, but they use any items to build the nest for their brood queens. Typically, the value of these items is 1/5 standard treasure for their Challenge Rating.

Carrying Capacity: A light load for a worker kank is up to 43 pounds; a medium load, 44–86 pounds; a heavy load, 87–130 pounds.

For Player Characters

Kank honey is very sweet and fetches a high price. It can sustain the food (but not water) requirements for a Medium creature for up to three weeks before requiring more substantial nourishment. One pound of nectar can reach up to 20 Cp in most Athasian markets.

Kank exoskeleton can be crafted into armor when cleaned and prepared. One pound of treated chitin costs 4 sp. A much more common use of kank exoskeleton is in the construction of chitin golems (*TotDL* 31).

A character needs the Bug Trainer feat (page 70) in order to train kanks, which make good and inexpensive mounts.

Kank Lore

Characters with ranks in Knowledge (nature) can learn more about kanks. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
11	This creature is a kank, a large docile insect. This reveals all vermin traits.
16	Kanks are often used as caravans mounts because of their ability to carry heavy loads and to produce nutritious nectar.
21	Soldier kanks have poisonous bites, while the queen can emit a gas cloud it uses to escape when threatened.

Mekillot

This enormous lizard dwarfs you with its sheer bulk. Thirty feet long and covered with a thick shell, it lumbers forward with a plodding inevitability.

Mekillot **CR 12**

Always N Huge animal
Init +0; **Senses** low-light vision; Listen +12, Spot +11
Languages —

AC 21, touch 8, flat–footed 21
(–2 size, +13 natural)
hp 196 (16 HD)
Fort +17, **Ref** +10, **Will** +5

Speed 30 ft. (6 squares)
Melee tongue lash +21 (1d8+11) and bite +16 (2d8+5)
Space 15 ft.; **Reach** 15 ft. (20 ft. with tongue lash)
Base Atk +12; **Grp** +31
Atk Options Combat Reflexes, drop to the ground improved grab, swallow whole

Abilities Str 33, Dex 10, Con 25, Int 2, Wis 10, Cha 9
Feats Alertness, Combat Reflexes, Toughness (4)
Skills Listen +12, Spot +11
Advancement 17–32 HD (Gargantuan)

Drop to the Ground (Ex) A mekillot can surge forward, crushing everything in its path. Targets in the mekillot's path take 2d8+16 points of damage. A creature in the mekillot's path can choose to either make a DC 29 Reflex save to move out of the way, or attempt an attack of opportunity, taking the effect of the trample if the attack does not kill the mekillot. The save DC is Strength-based.

Improved Grab (Ex) To use this ability, a mekillot must hit with its tongue lash attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Swallow Whole (Ex) A mekillot can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the

opponent takes 2d8+12 points of crushing damage plus 4 points of acid damage per round from the mekillot's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the stomach (AC 16). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan mekillot's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Mekillots are used as caravan beasts; a hitched pair can pull a full wagon at a slow pace. Mekillots are never truly tamed, however, for the creatures have been known to go off the road and wander for days. They also like to make snacks of their handlers. Most caravans that use mekillots have a small team of psions to deal with the beasts.

Strategies and Tactics

In a fight mekillots attack with their tongues, or they trample enemies underfoot. A mekillot instinctively drops to the ground when something is underneath it, causing trample damage.

Sample Encounter

A mekillot can sometimes be encountered individually. It is more commonly encountered in pairs pulling armored wagons for caravans.

Individual (EL 12): Most mekillots can be solitary threats when starving or abused by their handlers.

EL 12: A mekillot had his caravan attacked and destroyed during a raider attack. It managed to escape, but now it is confused, frightened, and angry. The huge beast attacks anyone who comes within reach.

Mated Pair (EL 14): Mekillots seek mates, and breeding pairs lair together.

EL 14: Portek the handler trained two mekillots, now a mated pair, to act as beasts of burden for his merchant house. He slept on the job and they escaped captivity. Now the pair roams the wastes looking for food and water.

Merchant House Caravan (EL 15+): Mekillots are the beast of choice for most caravans. Every house has its own theory on the best caravan configurations, but in general, a pair of mekillots carry eight to twelve infantry guards, ten to twenty archer guards, two to four scouts, four to eight cavalry guards, and one captain (see page 247); twenty five slave commoners in transit, and a handful of noncombatant merchants, nobles, or other stately travelers.

EL 18: Nadar, the caravan captain, is on a Vordon caravan from Tyr to Urik transporting various sorts of spices. His caravan has 16 archer guards, 10 infantry guards, and four cavalry guards mount on kanks, plus the two mekillots.

Ecology

Mating takes place yearly; mekillots lay their eggs into deep mud during the Windflood season. The female lays a clutch of 10-50 eggs about 2 months later. The sex of the mekillot hatchlings depends on the temperature at which the eggs are incubated. The eggs incubate nearly a full year, and then hatch during Ral's Rest season. The first mekillot to hatch devours the eggs that would have been its siblings, in order to gain the strength to struggle to the ground surface.

Maturity is reached at around 12 years of age, and though their potential lifespans in the wild are unknown, mekillots are believed to be capable of living to 150 years of age. In captivity, they typically live from anywhere between 20 to 70 years of age.

Environment: Mekillots prefer hot environments where plenty of water is available, but they can thrive in almost any type of environment. During High Sun mekillots migrate in huge herds to the Trembling Plains in order to mate, and are commonly found there until Fruitbirth Season.

Typical Physical Characteristics: A typical mekillot stands between 28 and 30 feet long and weighs around 12,000 pounds.

Mekillots are lizards with huge mound–shaped bodies covered with a thick shell everywhere except for on their sides and bellies.

Alignment: Mekillots are solely concerned with acquiring sustenance and multiplying. As most animals, they are always neutral.

Typical Treasure

Being animals, mekillots do not collect treasure.

For Player Characters

Training a mekillot to take orders requires six weeks of work and a DC 20 Handle Animal check. Mekillot eggs are worth 10 Cp apiece on the open market, while mekillot hatchlings are worth 50 Cp. Professional trainers charge 20 Cp to rear or train a mekillot.

Carrying Capacity: A light load for a mekillot is up to 12,000 pounds; a medium load, 12,001–24,000 pounds; a heavy load, 24,001–36,000 pounds. A mekillot can drag 180,000 pounds.

Mekillot Lore

Characters with ranks in Knowledge (nature) can learn more about mekillots. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
17	This powerful reptile is a mekillot, a caravan beast. This reveals all animal traits and gives basic information on mekillots.
22	Mekillots are stubborn creatures that have a reputation of swallowing whole their handlers.
27	Mekillots can, despite their size, surge forward

at their opponents and then crush them like bugs.

Silk Wyrm

You spy an enormous armored serpent flying through the olive sky above you. It coils and uncoils as it flies, as if it were moving on sand.

Silk Wyrm — CR 4

Always N Huge magical beast (psionic)
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +6
Languages —

AC 17, touch 9, flat–footed 16
(–2 size, +1 Dex, +8 natural)
hp 63 (6 HD)
Resist fire 10
Fort +10, **Ref** +6, **Will** +3

Speed 30 ft. (6 squares), fly 30 ft. (average)
Melee bite +12 (2d6+12 plus poison)
Space 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +22
Atk Options blood drain, improved grab, poison (DC 18, 1d4 Str/paralysis 1d4 days)
Special Actions cocoon
Psi-Like Abilities (ML 6th):
3/day—*biofeedback* (DR 3/—*), *concealing amorpha*, *ego whip* (DC 12), *empty mind* (+4 bonus*)
*Includes augmentation for the silk wyrm's manifester level.

Abilities Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Feats Alertness, Dodge, Flyby Attack
Skills Hide -3, Listen +6, Move Silently +8, Spot +6
Advancement 7–12 HD (Huge)

Blood Drain (Ex) A silk wyrm drains blood from a grappled opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Cocoon (Ex) Instead of draining blood, a silk wyrm can make a grapple check to wrap its opponent in silk. On a successful grapple check, the silk wyrm weaves a 1-inch-thick cocoon around its prey, giving it a -2 penalty to Dexterity. These penalties stack; a silk wyrm wraps its victim in silk each round until the victim reaches Dexterity 0 and is completely encased in the cocoon.

A slashing or piercing weapon can cut a trapped victim free. The cocoon's silk has hardness 3, fire resistance 2, and 2 hit points per inch of thickness. For every inch of silk removed, the trapped creature regains 2 points of Dexterity.

Improved Grab (Ex) To use this ability, a silk wyrm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can either begin draining blood or create a cocoon.

Skills Silk wyrms receive a +4 racial bonus to all Hide and Move Silently skill checks.

A silk wyrm is a large, flying, snake-like beast that can reach over 50 feet in length and has a hard chitinous shell that covers its body.

Silk wyrms spin their paralyzed victims into a silk cocoon. This silk casing is highly prized in most city-states because of its fire resistance and is used in the manufacture of most silk clothing.

Strategies and Tactics

Silk wyrms usually hunt for their prey while flying and attack at night to surprise the victim using its psi-like abilities to best advantage. It lurks in high grounds, typically descending only to attack sleeping or unaware prey. The silk wyrm then bites its prey and wraps it up in a durable silk cocoon.

Sample Encounter

Silk wyrms are intelligent enough to leave clearly superior foes alone, but they fight fiercely when threatened and unable to retreat.

Individual (EL 4): A lone silk wyrm could be encountered in any hills or desert environment.

Ecology

Renowned for their shimmering shell, pearly skin and silky cocoons, silk wyrms are hunted by Elven tribes throughout the Athasian wastes. Dune traders usually carry dried leather and cocoons of these mysterious predators in their caravans to and from city-states.

To this very date, no witness of a silk wyrm's reproductive cycle has been recorded; which has led to a series of rumors and speculations about their origins.

Environment: Silk wyrms inhabit Athas' warm hills, particularly areas that have a coloration similar to their shells.

Typical Physical Characteristics: A typical silk wyrm grows to a length of 50 feet and can weigh up to 800 pounds. Silk wyrms are covered with a hard chitinous shell and no differences can be found between male and female specimens.

Alignment: As predators silk wyrms are always neutral. However, with their relatively high Intelligence, individual wyrms sometime take on kindly or malevolent bents.

Typical Treasure

Silk wyrms do not carry treasure. However, since silk wyrms wrap their victims whole, their nest usually contain all of their victim's possessions. Tearing apart the cocoons and ransacking the bodies reveals a small bounty of magic items, coins, and other treasure with a double standard value of their Challenge Rating.

The cocoon of a silk wyrm is a valuable commodity, worth up to 200 Cp in Elven markets.

For Player Characters

Silk wyrm silk is valuable, and artisans can weave it into clothing that grants a +1 armor bonus and resistance to fire 2. Such silk outfits cost 3,000 Cp.

Silk wyrm Lore

Characters with ranks in Knowledge (nature) can learn more about silk wyrms. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
14	Silk wyrm are magical beasts named for the silky cocoon they weave for their paralyzed prey. This reveals all magical beast traits.
19	A silk wyrm has a potent venomous bite that numbs and paralyses its victims. It will then drink all of its victim's blood.
24	Silk wyrms are usually hunted because their cocoons provide a strong and light form of protection against the Athasian heat.
29	A popular Elven legend claims that all silk wyrms come from the moon of Guthay, where their great monarch rules them all.

Tembo

This creature resembles a large, hairless canine. Its four-foot-long body is covered in loose folds of light brown, scaly hide. All four legs end in razor-sharp claws, and large canines protrude from its upper jaw.

Tembo **CR 5**

Always CE Medium magical beast (psionic)
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +6
Languages —

AC 18, touch 14, flat–footed 14; Deflect Arrows, Dodge (+4 Dex, +4 natural)
hp 34 (4 HD)
Fort +7, **Ref** +8, **Will** +2

Speed 40 ft. (8 squares)
Melee 2 claws +7 each (1d4+3) and bite +5 (1d6+1 plus energy drain)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7
Atk Options improved grab, pounce, rake 1d4+1
Psi-Like Abilities (ML 7th):
3/day—*chameleon, painful strike, ubiquitous vision*
1/day—*claws of the vampire, concussion blast* (3 targets*), *death field* (ML 9th), *ectoplasmic form, greater concealing amorpha, immovability*
*Includes augmentation for the tembo's manifester level.

Abilities Str 16, Dex 18, Con 16, Int 13, Wis 12, Cha 12
Feats Deflect Arrows[B], Dodge, Multiattack
Skills Climb +4, Hide +8, Listen +5, Move Silently +11, Spot +6
Advancement 5–8 HD (Medium); 9–12 HD (Large)

Energy Drain (Su) Living creatures hit by the tembo's bite attack receive one negative level. DC 13 Fortitude save to remove a negative level. The save DC is Charisma-based.
Improved Grab (Ex) To use this ability, a tembo must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.
Pounce (Ex) If a tembo charges, it can make a full attack, including two rake attacks.
Rake (Ex) Attack bonus +5 melee, damage 1d4+1.

The tembo is a savage predator that will eat anything, but it prefers the children of sentient races. Tembo base themselves in a lair or den and hunt in packs throughout the surrounding wilderness. They have also been known to inhabit the ruins that lie beneath many of the large cities of the Tablelands.

In addition to their physical speed and strength, tembo also boast psionic powers and the ability to drain the life energy of their victims. Few are those souls that can brave and endure a den of Tembo.

Strategies and Tactics

Though all tembo love to fight, their battle tactics are as unpredictable as these vicious beasts themselves. Some attack by stealth from a short distance away, sneaking as close as possible to their victims and trying to destroy them with a *death field*. Others prefer to play with their victims, batting them from one paw to another, using *claws of the vampire* each time the paw lands. Still other tembo like to leap into the fray immediately, meleeing their victims from the first round.

Each tembo pack has its own tactics. Some prefer to wait until a group camps for the night and then sneak in to drag one victim away at a time. Other packs prefer hit and run tactics, slowly wearing their prey down until they can no longer resist. Still others enjoy direct attacks, attempting to overrun their enemies.

Sample Encounter

Tembo live alone or in feral packs. Whether encountered singly, or in a pack, Tembo make formidable opponents.

Individual (EL 5): A single tembo lairs in an elaborately carved mountainous cave, causing trouble for the nearby nomadic tribes.

Pack (EL 7–11): Tembo usually gather in packs from two to eight individuals in order to be able to hunt larger or more numerous prey.

EL 8: A pack of 6 tembo has traveled to more abundant grounds in search of easier hunting. Whether the creatures are attacking local herds or the hunters who follow them, one tembo uses *concussion blast* and *death field* before joining the others in melee.

Ecology

Tembo are universally hated and despised because of their preference for young humanoids. Tembo are famous for sneaking into nomadic camps to drag off Elven children, for skulking about Dwarven villages prowling for untended toddlers, even for sneaking into populated cities to snatch noble babes from their cradles.

They have extremely strong jaws in relation to their body size and have a very powerful digestive system with highly acidic fluids, making them capable of eating and digesting their entire prey, including skin, teeth, horns, and bones.

Environment: Tembo live in desertic and mountainous lands, though they can go almost anywhere when hunting for prey and sport.

Tembo like to live in caves, which they excavate with their sharp teeth and claws.

Typical Physical Characteristics: A typical tembo stands between 3 and 6 foot long, including tail, and can stand 3 feet tall at the shoulder. An adult tembo weighs 600 pounds. Instead of fur, these creatures have a scaly hide, which help to conserve moisture. Tembo show little sexual dimorphism, usually with males being only slightly larger than the females.

Alignment: Tembo are selfish creatures, as quick to hunt humanoids and their livestock as they are beasts of the wild. Nearly all of these creatures are chaotic evil, with some less feral examples demonstrating neutral evil traits.

Society

Tembo hunt for pleasure as much as much as they do for sustenance. They are intelligent enough to engage in cruelty for its own sake, sometimes putting their victims through torturous cat-and-mouse games before consuming them.

Tembo prowl the desert in small packs that seem to have no real social organization or cohesiveness. Each tembo does more or less as it pleases, not sharing any prey it downs with the others. The tembo's one concession to social life is that if one of them is attacked, the entire pack will join to fight the enemy.

Typical Treasure

Tembo have little appreciation for treasure, but they sometimes keep gems, weapons and psionic items from former victims in their lairs. They have half standard treasure for their Challenge Rating.

Tembo Lore

Characters with ranks in Knowledge (nature) can learn more about tembo. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Nature)

DC	Result
15	This is a tembo, an evil and cunning magical beast distantly related to rasclinns. This reveals all magical beast traits and the psionic subtype.
20	Tembo are fearless fighters, either alone or in packs, equipped with several negative-energy related attacks.
25	The greatest danger of the tembo comes from its horrid mouth. A tembo can sap vital energy from its opponent every time it successfully hits with its powerful jaws.

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