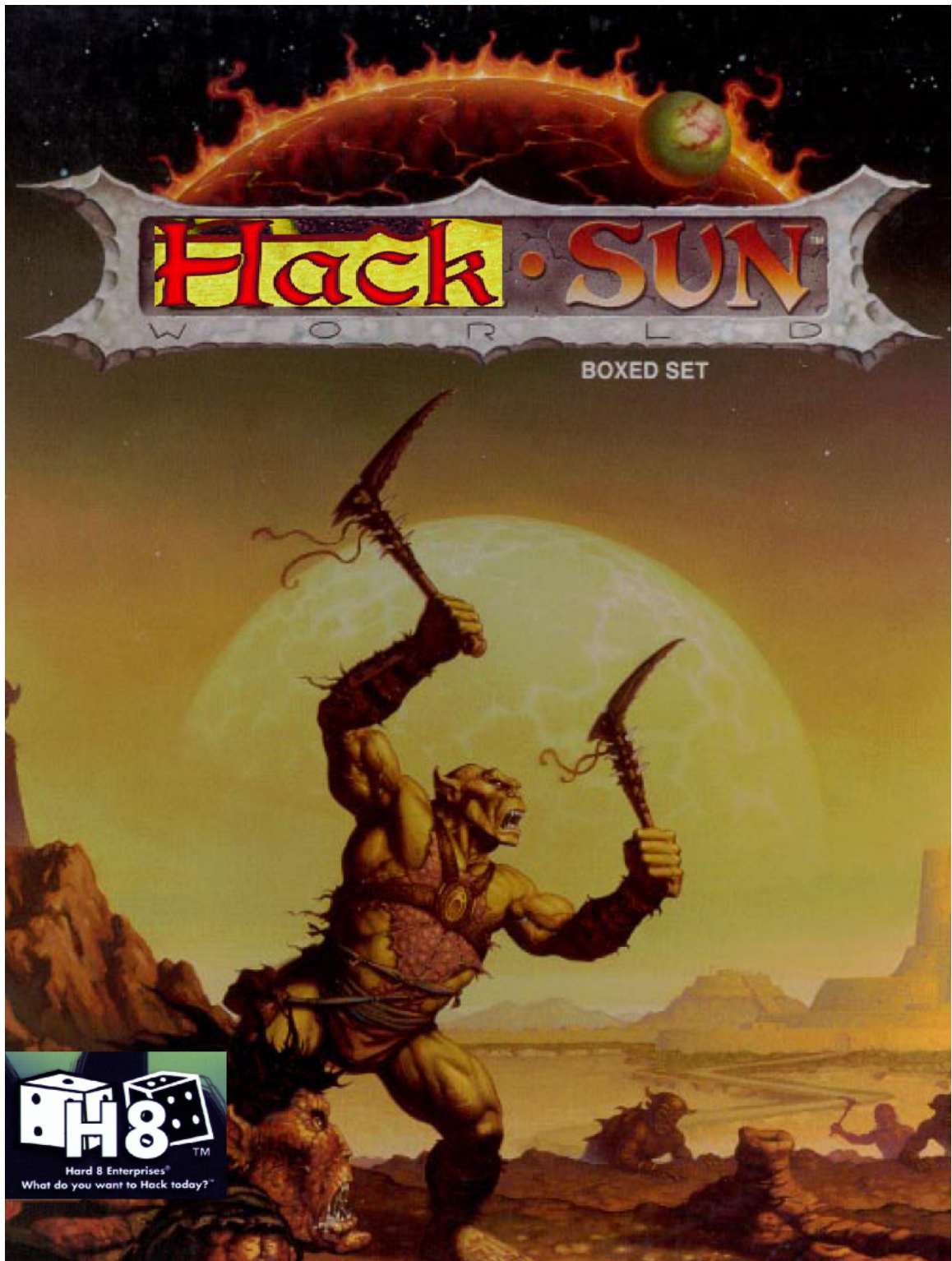






An Conversion guide of the
AD&D World of Dark Sun to HackMaster

Converted By

DarkRPG

This guide uses information from the *AD&D Dark Sun Revised Campaign Setting Boxed Set* and *Original AD&D Dark Sun Campaign Setting Boxed Set*.

You will need one or both of these boxed sets in order to enjoy this guide completely. You will also need the *AD&D Complete Psionics Handbook*. The Dark Sun book *The Will and the Way* is also a supplement book to *the Complete Psionics Handbook*. I have converted the basics from that book until a time that HackMaster puts out its own Psionic book. The psionics listed in the Revised Boxed Set and listed in *AD&D Skills & Powers* books are not used. And of course, a HackMaster Players Handbook and Game Masters Guide would

The following websites will allow you purchase this great campaign setting in PDF form:

Dark Sun Products

<http://paizo.com/store/downloads/wizardsOfTheCoast/aDAndD2/darkSun>

Psionics Handbook:

<http://paizo.com/store/byCompany/w/wizardsOfTheCoast/byProductType/roleplayingGames/dungeonsDracons/aDAndD2/rulebooks/completeHandbooks/v5748btpy7ms3>

This is guide was created out of my love for HackMaster and Dark Sun. It is in no way sanctioned/approved by Kenzer & Co. or Wizards of the Coast/Hasbro. Please support these great companies and continue to purchase their fine products.

On a personal note, please enjoy this guide and keep the world of Dark Sun alive. I tried to add the spirit of HackMaster to Dark Sun and took some liberties and some of you may not agree with all my choices, so please feel free to email at HMConversions@gmail.com with feedback. Thank you.

Introduction

The endless wastes . . . The burning sand. . . The crimson sun. . . This is the world of Athas, the world of the DARK SUN® campaign. Athas's 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.

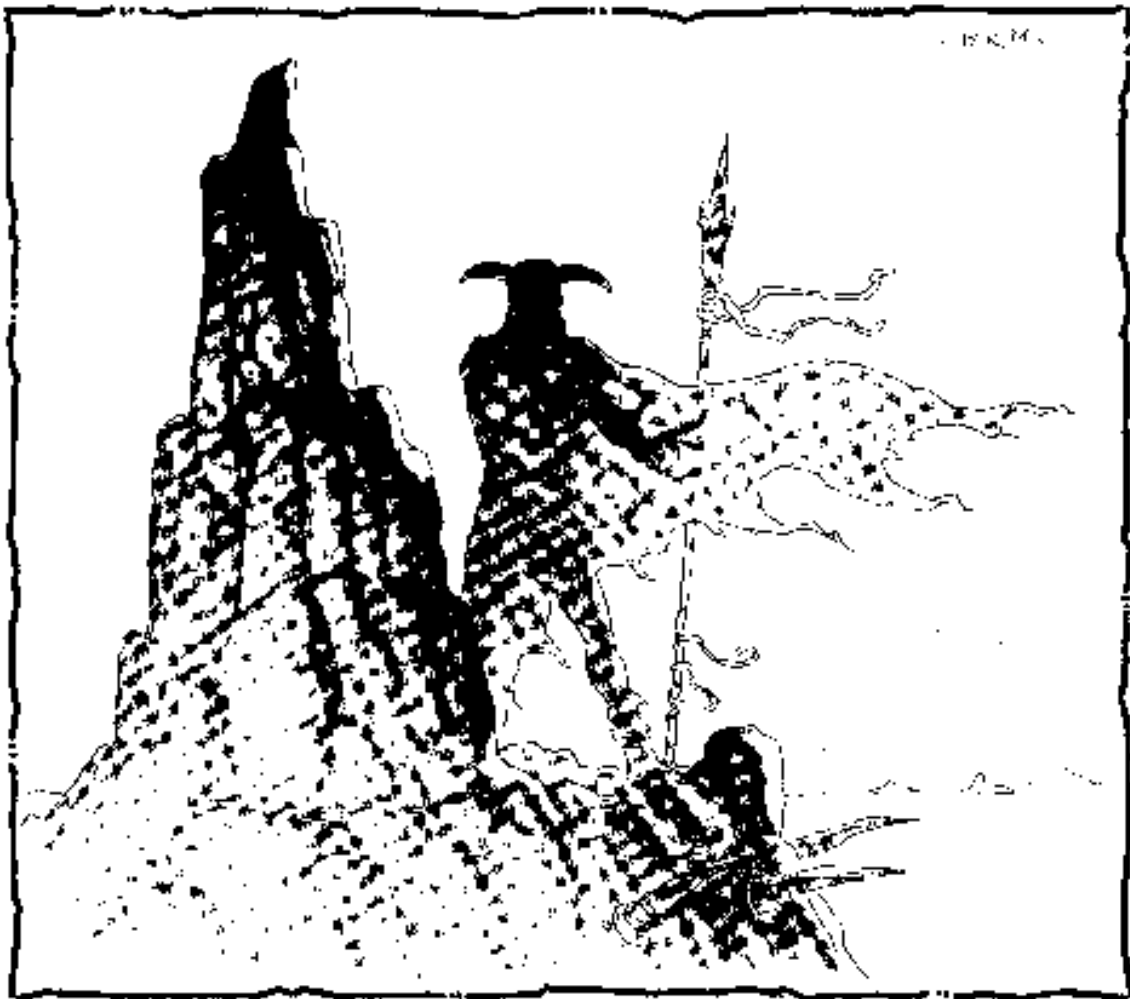
Athas is a place of contrasts. Bleak deserts exist beside verdant belts, rocky badlands give way to thick forests, and scrub plains surround opulent oases. These contrasts go beyond environmental conditions. Magic, for example, is relatively scarce and universally feared, while psionic powers are a common and accepted part of life.

Water is more precious than gold in this resource-depleted world, and metals of all sort are likewise in short supply. Except for heat and sun, blood and dust, few things can be found in abundance. 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.



Races of Dark Sun

Ability	Aarakocra	Dwarf	Elf	Half-Elf	Half-Giant	Halfling	Mul	Pterrann	Thri-Kreen
STR	M/F	M/F	M/F	M/F	M/F	M/F	M/F	M/F	M/F
MIN	5/5	10/9	5/5	5/5	17/16	6/6	10/12	9/8	8/8
MAX	19/18	20/20	20/19	20/19	20/20	19/16	20/20	20/20	20/20
DEX									
MIN	8/8	5/5	12/12	8/8	5/6	12/13	6/5	5/5	15/15
MAX	20/20	18/19	20/20	20/20	20/20	20/20	20/20	19/19	20/20
CON									
MIN	5/5	12/12	7/8	6/5	15/15	7/6	11/10	8/9	6/6
MAX	18/18	20/20	20/20	20/20	20/20	20/20	20/20	20/20	20/20
INT									
MIN	6/5	5/5	8/8	5/7	4/5	5/5	5/5	5/5	5/5
MAX	20/19	20/20	20/20	20/20	15/16	19/18	19/19	20/20	19/19
WIS									
MIN	5/6	5/5	8/8	5/5	5/5	7/7	5/5	7/7	6/6
MAX	19/20	20/20	20/20	20/20	17/17	20/20	20/20	20/20	20/20
CHA									
MIN	6/7	5/5	5/5	5/5	4/4	5/6	6/5	5/5	4/4
MAX	20/20	18/17	20/20	20/20	17/17	19/20	20/19	17/17	18/18
COM									
MIN	4/4	5/4	7/8	7/7	5/4	5/5	5/4	4/4	-/-
MAX	13/13	17/16	20/20	19/20	17/16	20/20	18/17	14/14	12/12

Race	Adjustment
Aarakocra	-1 Strength, +2 Dexterity, -1 Constitution, -3 Comeliness
Dwarf	+1 Strength, -1 Dexterity, +2 Constitution, -2 Charisma, -1 Comeliness
Elf	+2 Dexterity, -2 Constitution, +1 Intelligence, -1 Wisdom
Half-elf	+1 Dexterity, -1 Constitution
Half-giant	+4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma, -1 Comeliness
Halfling	-2 Strength, +2 Dexterity, -1 Constitution, +2 Wisdom, -1 Charisma, -1 Comeliness
Mul	+2 Strength, +1 Constitution, -1 Intelligence, -2 Charisma, -1 Comeliness
Pterrann	+1 Strength, -1 Dexterity, +1 Wisdom, -1 Charisma, -3 Comeliness
Thri-kreen	+2 Dexterity, -1 Intelligence, +1 Wisdom, -2 Charisma, -4 Comeliness

Class	Aarakocra	Dwarf	Elf	Half-Elf	Half-Giant	Halfling	Mul	Pterrann	Thri-Kreen
Cleric, Ele.	16	12	15	16	12	12	10	no	12
Animalist	no	no	no	16	no	U	no	14	no
Druid	12	no	no	14	no	16	12	U	16
Shaman	16	10	15	13	14	U	14	U	U
Templar	no	10	16	14	no	no	no	no	no
Fighter	14	16	14	U	16	12	U	16	16
Barbarian	no	no	no	no	no	U	16	no	no
Berserker	no	16	13	14	U	14	U	no	no
Bounty Hunter	8	12	13	14	10	12	12	8	U
Gladiator	no	U	10	U	14	12	U	14	15
Monk	no	no	no	14	no	no	no	no	no
Ranger	12	no	16	14	8	16	no	12	12
Soldier	no	12	no	12	no	no	no	no	no
Preserver	13	no	15	12	no	no	no	no	no
Defiler	no	no	16	U	no	no	no	no	no
Battle Mage*	no	no	15/16	10/16	no	no	no	no	no
Blood Mage	no	no	15	11	no	no	no	no	no
Elementalist	no	no	no	no	no	no	no	no	no
Painted Mage	no	no	11	no	no	no	no	no	no
Thief	12	U	12	14	no	U	12	10	no
Acrobat	no	5	12	U	no	10	5	no	no
Assassin	no	12	10	11	no	10	U	no	no
Bard	no	no	no	U	no	no	no	no	no
Brigand	no	8	14	15	no	11	U	no	no
Infiltrator	13	12	15	15	no	15	8	12	no
Trader	14	14	16	12	no	no	no	14	no
Psionicist	U	U	U	U	U	U	U	U	U

* The number before the slash is as a Preserver, the number after the slash is as a Defiler

Abbreviations Used: PHB=Player's Handbook, SSG=SpellSlingers Guide, CG=Combatant's Guide, ZG=Zealot's Guide, GG=Griftmaster's Guide, PF=Adventurer's Guide to Pixie Faries, HJmr=HackJammer, HJ=HackJournal 14,24, CoB: City of Brass

Aarakocra At A Glance	
The Upside	
Racial Bonuses:	Natural AC of 7 2 claw attacks for 1d3 each Diving Attack: +4 to hit with javelin & double dice damage
Initial Languages:	Aarakocra, Anakore, Belgoi, Braxat, Common, Genie, Halfling, Kenku,
Talents:	None
Allowable Classes:	Fighter, Bounty Hunter, Ranger, Preserver, Cleric, Druid, Shaman, Thief, Infiltrator, Trader, Psionicist
Allowable Multi-Classes:	Fighter/Cleric, Fighter/Thief, Fighter Psionicist, Thief/Psionicist, Cleric/Thief, Cleric/Psionicist, Infiltrator/Psionicist *Shaman may be substituted for any Cleric entry.
Allowable Alignments:	Any
Attribute Modifiers:	-1 Strength, +2 Dexterity, -1 Constitution, -3 Comeliness
Building Point Bonus:	7
Purchasable Talents:	PHB: Acute (High) Alertness, Acute Taste, Ambidextrous, Blind-fighting, Flutter, Javelin Bonus, Keen Sight, Less Sleep, Resistance, Sibling Empathy, Sixth Sense, Speak with Plants CG: Attack Higher Bonus, Called Shot Bonus, Multiattack Bonus ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Magic Trap Sense, Simultaneous Backstab Attacks PF: Great Maneuverability HJ: Smaller Target HackSun: Psionic Trap Sense
Size:	M
Movement:	6", 36" C (Flying)
The Downside	
• Claustrophobia Flaw . -2 to all attack rolls when forced to fight in an enclosed area (any area where the aarakocra can't spread his wings and fly) • Cannot wear boots, gloves, and armor because of bird like shape. • Light and fragile bones. Take 1d4 extra points of damage from bludgeoning weapons.	

Aarakocra

Of all the aarakocra who live beneath Athas's crimson sun, only the silvaarak of the White Mountains can be used as player characters. The bird-people born to the village of Winter Nest grow to an average height of 7½ feet tall with wingspans of 20 feet. Males weigh about 100 pounds, while females weigh about 85. With gray beaks, black eyes, and plumage that ranges from purest white to silver to shades of pale blue, the aarakocra of Winter Nest look much different than the bird-people of the deep desert.

Aarakocra who leave Winter Nest to become player characters are seen as young rebels by the rest of their community. They are adventurous, seeking higher purpose and a way to help the beleaguered world. In all cases, aarakocra have a deep and abiding respect for the gifts of nature and little patience for those who abuse those gifts.

As beings intimately connected to high mountain peaks and the open sky, aarakocra have a great love of freedom. In some ways, this love is even more intense than a similar emotion experienced by elves. They prefer to always be above a situation, either flying or perched above the rest of a group so that they can have a bird's-eye view. Aarakocra are claustrophobic and will only enter an enclosed building or cave if absolutely necessary.

Aarakocra make excellent fighters and good rangers, but their fear of enclosed places makes them wither in captivity, so they can never develop into gladiators. The silvaarak send a select number of their village to learn preserving magic from Oronis of Kurn, but no bird-person can develop the skills necessary to be a defiler. All other character classes, except for bard, are open to aarakocra PCs. Like all character races, they can excel as psionicists.

The following game statistics apply to the aarakocra player character:

- An aarakocra PC has a natural Armor Class of 7. However, because his bones are light and fragile, any damage caused by a bludgeoning weapon is increased by 1d4 points.
- Each bird-person has the ability to fly; movement rate is 36, with maneuverability class C. Base movement rate on land is 6.

- An aarakocra can use his talons instead of a weapon during combat, striking twice in a round for 1d3 points of damage with each successful hit. When using a javelin (if the character is proficient in its use), an aarakocra can make a special diving attack that gets a +4 bonus to attack and causes double damage.
- When forced to fight in an enclosed area (any area where the aarakocra can't spread his wings and fly), an aarakocra receives a -2 penalty to all attack rolls.
- The silvaarak are slightly longer-lived than their primitive cousins. Even so, the oldest aarakocra known lived to only age 42.

Additions to Tables in the Player's Handbook					
Table 3NN: Thieving Skill Racial Adjustments					
Pick Pockets		-10%			
Open Locks		-5%			
Find Traps		--			
Remove Traps		--			
Move Silently		+10%			
Hide in Shadows		--			
Detect Noise		+5%			
Climb Walls		-15%			
Read Languages		--			
Table 4A: Age					
Starting Age		Base Age:		Variable:	
Maximum Age Range (Base + Variable)		10 + 1d4		34+1d8	
Table 4C: Aging Effects					
Middle Age: --		Old Age: --		Venerable: 36	
Table 4E: Average Height and Weight					
Height in Inches		Weight in Pounds			
Base (M/F)	Modifier	Base (M/F)	Modifier		
78/75	2d8	90/75	2d10		
Racial Modifiers to Circumstances of Birth:					
Table 4G: +10		Table 4H: -5			



Dwarf, Athas At A Glance		
The Upside		
Racial Bonuses:	Dwarven Focus (see below) Saving throw bonus on saves vs. magic & poison (see Table 2E) Dwarves have Infravision up to 60 feet	
Initial Languages:	Common, Dwarf, Elf, Genie, Gith, GoblinSpider, Halfling, Thri-Kreen	
Talents:	None	
Allowable Classes:	Fighter, Berserker, Bounty Hunter, Gladiator, Soldier, Cleric, Shaman, Templar, Thief, Acrobat, Assassin, , Brigand, Infiltrator, Trader, Psionicist,	
Allowable Multi-Classes:	Cleric/Psionicist, Fighter/Cleric, Fighter/Psionicist, Bounty Hunter/Psionicist, Fighter/Thief, Thief/Psionicist, Fighter/Cleric/Psionicist, Fighter/Thief/Psionicist *Shaman may be substituted for any Cleric entry.	
Allowable Alignments:	Any	
Attribute Modifiers:	+1 Strength, -1 Dexterity, +2 Constitution, -2 Charisma, -1 Comeliness	
Building Point Bonus:	10	
Purchasable Talents:	PHB: Acute (high) Alertness, Ambidextrous, Astute Observation, Axe Bonus, Blind Fighting, Brewing, Close to Earth, Constitution/Health Bonus, Crossbow Bonus, Dense Skin, Detect Evil, Detect Poison, Determine Age, Determine Stability, Endurance, Hit Point Bonus, Illusion Resistant, Evaluate Gems, Expert Hagglers, Mace Bonus, Meld Into Stone, Mining Sense, Pick Bonus, Resistance, Short Sword Bonus, Sibling Empathy, Sixth Sense, Stealth, Stone Tell, Warhammer Bonus CG: Attack Higher Bonus, Called Shot Bonus, Critical Hit Bonus, Damage Cap Bonus, Defend Bigger Bonus, Hardy Traveler, Mountain Fighting, Multiattack Bonus, Pain Resistance, Quick Change, Thick Headed, Unyielding ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Good Immune System, High Tolerance, Magic Trap Sense, Quick Movement, Simultaneous Backstab Attacks HJ: Small Target HJmr: Large Weapon Bonus HackSun: Psionic Trap Sense, Temperature Resistance	
Size:	M	
Movement:	6"	
The Downside		
Dwarves suffer a 20% chance for failure every time they use any magical item except weapons, armor, shields, and (if the character is a thief) items that duplicate thieving abilities. This penalty does not apply if the character is a Psionicist using a psionic item or a cleric using a cleric item.		

Dwarves

Short and powerful, dwarves stand between 4½ and 5 feet tall. Their frames are nevertheless extremely massive, and an average dwarf weighs in the vicinity of 200 pounds. Life in the Athasian wastes make them rugged, tanned, and callused.

Dwarves seek out meaningful work to occupy their time. A dwarf is never happier than when he has a cause to work or fight for. A stoic race, dwarves love to approach tasks with a single-minded intensity. They devote their very beings to these tasks, laboring for weeks, years, even decades to the exclusion of other endeavors. Once a dwarf is committed to a particular task, it takes a great deal of coercion to make him set it aside for even a limited amount of time. A dwarf strives for the personal fulfillment he achieves upon completing a lengthy, difficult task.

A dwarf's present task is called his focus. No simple job can become a focus. A focus must be a feat that requires at least one week to complete. While performing actions that are directly related to his focus, a dwarf receives a +1 bonus to all saving throws and a +10% to all skill checks. The concept of the focus is integral to a dwarf's makeup and is even tied to his physiology—so much so that those dwarves who die before completing their foci become undead banshees who wander the wastes haunting their unfinished works.

A dwarf character reacts to other characters based upon his current focus. If another character is actively committed to the dwarf's focus, the dwarf considers that character to be a sensible and dependable companion. If, however, a character vehemently opposes a dwarf's focus, the two are irrevocably at odds until one or the other is dead. There's very little room for compromise in a dwarf's mind.

Dwarves are nonmagical by nature. They can't use wizard magic of any sort, though they can employ priestly magic. Their nonmagical nature gives them a resistance to wizard spells that translates into saving throw bonuses for attacks from magical wands, rods, staves, and spells of a wizardly nature, as shown below on TABLE 2E. Likewise, dwarves also have exceptional resistance to toxic substances. They receive bonuses to saving throws versus poison using the same table.

TABLE 2E: DWARF SAVING THROW BONUS

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-14	+3
15-18	+4
19-21	+5
22-24	+6

Unlike in other HM campaigns, Athasian dwarves don't receive combat bonuses against larger opponents, and they don't have any natural abilities to detect sloping passages or other underground discrepancies. They do have infravision (the ability to see varying degrees of heat in darkness) to 60 feet, and on Athas their base movement rate is 6. The maximum age a dwarf can hope to live to is 260.

Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		--		
Open Locks		+10%		
Find Traps		+10%		
Remove Traps		+15%		
Move Silently		--		
Hide in Shadows		--		
Detect Noise		--		
Climb Walls		-10%		
Read Languages		-5%		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		25 + 4d6		200 + 3d20
Table 4C: Aging Effects				
Middle Age: 100		Old Age: 133		Venerable: 200
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
50/48	2d4	180/170	4d10	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +5		Table 4H: +15		



Athas Elf At A Glance	
The Upside	
Racial Bonuses:	+ 1 with Longswords & Longbows crafted by their tribe Surprise Bonus in desert or steppes Elves have Infravision up to 60 feet Natural swiftiness Elf Run
Initial Languages:	Common, Dwarf, Elf, Ettercap, Giant, Gith, GoblinSpider, Halfling, Yuan-ti
Talents:	Temperature Resistance, Ambidextrous
Allowable Classes:	Fighter, Berserker, Bounty Hunter, Gladiator, Ranger, Preserver, Defiler, Battle Mage, Blood Mage, Painted Mage, Cleric, Shaman, Templar, Thief, Acrobat, Assassin, Brigand, Infiltrator, Trader, Psionicist
Allowable Multi-Classes:	Fighter/Mage, Fighter/Thief, Fighter/Psionicist, Fighter/Cleric, Cleric/Mage, Cleric/Psionicist, Cleric/Thief, Mage/Psionicist, Mage/Thief, Thief/Psionicist, Fighter/Mage/Cleric, Fighter/Mage/Thief, Cleric/Mage/Thief, Cleric/Fighter/Thief, Fighter/Mage/Psionicist, Fighter/Thief/Psionicist, Fighter/Cleric/Psionicist, Cleric/Mage/Psionicist, Cleric/Thief/Psionicist, Mage/Thief/Psionicist *Ranger may be substituted for any fighter entry *Shaman may be substituted for any Cleric entry. *Mage refers to Preserver or Defiler class only, no other Magic-user class allowed.
Allowable Alignments:	Any
Attribute Modifiers:	+2 Dexterity, -2 Constitution, +1 Intelligence, -1 Wisdom
Building Point Bonus:	7
Purchasable Talents:	PHB: Acrobatic Skill Suite, Acute (high) Alertness, Astute Observation, Blind Fighting, Bow Bonus, Cold Resistance, Dagger bonus, Detect Secret Doors, Grace Under Pressure, Heat Resistance, Javelin Bonus, Keen Sight, Less Sleep, Magic Identification, Photographic Memory, Seeking Grasping Hands, Sibling Empathy, Speak With Plants, Spear Bonus, Spell Abilities, Sword Bonus, Track Game Animal, Trident Bonus CG: Attack Higher Bonus, Called Shot Bonus, Defend Bigger Bonus, Hardy Traveler, Multiattack Bonus, Quick Change, Quick Thinking. SSG: Blind Casting, Bloodline, Counter Speller, Eagle Eye, Precise Targeting, Still Casting, Voiceless Casting ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Expert Cheater, Magic Trap Sense, Perfect Grooming, Quick Movement, Simultaneous Backstab Attacks, HJ: Mobile Casting, Quick Recovery, Smaller Target HackSun: Desert Fighting, Desert Movement, Psionic Trap Sense, Temperature Resistance
Size:	M
Movement:	12" + modified for elf swiftiness. Read description.
The Downside	
- Will not ride an animal willingly. -10 permanent honor every time they ride an animal. If they are wounded or near death (25% Hitpoints or less), they still lose honor but only half the amount. - Minor claustrophobia (-1 to all rolls when in captivity or in small areas)	

Elves

The elves of Athas are long-limbed sprinters who lead lives of thievery, raiding, trading, and warfare. They stand between 6 and 7 feet tall, with slender yet muscular builds. They have deeply etched features, with skin that has been made rugged by the baking sun and the scouring sand. The color of their skin is as varied as that of the other races of Athas, and as affected by the rays of the sun. They grow no facial hair, but the locks atop their heads come in shades of lightest blond to darkest black. They dress in garb designed to protect them from the desert and the elements.

Elves are tireless wanderers forged in the endless desert-burned dark by the sun, toughened by the swirling sand, and given strength and speed by the constant wind. There's no racial unity among them. Within a given tribe, all elves are brethren, but outsiders-even other elves-are regarded as potential enemies. Outsiders can be accepted and perhaps even become friends, but trust takes time to develop and is often associated with tests and great sacrifice.

Elves are seen as lazy and deceitful, and in most ways they are. They desire to lead short, happy lives as opposed to long, sad ones. The future, to an elf, is a dark, deadly place. This compels them to strive to make every moment as full and enjoyable as possible. They call this concept of the moment "the now." Elves do work, however, and in some ways they work harder than members of other races. They won't farm, but they'll spend a lot of time and energy hunting and foraging. They detest hard labor, but they'll spend hours on end haggling and negotiating with potential customers.

Elves crave free, open spaces in which to run, so elf slaves wither in captivity if they can't escape. Travelers often see whole tribes of elves running swiftly across the sandy wastes. Only rarely will a member of this race ride an animal. To do so is dishonorable unless wounded and near death. The custom of the elves is to keep up or be left behind.

Most elf tribes make a living through herding, but merchants and raiders also ply the desert roads. Elf culture, while savage, is also rich and diverse. They have turned celebrating into an art form, and elf song and dance is some of the most beautiful and captivating in all of Athas. When found in the company of others, elves tend to keep to themselves. They fabricate tests of trust and friendship constantly until such time as they are ready to bond with their companions—or leave them for other pastures. Elf PCs can be of any class except druid and bard. They also have access to a variety of multiclass combinations. They receive the following bonuses:

- When using long swords or long bows crafted by his or her tribe, an elf receives a +1 bonus to all attack rolls made with these specific weapons.
- An elf character gains a surprise bonus when in the desert or steppes of Athas. Alone or in the company of others with this same ability, the elf moves with great stealth—nonelves or mixed groups suffer a -4 surprise roll penalty.
- Elves have infravision to 60 feet.
- 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. However, this resistance doesn't extend to magical or supernatural heat and cold. They receive the Temperature Resistance talent.

In addition to these bonuses, elves have an inbred swiftness. The elf character receives a bonus to his base movement rate (12) according to his Dexterity score, as noted below. The fastest, most dexterous elf has a movement rate of 24.

Dex	12-13	14-15	16	17	18	19	20	21	22	23	24	25
Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12

The elf run is a state of mind that causes adrenaline to flow, inhibiting the tiring nature of the elf's weaker Constitution. When the elf runs through an elf, he can run as many as 50 miles in a single day and keep up the grueling pace for a maximum of seven days in a row before fatigue sets in. To engage in the elf run, an elf adds his Constitution score to his base movement rate for overland travel to determine the distance he can cover in miles (or points) per day. (Note that overland travel rates are at twice the base movement rates.) Thus, in the example above, the dexterous elf has an overland travel rate of 42; if his Constitution is also the maximum at 18, he has a greater possibility of engaging in the elf run for the seven-day period without penalty.

An elf can induce an elf run with a minimum of concentration (one turn) and a successful Constitution check. The Constitution check also determines how many days the elf run lasts until fatigue sets in, as noted on TABLE X below. Once fatigue sets in, the elf suffers a -1 penalty to all attack rolls for each day (cumulative) he engages in the elf run beyond the predetermined limit. A full day's rest removes one day's penalty. Rules for mass elf runs are described in Chapter 8: DM Material.

TABLE X: ELF RUN

Roll Equal to	Days Before Penalties Begin
Failure/No preparation	1
Con score to Con -3	2
Con -4 to Con -7	3
Con -8 to Con -10	4
Con -11 to Con -13	5
Con -14 to Con -16	6
Con -17 or lower	7



Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		+5%		
Open Locks		-5%		
Find Traps		--		
Remove Traps		--		
Move Silently		+5%		
Hide in Shadows		+10%		
Detect Noise		+5%		
Climb Walls		--		
Read Languages		--		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		15 + 3d4		100 + 2d20
Table 4C: Aging Effects				
Middle Age: 60		Old Age: 67		Venerable: 100
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
78/72	2d8	160/130	3d10	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +10		Table 4H: -20		

Half-Elf, Athas At A Glance	
The Upside	
Racial Bonuses:	Half-elves have Infravision up to 60 feet Roll two mastery rolls every time the purchase/learn any of the following skills: Animal Lore, Animal Handling and Animal Training At 3rd level receive Survival skill free At 5 th Level can befriend one creature from chosen survival terrain.
Initial Languages:	Common, Aarakocra, Anakore, Belgoi, Braxat, Dwarf, Elf, Ettercap, Genie, Giant, Gith, GoblinSpider, Halfling, Jozhal, Kenku, Meazel, Ptreeen, Thri-Kreen, Yuan-ti
Talents:	None.
Allowable Classes:	Fighter, Berserker, Bounty Hunter, Gladiator, Ranger, Soldier, Preserver, Defiler, Battle Mage, Blood Mage, Cleric, Animalist, Druid, Shaman, Templar, Thief, Acrobat, Assassin, Bard, Brigand, Infiltrator, Trader, Psionicist
Allowable Multi-Classes:	Fighter/Mage, Fighter/Thief, Fighter/Psionicist, Fighter/Cleric, Cleric/Mage, Cleric/Psionicist, Cleric/Thief, Animalist/Psionicist, Mage/Psionicist, Mage/Thief, Thief/Psionicist, Fighter/Mage/Cleric, Fighter/Mage/Thief, Cleric/Mage/Thief, Cleric/Fighter/Thief, Fighter/Mage/Psionicist, Fighter/Thief/Psionicist, Fighter/Cleric/Psionicist, Cleric/Mage/Psionicist, Cleric/Thief/Psionicist, Mage/Thief/Psionicist *Ranger maybe substituted for any fighter entry. *Bard may be substituted for any thief entry. *Druid or Shaman may be substituted for any cleric entry. *Mage refers to Preserver or Defiler class only, no other Magic-user class allowed.
Allowable Alignments:	Any
Attribute Modifiers:	+1 Dexterity, -1 Constitution
Building Point Bonus:	10
Purchasable Talents:	PHB: Acrobatic Skill Suite, Acute (high) Alertness, Ambidextrous, Animal Friendship, Astute Observation, Balance Bonus, Blind Fighting, Bow Bonus, Cold Resistance, Detect Secret Doors, Forest Movement, Heat Resistance, Keen Sight, Less Sleep, Photographic Memory, Resistance, Sibling Empathy, Sword Bonus CG: Called Shot Bonus, Forest Fighting, Multiattack Bonus, Pain Resistance, Quick Change SSG: Arcane Swindler, Blind Casting, Bloodline, Counter Speller, Eagle Eye, Fast Cast, High Spell-Jacker, Mnemonically Gifted, Precise Targeting, Quick Learner, Quick Thinking, Spell Razor, Still Casting, Voiceless Casting ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Expert Cheater, Forgettable Face, Magic Trap Sense, Perfect Grooming, Quick Movement, HJ: Mobile Casting, Quick Recovery, Smaller Target HJmr: Harpoon Bonus, Large Weapon Bonus HackSun: Desert Fighting, Desert Movement, Psionic Trap Sense, Temperature Resistance
Size:	M
Movement:	12"
The Downside	
Distrusted by elves and tolerated by humans.	

Half-Elves

Half-elves are produced through the union of elves and humans. These characters of mixed breeding combine features of both races to create something unique. Indeed, half-elves can even produce children, unlike muls. Half-elves grow taller than humans but don't reach the height of elves, averaging about 6½ feet. They are also bulkier than elves, making it easier to pass themselves off as full humans than as full elves. Even so, all half-elves have telltale features that hint at their elven heritage. Despite their unique nature, half-elves don't form their own communities. They live in human societies, either in the city-states or among the tribes and villages that fill the wilderness.

A half-elf's life is typically harder than either a human's or an elf's. Intolerance from others is the main cause for this difficult existence, which often shapes and defines a half-elf's nature. As such, a half-elf rarely finds acceptance in either parent's society. Elves have no tolerance for children of mixed blood; their traditions demand that such children and even their mothers be cast out of the tribe. Humans aren't quite as harsh, and half-elves born into human society have a better chance of survival, but life isn't particularly enjoyable or easy. Humans will accept half-elves as allies or partners, but seldom will they accept them into their homes or families, and few will call a half-elf friend.

Humans have no faith in a half-elf's elven side, and elves distrust the human in these crossbreeds. Because of this, a half-elf goes through life as an outsider and loner. He wanders from situation to situation without a people or a land to call home. Thus, he is forced to develop high levels of self-reliance in order to survive. This self-reliance is a half-elf's greatest asset, and a half-elf prides himself on it. He learns not only the skills of survival but methods for dealing with

loneliness as well. This may make a half-elf seem detached and aloof, but he will cooperate with companions when necessary. This air of indifference often hides a desire to gain acceptance from one side of a half-elf's heritage or the other, a pursuit that's usually in vain. Fortunately, however, other races don't have a basic dislike of half-elves, so these characters typically find companionship among dwarves or thri-kreen. Some half-elves also turn to the animal world for company, training creatures to be servants and friends.

Half-elves can select any character class; a number of multiclass options are available to them as well. These characters receive the following bonuses:

- All half-elf characters have infravision to 60 feet; their base movement rate is 12.
- All half-elf characters gain two mastery die rolls whenever the purchase/learn any of the following skills: Animal Lore, Animal Handling, and Animal Training.
- At 3rd level (the starting level for all DARK SUN PCs), a half-elf receives a bonus skill: survival. This skill is free with one mastery roll. The player must specify the terrain type his character is proficient in. Terrain types for the world of Athas include stony barrens, sandy wastes, rocky badlands, mountains, scrub plains, forests, salt flats, and boulder fields. Note that the terrain type selected must make sense for the character. A half-elf who grew up in Tyr, for example, shouldn't select swamp survival.
- At 5th level, a half-elf can befriend one creature. The creature can be any animal native to the half-elf's survival terrain type, but it can't be larger than a human (medium size). The half-elf must find the creature while it's young and spend a full week with it to train it. After that time, the creature follows the half-elf everywhere and obeys simple commands. A half-elf can only befriend one creature at a time, and he must wait 100 days after the death of one befriended creature before beginning to train another. Choice of a half-elf's befriended creature is always subject to the DM's approval.

Like their elven counterparts, half-elf characters have no special resistance to any type of spells, nor do they have the ability to find secret or concealed doors. They have been known to live as long as 130 years.

Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		+5%		
Open Locks		-5%		
Find Traps		--		
Remove Traps		--		
Move Silently		+5%		
Hide in Shadows		+10%		
Detect Noise		+5%		
Climb Walls		--		
Read Languages		--		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		15 + 2d4		90 + 2d20
Table 4C: Aging Effects				
Middle Age: 45		Old Age: 60		Venerable: 90
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
70/68	2d6	120/95	3d12	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +15		Table 4H: 0		



Half-Giant At A Glance	
The Upside	
Racial Bonuses:	Double Hit Point roll every level (then add modifiers like Constitution)
Initial Languages:	Common, Dwarf, Giant, Halfling, Elf
Talents:	None
Allowable Classes:	Fighter, Berserker, Bounty Hunter, Gladiator, Ranger, Cleric, Shaman, Psionicist
Allowable Multi-Classes:	Fighter/Cleric, Fighter/ Psionicist, Cleric/Psionicist, Ranger/Cleric, Ranger/Psionicist, Berserker/Cleric *Shaman may be substituted for any Cleric entry.
Allowable Alignments:	Any. Must choose one half alignments as permanent, the other half will shift.
Attribute Modifiers:	+4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma, -1 Comeliness
Building Point Bonus:	6
Purchasable Talents:	PHB: Axe bonus, Blind-fighting, Damage Bonus, Dense Skin, Endurance, Mace Bonus, Sibling Empathy, Spear Bonus, Tough Hide, Warhammer Bonus CG: Attack Higher Bonus, Called Shot Bonus, Critical Hit Bonus, Damage Cap Bonus, Defend Bigger Bonus, Hardy Traveler, Multiattack Bonus, Pain Resistance, Thick Headed, Unyielding ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, High Tolerance
Size:	L (10' to 12') to H (12'+)
Movement:	15"
The Downside	
- All personal items, such as clothing, armor, weapons, and food, cost 300% more for Half-giant characters. Transportation and lodging are also more expensive. - One side of alignment is set, the other shifts depending on cultures and people around them. They must pick which one is set (good/evil/neutral or lawful/chaotic/neutral) at character creation. The set alignment must be set according to alignment restrictions for classes (i.e. a berserker must pick chaotic as their set alignment) - Must drink 4 gallons of water a day while active, 2 gallons a day if inactive.	

Half-Giants

Half-giants are a relatively new addition to the races of Athas. The union was originally the result of magical experiments conducted by the sorcerer-kings. When the sorcerer-kings first took control of the cities of the Tyr Region, they used their arcane powers to cross humans with giants, striving to create warriors and laborers of gigantic proportions. Because of this turbulent beginning, the half-giants of today's Athas have no culture of their own to draw upon, no ancient traditions to turn to for inspiration.

From giants, this race inherited tremendous size and strength, as well as low intelligence. (Half-giants average 10 to 12 feet high and weigh upwards of 1,600 pounds.) From humans, they received curiosity, an interest in cooperation and communication, and a general tendency toward kindness. Although half-giants have human features, these tend to be exaggerated in some way. All existing half-giants are the descendants of the original magically created half-giants. They can only produce offspring by mating with other half-giants; they cannot reproduce with either giants or humans. Likewise, there's no natural way for giants and humans to mate and produce children in today's Athas.

Like half-elves, half-giants don't gather in communities of their own. Instead they live in the human cities or in the wilderness tribes, absorbing the culture of those around them. They are friendly and eager to please whoever they meet. If they are accepted in turn, the halfgiants quickly adopt the lifestyles, skills, and values of those they've come in contact with. A half-giant character presented with a new situation should examine the roles of the people there, determine how he best fits in, and then start performing tasks accordingly. For example, a half-giant who happens upon a dwarf quarry might watch for a time, then start quarrying stone. He won't necessarily work with the dwarves, but he'll continue to perform like his neighbors for as long as he can make a decent living.

Half-giants aren't strictly bound to perform as those they see around them, nor are they restricted from moving on when they see fit. If a situation isn't beneficial, or if a half-giant can't perform well in a given environment, he won't imitate the nearby culture. In all cases, half-giants simply aren't as emotionally attached to objects or work as are other races.

Players running half-giant characters should be ready to switch goals and lifestyles quickly, usually according to charismatic individuals their characters might meet. They also need to remember that their characters have great size and strength, and so must play accordingly. For the most part, Athas is a human-sized world. Half-giants often have trouble with things that other characters take for granted, such as doors, chairs, and even buildings.

Characters of this race can select any warrior class, or they can opt to be clerics or psionicists. Half-giants also have a few multiclass options to choose from.

Half-giants switch attitudes very quickly, taking on new values to fit new situations. This malleable attitude is handled by a changing alignment. A half-giant character selects one aspect of his alignment to remain fixed at the time the character is created (either the "lawful/neutral/chaotic" side, or the "good/neutral/evil" side). The other aspect is determined at the start of each day of game time. The character is bound to that alignment combination until he sleeps and wakes again. For example, if a half-giant has a fixed "good" side, then each morning he chooses to be either lawful good, neutral good, or chaotic good. Half-giant psionicists must have a fixed lawful or neutral aspect; they can't be chaotic. Half-giant berserkers must be chaotic and rangers must be good.

Although this alignment change isn't mandatory, it should certainly be invoked in roleplaying situations as a reaction to extreme changes in a half-giant's environment. A half-giant's nature is to switch his alignment aspect to imitate or otherwise react to a significant change around him. Of course, there needs to be a good reason for a half-giant's flexible alignment aspect to change, and DMs are free to disallow any change that doesn't fit the current storyline. This shifting alignment should be a hindrance as often as it serves to help a half-giant character. It's up to the DM to make sure both good and bad events occur throughout a campaign.

A half-giant character doubles his Hit Die rolls, no matter what his character class is. Add any bonuses for high Constitution scores after doubling the roll of the die. For example, a halfgiant cleric rolls 1d8 and multiplies the result by 2 to determine his hit points at each level. All personal items, such as clothing, armor, weapons, and food, cost triple for halfgiant characters. Transportation and lodging, when they're available at all, are also considerably more expensive. Most things aren't built to support the weight of a half-giant, and even in the cities half-giants tend to camp outside for their own comfort and to avoid causing any damage.

Half-giants can live to a maximum age of 220 years.



Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		N/A		
Open Locks		N/A		
Find Traps		N/A		
Remove Traps		N/A		
Move Silently		N/A		
Hide in Shadows		N/A		
Detect Noise		N/A		
Climb Walls		N/A		
Read Languages		N/A		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		20 + 5d4		120 + 1d100
Table 4C: Aging Effects				
Middle Age: 60		Old Age: 80		Venerable: 120
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
125/125	3d10	1500/1450	3d100	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +35		Table 4H: -40		

Halfling At A Glance		
The Upside		
Racial Bonuses:	Saving throw bonus on saves vs. magic & poison (see Table 2E) Surprise Bonus: Opponents suffer a -4 penalty to their surprise die rolls. If the Halfling must open a door or screen to attack, this penalty is reduced to -2	
Initial Languages:	Common, Aarakocra, Anakore, Belgoi, Braxat, Dwarf, Elf, Ettercap, Giant, Gith, Halfling, Jozhal, Kenku, Meazel, Ptreeen, Thri-Kreen	
Talents:	+1 attack roll bonus when using thrown weapons and slings	
Allowable Classes:	Fighter, Barbarian, Berserker, Bounty Hunter, Gladiator, Ranger, Cleric, Animalist, Druid, Shaman, Thief, Acrobat, Assassin, Brigand, Infiltrator, Psionicist	
Allowable Multi-Classes:	Fighter/Thief, Fighter/Cleric, Barbarian/Psionicist, Thief/Psionicist, Cleric/Thief, Cleric/Psionicist, Fighter/Psionicist, Acrobat/Psionicist, Fighter/Thief/Psionicist *Ranger may be substituted for any fighter entry. *Animalist, Druid or Shaman may be substituted for any cleric.	
Allowable Alignments:	Any.	
Attribute Modifiers:	-2 Strength, +2 Dexterity, -1 Constitution, +2 Wisdom, -1 Charisma	
Building Point Bonus:	10	
Purchasable Talents:	PHB: Acute (high) Alertness, Ambidextrous, Astute Observation, Balance Bonus, Blind Fighting, Brewing, Dagger Bonus, Detect Evil, Expert Hagglar, Forest Movement, Hide, Opportunist, Sibling Empathy, Sixth Sense, Spear Bonus, Taunt CG: Called Shot Bonus, Forest Fighting, Multiattack Bonus, Pain Resistance, Quick Change, Unyielding ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Prudish, Puritanical, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Magic Trap Sense, Quick Movement, Simultaneous Backstab Attacks HJ: Smaller Target HackSun: Desert Fighting, Desert Movement, Psionic Identification, Psionic Trap Sense	
Size:	S	
Movement:	6"	
The Downside		
Difficulty communicating with other cultures due to their ritual and customs		

Halflings

In the ancient past, halflings were the masters of the world. All other demihuman and humanoid races—including humans—are descended from the ancient halflings. Today, however, halflings, are primitive savages who control only limited areas of Athas. In most cases, player character halflings come from the Forest Ridge. DMs may allow players to create characters using the more advanced halflings of the Jagged Cliffs if they so desire, but a good reason must be developed for why a cliff-dweller has left home and community to take up adventuring.

Halflings grow as tall as 3½ feet and weigh between 50 and 60 pounds and proportioned like humans, though they have wise, childlike faces that never succumb to the rigors of age. They always appear to be in peak physical condition.

Ritual and custom control every aspect of halfling life. They have a rich culture expressed in art and song. They remember their history through oral traditions—unfortunately, however, much of it has deteriorated into half-accurate legends and fanciful fables. Still, Halflings remember the deep and abiding respect their forefathers had for the world, and this remains an important part of each halfling's psyche.

Halflings strongly believe in racial unity. Though the halfling race is divided politically and geographically into separate villages and tribes, each halfling respects his race as a whole. Disputes between members of different tribes are settled peaceably whenever possible through ritual and custom. These customs are often directed by each tribe's shamans, the elemental clerics or druids who hold positions of honor and respect above all other halflings.

On a personal level, halflings relate to each other extremely well. A considerable culture of art, song, and other expressive means of communication has developed that crosses the political and geographical bounds separating the tribes. Even such diverse halfling groups as the cliff-dwellers of Thamasku and the desert raiders of Small Water can communicate on a basic level with halflings of other regions.

Because of this, halflings rely on their culture to express abstract thoughts and to relay complicated concepts quickly. A typical halfling assumes that whomever he's talking to has the same culture to draw upon and therefore

understands everything passing between them. It's difficult for a halfling to compensate for a listener who isn't intimately familiar with the culture. As such, it's easy for halflings to become frustrated with outsiders. However, Halflings who travel widely have a greater tolerance of those who "lack culture." These halflings can communicate without an immediate sense of frustration.

Halfling culture cares for each individual's inner well-being and spiritual unity with race and environment. They have little concept of conquest or monetary wealth, and vices that other societies take for granted—such as greed and avarice—are particularly discouraged.

Halfling player characters should role-play difficulty in adjusting to other customs and points of view. As a generally open-minded race, halflings tend to be curious or confused by the actions of others rather than initially combative. Halflings will attempt to learn all they can about other cultures, but will almost never adopt those cultures as their own. Halfling clerics teach that the customs of others are no threat to their own, so a halfling player character will welcome the chance to learn another point of view, rather than instantly try to change it.

Treasure that appeals to other character races holds little interest to a halfling PC. He's more concerned with promoting halfling culture, his own knowledge, or his inner well-being. He'll never lie to or betray another halfling. Lastly, he sees his own size as not a detriment but an advantage. Stealth and speed, for example, is better than bulk any day.

Halfling PCs can select any warrior or priest class, as well as the thief and psionicist class. They can also choose from a few multiclass options. Their base movement rate is 6. Halflings date back to an age before the advent of magic, and thus they have a natural resistance to wizard spells. This translates into saving throw bonuses for attacks from magical wands, rods, staves, and wizard spells, as shown in TABLE XI. This bonus is also applied to saving throws against poisons.

TABLE 2E: HALFLING SAVING THROW BONUS

Constitution Score	Saving Throw Bonus
4-6	+1
7-10	+2
11-14	+3
15-18	+4
19+	+5

Halflings gain a +1 attack roll bonus when using thrown weapons and slings. They also receive the same surprise bonus described in the Player's Handbook. Unlike halflings in other campaign worlds, Athasian halflings don't have Infravision. Halflings live to a maximum age of 138 years.



Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		+5%		
Open Locks		+5%		
Find Traps		+5%		
Remove Traps		+5%		
Move Silently		+10%		
Hide in Shadows		+15%		
Detect Noise		+5%		
Climb Walls		-15%		
Read Languages		-5%		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		25 + 3d6		90 + 4d12
Table 4C: Aging Effects				
Middle Age: 45		Old Age: 60		Venerable: 90
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
36/34	1d8	50/46	5d4	
Racial Modifiers to Circumstances of Birth:				
Table 4G: -5		Table 4H: +10		

Humans At A Glance	
The Upside	
Racial Bonuses:	Can rise to any level in chosen class Can choose any character class.
Initial Languages:	Common, Any Regional Languages
Talents:	Must be purchased
Allowable Classes:	Any
Allowable Multi-Classes:	None. Humans may only dual-class
Allowable Alignments:	Any
Attribute Modifiers:	Humans are the norm and receive no modifiers for attributes.
Building Point Bonus:	10
Purchasable Talents:	PHB: Acrobatic Skill Suite, Acute (high) Alertness, Ambidextrous, Aquatic Background, Astute Observation, Attack Bonus, Balance Bonus, Blind Fighting, Detect Secret Doors, Endurance, Experience Bonus, Grace Under Pressure, Hit Point Bonus, Keen Sight, Opportunist, Photographic Memory, Resistance, Seeking Grasping Hands, Sibling Empathy, Sixth Sense, Tough Hide CG: Attack Higher Bonus, Called Shot Bonus, Critical Hit Bonus, Damage Cap Bonus, Defend Bigger Bonus, Hardy Traveler, Lucky, Multiattack Bonus, Pain Resistance, Quick Change, Thick Headed, Unyielding SSG: Arcane Swindler, Blind Casting, Counter Speller, Eagle Eye, Fast Cast, High Spell-Jacker, Item Savant, Magically Efficient, Martial Tradition, Mnemonically Gifted, Precise Targeting, Quick Learner, Quick Thinking, School Resistant, Spell Razor, Still Casting, Superior Meditation, Voiceless Casting ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Prudish, Puritanical, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Expert Cheater, Forgettable Face, Good Immune System, High Tolerance, Knack for Languages, Magic Trap Sense, Perfect Grooming, Quick Movement, Simultaneous Backstab Attacks HJ: Mobile Casting, Quick Casting, Smaller Target HJmr: Harpoon Bonus, Large Weapon Bonus CoB: Fireborn HackSun: Psionic Identification, Temperature Resistance
Size:	M
Movement:	12"
The Downside	
None	

Humans

Humans are the predominant race on Athas. Human player characters aren't limited in either the classes they can belong to or the levels they can attain. High-level humans can easily become the most powerful characters in a campaign, and all of the advanced beings (dragons and avanglons) are human. Humans can't be multiclass characters, but they can be dual-class (see the rules in Chapter Three of the Player's Handbook).

An average human male stands between 6 and 6½ feet tall and weighs around 200 pounds. An average human female is somewhat smaller, between 5½ and 6 feet in height and weighing around 140 pounds. Skin, eye, and hair color varies widely across the human spectrum, though most humans are tanned and weathered by the harsh elements.

Humans can be found at all levels of Athasian society. From the highest sorcerer-king to the lowest slave toiling in the obsidian mines of Urik, humans are everywhere. On average, they aren't as strong as some of the other prominent races, but what they lack in strength they more than make up for with cunning, persistence, and adaptability. Humans tend to be impulsive and driven toward great daring, especially when the lure of adventure permeates their souls.

The Cleansing Wars aside, humans are generally tolerant of other races. They often serve as the intermediary or binding element when different races interact.

Human

Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets	--			
Open Locks	--			
Find Traps	--			
Remove Traps	--			
Move Silently	--			
Hide in Shadows	--			
Detect Noise	--			
Climb Walls	--			
Read Languages	--			
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		15 + 1d8		80 + 2d20
Table 4C: Aging Effects				
Middle Age: 40		Old Age: 53		Venerable: 80
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
59/60	2d8	140/100	6d10	
Racial Modifiers to Circumstances of Birth:				
Table 4G: 0		Table 4H: 0		



Mul At A Glance	
The Upside	
Racial Bonuses:	Mul Endurance: does not make fatigue checks for hours to days for non-combat activities. They also receive double their constitution in rounds for Fatigue Factor before they have to make a fatigue roll from combat and they receive a +4 bonus to Fatigue check and +2 to ToP checks Mul Rest: 8 hours of complete rest remove any modifiers from exhaustion/fatigue no matter what caused them
Initial Languages:	Common, Dwarf, Gith, Halfling, Thri-Kreen
Talents:	Take After Talent for Human side only (may choose not to apply during character creation to retain Mul demi-human features)
Allowable Classes:	Fighter, Barbarian, Berserker, Bounty Hunter, Gladiator, Cleric, Druid, Shaman, Thief, Acrobat, Assassin, Brigand, Infiltrator, Psionicist
Allowable Multi-Classes:	Fighter/Thief, Fighter/Cleric, Berserker/Cleric, Fighter/Psionicist, Cleric/Psionicist, Cleric/Thief, Psionicist/Thief, Fighter/Thief/Psionicist, Fighter/Thief/Cleric *Shaman or Druid may be substituted for any Cleric entry.
Allowable Alignments:	Any
Attribute Modifiers:	+2 Strength, +1 Constitution, -1 Intelligence, -2 Charisma, -1 Comeliness
Building Point Bonus:	8
Purchasable Talents:	PHB: Acute (high) Alertness, Ambidextrous, Astute Observation, Attack Bonus, Balance Bonus, Blind-Fighting, Constitution/Health bonus, Dense Skin, Grace Under Pressure, Hit Point Bonus, Illusion Resistant, Resistance, Sibling Empathy, Sixth Sense, Stealth, Tough Hide CG: Attack Higher Bonus, Called Shot Bonus, Critical Hit Bonus, Damage Cap Bonus, Defend Bigger Bonus, Hardy Traveler, Multiattack Bonus, Pain Resistance, Quick Change, Thick Headed, Unyielding SSG: Arcane Swindler, Blind Casting, Martial Tradition, Precise Targeting, School Resistant, Spell Razor ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Good Immune System, High Tolerance, Magic Trap Sense, Quick Movement, Simultaneous Back Attacks HJ: Mobile Casting, Quick Recovery, Smaller Target HJmr: Harpoon Bonus, Large Weapon Bonus CoB: Fireborn HackSun: Psionic Trap Sense, Temperature Resistance
Size:	M
Movement:	12"
The Downside	
- Sterile - No hair on body	

Muls

Muls are the results of crossbreeding humans and dwarves. Each mul is sterile; the only way to create a new mul is through the union of a human and a dwarf. This race of mixed heritage has existed since the two primary races first came in contact with each other, but muls have only achieved great numbers since the city-states of the sorcerer-kings began breeding them for specific purpose and profit. Most muls are born in the slave pits of the merchant houses and city-states and then set to work as laborers or gladiators.

A mul has the height and adaptability of his human heritage and the raw strength and durability of his dwarf side. Adult muls stand between 6 and 7 feet tall and weigh as much as 300 pounds. They have a high metabolism that makes them lean and muscular, with broad shoulders and very little body fat. Muls look like large humans with a few obvious differences: prominent eye ridges, pointed ears, and no body hair.

This race, like the half-giants and half-elves, doesn't have a culture of its own. With few exceptions, muls are slaves or ex-slaves who live in the city-states or among the slave tribes that inhabit the wastes. Born to the slave pens, the taskmaster's whip takes the place of loving parents and family. For this reason, muls often have gruff personalities and tend toward violent reactions. Many never seek friends or companionship, living out their lives of servitude in hatred and spite.

Some muls learn the ways of the slave pits, figuring out who to trust, who not to, and gaining favor and reputation among the other slaves. Muls who perform well in the arenas receive the most pampered treatment of any slaves. For this reason, some don't see slavery as that great a hardship. However, those who have tasted the sweet air of freedom will fight to retain it.

Player character muls have either escaped, been set free, or otherwise won their freedom and now live independent lives. Free muls usually take advantage of the combat skills they've acquired and work as soldiers or guards.

A smaller number turn away from violence to follow other paths, such as psionic disciplines or priestly devotions. A few even learn the skills necessary to become thieves.

When created, the player must decide if his mul character will be considered a demihuman or a human character. They gain Take After Talent (human only) for free if they decide to be a human character. If chose to stay demihuman, then they do not gain the benefit or BP for Take After Talent.

As demihumans, mul characters can select from a number of multiclass options.

Because of their amazing level of endurance, muls can work harder and for longer periods of time before needing rest than most other races. This is shown on TABLE XII below; a mul's Constitution score is added to the type of labor, which results in the total number of hours (or days) he can work before he must rest. Regardless of the type or length of exertion, eight hours of undisturbed sleep allows a mul to awaken fully rested and ready to begin work again. Perhaps this durability takes its toll in other areas, for the average mul lives only to a maximum age of 90. His base movement rate is 12.

TABLE XII: MUL EXERTION

Exertion	Time Before Requiring Rest
Heavy labor (stone construction, quarry work, running)	24+Con (hours)
Medium labor (light construction, mining, jogging)	36+Con (hours)
Light labor (combat training, walking encumbered)	48+Con (hours)
Normal activity (walking, conversation)	Con (days)

Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets	--			
Open Locks	-5%			
Find Traps	--			
Remove Traps	--			
Move Silently	+5%			
Hide in Shadows	--			
Detect Noise	--			
Climb Walls	+5%			
Read Languages	-5%			
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		15 + 1d6		80 + 1d10
Table 4C: Aging Effects				
Middle Age: 40		Old Age: 53		Venerable: 80
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
66/65	2d6	220/180	5d20	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +25		Table 4H: -30		



Pterrans At A Glance	
The Upside	
Racial Bonuses:	2 Claw attacks that damage for 1d4 May use claw attack with Tail Lash Attack talent if taken.
Initial Languages:	Aarakocra, Anakore, Belgoi, Braxat, Common, Elf, Giant, Gith, Jozhal, Meazel, Ptreeen, Thri-Kreen
Talents:	Tough Hide
Allowable Classes:	Fighter, Bounty Hunter, Gladiator, Ranger, Animalist, Druid, Shaman, Thief, Infiltrator, Trader, Psionicist
Allowable Multi-Classes:	Fighter/Thief, Animalist/Psionicist, Thief/Psionicist, Infiltrator/Psionicist
Allowable Alignments:	Any
Attribute Modifiers:	+1 Strength, -1 Dexterity, +1 Wisdom, -1 Charisma, -3 Comeliness
Building Point Bonus:	8
Purchasable Talents:	PHB: Active Sense of Smell, Acute (high) Alertness, Ambidextrous, Astute Observation, Blind-Fighting, Endurance, Forest Movement, Keen Sight, Speak with Plants, Spear Bonus, Tough Hide, Track Game Animal CG: Attack Higher Bonus, Called Shot Bonus, Critical Hit Bonus, Damage Cap Bonus, Defend Bigger Bonus, Hardy Traveler, Multiattack Bonus, Thick Headed ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Cower, Magic Trap Sense, Quick Movement, Simultaneous Backstab Attacks HJ: Smaller Target HJmr: Tail Lash Attack HackSun: Psionic Trap Sense
Size:	M
Movement:	12"
The Downside	
Cannot use/wear gloves, boots and helms made for normal humanoid features.	

Pterrans

Pterrans are reptiloids with light brown, scaly skin who grow to be about 6 feet tall. A pterrann stands upright in the humanoid configuration, though his two arms end in three-fingered, talon-clawed hands with opposable thumbs, and his two legs end in three-toed feet. A finlike growth juts from the back of a pterrann's head, and he has a short tail and two shoulder stubs—remnants of wings that vanished generations ago.

All player character pterrans come from two villages in the Hinterlands, Pterrann Vale and Lost Scale. They revere the world of Athas as their Earth Mother, believing themselves to be her first, best children. They see the recent earthquake and aftershocks as the Earth Mother's call to action, and now the bravest of these beings have left their homes to aid Athas in her time of need.

Pterrans are a wary, subdued race at first sight, but when others earn a pterrann's trust, they see an open, caring, friendly individual. In particular, a pterrann engages in many celebrations throughout the day. Each celebration gives thanks to the Earth Mother and reinforces a pterrann's beliefs and faith.

In initial role-playing situations, a pterrann character should be unfamiliar with the customs and practices of the societies of the Tyr Region. However, these pterrans aren't primitive by any definition of the word. They'll look upon differences with curiosity and a willingness to learn, as long as the custom doesn't harm the Earth Mother or her works.

A pterrann PC must select a "Life Path" to follow. In one respect, a Life Path is little more than another term for class; in the role-playing aspect, however, Life Path signifies a pterrann's deep devotion to a chosen way of life. The main Life Paths are the Path of the Warrior (fighters, gladiators, or rangers), the Path of the Druid, and the Path of the Psionicist. Lesser Life Paths allow pterrans to become animalists, bounty hunters, infiltrators, shamans, thieves, traders, or multiclass characters.

Civilized pterrans have a natural Armor Class of 8. They usually employ weapons, but they can attack with their claws in dire situations (two attacks in a round, 1d4 points of damage for each successful strike). They live to a maximum age of 50 years, and their base movement rate is 12.



Pterrans

Additions to Tables in the Player’s Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		-5%		
Open Locks		-5%		
Find Traps		--		
Remove Traps		--		
Move Silently		+5%		
Hide in Shadows		+5%		
Detect Noise		+5%		
Climb Walls		-5%		
Read Languages		--		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		12 + 1d8		40 + 1d10
Table 4C: Aging Effects				
Middle Age: --		Old Age: --		Venerable: 40
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
60/59	2d8	170/160	4d10 + 10	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +5		Table 4H: -15		

Thri-Kreen At A Glance		
The Upside		
Racial Bonuses:	Natural AC 5 Immune to <i>charm person</i> and <i>hold person</i> spells Antennae reduce darkness & blindness effects in melee combat by 1 4 Claw attacks (1d4) and bite attack (1d4+1) or use up to two weapons and still use his bite Never need to sleep Pay half BP cost for hunting and tracking skills At 3 rd gains powerful leap (20 feet up or 50 feet forward, can't jump backwards) At 5 th gains poison bite and becomes proficient in chatkcha free (can throw it 90 yards and it returns if misses) At 7 th can dodge physical missile fire on 9 or better on 1d20.	
Initial Languages:	Common, Dwarf, Halfling, Jozhal, Ptreeen,Thri-Kreen	
Talents:	None	
Allowable Classes:	Fighter, Bounty Hunter, Gladiator, Ranger, Cleric, Druid, Shaman, Psionicist	
Allowable Multi-Classes:	Fighter/Cleric, Fighter/Psionicist, Bounty Hunter/Psionicist, Cleric/Psionicist, Fighter/Cleric/Psionicist *Ranger may be substituted for any Fighter entry. *Druid or Shaman may be substituted for any Cleric entry.	
Allowable Alignments:	Any	
Attribute Modifiers:	+2 Dexterity, -1 Intelligence, +1 Wisdom, -2 Charisma, -4 Comeliness	
Building Point Bonus:	6	
Purchasable Talents:	PHB: Active Sense of Smell, Acute (high) Alertness, Acute Taste, Ambidextrous, Blind-Fighting, Endurance, Illusion Resistant, Keen Sight, Sibling Empathy, Sixth Sense, Track Game Animal CG: Attack Higher Bonus, Called Shot Bonus, Critical Hit Bonus, Damage Cap Bonus, Defend Bigger Bonus, Hardy Traveler, Mountain Fighting, Multiattack Bonus, Unyielding ZG: Blood Turning, Burst of Speed, Concentration, Courage, Curse Resistance, Death Magic Bonus, Divination, Divine Shield, Divine Smite, Elemental Resistance, Enhanced Turning, Fast Turning, Follow-through Healing, Legacy, Life Smite, Mass Turning, Paralyzation Bonus, Poison Bonus, Precision Casting, Quick Casting, Receptive Healer, Reduced Facing, Second Sight, Thick Blood, Vigor GG: Breath Weapon Bonus, Quick Movement HackSun: Chatkcha Bonus, Desert Fighting, Desert Movement, Gythka Bonus	
Size:	L	
Movement:	18"	
The Downside		
• Cannot wear armor • Cannot use items designed for the humanoid form (rings, cloaks, girdles, bracers, etc.) • Almost totally carnivorous. Mere taste of a plant usually makes them sicken. Only a few herbs, spices, and fruits with magical effects (potions) can be safely eaten. • Cannot swim • Short lifespan		

Thri-Kreen

The insectoid thri-kreen is the least “human” of the player character races. The average thrikreen stands 7 feet tall and grows 11 feet long from end to end. With six limbs, a sandy-yellow exoskeleton, and large, multifaceted eyes, a thri-kreen looks like a huge, intelligent mantis. While there are at least six kreen subspecies, the two most prominent in the Tyr Region are jeral and to'ksa kreen. Of these, player characters tend to be drawn from the ranks of the jeral. A thri-kreen's hind legs are its most powerful limbs, allowing him to walk, run, and leap at phenomenal speed. (A thri-kreen's base movement rate is 18.) The four forward limbs end in three-fingered hands that can manipulate tools and weapons as effectively as a human's hands.

Thri-kreen gather in packs that roam the Athasian wastes. There are no permanent thrikreen communities, which may account for why they have little understanding of human society or customs. Thri-kreen don't need sleep and are thus never idle. Most thri-kreen are obsessed with the hunt, the daily ritual that makes up much of their life. They strive to become skilled and wise hunters capable of stalking and catching what they need and then moving on before a region is depleted of game.

Non-kreen sometimes view this preoccupation with gathering food and maintaining traveling supplies as a bit strange, especially considering that thri-kreen hunt throughout the night while other races “lazily lie around.” Further, thri-kreen care nothing for money or other items that are usually considered as treasure. In fact, a thri-kreen owns only what he can carry on his person.

Carnivores, thri-kreen will look toward other intelligent races as sources of food in extreme emergencies. Some kreen have a particular taste for elves, which puts both races in uneasy positions when forced to cooperate. However, thri-kreen won't turn to other members of their “packs” for food—no matter how desperate the situation. A thri-kreen PC adopts his adventuring companions as his pack, regardless of their mix of races; this includes whoever he is with at the

time danger strikes. He'll instinctively leap to protect his companions, regardless of personal danger. The pack mentality is so ingrained in thri-kreen culture that they apply it to every situation they find themselves in.

Thri-kreen PCs can select from any warrior, priest, or psionicist class, as well as a number of multiclass options. They have no ability or understanding of wizardly magic and can't develop the skills or mind set necessary to be rogues. A thri-kreen PC is immune to charm person and hold person spells.

A thri-kreen PC has a natural Armor Class of 5. He makes and uses a number of weapons, such as gythka and chatkcha, fashions clothing and bodily decorations, but never wears armor. He can use most magical items available to his character class, though items specifically designed for the humanoid form (rings, cloaks, girdles, bracers, armor, etc.) won't function for him.

A thri-kreen's antennae help him maneuver through brush and grassland in the dark. They also lessen the effects of darkness and blindness on melee combat by 1. Ranged combat isn't affected, however. If fighting without weapons, a thri-kreen can make four claws and one bite attack every round (1d4x41d4+1 damage). If using a weapon, he can strike with the weapon and apply a bite in the same round. Multiple attacks allowed by higher levels only apply to weapons.

Upon reaching 3rd level, a thri-kreen develops a powerful leap that allows him to jump 20 feet straight up or 50 feet forward. He can't leap backward.

Upon reaching 5th level, a thri-kreen develops a venomous saliva. When a victim receives a bite, he must save versus paralyzation or be paralyzed for a number of rounds as follows: smaller than medium-sized creatures, 2d10 rounds; medium-sized creatures, 2d8 rounds; large creatures, 1d8 rounds; huge and gargantuan creatures, 1 round. Also at 5th level, a thri-kreen receives the chatkcha proficiency as a bonus. (If the character already has the proficiency, he gets nothing.) Those proficient with the throwing weapon can hurl it for 90 yards. If it misses its target, it returns to the thrower.

Upon reaching 7th level, a thri-kreen develops the ability to dodge missile fire on a roll of 9 or better on 1d20. Only physical missiles can be dodged, not magical effects (such as the magic missile spell). Physical missiles that have been enchanted modify the dodge roll by their plus. Thus, a thri-kreen can dodge an arrow +3 on a roll of 12 or better (9+3=12).

Thri-kreen live to a maximum age of 35 years.

Additions to Tables in the Player's Handbook				
Table 3NN: Thieving Skill Racial Adjustments				
Pick Pockets		N/A		
Open Locks		N/A		
Find Traps		N/A		
Remove Traps		N/A		
Move Silently		N/A		
Hide in Shadows		N/A		
Detect Noise		N/A		
Climb Walls		N/A		
Read Languages		N/A		
Table 4A: Age				
Starting Age		Base Age:		Variable:
Maximum Age Range (Base + Variable)		6		25+1d10
Table 4C: Aging Effects				
Middle Age: --		Old Age: --		Venerable: 35
Table 4E: Average Height and Weight				
Height in Inches		Weight in Pounds		
Base (M/F)	Modifier	Base (M/F)	Modifier	
82/82	1d4	450/450	1d20	
Racial Modifiers to Circumstances of Birth:				
Table 4G: +5		Table 4H: -40		



The Ability Scores

Athasian characters have the same seven ability scores used in every HM game: Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma and Comeliness. In a DARK SUN campaign, characters have an ability score range of 3 to 24 (as opposed to 3 to 18), depending on the ability in question. When creating a character, players roll dice to generate scores from 5 to 20. Character racial adjustments can then boost high rolls beyond the score of 20 or drop lower scores as low as 3.

Rolling Ability Scores

The six ability scores are determined randomly by rolling dice to obtain a score from 5 to 20 (before any adjustments are applied). These numbers are, on average, higher than those for characters in other campaign worlds. Athas has produced beings that are generally superior, with greater levels of strength, endurance, and intelligence than those found elsewhere.

- **Rolling PC ability scores:** Roll 5d4 seven times, once for each ability score. Write down the totals in the order they are rolled and apply them to the seven abilities in that order.

Creating New Characters

In a DARK SUN campaign, Athas is a harsh world where only the strong survive. To reflect this, player characters don't begin adventuring as novices. Rather, they start with some experience to call upon and receive a few other benefits not available to characters in other campaigns. Those benefits are outlined in the following text:

- **Starting Level:** All single-class player characters start the campaign at 3rd level, except for Barbarians who instead start at 2nd level. A player character begins his adventuring career with the minimum number of experience points needed to attain 3rd level in his class. The PC is treated as having trained at a Kobar with minimum passing results. This rule reflects the fact that life on Athas is much harsher than it is on other HM worlds, which forces characters to mature more quickly in order to survive.
- **Starting Hit Points:** Beginning PCs determine hit points in the normal fashion. Roll a hit die for each of the character's first three levels of experience, apply any Constitution modifiers to the rolls, and then total them to determine the character's starting hit points.
- **Starting Proficiencies/Skills:** New PCs receive initial weapon proficiencies, plus any additional slots that may become available at 3rd level. Thus, 3rd-level warriors receive an additional weapon proficiency (for a total of 5). The character receive a bonus +20% for skills to be distribute among their skills as they like. They receive no additional skills beyond those achieved during character creation.
- **Starting Money:** PCs who start the campaign as free citizens use TABLE 4M in the HM PHB to generate starting funds. Slaves, however, start with no money. Replace gold with ceramic pieces.
- **Multiclass Player Characters:** Player characters who are multiclass start the campaign at different levels of experience. A multiclass character begins with just enough experience points to be 2nd level in his most "expensive" class. For example, a fighter/preserver would have 2,500 experience points in each class—the minimum to be 2nd level as a preserver. This is enough experience to let him start the campaign at 2nd level in each class. A fighter/preserver/thief would also start with 2,500 experience points in each class. This makes him 2nd level as both preserver and fighter, but 3rd level in his thief class.
- **Starting Honor:** The character maintains the same honor level with their score being adjusted accordingly, i.e. if the PC had great honor at 1st level, then the character is in the great honor window at start of play for his starting level (usually 3rd level). The GM will adjust the score as he feels appropriate.
- **Nonplayer Characters:** While PCs start the campaign at higher levels, nonplayer characters can be 1st or 2nd level, as determined by the DM. Remember, PCs are truly exceptional individuals while lower-level NPCs make up the majority of common folk.

Classes of Dark Sun

Player characters on Athas fall into the same general groups found in the traditional HM game: warrior, wizard, priest, and rogue. DARK SUN characters can also be psionics. There are, however, minor modifications to all classes, as outlined in this section and the ones that follow.

Note: Athas is a world of powerful psionics. Every player character is at least a wild talent, as are many of the nonplayer characters and monsters. Some opponents even develop into full-fledged psionics or the monstrous equivalent. A thorough understanding of The Complete Psionics Handbook is required to fully detail a DARK SUN campaign. However, GMs may opt to use more complicated rules psionic rules in the Player's Options: Skills & Powers book. This guide uses the Psionics Handbook and The Will and The Way supplement for its psionic mechanics. If you want to use the other system, you'll have to convert it yourself and you can email it to me to see if I MIGHT add it to this guide. Begging and gifts might work.

Character Classes

Fighter

Fighter
Ability Requirements:
Strength 9+
Prime Requisite(s):
Strength
Hit Dice Type:
d10
Allowed Races:
Any
Allowed Alignments:
Any
Build Point Bonus:
10 BP

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. They can be of any alignment, use magical items, gain weapon proficiencies and specializations, and advance in level according to the rules in the Player's Handbook.

As a fighter increases in experience levels, his reputation as a warrior and leader grows. As word spreads, less experienced warriors who are eager to fight for the same causes seek him out. These followers remain loyal to the fighter for as long as they are not mistreated and there are battles to be fought. A fighter need not have a stronghold to attract these confederates. Followers are always gained in a group of ten individuals,

which is called a stand. All ten are of the same race and experience level and have the same equipment. A unit consists of some number (usually 2d10) of identical stands.

Once a fighter reaches 10th level, he attracts his first unit of followers. This first unit always consists of warriors of the same race and background as the fighter (that is, if the fighter is part of a slave tribe, so is his first unit of followers). The first unit consists of 1d10+2 stands (30-120 individuals). Roll 1d2+1 to determine the level of the unit. As the fighter gains each new level beyond the 10th, he attracts another unit of followers. Roll dice to determine the number of stands in the unit and the level of the followers. These subsequent followers may be of very different backgrounds than the fighter himself.

A fighter can't avoid gaining followers. The desperate peoples of Athas constantly look for great commanders, warriors who will lead them. TABLE XIV, below, lists a fighter's followers. These are merely the automatic followers that a fighter gains. In the course of a campaign, a player who wishes to role-play such situations might raise huge armies of former slaves or gain control of an entire thri-kreen tribe for his character.

TABLE XIV: FIGHTER'S FOLLOWERS

Fighter's level	Stands Attracted	Stands' level	Special*
11	1d10+4	1d3+1	5%
12	1d12	1d3+2	10%
13	1d12+2	1d4+1	15%
14	1d12+4	1d4+2	20%
15	1d20	1d6+1	25%
16	1d20+2	1d6+2	30%
17	1d20+4	1d8+1	35%
18	1d20+6	1d8+2	40%
19	1d20+8	1d10+1	45%
20	1d20+10	1d10+2	50%

* Percentage chance that the unit is of an unusual nature. Examples include kank cavalry, thri-kreen, elves, aarakocra, or human fighters of exceptional equipment or morale. The DM decides all special characteristics beyond the number of stands and level of followers.

A fighter has the following special benefits:

- A fighter can teach weapon proficiencies when he reaches 3rd level and can train students in the use of any weapon in which he is specialized. The fighter may train a number of students equal to his level in a single "training class." A training class requires eight hours of study each and every day for one month. At the end of that time, each student must make an Intelligence check. Those who pass gain a bonus proficiency slot in that weapon. A student may only be trained once, regardless of success, with a specific weapon. Students can learn any number of new proficiencies in this manner, even beyond those slots normally allowed for a character of that level.
- A fighter can operate heavy war machines when he reaches 4th level, including bombardment engines (such as ballistae, catapults, and trebuchets), crushing engines (such as rams and bores), and siege towers.
- A fighter can supervise the construction of defenses when he reaches 6th level. These include ditches and pits, fields of stakes, hasty stone and wooden barricades, and even semi-permanent stone fortifications.
- A fighter can command large numbers of troops when he reaches 7th level. In role-playing terms, the fighter has mastered the skills and techniques to take charge of 100 soldiers per level. This includes terminology, use of messengers and signals, use of psionic and magical aids to communication, etc.

In all cases where the rules here don't contradict them, the rules governing fighters in the Player's Handbook should be used.

Gladiator

Gladiator
Ability Requirements: Strength 12+, Dexterity 12+, Constitution 14+
Prime Requisite(s): None
Hit Dice Type: d12
Allowed Races: Any except aarakocra
Allowed Alignments: Any
Build Point Bonus: 9 BP

Gladiators are slaves of the city-states or merchant houses, specially trained to participate in brutal physical contests for the enjoyment of the masses. Disciplined in many diverse forms of hand-to-hand combat and skilled in the use of dozens of different weapons, gladiators are among the most dangerous warriors on Athas.

They are exactly like those listed in the Combatant's Guide unless otherwise noted here.

- A gladiator attracts followers when he reaches 10th level. The followers arrive in the same manner as for fighters. A gladiator's first unit always consists of other gladiators who have come to study his fighting style and "learn from a true master."

Ranger

Ranger
Ability Requirements: Strength 13+, Dexterity 13+, Constitution 14+, Wisdom 14+
Prime Requisite(s): Strength, Dexterity, Wisdom
Hit Dice Type: d8
Allowed Races: All except dwarf and mul
Allowed Alignments: Any good
Build Point Bonus: 10 BP

The role of the ranger is largely unchanged-even in the alien wilderness of Athas. Harsh and unforgiving, this world calls for skilled and capable people to master its ways. The ranger more than answers that challenge, living a rugged life through clever mastery of his surroundings.

A ranger's motivations can vary greatly. For instance, human rangers are often former slaves forced into the wilderness where they must learn to survive. Halfling rangers, on the other hand, play an integral part in their aboriginal society as advisers and trackers. Whatever their origin, all ranger characters are of good alignment.

- A ranger can learn priest spells when he reaches 8th level. At that time, he must decide upon a single elemental plane of worship and choose spells from that sphere (he can't use spells from the Sphere of the Cosmos, however). A ranger never gains bonus spells for a high Wisdom score, nor is he ever able to use priest scrolls or magical items unless specifically noted otherwise in the item description. Further, while he can't enchant magical potions on his own, he can reproduce them using botanical enchantment (see Chapter 5: Experience and Treasure in the Dark Sun Revised Campaign Setting).

Rangers do not have the ability to use magic-user spells in Dark Sun. Thus, when they obtain their magic-user slots, they gain access to the Animal and Plant Spheres from the Zealots guide. These spells replace the magic-user spells and can be prayed for in the same slots as the magic-user ones, SEPARATE of his chosen element spell slots.

Thus, a ranger can learn Animal and Plant Spheres when he reaches 9th level. He can only memorize from those spheres equal to the number of druid spells that can be memorized at one experience level lower.

They gain followers as listed below:

- At 10th level, a ranger attracts 2d6 followers, but his followers are far different from those granted to a fighter or gladiator. To determine the type of follower acquired, consult TABLE XV and roll once for each follower.

TABLE XV: RANGER'S FOLLOWERS

1d100 Roll	Followers
1-4	Aarakocra
5-8	Anakore
9-12	Ant Lion, Giant
13-18	Baazrag
19	Behir
20-25	Belgoi
26-30	Cat, Great
31	Dragonne
32-35	Druid
36-39	Ettin
40-46	Fighter (elf)
47-52	Fighter (human)
53-58	Fighter (thri-kreen)
59-62	Giant
63-68	Kenku
69-78	Lizard
79-82	Preserver
83	Psionicist (human)
84-90	Roc
91-95	Thief
96-98	Wyvern
99	Yuan-ti
100	Other wilderness creature (chosen by the GM)

Magic-User Class

In a DARK SUN campaign, magic is irrevocably linked to the environment. The casting of magical spells and the enchantment of magical items draws energy directly from the living ecology in the vicinity, destroying the life there. A wizard is able to capture and master these magical energies, though at the expense of affecting the ecosystem. Wizards can choose the degree to which they damage the environment in their effort to gain mastery of magical energy.

The **defiler** activates tremendous magical energy without regard to the havoc such actions play on the land. With the casting of each spell, a defiler destroys a portion of the world's ecosystem, rendering the land dead and sterile. This vicious and brutal method of wielding magic requires little study, and so defilers advance through levels relatively quickly as far as wizards are concerned.

The **preserver** learns to tap-rather than destroy-magical energies so as to minimize or even cancel the destruction of life. He uses magic in concert with the environment, doing so by balancing his quest for power with in-depth study, which requires that his level advancement proceed slowly.

There are no magic-user specialists, double specialists, or sole-practitioner on Athas. The study of magic has been so restricted over the centuries that wizards have a hard enough time learning spells, let alone specializing in a specific field of study. While specializing has not survived, other forms of magic use have appeared or survived from the time of the Sorcerer-kings purging because of their unique natures. They will be explained below.

Like wizards in other campaigns, Athasian mages are restricted in their use of weapons and armor (as explained in the Player's Handbook). In this world, a wizard's spell book is very rare-perhaps found only as an artifact. Instead of a "book" made with flat pages bound along one edge between heavy covers, 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 "spell books" and function accordingly.

NOTE: A wizard in Athas have a difficult life. No training place is designed for them. Unless they are a member of some special wizard group or have a master to train them, most wizards must self train and DO NOT receive a bonus spell when they level. They must struggle to find scrolls or spellbooks or research spells on their own. It's not all bad news, due to the way wizardry is on Athas, you need only find a spell caster of a higher level and of the same class as you to train you. They are not required to have the same alignment as you, nor do they need any type of training skill but they must be preserver or defiler like you. This is how knowledge of magic has been passed down for last thousand years and every caster is taught how to teach others as part of their apprenticeship. This is how magic has been kept alive all during all these years of persecution. So word of advice to you lone wolf wizards, think about Experience Bonus talent.

Defiler

Defiler Ability Requirements: Intelligence 9+, Wisdom 9+ Prime Requisite(s): Intelligence Hit Dice Type: d4 Allowed Races: Elf, half-elf, human Allowed Alignments: Any Non-Good Build Point Bonus: 9 BP Spell Jacking? No
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Defilers are wizards who have decided to take the faster, darker approach to mastering the use of magical spells. In the give and take of spell casting, defilers are well versed in the taking, but give nothing in return. With every spell cast, a defiler leeches the life energy out of the plants and soil around him, leaving behind a lifeless zone. The actual amount of damage done to the environment by a defiling spell depends upon the level of the spell and the nature of the land. (The rules governing this process are presented in Chapter 4: Magic and Spells.) it seems natural that defilers can have only neutral or evil alignments; a defiler can never be of good alignment.

Because a defiler destroys life as a natural matter of course, his aura has a permanent taint that increases with every rise in level. At low levels, this taint is simply a bad feeling that others sense dimly. At higher levels, the taint becomes a malignant air of death that even the dumbest half-giants can detect. In game terms, this is reflected with a Charisma penalty that's applied whenever a defiler interacts with other characters. At 1st–5th level, Charisma is at -2; at 6th–10th, Charisma is at -4; at 11th–15th, Charisma is at -6;

and at 16th–20th, Charisma is at -8. Comeliness is modified in accordance to their new Charisma score. The scores are only modified when interacting with others, i.e., a 20th level defiler with an 18 Charisma has a modified 10 Charisma when dealing with others, but he still has an 18 Charisma in regards to other actives (such as learning Charisma based skills) or if he were some how able to give up being a defiler.

A defiler who has an Intelligence score of 16 or higher gains a 10% bonus to all experience points earned. A defiler can use any magical item normally available towards. He advances in level as per TABLE XVI.

In most cases, defilers are outlaws (even in the eyes of the corrupt sorcerer-kings), so they keep their magical skills hidden. Unlike preservers who have a loose organization in the underground Veiled Alliance, defilers tend to be loners, keeping their ambitions and powers to themselves. A sorcerer-king tolerates a select few defilers in his employ to carry out day-to-day magical tasks that he has no patience for, but that's all. These defilers are always at the beck and call of their master, and the sorcerer-king himself oversees the training of new recruits. A sorcerer-king's defilers are feared and hated far and wide.

TABLE XVI: DEFILER EXPERIENCE LEVELS

Experience Points	Experience Level	Accumulated Hit Dice (d4)	Level Title
0-1,750	1	20+1d4*	Tainter
1,751-3,500	2	2	Sullier
3,501-7,000	3	3	Tarnisher
7,001-14,000	4	4	Besmircher
14,001-28,000	5	5	Polluter
28,001-42,000	6	6	Despoiler
42,001-63,000	7	7	Desecrater
63,001-94,500	8	8	Violator
94,501-180,000	9	9	Corruptor
180,001-270,000	10	10	Ravisher
270,001-540,000	11	11**	Devastator
540,001-820,000	12	11+1	Devastator
820,001-1,080,000	13	11+2	Devastator
1,080,001-1,350,000	14	11+3	Devastator
1,350,001-1,620,000	15	11+4	Devastator
1,620,001-1,890,000	16	11+5	Ravager
1,890,001-2,160,000	17	11+6	Ravager
2,160,001-2,430,000	18	11+7	Arch-Ravager
2,430,001-2,700,000	19	11+8	Arch-Ravager
2,700,001+	20***	11+9	Arch-Ravager

* At first level defilers receive 20 points + 1d4. This twenty point 'kicker' is received at first level only.

** Defilers gain 1 hp per level after the 11th.

*** 270,000 experience points per level for each additional level beyond the 20th.

Preserver

Preserver
Ability Requirements: Intelligence 9+, Wisdom 11+
Prime Requisite(s): Intelligence
Hit Dice Type: d4
Allowed Races: Elf, half-elf, human
Allowed Alignments: Any
Build Point Bonus: 9 BP
Spell Jacking? No

The preserver is a wizard who seeks to maintain the environment while drawing magical power from it. In the give and take of spell casting, preservers have mastered the balance. A preserver's magical spells are cast in harmony with nature, and there is no damage to the surrounding environment.

A preserver who has an Intelligence score of 16 or higher gains a 10% bonus to the experience points he earns. He follows all other rules presented in the Player's Handbook and advances in level as noted on Table 3AA: MAGIC-USER EXPERIENCE LEVELS in that book.

Game Effects of Preserving and Defiling Magic

Defilers gain levels faster than preservers because preservers opt to proceed slowly so as not to destroy the fragile ecosystem around them. Defilers have no regard for such niceties. Other game mechanic differences are described below.

There are two steps to casting a spell on Athas. First, a wizard must gather the energy to power the spell from the plant life around him. Then he performs the actions necessary for releasing the spell—the usual somatic, verbal, and material components of the spell come into play in the second step.

To gather energy for a spell, a wizard holds out an open hand and taps into the life force of nearby plants. How much power the wizard receives depends on what path of magic he follows. Preservers always receive the amount of energy they need to cast their maximum number of spells per level. They take this energy slowly so as not to deplete the life they're drawing it from.

Defilers, on the other hand, absorb energy quickly, killing everything in the vicinity until they're filled up. The defiler's method isn't as refined or careful, and so it involves the possibility for both a certain degree of failure and a higher level of success.

This gathering of energy occurs outside of game time, during the same period of time as a wizard is memorizing his spells. No roll is required for a preserver; this class of wizard automatically gathers the energy necessary to cast all the spells allowable at a given level of experience. Defilers make an Intelligence check based on the type of terrain they're in at the time of spell memorization. The effects of this check are noted on TABLE XVII.

TABLE XVII: GATHERING SPELL ENERGY THROUGH DEFLING MAGIC

Terrain Type*	Intelligence Check		
	Failure (More than Int)	Int to Int-7	Int-8
Lush	-1 spell/level	Usual spells/level	+3 spells/level
Abundant	Failure (More than Int-2)	Int-2 to Int-7	Int-8
	-1 spell/level	Usual spells/level	+2 spells/level
Fertile	Failure (More than Int-3)	Int-3 to Int-7	Int-8
	-1 spell/level	Usual spells/level	+2 spells/level
Infertile	Failure (More than Int-5)	Int-5 to Int-8	Int-9
	-2 spell/level	Usual spells/level	+1 spells/level
Barren	Failure (More than Int-7)	Int-7 to Int-9	Int-10
	-2 spell/level	Usual spells/level	+1 spells/level

* *Lush* terrain includes verdant belts, grasslands, and mud flats. Fertile terrain includes oases and scrub plains. Infertile terrain includes stony barrens, rocky badlands, and bare mountains. Barren terrain includes boulder fields, sandy wastes, and salt flats.

As the gathering of spell energy takes place during the “off stage” time between adventures when wizards memorize spells, any bonuses or penalties toward the number of spells per level should be taken into account when players make up their characters’ lists of memorized spells for a game session.

Example: The defiler Hepulto has an Intelligence score of 16. In lush terrain, a roll of 17 or higher is a failure, while a roll of 8 or less (Int 16–8=8) provides the best result. In fertile terrain, however, Hepulto fails on a roll of 13 or higher (Int 16–3=13).

If a preserver wants to turn to defiling magic (rolling on TABLE XVII), he may do so once per level of experience without any penalty. Even if the check fails, the attempt constitutes the use of defiling magic methods for a given level. Each use of defiling magic beyond that one use could have serious consequences for a preserver, for he moves closer and closer to a very fine line.

Each additional use of defiling magic requires the preserver to make a saving throw versus death magic, modified by a cumulative penalty of -2 per each additional use. A failed saving throw means the process for drawing life energy didn’t come from the plants, but from the preserver himself. He suffers a permanent 1d4 point loss from his Constitution score and becomes a defiler immediately. The character has demonstrated a willingness to resort to defiling magic to gain more power, and an alignment change may be necessary.

A preserver who switches to the defiler class becomes a defiler of the same level, with the minimum number of experience points for that level (thus losing experience points). To regain his former station, the character must 1) stop drawing energy as a defiler; 2) not advance in level until he has accumulated enough experience to reach the next level as a preserver; and 3) perform a great personal sacrifice or undertake a momentous quest to demonstrate his commitment to the preserving way. A preserver who returns from being a defiler has just one chance. If the character crosses the line again, he remains a defiler until his dying day.



Priest Class

Athas is a world without true gods. Powerful sorcerer-kings often masquerade as gods and demigods but, though their powers are great and their worshipers many, they aren't true gods. The world does, however, provide sources of priestly magical power. Such belief-inspired magic is separated into two distinct areas, each with a class suitable to its application. Note that the use of priestly magic never adversely affects the ecosystem in and of itself. The net result of the spell may affect the environment (such as summon insects or lower water), but the use of the magical energy itself doesn't destroy the environment like defiling magic.

Clerics are priests who tend to the needs of the local people with their particular talents. They worship one of the four elemental forces: earth, air, fire, or water. They call upon magical energies from the associated planes, specializing in one element's magical application on the Prime Material plane of Athas. Like the elements themselves, the power they draw upon isn't benevolent or malevolent—it only cares that its natural form in the material world is preserved.

The spells available to a cleric depend upon his elemental plane of worship. To reflect this, the spheres of clerical spells have been reorganized into five spheres: the Spheres of Earth, Air, Fire, and Water, and the Sphere of the Cosmos (a general sphere). Spells are received directly from the elemental sphere (even the Cosmos spells). A cleric need not restrict his activities to supporting his element on Athas, but direct opposition may cause spells to be withheld, at the DM's option. For example, an elemental water cleric who goes out of his way to poison or otherwise damage a watering hole might suffer for such an action.

Druids, the second type of Athasian priests, associate themselves with the spirits that inhabit special geographical locations on Athas. Every oasis, rock formation, stretch of desert, and mountain has a spirit that looks over it and protects its use. A druid allies with a particular spirit, acting as that spirit's earthly counterpart and drawing magical energy from it. For example, an oasis has its own spirit and a single druid who lives there to protect it and preside over its use by humans, demihumans, and animals.

Note: A cleric gains access to all spells within his chosen elemental sphere and to all spells in the Sphere of the Cosmos. Druids choose their spheres based upon the geographic feature with which they are associated. The new lists of priest spells by sphere is given in Chapter 4: Magic and Spells.

Other than these spell parameters, priest characters are created and used just as described in the Player's Handbook. Restrictions to armor and weaponry vary according to class.

Cleric, Elemental

Cleric, Elemental

Ability Requirements:

Wisdom 11+

Prime Requisite(s):

Wisdom,

Hit Dice Type:

d8

Allowed Races:

Any but Pterran

Allowed Alignments:

True Neutral

Build Point Bonus:

10 BP

Spell Jacking?

No

Outside the city-states, away from the bureaucracy of the sorcerer-kings and their templars, the most common type of priest is the cleric. All clerics worship the elemental planes and draw their magical energies directly from them. However, the backgrounds and motivations for clerics may be vastly different—the shamans of the halflings, the elemental singers of the elf tribes, and the healers among the herding communities are all dissimilar, but they're all still clerics.

Every cleric must choose one elemental plane as his focus of worship. This choice dictates what spells he can call upon and what types of weapons he prefers to use. A cleric has major access to the sphere of his element of worship and minor access to the Sphere of the Cosmos.

Clerics concentrate their efforts on magical and spiritual pursuits, generally leaving combat to others. However, Athas is a violent world, and practicality dictates that they train in combat as well. Clerics aren't restricted with regard to the armor they may

wear. Their weapons of choice are related to their particular elemental plane of worship, as in the following:

- **Elemental Plane of Earth.** Clerics of the earth are usually the best armed since they can use stone and metal in their weapons. Wood is also acceptable to them since it originally grew in the ground. They may use any weapons made of these materials that are listed in this book or the Player's Handbook.
- **Elemental Plane of Air.** Since the air doesn't easily lend itself to being made into an offensive weapon, clerics of the air rely instead on weapons that are guided by the air. They may use any sort of bow, blowgun, or sling, regardless of the material used to construct it. Spears are also acceptable and are used as either melee or missile weapons.
- **Elemental Plane of Fire.** Clerics who worship this plane rely on flaming weapons. Favored weapons include flaming arrows, burning oil, and magical weapons enchanted to somehow burn or scald. Heating metal weapons (when they're available) to cause searing damage is another acceptable practice among fire clerics. Because it was once fused under great pressure and heat, weapons made from obsidian are also acceptable.
- **Elemental Plane of Water.** Clerics who draw power from this plane recognize water as the bringer of life to the wastes, the originator of all that grows. Therefore, elemental water clerics may use any weapon that is organic in origin, usually wood or bone. They may use bows, clubs, maces, javelins, quarterstaves, spears, and warhammers made from these substances.

Athasian clerics aren't strictly forbidden from using weapons that don't conform to those listed above. However, clerics don't gain their share of group experience awards for creatures they helped defeat using weapons outside those noted in this scheme.

Clerics in the DARK SUN world who have a Wisdom of 16 or more gain a 10% bonus to the experience points they earn. Likewise, clerics conform to many other rules in the Player's Handbook. For instance, elemental clerics have

power over undead, just as described in the Player's Handbook. In a DARK SUN campaign, however, undead are classified as either controlled or free-willed, but the cleric's ability to turn or dispel them is the same unless stated differently in an undead monster's description. As undead are outside the natural cycle of life and death, elemental clerics consider them to be abominations (though evil clerics can control them, as stated in the Player's Handbook).

Unlike warriors, Athasian clerics never gain followers simply as a reward for advancing in levels, nor do they ever gain official approval to establish a stronghold. If the GM wishes, however, any of these things may come about as a result of good role-playing. Fortunately, clerics do gain certain powers with regard to their elemental planes of worship as they advance in level, as follows:

- Elemental clerics can ignore the physical effects of the element they worship upon reaching 5th level. The duration of this power is a number of rounds equal to the cleric's level, and it can only be used once per day. Thus, a water cleric may move through water freely, and an earth cleric may pass through stone walls as if they weren't there. Force exerted on the cleric by the element may also be ignored—a great wind won't affect an air cleric, for example, nor would flames burn a fire cleric. This protection extends to everything that the cleric carries on his person at the time.
- A cleric can gate material directly from his elemental plane upon reaching 7th level. The amount of material gated is one cubic foot per level above 6th. The material is a pure specimen from the plane in question: earth, air, fire, or water. The exact nature of the material is in its purest, most basic form. Earth arrives as dense stone, water as pure liquid, fire as cleansing flame, and air in the form of a tremendous cyclonic wind that's capable of knocking down all huge or smaller creatures and lasts one round. The shape of this gated material may be dictated by the cleric (a stone wall one inch thick, a sheet of flame surrounding an altar, etc.), but it can't be gated to a distance more than 50 feet from the cleric. Material may be gated only once per day.
- Though not a granted power, a cleric can conjure elementals from his elemental plane when he reaches 9th level, since conjure elemental is a 5th-level spell in the DARK SUN campaign. The 6th-level spell conjure fire elemental and the 7th-level spell conjure earth elemental have been removed from the DARK SUN priest spell lists. In all cases where the rules here don't contradict them, the rules for clerics in the Player's Handbook apply.

Druid

Druid
Ability Requirements: Wisdom 13+, Charisma 15+
Prime Requisite(s): Wisdom, Charisma
Hit Dice Type: d8
Allowed Races: aarakocra, half-elf, halfling, human, mul, pterrhan, thri-kreen,
Allowed Alignments: True Neutral
Build Point Bonus: 10 BP
Spell Jacking? No

Druids are independent priests who ally themselves with various spirits of the land. A druid shares power with the spirit he worships, nurturing and protecting the geographical feature to which the spirit is tied. Virtually every feature of the land has a druid to protect it, but druids seldom interact with others of their kind. They serve independently, living patient, solitary lives devoted to guarding the land.

Every druid must choose one geographic feature to be his guarded lands. The geographic features that a druid might make his guarded lands can vary widely. For instance, 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.

Lower-level druids may travel widely in the world. During his time of wandering, a young druid learns about the world, its ecology, the balance of nature, and the ways of its creatures. Although he has already chosen lands to guard and cherish, he may spend as much or as little time on his guarded lands as he sees fit. Learning the ways of the world will ultimately help him better protect his guarded lands, for upon reaching 12th level his time of wandering comes to an end. From that time forward, the druid must spend half of

his time on his guarded lands, watching over them and protecting them. The rest of the time, the druid must again travel to keep tabs on events that might threaten nature in general and his guarded lands in particular.

Some possible guardian lands for the Sphere of Earth include a particular mountain or hill, a rock outcropping, an expanse of desert or steppes. For the Sphere of Air, a druid might opt to protect the sky over a particular area, the winds of a canyon, or any prevailing wind pattern. For the Sphere of Fire, dry grasslands, a volcanic vent, hot springs, or boiling tar pits are appropriate guardian lands. Lastly, the Sphere of Water might include a spring or pool, an oasis, or a natural cistern.

When in his guarded lands, a druid has several powerful granted powers, including the following:

- A druid can remain concealed from others while in his guarded lands. This is proof against all normal forms of detection (sight, hearing, etc.) but won't protect the druid from magical detection (including a detect invisible spell). The druid can't move or cast spells while concealed.
- A druid may speak with animals in his guarded lands when he reaches 3rd level. He can speak with all animals when he reaches 7th level.
- A druid may speak with plants in his guarded lands when he reaches 5th level. He can speak with all plants when he reaches 9th level.
- A druid can live without water or nourishment in his guarded lands when he reaches 7th level. From that point on, the druid draws his life energy directly from his guarded lands. However, when he leaves his lands to learn more of the world, he must take sustenance in the usual fashion.
- A druid can shapechange into creatures common to his guarded lands when he reaches 10th level. The druid can perform this shapechange up to three times per day. The size of the animal isn't restricted, provided the animal is native to the druid's guarded lands. When assuming the shape of an animal, the druid takes on all of its characteristics: movement rate and abilities, Armor Class, number of attacks, and damage per attack. The druid's clothing and one item held in each hand also become part of the new body; these reappear when the druid resumes his normal shape, and they

can't be used while the druid is in animal form. Since many animals wander over wide ranges on Athas, druids often have a large number of creatures to choose from. However, they can't shapechange into creatures totally alien to their guarded lands. Consult Chapter 7: Encounters for a list of possible creatures; use the terrain indicated for each creature when considering whether it's native to the druid's guarded lands. The druid retains his own hit points, attack matrix, and saving throws while in animal form.

Druids tend not to bother or even encounter those who use their guarded lands without damaging them. Travelers who stop at an oasis to water their animals and then move on will probably never know there is a druid watching their every move. It's a druid's firm belief that the lands are for all to use, human and animal alike. He watches to see that his guarded lands aren't abused in any way, but otherwise he leaves most visitors alone—with the possible exception of wizards. Understandably, druids tend to be very apprehensive about wizards who venture into their realms, as any wizard might turn out to be a defiler. Nothing can destroy the land faster than a defiler drawing power for his spells.

Unlike in other HM campaigns, there's no worldwide organization of druids on Athas. As such, there are no rules limiting the number of druids that may exist at a given level, and there are no special druidic titles such as Archdruids and the Grand Druid. These don't exist in a DARK SUN campaign.

A druid who has both a Wisdom and Charisma score of 16 or more gains a 10% bonus to the experience points he earns. Further, he has no restrictions as to what weapons he may use. He may never wear armor, but may don items that give magical protection (bracers, cloaks, etc.), and he can use any magical item normally available to druids.

A druid has access to spells from up to two spheres associated with his guarded lands—one at major, the other at minor. For instance, a druid whose guarded land is a stream might be restricted to spells from the Sphere of Water. A more exotic druid might choose as his guardian lands the "howling winds of the north" and use spells from the Sphere of Air. Still another druid, whose guarded land is a desert spring, may draw spells from both the Sphere of Water and the Sphere of Earth, though one must be of major access and the other of minor, as decided by the DM. At most, a druid may claim two spheres to be related to his guarded lands, and they must meet the approval of the DM. In addition, a druid has major access to spells from the Sphere of the Cosmos.

In all cases where the rules here don't contradict them, the rules about druids in the Player's Handbook should be used.

Templar

Cleric, Elemental Ability Requirements: Intelligence 10, Wisdom 3 Prime Requisite(s): Wisdom Hit Dice Type: d8 Allowed Races: Dwarf, Elf, Half-elf, Human Allowed Alignments: Any non-good Build Point Bonus: 8 BP Spell Jacking? No
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Templars are the greatly feared disciples of the sorcerer-kings. Their organization is steeped in ancient tradition and treacherous politics, and the work they perform for the sorcerer-kings is governed by endless bureaucracy. To city dwellers, the templars are the enforcers of the sorcerer-king's will, allowed to run rampant, enforcing the local edicts with painstaking indifference, doling out punishment or even execution with the sorcererking's blessing. An organization of wicked men looking out for their own wealth and power, the templars are overrun with corruption to the highest level—the sorcerer-kings generally turn a blind eye to bribery and scandal among the templars, provided terror is maintained among their subject populations.

Templars gain levels as do clerics, but their spell progression at low levels is slower. At 15th level, though, the progression increases drastically as the character enters the upper ranks of the templar hierarchy. At the highest levels, templars have more spells available to them than clerics of the same level.

The libraries of the templars are unavailable to outsiders, but are the most extensive in the cities. Their use allows templars to access all the spheres for their spells. Also, the extensive libraries encourage magical research. Templars may begin creating scrolls at 6th level and potions at 8th.

A templar character may be either neutral or evil; there are no good templars. The templars from one city state have no association with those from another. Thus, templars cannot transfer loyalty from one sorcerer-king to another while the first is still alive. Should a templar's sorcerer-king fall from power or be killed, he may petition to another sorcerer-king for acceptance, where he may find an open hand or the taste of steel, at the new sorcererking's whim.

Templars are initially trained as warriors and, at lower levels, are forced to garrison temples and palaces in their city state. Templars are not usually restricted as to weaponry or armor worn, but some sorcerer-kings impose temporary restrictions. In times of war, the templars are commonly called upon to summon formations of undead soldiers that they will lead into combat and to act as officers for his mortal armies.

A templar's spells are received directly from the sorcerer-king he worships. Spells can be taken away by the sorcerer-king if the templar has somehow displeased him. If the sorcerer-king is particularly displeased, he might kill the offending templar.

Templars have power over undead, but only to raise or ally with them, never to turn them away. As discussed for evil priests and undead in the Player's Handbook, this is resolved in the same way as a turning attempt. Up to 12 undead can be commanded. A "T" result means the undead automatically obey the templar, while a "D" means the undead become completely subservient to the templar. They follow his commands (to the best of their ability and understanding) until turned, commanded, or destroyed by another. As a templar advances in level, he gains certain powers **within his city state**.

A templar can call upon a slave to do whatever he wants. Slaves who do not do as ordered by a templar face immediate death.

A templar can pass judgment upon a slave at any time. In any matter involving disobedience or the actions of a slave, a templar may judge, sentence, or pardon a slave as he sees fit, regardless of who owns the slave. Penalties can include imprisonment, torture, or even death.

A templar can legally enter the house of a freeman when he reaches 2nd level. The freeman has no right to refuse the templar admission, under punishment of imprisonment and possible execution.

A templar can requisition soldiers when he reaches 3rd level. He can call upon 1d4 soldiers per level. The soldiers will all be 1st-level templars with one 2nd-level templar centurian. A templar can call upon soldiers any time he wishes, but the soldiers cannot be ordered to leave the city without permission from the templar's sorcerer-king.

A templar can accuse a freeman of disloyalty or similar crimes when he reaches 4th level. Regardless of evidence, an accused freeman will be locked in the dungeons of the sorcerer-king for as long as the accusing templar wishes.

A templar can gain access to all areas in palaces and temples when he reaches 5th level. Before that time the templar is restricted from areas such as libraries and council chambers unless ordered to go there by a higher-level templar.

A templar can draw upon the city treasury for official investigations when he reaches 6th level. The number of gold pieces he can draw from the treasury is equal to the roll of a number of 10-sided dice equal to the templar's level, multiplied by his level, per month. For example, a 7th level templar would roll 7d10 then multiply the result by 10. Few questions are asked when gold is requisitioned, provided no attempt is made to withdraw funds more often than once per month.

At templar can pass judgement on a freeman when he reaches 7th level. The freeman must be at least two levels lower than the judging templar, regardless of the freeman's class. Judgement can be in the form of a fine, a stretch of time in the dungeons, enslavement, execution, or anything else the templar wishes. Failure to comply makes the judged freeman an outlaw who, if caught, will be executed. Again, there need be no real evidence against the freeman being judged.

A templar can accuse a noble when he reaches 10th level. This is similar to the ability of the templar to accuse freemen, but permits the character to take action against the nobility on behalf of the sorcerer-king.

A templar can pass judgment on a noble (just as he can judge a freeman) when he reaches 15th level. The noble must be at least two levels lower than the judging templar.

A templar can grant a pardon to any condemned man when he reaches 17th level. Only the sorcerer-king himself can nullify the pardons granted by such a character.

As a rule, a templar can have no more than one man accused and in the dungeons per level. He may judge or pardon no more than one man per week. He may never accuse, judge, or pardon another templar who is of equal or higher level.

The templar hierarchy is measured strictly by experience level. A templar of higher level can negate any action taken by one of lower level (prevent the requisitioning of money or troops, release accused prisoners, etc.). Templars of the same level who disagree must seek out someone of higher level within the hierarchy to arbitrate their differences.

Templars never gain followers as do clerics. They never receive official approval to establish religious stronghold-a sorcerer-king's life revolves around his one city and, while that may expand, he will never open branch areas that he cannot control.

Templar Spell Progression

Templar Level	Spell Level						
	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-
3	3	1	-	-	-	-	-
4	4	1	-	-	-	-	-
5	5	2	-	-	-	-	-
6	5	2	1	-	-	-	-
7	5	2	2	-	-	-	-
8	5	3	2	1	-	-	-
9	5	3	3	1	-	-	-
10	5	3	3	2	-	-	-
11	6	3	3	2	1	-	-
12	6	4	3	3	1	-	-
13	7	5	4	3	2	-	-
14	7	5	5	4	2	1	-
15	8	6	6	5	3	2	1
16	9	7	7	6	4	3	1
17	9	7	7	7	5	4	2
18	9	8	8	8	6	4	2
19	9	9	9	9	7	5	3
20	9	9	9	9	9	6	4

Rogue Class

Athas is a world of intrigue and treachery, of shady deals and secretive organizations. In short, it's a rogue's paradise. Beyond the cities, in the wasteland villages and among the slave tribes, thieves live by their wits and skills. Within the secure walls of the city-states, many typically roguish occupations have become institutions unto themselves. Thieves and bards have become pawns of the wealthy, deployed in deadly games of deceit between noble families, merchant houses, and even other sorcerer-kings. There are still those, however, who use their disreputable talents toward noble ends, but they are especially rare.

The bard is a rogue who uses songs and tales as his tools of trade. He's 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.

The thief is a rogue whose strengths lie in stealth and pilfering. On Athas, the thief can be regarded as a talented individual for hire. Some city-states don't even consider the thief to be a wrongdoer; only the person who hired him is guilty of a crime. The thief may also be a simple robber seeking personal wealth or redemption.

The trader is a rogue who specializes in commerce and mercantile endeavors. Hagglers of great skill and procurers of fertile imagination, traders are welcome throughout Athas by ordinary citizens for the goods they deal in.

Bard

Bard Ability Requirements: Dexterity 13+, Intelligence 14+, Charisma 16+ Prime Requisite(s): Dexterity, Charisma Hit Dice Type: d6 Allowed Races: Half-elf, human Allowed Alignments: Any neutral Build Point Bonus: 8 BP

The bard is a member of a bizarre class of entertainers and storytellers prized by the aristocratic city dwellers. Free citizens all, bards tour through cities in groups or individually, then travel on, making a living with their wits and talents. It's also widely accepted that many bards lead double lives as notorious blackmailers, thieves, spies, and even assassins.

As described in the Player's Handbook, the bard must remain mostly neutral in alignment; that is, a bard character must have "neutral" as one of the aspects of his alignment. The bard's profession puts him in touch with all sorts of people and situations, so he can't afford to have a strong polarity of alignment to complicate his interaction with them.

Athasian bards have no restrictions to their armor or weapon choices. However, they tend to wear no armor, favoring more festive clothing, and their weapons are often small enough to be easily concealed.

Bards are first and foremost entertainers. Each has some skill as a singer, actor, poet, musician, and juggler. Every bard character specializes in one particular mode of performance, which should be noted on his character sheet. This skill may become pertinent in some role-playing situations.

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.

A bard has a bewildering variety of benefits, as noted in the following:

- A bard can use all thief abilities, including pick pockets, open locks, find/remove traps, move silently, hide in shadows, hear noise, climb walls, and read languages. The initial values of each skill is given on TABLE 3mm: THIEVING SKILL BASE SCORES (in the Player's Handbook), and is modified by race, Dexterity, and armor worn. Unlike thieves, bards add nothing to these base values at 1st level. Each time a bard advances a level in experience, the player receives another 20 points to distribute to his character. No more than 10 of these points can be assigned to a single skill, and no skill can be raised above 95%.
- A bard can influence reactions, as described in the Player's Handbook.
- Music, poetry, and stories performed by the bard can be inspirational, as described in the Player's Handbook.
- Bards learn a "little bit of everything," as described in the Player's Handbook.
- A bard is a master of poisons, knowledgeable in both their use and manufacture. Each level, the bard rolls 1d4, adds the result to his level, and consults TABLE XVIII below to determine which new poison he has mastered. If the bard has already mastered the poison indicated, he gains no new poison at that level. If the total is 21 or higher, the bard may choose any poison on the list. Once mastered, the bard can make a single application of the poison every day, using easily obtained materials. The methods of application are presented in the GAME MASTER Guide.

TABLE XVIII: BARD POISONS

1d4 +

Level	Class	Method	For	Damage	Per
2	A	Injected	1-3 rounds	1/0	Round
3	B	Injected	2-12 rounds	2d4/1d4-1	Round
4	C	Injected	2-5 rounds	3d4/1d4	Round
5	D	Injected	1-2 rounds	4d6/2d6	Round
6	E	Injected	-	Death/2d20	Immediate
7	F	Injected	-	Death/0	Immediate
8	G	Ingested	2-12 turns	1d4/1d4-2	Turn
9	H	Ingested	1-4 turns	2d4/1d4	Turn
10	I	Ingested	2-12 turns	1d6/1d2	Round
11	J	Ingested	1-6 rounds	Death/Debilitating	Round
12	K	Contact	2-8 rounds	1d6-2/0	Round
13	L	Contact	2-8 rounds	1d4/0	Round
14	M	Contact	1-4 rounds	3d6/1d4-1	Round
15	N	Contact	1 round	Death/4d10	Round
16	O	Injected	2-24 rounds	Paralytic/0	-
17	P	Injected	1-3 turns	Debilitating/0	-
18	Q	Ingested	1-4 turns	Debilitating/0	-
19	R	Ingested	3-30 rounds	Paralytic/0	-
20	S	Injected	1 round	Sleep/0	-
21+	*	*	*	*	*

* Player's choice.

Unlike bards in other campaigns, Athasian bards don't gain the use of magical spells at higher levels, and they never gain the ability to use magical devices of a written nature. In all cases where the rules here don't contradict them, the rules about bards in the Player's Handbook apply.

Thief

Thief
Ability Requirements:
Dexterity 9+
Prime Requisite(s):
Dexterity
Hit Dice Type:
d6
Allowed Races:
Any except half-giant and thri-kreen
Allowed Alignments:
Any
Build Point Bonus:
12 BP

Athasian thieves run the gamut of society. They 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, thieves 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. Perhaps because of their corrupt nature, thieves can choose any alignment except lawful good. However, they can be from any social class: slave, free citizen, or noble.

There is no thieves' cant used on Athas, nor do thieves attract followers. However, at 10th level a thief can attempt to attract a patron. A patron is a noble who will sponsor the thief and protect him under his house and name. The thief is expected to perform certain tasks for his new master in return—including theft, spying, and even assassination. The base chance of finding a patron is a percentage roll equal to 5% per level of the thief beyond 9th. Once a patron is obtained, the thief doesn't need to roll

anymore—the thief is now in the employ of one noble family or merchant house dynasty from one city of the GM's choice. However, a thief doesn't have to seek out a patron if he doesn't want to, and many prefer taking their chances without such protection. Note that once a thief has a patron, the only way to leave his benefactor's service is through death. A hired thief knows too many of his patron's secrets to be allowed to "resign" in a less permanent way.

In the campaign, having a patron means several things. First, the GM can assign the thief jobs from the family. The thief must perform these jobs or be targeted for assassination. Second, the thief can never be personally held responsible for his crimes while working for a patron. Typically, patrons have powerful friends among the defilers and templars of a city-state to protect both themselves and their thief employees from the law.

A thief's skills are determined as described in the Player's Handbook. However, racial and Dexterity modifiers for Athasian thieves are different than modifiers for thieves in other campaigns, so a thief's skills should be determined using the following tables instead. TABLE 3MM in the Player's Handbook lists the base scores for a thief's standard skills. TABLE XX lists adjustments to be made, depending on the race chosen for the character, and TABLE 3NN in the Player's Handbook lists the correct Dexterity adjustments for thieves.

TABLE XX: THIEVING SKILL RACIAL ADJUSTMENTS

Skill	Aarakocra	Dwarf	Elf	Half-Elf	Halfling	Mul	Pterrhan
Pick pockets	-10%	-	+5%	+10%	+5%	-	-5%
Open locks	-5%	+10%	-5%	-	+5%	-5%	-5%
Find traps	-	+10%	-	-	+5%	-	-
Remove Traps	-10%	+15%	-	-	+5%	-	-
Move Silently	+10%	-	+5%	-	+10%	+5%	+5%
Hide in shadows	-	-	+10%	+5%	+15%	-	+5%
Detect Noise	+5%	-	+5%	-	+5%	-	-
Climb Walls	-15%	-10%	-	-	-15%	+5%	-5%
Read languages	-	-5%	-	-	-5%	-5%	-

Trader

Trader
Ability Requirements: Intelligence 10+, Wisdom 15+, Charisma 12+
Prime Requisite(s): Wisdom, Charisma
Hit Dice Type: d6
Allowed Races: Aarakocra, dwarf, elf, half-elf, human, pterrhan
Allowed Alignments: Any
Build Point Bonus: 10 BP

Individuals capable of providing the basic necessities of life wield enormous influence in a world where everything is in short supply. Traders as a class specialize in finding the impossible and getting it to market for the maximum profit. Because of their ability to provide goods otherwise unattainable, traders are tolerated everywhere, from the cities of the sorcerer-kings to the slave tribe villages in the distant wastes.

All traders aspire to become masters of major trading houses, but most have to start much lower on the scale. On their rise to power and riches, they have no problem accompanying adventurers. A trader PC acts as a negotiator, interpreter, and diplomat for his group, appraising the treasure they find and bargaining for the supplies they need. Those adventurers who travel with a young trader often form the core of a new merchant house, get adopted into the trader's family, or earn spots as senior agents after the trader becomes successful.

Traders attack matrix, saving throws, experience and hit points are as a Thief.

Traders have no restrictions as to the weapons or armor they can use, but any armor heavier than leather prevents the use of thief abilities effectively. In daily life, traders usually wear ordinary clothes and carry weapons that can be easily concealed. Traders may be of any alignment.

A trader learns the arts of stealth, double-dealing, and thievery from an early age, for intrigue and espionage are normal parts of everyday business on Athas. A trader PC may use all thieving abilities as per the normal thief rules. These are modified by the character's race, Dexterity score, and armor being worn. Like a bard, a trader adds no points to the base values at 1st level. Each time the trader PC advances a level, he receives 20 points to distribute among the skills. No more than 10 points can be assigned to a single skill at one time, and no skill can ever be raised above 80%. As PCs start play in a DARK SUN campaign at 3rd level, a trader PC receives 40 points to distribute among his thieving skills.

Unlike thieves, however, traders don't get the backstab attack ability, though he does learn languages as a matter of course. At every three levels of experience, a trader PC gains a bonus language skill that must be used to add a new language (and only a new language) to his list of skills. Likewise, a trader PC who has Wisdom and Charisma scores of 16 or higher gains a 10% bonus to the experience points he earns.

A trader develops a natural ability to fast-talk through situations. Fast-talking is the verbal equivalent of slight of hand, the art of distraction and misdirection. It's the ability to con another into a certain course of behavior. The uses of fast-talk range from outright fraud, to talking one's way out of a sticky situation, to simply getting a better price for a particular piece of merchandise. Thus Traders begin play with Fast Talking skill for free at first level and gain one free roll ever time they level, regardless of training. Refer to the Griftmaster's Guide on the rules for Fast Talking.

Situation	Modifier
Easy	+15%
Average	0
Moderate	-15%
Very difficult	-30%

The modifiers shown can be used in addition to the normal intelligence and wisdom modifiers under fast talking. These modifiers are more of a guideline; the GM is free to assign any modifier he or she sees fit. Situational modifiers are also determined by the GM, and they are defined as follows:

- A routine situation is a normal transaction for a trader, including receiving up to 10% more or paying 10% less for an item than it's worth, or persuading a target to believe a plausible exaggeration or falsehood.
- A moderate situation isn't beyond a trader's ability, but it isn't one he wants to find himself in on a regular basis. Such events include getting as much as 30% more or paying 30% less for an item than it's worth, persuading a target to believe an implausible falsehood, or convincing a band of raiders of equal or lesser level not to attack.
- A very difficult situation is probably beyond the skills of the trader in question, but the payoff is such that he has to try. These include receiving 50% more or paying 50% less for an item than it's worth, convincing a target of an outright and obvious lie, or talking higher level opponents out of making an attack.



Once a trader reaches 10th level, he starts to attract agents. These agents are individuals of exceptional ability, rather than the groups of low-level characters that a high-level fighter attracts. A trader PC never has to accept the services of a given agent, but if an agent is rejected the player can't roll again for a new agent until his character earns another level. Using TABLE XXII below, check the number of followers gained at each level, roll for their levels, and check to see if any of them are special agents by rolling the given percentage or less. If the roll does not succeed, roll on TABLE XXIII for the agent's race and class. If the roll succeeds, roll on TABLE XXIV for that follower.

Trader's Level	Number of Agents Gained	Agent's Level	% Special*
10	1	1d4+1	0
11	1	1d4+2	5
12	1d2	1d6+1	10
13	1d2	1d6+2	15
14	1d4	1d8+1	20
15	1d4	1d8+2	25
16	1d6	1d10+1	30
17	1d6	1d10+2	35
18	1d8	1d12+1	40
19	1d8	1d12+2	45
20	1d10	1d12+3	50

* Roll the given percentage or less; if successful, check for type of special agent against TABLE XXIV: TRADER'S SPECIAL AGENTS.

TABLE XXIII: AGENT'S RACE AND CLASS

1d100 Roll	Agent's Race	1d100 Roll	Agent's Class
1-5	Aarakocra	1-5	Bard
6-14	Dwarf	6-16	Cleric (roll 1d10)
15-26	Elf	1d10 Roll	
27-39	Half-elf	1-3	Earth
40-46	Half-giant	4-5	Air
47-49	Halfling	6-8	Fire
50-75	Human	9-10	Water
76-92	Mul	16-20	Defiler*
93-95	Pterrhan	21-25	Druid
96-100	Thri-kreen	26-40	Fighter
		41-48	Gladiator
		49-55	Preserver
		56-65	Psionicist
		66-70	Ranger
		71-86	Thief
		87-100	Trader

* Accepting this agent is considered an evil act and subject to rulings by the GM.

TABLE XXIII: TRADER'S SPECIAL AGENTS

1d100 Roll	Agent's Type
1-15	Fighter or gladiator and followers (if any)
16-25	Agent is a multiclass character (as designed by GM)
26-35	Roll for agent as normal, but add 1d6 levels
36-45	Belgoi*
46-55	Genie, jann
56-65	Gith*
66-81	Kenku
82-86	Pseudodragon
87-96	Tarek
97-100	Exceptional situation † (roll 1d20):
1-4	Friendship of a thri-kreen pack
5-11	Friendship of an elf tribe
12-13	Friendship of a halfling tribe
14-18	Friendship of a slave tribe
19	Favor of an official (in a city or village)
20	Service of a planar creature ‡

* Accepting this agent is considered an evil act and is subject to rulings by the DM.

† Subject to GM's approval.

‡ Usually a one-time event.

Psionicist

Psionicist
Ability Requirements: Constitution 11+, Intelligence 12+, Wisdom 15+
Prime Requisite(s): Constitution, Wisdom
Hit Dice Type: d6
Allowed Races: Any
Allowed Alignments: Any non-chaotic
Build Point Bonus: 9 BP

All intelligent creatures on Athas have some measure of psionic power. However, not all are considered to be of the psionicist character class. In Dark Sun there are no racial restrictions, nor racial level limits for psionicist characters. Any human character who meets the ability requirements may be a dual-classed psionicist. Any demihuman character who meets the ability requirements may be a multi-classed psionicist. For dual-or multi-classed characters, the psionicist class may be combined with any other class or classes.

Inherent Potential: In DARK SUN campaigns, a character may have a Wisdom or Constitution score as higher than 18. This table is an expanded version of that given in The Complete Psionics Handbook, covering the higher scores.

Inherent Potential Table

Ability Score	Base Score	Ability Modifier
15 or less	20	0
16	22	+1
17	24	+2
18	26	+3
19	28	+4
20	30	+5
21	32	+6
22	34	+7
23	36	+8
24	38	+9
25	40	+10

Power Checks: It is possible for a Dark Sun psionicist to have a power score of 20 or more. In such cases, ignore the psionic power's power score and 20 results; a roll of 20 always fails, but with no detrimental or beneficial effect.

Wild Talents: All player characters, even those who do not meet the ability requirements for the psionicist character class, are automatically wild talents, as described in The Complete Psionics Handbook. They may roll for their devotions as described there.

Psionicists attack as Thieves. They can use Short bow, hand crossbow, light crossbow, dagger, dirk, knife, club, hand axe, throwing axe, horseman's mace, horseman's pick, scimitar, spear, shortsword and warhammer. They can use any armor but heavier armors give large penalties to their psionic powers. Please refer to the AD&D Complete Psionic's Handbook for more information on their abilities.

Table 12L Psionicist Saving Throws						
level	Paralyzation, Poison, Death magic	Rod, Staff, or Wand	Petrification, HackFrenzy, HackLust, Polymorph	Breath Weapon	Apology	Spells
1	13	15	10	16	15	15
2	13	15	10	16	15	15
3	13	14	10	16	14	15
4	13	14	10	16	14	15
5	12	13	9	15	13	14
6	12	13	9	15	13	14
7	12	12	9	14	12	13
8	12	12	9	14	12	13
9	11	11	8	13	11	12
10	11	11	8	13	11	12
11	11	10	8	13	10	12
12	11	10	8	13	10	12
13	10	9	7	12	9	11
14	10	9	7	12	9	11
15	10	8	7	12	8	10
16	10	8	7	12	8	10
17	9	7	6	11	7	9
18	9	7	6	11	7	9
19	9	6	6	10	6	8
20	8	5	5	9	6	7

TABLE : Psionicist EXPERIENCE LEVELS

Experience Points	Experience Level	Accumulated Hit Dice (d6)	Level Title
0-2,200	1	20+1d6*	Intuitive
2,201-4,400	2	2	Psycher
4,401-8,800	3	3	Preceptor
8,801-16,500	4	4	Precognitive
16,501-30,000	5	5	Discipliner
30,001-55,000	6	6	Manipulator
55,001-100,000	7	7	Controller
100,001-200,000	8	8	Dominator
200,001-400,000	9	9**	Psion
400,001-600,000	10	9+2	Psion of the Mind
600,001-800,000	11	9+4	Mind Scientist
800,001-1,000,000	12	9+6	Mind Master
1,000,001-1,200,000	13	9+8	Psionicist
1,200,001-1,500,000	14	9+10	Psionicist (14th level)
1,500,001-1,800,000	15	9+12	Psionicist (15th level)
1,800,001-2,100,000	16	9+14	Master Psionicist
2,100,001-2,400,000	17	9+16	Master Psionicist of the Mind
2,400,001-2,700,000	18	9+18	Master Psionicist of the Will
2,700,001-3,000,000	19	9+20	Master Psionicist of the Way
3,000,001+	20***	9+22	Master Psionicist of the Will and the Way

* At first level psionicist receive 20 points + 1d6. This twenty point 'kicker' is received at first level only.

** Psionicists gain 2 hp per level after the 9th.

*** 300,000 experience points per level for each additional level beyond the 20th.

Psionicist Weapon Proficiency Slots

Group	Initial	#Levels	Penalty
Psionicist	2	5	-4

Psionicist Armor Penalties

Armor

Robes, padded, leather, studded, leather, hide
 Brigandine, ring, scale, splint mail, elven chain
 Chain mail, banded mail
 Heavy Chain, plate mail
 Field Plate
 Full Plate

Psionic Power Score Reduction

0
 -1
 -2
 -3
 -5
 -7



HackMaster Classes Allowed in Dark Sun

Warriors:

Barbarian – As PHB. Adjust based on the terrain they are from.

Berserker – Psychotic mad-men who wish to fight are not unknown in Athas. They are usually found fighting in arenas or part of primitive tribes.

Bounty Hunter – Bounty Hunters are in demand in Athas. Finding escaped slaves or thieves who stole a Sorcerer-king's pantaloons, Bounty Hunters can always find work. They are exactly as they are listed in the Combatant's Guide. Bounty Hunters spell-like abilities do not defile.

Monk – Monks on Athas are a recent resurgence in the last 200 years. The city-state of Nibenay once had ancient Monastic traditions. Having long since vanished, its tradition has resurfaced. They believe in the quiet acceptance of authority, and that suffering could be eliminated through metal discipline and extinguishing the self. They call this state of peace *vihear*, or sanctuary, by the Nibense. Almost every PC monk from the Tyr region will be from Nibenay or was taught by someone from Nibenay. Most monks focus on growing food, intense study and meditation. Most monks believe their philosophy can change Athas. Physical improvement has been also a focus, typically using their combat abilities to serve the city of Nibenay. Many psionics come to monastery to learn from the monks. A PC monk away from the city is either traveling abroad or has fled or been exiled from the city.

The following rules on monks have changed: It is required that the monk purchase a skill during character creation that can be used to humble themselves and serve others from the following list: Agriculture, Blacksmithing, Carpentry, Cobbling, Cooking, Culinary Arts, Farming, Fishing, Healing, Hunting, Leatherworking, Seamstress/Tailor, Stonemasonry, Weaving.

The Monk 20th level ability "Speak with Dragons" is removed and is replaced with "Speak with Elementals". The ability is the same as "Speak with Dragons," but instead it affects all elementals, regardless of size or type, rather than dragons.

Monks no longer choose an order based on alignment, though Monks must still be Lawful in alignment. There are only two orders in the Tyr region, the Exalted Path and Serene Bliss. These orders are organized by sex instead of alignment, men are from Exalted Path and women are from Serene Bliss.

Monks no longer have to fight to gain levels since the orders have yet to become combat based. Instead of combat, monks must do the following for leveling after 7th level: they must spend one day per level plus 1d6 days either meditating (nothing else can be done during this time and they must have incense or lit candles), studying (anything intellectual, must have materials), or using one of the skills the monk must take at character creation to help the citizens of Nibenay, or in the case of exiled monks, the people of a village. Note that if the monk is interrupted any time, he losses the day he was interrupted but not the previous days accrued. After his time is done, the monk can then train for his next level. The monk is responsible for any costs he needs to provide his service, study his intellectual material or meditate. He is also must spend the normal time and cost of training for his level, as his service time is in ADDITION to normal training. Due to Nibenay having the only monk orders in the Tyr Region, the city is the only place a monk can train. Exiled monks are forced so self train or find another exiled monk of higher level to train them. They STILL must do their services above before they can level after 7th.

Monk abilities are considered a new (or possibly old) way of using psionics. For purposes of psionics, their abilities are treated as Psychometabolic for his physical abilities and Telepathic for his mental abilities. Monks can still start with any wild talent, per normal rules.

There is rumor of a secret, evil, monk order in the Valley of Dust and Fire known as the Dire Dragons. They are rumored to serve the Dragon himself. They have yet to show themselves and if they did, they might change the makeup of the current monk resurgence and the Exalted Path and Serene Bliss orders. This might cause the Exalted Path and Serene Bliss to become distant and the original way of battling other orders to level might begin on Athas.

Below are the special Martial Arts Maneuvers developed by the recent orders. Most martial arts have survived into modern age, typically being used by gladiators. Most are rudimentary and basic, though the GM may allow a player to take a martial arts style from the Combatant's Guide. As for the monk orders, they have been relearned many old styles and have began to implement them into their orders. NOTE: Currently, the Exalted Order and Serene Bliss allow any lawful alignment. Should the GM want to run in the future of Athas, these orders survive and are no longer separated by sex (though the occasional joke is made about males in the Serene Bliss and females in the Exalted order, usually by other, newer, orders). The Alignments below will represent what they will become. Also, the Dire Dragons, based on the small mention of monks in the book *Valley of Dust and Fire*, will be written here. IF you allow a player to be from the Dire Dragons (strongly suggested against, but allowable), then change the option to help service a city to destroying one work a day from another ONLY if they are exiled. The Dire Dragons do require fighting and only an exiled member of the Dire Dragons would be able to do the other options listed above.

Table 1E: Monastic Orders			
Monastic Order	Alignment	Special Martial Arts Maneuvers	Acquired at Level
Exalted Path	L/G	Physical Training 4 – Ironskin, Mental Training 1 - Meditation	7
Serene Bliss	L/N	Kick 2 – Flying Kick, Movement 3 –Immovability	5
Dire Dragons	L/E	Strike 3 – Eagle Claw, Pain 1 –Pain Touch	6

Soldier – Most soldiers are employed by the City-States, though there are some among the Slave Tribes.

Magic-Users:

Elementalists – A recent discovery in magic. In the last fifty years, a human fire cleric who wanted to enhance his offensive abilities (he wanted Fireball) to be closer to the fire, experimented with wizardly magic. He found, if dedicated to an element, one could cast magic by drawing from their element, due to the mystical connections Athas has to the Inner Planes. As a beneficial side affect of this discovery, one did not have to worry about defiling the land since they drew energy from the Inner Planes themselves, not energy in living things. He eventually went on to preach of his discovery and try to convert others to worship fire. Though he was eventually killed because of his teachings by a scared and superstitious village, his teachings survived. The Veiled Alliance is one of the main keepers of this knowledge. They view it as a safer magic that people won't be scared of. Also, they discovered that one doesn't need to be a cleric to access it, as the founder of this magic tried to preach. You only need pay homage to your element. The only reason this magic hasn't become popular is that it takes longer to master then even preserving magic.

Players may create an Elementalist wizard. They are considered preservers and can never be defilers. Due to the way they draw energy from the planes, they can never draw more or less energy from their plane or the life around them, thus they cannot increase their spells as Defilers and Preservers can.

Painted Mage – Painted magic was discovered by accident. Due to the lack of materials or space for spellbooks, a mage attempted to tattoo his spells to his body. He eventually learned how to tap into his spells on his flesh rather than memorizing them from a book. He went on to secretly teach many others the art, including the Veiled Alliance who has kept the idea alive. While not everyone has embraced the Painted Mage way of casting, many have turned to tattooing spells onto themselves and allies as a backup spellbook. Unfortunately Painted Magic has been discovered to interfere with learning certain types of spells from the schools of Illusion and Enchantment/Charm, so it is somewhat limited in use.

Players may create Painted Mages for Dark Sun. Since Painted Mages draw energy from within themselves, it does not cause defiling to occur. So for all purposes, they are considered Preservers but may not draw energy from around them as Defilers and Preservers do.

Blood Mage – Considered a byproduct to Defiling and Preserving magic. It is suspected that Blood Magic was developed by Rajaat. Blood Magic seems to hold both Defiling and Preserving magic in it. Rajaat felt that Blood Magic, while powerful, was not as quick to learn or in some ways, as diverse as Defiling. Some of Rajaat's notes on it have appeared through the ages or others have written about it. Blood Magic has been known to occasional surface from primitive tribes that delve into magic, usually before they are wiped out by others who fear magic. Through time it has resurfaced, been lost, and resurfaced again in many ancient ruins. Its practioners hide just as Defilers do, since many mistake them for Defilers. The difference is Blood Magic-users seem to have more control over its harmful ways then Defilers do and Blood Magic harms the living far more then the environment and it does not make a piece of land infertile for years.

Players can create Blood Mages. Blood Magic is extremely rare and spells for it are even harder to find (usually in ruins or in special collections like with the Veiled Alliance or Sorcerer-Kings. Most Blood Mages will learn their abilities directly from another Blood Mage. Because they are not truly Defiler or Preserver, they do not gain the benefits of drawing energy from the environment. This is due to the unstable nature of how they harm their environment and how it tends to draw upon the living more then plant life. The Veiled Alliance view of this magic on a case per case basis, since the harm they cause is not permanent or as destructive to the environment as Defilers. The Alliance also views this magic as controllable, unlike Defiling. There is rumor of at least one Blood Mage among the Alliance. Blood Mages have been known to pose as Defilers for the Alliance.

Battle Mage – Since Battle Magic is more an elite training session then a separate magic, it has been around for sometime. It is known that the Sorcerer-Kings employ many of them to assist their Templar's, though all of those in their employ are defilers. They draw energy from around them just as Preserver and Defilers do. Only difference, due to their elite training, they cannot draw more then what they need for their spells as Preservers and Defilers can. This is due to their discovering of Spell-Jacking. Spell-Jacking replaces their ability to gain more spells from drawing more energy. Of course when these spells are cast, they still require energy as normal.

When a player creates a Battle Mage, he must decide if he will be a Preserver or a Defiler. If the player chooses Preserver, then uses the normal experience table in the Player's Handbook. If the player decides to be a Defiler, the character advances on the Fighter's Experience chart in the Player's Handbook. In all other cases, rules for Preservers and Defilers apply to them. Also, Battle Mages do not gain the starting +2 honor as mages are feared and hated, no matter how cool you are at casting fireballs.

Priests:

Shaman – While rare, they are commonly found among primitive tribes. These people revere the spirits of the world much like druids. They have complete access to Cosmos only. They are as described in the Zealot's Guide.

Animalist – Like shamans, they can be rare except among primitive tribes. They revere the spirits of animals. They must pick an animal sphere that is similar to their tribe/area. Aquatic sphere could ONLY be chosen if the Animalist is from the Last Sea. They have complete access to Cosmos only. They are described in the Adventurer's Guide to Pixie Fairies.

Rogues:

Acrobats – Usually found in streets trying to make money by entertainment, there are some found in the employ of Nobles for their unique abilities.

Assassin – Loosely organized, Assassins are usually employed to Noble houses and the Sorcerer-kings. They usually work in conjunction with Bards.

Brigand – There will always be people trying to live off raiding from others and Athas is no exception. Usually found greatly among the Elf population but most races are known to partake in armed robbery.

Infiltrator – Usually found among some of the more monstrous races or Elves, they are usually employed in the wilds and found raiding other tribes.



Allowed Packages:

From the Combatant's Guide:

Archer – As written.
Amazon- As written but the BP cost is now 12. The Villichu could be construed as matriarchal society. The also gain Psionic Detection skill for free.
Beast-Rader – As written but beast must be native to Athas
Falconer – Equivalent Bird of Prey from Athas
Myrmidon – As written
Peasant Hero – As written
Savage – As written
Wilderness Warrior – As written
Trailblazer – As written

From the Spellslinger's Guide:

Hermit – As written. Very common among Defilers and Preservers alike. Both are Preferred.
Remote Primitive – As written. All Athas Remote Primitives are considered torrid climate remote primitive.
Savage Magic-User – As written

From Zealot's Guide:

Barbaric Cleric – As written.
Pacifist Cleric – As written.
Peasant Cleric – As written.
Savage Cleric – As written.
Scholar Cleric – As written.
Undead Slayer – As written.

From the Griftmaster's Guide:

Actor – Any race.
Bandit – Any race.
Blade – Any race but Aarakocra. Restricted from Traders.
Bounty Hunter – Any race but Aarakocra and Pterran. Restricted from Traders.
Burglar – Any race.
Con Man – Any race. Preferred for Traders.
Fence – Any race. Preferred for Traders.
Jester – Any race but Aarakocra and Pterran. Restricted from Traders.
Jongleur – Any race but Aarakocra. Restricted from Traders.
Outrider – Any race.
Panhandler – Any race.
Puzzler – Any race.
Robber – Any race.
Rover – Any race.
Sleuth – Any race.
Smugglers – Any. Preferred for Traders.
Spy – Any race.
Thug – Any. Restricted from Traders.
Troubleshooter – Any race.
Warbler – Any. Restricted from Traders.

From HackJournal:

Spriit Guide – As written. Must be a totem animal that exist on Athas. Hack Journal #18.

Skills and Proficiencies

New Skills

Combat Procedures	BP	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty	Classes Allowed
Armor Optimization	10	DEX	1d6	N	400 gp	+5%	Warrior
Weapon improvisation	6	(INT+WIS)/2	1d8	N	200 gp	0	Any
Academia Procedures	BP	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty	Classes
Bureaucracy	5	(INT+WIS+CHA)/3	1d5	Current Affairs	275 gp	+10%	Any
Sophisticated Procedures	BP	Relevant Ability	Mastery Die	Course Prerequisite	Course Cost	Course Difficulty	Classes
Harness Subconscious	8	(CON+INT+WIS)/3	1d6	Rejuvenation	500 gp	+15%	P.U.
Heat Protection	6	(INT+CON)/2	1d6	N	300 gp	+10%	Any
Hypnosis	9	(INT+CHA)/2	1d4	N	400 gp	+10%	Any
Meditative Focus	6	(CON+INT+WIS)/3	1d6	Rejuvenation	350 gp	+5%	Any
Rejuvenation	5	(CON+WIS)/2	1d8	N	300 gp	+10%	P.U.
Psionic Detection	8	(CON+INT+WIS)/3	1d4	N	400 gp	+15%	P.U.
Somatic Concealment	7	DEX	1d6	N	500 gp	+15%	S.C.
Water Find	5	(INT+WIS)/2	1d6	N	300 gp	+10%	Any

P.U. – Psionic Users. Must have PSP points to learn and use (such as Wild Talents).

S.C. – Spell Casters. Anyone who casts spells may take this.

Skills from Darksun

Armor Optimization

[Dexterity/Combat/10 B.P.]

This proficiency allows a character to use his armor to best advantage against a particular opponent (much like the gladiator special ability). A successful proficiency check in the first round of any combat situation gives a -1 bonus to the character's Armor Class until that combat comes to an end.

A situation is a series of rounds in which a particular character engages in one bout of combat. Once the character allows two full rounds to pass without engaging in combat, the situation ends.

A character must be wearing some type of armor or employing a shield in order to use the armor optimization proficiency. The bonus granted by the successful use of the armor optimization proficiency adds to the Armor Class provided by the armor or shield. The bonus for the proficiency also adds to that gained by a gladiator character's special ability.

Bureaucracy

[(Intelligence+Wisdom+Charisma)÷3/Academia/5 B.P.]

The bureaucracy proficiency helps characters in situations involving officials, rules, and established routines. For example, a successful check shortens the time a character spends in a city lockup awaiting judgment. A successful check can also speed the process of gaining an audience with an important templar or other official. The bureaucracy proficiency helps a character understand political hierarchies and who to consult to get a job done. A successful check also allows a character to pay 10% less on a tax levied against him; two successful checks in a row allow him to avoid the tax completely.

In addition to these examples, the bureaucracy proficiency functions in other ways (as allowed by the DM) to let a character understand and use (or abuse) bureaucratic systems with which he's familiar.

Harness Subconscious

[(Constitution+Intelligence+Wisdom)÷3/Sophisticated/8 B.P.]

This meditative skill lets the psionist temporarily boost his total PSPs. In effect, the skill lets him tap into energy reserves that lie deep in his subconscious-reserves which are usually unavailable to him. It's like enjoying a shot of psychic adrenaline.

Before he can harness subconscious energies, the psionist's PSP total must be at its maximum. He then must spend two days (48 consecutive hours) gathering this energy, taking only necessary breaks for eating and sleeping. At the end of that time, the character makes a skill check. If he passes, he increases his PSP total by 20%, rounded up.

The increase in PSP's lasts 72 hours. At the end of that time, the character loses as many strength points as he initially gained, regardless of his current total. This loss can never reduce his total below 0 points, however.

During the 72 hours of heightened strength, the character cannot recover PSPs if his current total equals or exceeds his usual maximum. Once his current total drops below his usual maximum (i.e., once he has spent all bonus points), he can begin regaining PSPs normally. He cannot recover the lost bonus points, however; he can only recover enough points to return to his usual maximum.

Heat Protection

$[(\text{Intelligence} + \text{Constitution}) \div 2 / \text{Sophisticated} / 6 \text{ B.P.}]$

A character who has the heat protection proficiency has learned to pace himself and use clothing to optimize endurance against the rigors of Athas's heat. With a successful check, the character need only consume half the normal amount of water per day to avoid dehydration.

In combat, the heat protection proficiency allows a character wearing metal armor to battle better and longer. A successful check each round allows him to avoid the attack penalty for that round. In addition, when he reaches his endurance/fatigue limit to rounds of combat, a successful check allows him to fight for five more rounds. This check can be made at the end of every subsequent five-round period, but once it fails the character collapses from exhaustion.

Hypnotism

$[(\text{Intelligence} + \text{Charisma}) \div 2 / \text{Sophisticated} / 9 \text{ B.P.}]$

With this skill, a psionist can hypnotize another character placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotized.

Psionists with this skill can hypnotize humans and demihumans with ease. Nonhumans can be hypnotized, too, but the DM should assign a penalty to the skill check. The size of the penalty depends on how inhuman the subject is. A half-orc, for example, could be hypnotized with a -10% modifier, while a lizard man could be hypnotized only with a -40% modifier to the psionist's proficiency check.

The act of hypnotizing someone takes about five minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note, however, that a hypnotized subject can be easily fooled; the subject may be convinced that he's doing one thing, while he's actually doing another. Lawful or good psionists who trick their subjects in this fashion should beware. Psionists who use hypnotism to make people do chaotic or evil things may find themselves with alignment problems of their own.

Hypnotism can have the following (or similar) effects:

- A character can be induced to remember things he has forgotten by reliving a frightening or distant event.
- A character can be made calm and unafraid in the face of a specific situation that he has been prepared for.
- A character can be cured of a bad habit or addiction (but not of curses or magical afflictions).
- A character can be prepared to impersonate someone by thoroughly adopting that individual's personality

In regards to flaws, some mental flaws can be removed but there is always a possibility of reverting back. First, if a hypnotist attempts to remove a flaw, the subject must make a wisdom check. If the wisdom check is successful and the hypnotist is able to make his skill check, then subject is cured of his flaw for the time being. Minor and major mental flaws are the only flaws that can be submerged.

Of course there is always a chance that the hypnotism does last and the subject will revert back to the way he was. Thus, every time the character is faced with his flaw, the character makes a wisdom check, with a -5 penalty for Major Mental flaws) with a 20 always failing. If the character makes his check, then the hypnotism stays in place. If he fails, then the hypnotism is broken and the character reverts back to the way he was before, with his flaw in full effect.

If a character has had at least two sessions with the same hypnotist and is set for one every week, then when his flaw reappears from a fail saving throw, it will go back in to regression after the subject of the flaw is removed or 1d4 turns, whichever ever is longer. Should he not make his appointment that same week he failed, then the flaw reappears immediately and further hypnotism checks against this particular flaw will be done at a -30% to any hypnotists skill check forever.

Also, should a character be brought back to life in some way, all hypnotism done on them is removed from the trauma of death. The character must go through the hypnotism again.

Hypnotism cannot be used to increase a character's attributes, give him powers or abilities he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know.

GM discretion on what mental flaws it affects.

Meditative Focus

$[(\text{Constitution} + \text{Intelligence} + \text{Wisdom}) \div 3 / \text{Sophisticated} / 6 \text{ B.P.}]$

Through this skill, a psionist can focus his mental energy on one particular discipline. As a result, his power scores in that discipline temporarily increase, while those in other disciplines decline.

The skill requires the character to meditate, uninterrupted, for 12 hours. The last four hours of this meditation are spent in a deep, sleeplike trance. The psionist can recover PSPs normally during the entire period.

When the meditation is complete, the player makes a skill check. If the character passes the check, he has successfully focused his mind on one particular discipline (which was chosen when the process began). All of the character's psionic power scores in that discipline are increased by two points for the next 24 hours-or until the character's PSPs have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same period.

Psionic Detection

[(Constitution+Intelligence+Wisdom)÷3/Sophisticated/8 B.P.]

The psionic detection proficiency works much as the psionic sense devotion, but it is much weaker. With this proficiency, an Athasian character uses his latent psionic ability to detect the expenditure of psionic strength points (PSPs) around him.

When employing this proficiency, a character must clear his mind and concentrate, taking at least one full round to prepare. A successful check allows the character to detect the expenditure of any PSPs within 50 yards of his location, regardless of intervening material objects. A character can maintain use of the proficiency for successive rounds, but during that time he can't move or perform any other actions. The proficiency check, however, must succeed on the round the PSPs are expended or the character detects nothing.

This proficiency can only inform a character that PSPs were expended within 50 yards, telling nothing more. The detector can't determine the number of PSPs, their source, the powers drawn upon, or the purpose of the expenditure (whether to initiate a power or to maintain one). Psionic detection isn't cumulative with other detection techniques.

A player whose character has the psionic detection proficiency should remind the DM about that fact every so often. The DM might sometimes secretly roll the proficiency and inform the player of results.

Rejuvenation

[(Constitution+Wisdom)÷2/Sophisticated/5 B.P.]

This skill allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. The character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundings, so he does not suffer any penalties on surprise or initiative rolls, and he is not helpless if attacked. (He still can't expend PSPs, however.)

Somatic Concealment

[Dexterity/Sophisticated/8 B.P.]

Though spellcasters can mumble verbal components and hide material components in their hands or robes, somatic components are harder to hide. The somatic component of any spell, magical or clerical, is apparent to any character watching the spellcaster. On Athas, where spellcasting is often illegal, the ability to hide the necessary gestures becomes important. If movements can be concealed, a spell can be unleashed without calling attention to the caster.

A character using the somatic concealment proficiency must announce to the DM his intention to do so at the beginning of the round. Then, when the character casts his spell, the DM makes the check in secret. A successful check indicates that anyone who can see the wizard doesn't recognize his gestures as being magical in nature. A failed check means that all who can view the casting wizard see his movements for what they really are.

Water Find

[(Intelligence+Wisdom)÷2/Sophisticated/5 B.P.]

Even the most barren desert yields water to those who know how to find it. Small animals burrow in the ground and store water there; some rare plants store water in cistern roots beneath the soil; and seemingly lifeless trees sometimes have moist heartwood.

The water find proficiency can only be used once per day and takes an hour to perform. During this time, the character can only move half his normal movement rate. A successful check indicates he's found sufficient water to sustain himself for one day. It doesn't mean that he's found enough water to rehydrate, but he won't dehydrate further that day. The character can only find enough water for himself. If he shares his find with others, none of them gains any benefit.

Weapon Improvisation

[(Intelligence+Wisdom)÷2/Sophisticated/6 B.P.]

On Athas, virtually anything can be (and has been) used as a weapon. A character who has this skill makes a check to spot a usable weapon in the surrounding vicinity. A successful check means the character has found a club that does 1d6+1 damage to human-sized and smaller creatures, or 1d3+1 to larger opponents.

The DM may assign modifiers for the ease or difficulty of finding such a weapon: a market might warrant a +20% bonus, a barren grassland a -20% penalty, and a sandy desert might negate the skill.

Skills Modified in Dark Sun:

Agriculture: On Athas, the low humidity makes grain storage extremely easy, but raising crops far more difficult. This proficiency covers the best use of land and water for a given crop and how to keep that crop alive through the dry growing season.

Armorer: The lack of metal on Athas means armorers must concentrate on other materials, namely chitin, bone, and stiffened leathers. Metal is so rarely used to construct armor that such an undertaking is usually handled by a team of armorers and blacksmiths—and often under extremely controlled circumstances (like in the guarded palace of a sorcerer-king).

Artistic Skills: This proficiency remains unchanged in its description, but its usefulness on Athas may be more far-reaching. Slaves who have artistic ability are sometimes brought out of the pits and placed in the homes of nobles where they might learn to read. If they fall out of favor, however, these literate slaves can't be returned to the pits. They're either executed or sent to the arena.

Blacksmithing: As with the armorer skill, blacksmiths perform the same functions as described but have shifted their main material from metal to other durable substances.

Fishing: Obviously, fishing is only useful in the places where pools of water support fish.

Interpret/Perform Mime: On Athas, many groups employ sign language for covert conversations. In some city-states, using sign language can be grounds for imprisonment. Though sign language throughout Athas is generally consistent, some secret societies employ special codes so that unwanted eyes can't decipher specific conversations.

Navigation: The methods of direction finding common to naval voyages prove equally useful for caravans crossing the trackless seas of sand.

Religion: Large, organized religions have never developed on Athas, though sorcerer-kings make themselves out to be gods or godlike and have surrounded themselves in religious mystique. On a local level, cities and villages have ancient lore about mysterious beings or demigods, but consistent mythic systems are never widespread.

Seamanship: This proficiency is only studied by the mad, fools, the preternaturally ancient, and the people living around the Last Sea.

Swimming: This proficiency is applicable only in rare situations (for example, in the decadent pools of nobles or small bodies of natural water in exotic locales).

Weaponsmithing: Again, this proficiency is unchanged except for the materials used.

Using the Survival Skill

As described in the Player's Handbook, each slot of survival proficiency must be applied to a specific type of terrain. Terrain types that can be selected by PCs originating in the Tyr Region include the following: sandy wastes, stony barrens, rocky badlands, salt flats, mountains, forests, and scrub plains. Terrain types from other parts of Athas include mud flats, swamps, and grasslands.

The survival proficiency gives a character a chance to locate food and water in a particular terrain, but only in minuscule amounts. A successful check allows a character to find enough water to avoid losing any Constitution points from dehydration. The character won't rehydrate, and he will continue to dehydrate on subsequent days that he doesn't receive water. The same check allows a character to find enough food to sustain him for a day.

The survival proficiency also helps a character avoid poisons. A successful check informs the character whether a plant or animal is poisonous, provided the food source is native to the proficiency's terrain type.

Talents/Skills/Proficiencies that do not exist or have severe restrictions on Athas

Animal Companion – Elven war dawgs are extinct.

Aquatic Background – Restricted to residents from the Last Sea or some other area with a large body of water. Most people from Athas/Tyr area would never be able to develop this. GM approval.

Arquebus Bonus – Firearms and smoke powder do not exist on HackSun

Starwheel Pistol Bonus – Firearms and smoke powder do not exist on HackSun

Boarding Pike Bonus – If this talent existed once, it doesn't any more. Plus, lack of ships or spelljamming hampers its use. Thus, no boarding pikes on Athas.

Dragon Speak – Does not exist on Athas.

Specialization chart for HackSun weapons:

Table 7B: Specialist Attacks per Round with Chatkcha		
Fighter Level	Thrown Chatkcha (Thri-kreen)	Thrown Chatkcha (Non-kreen)
1-6	3/1	3/2
7-12	4/1	2/1
13+	5/1	5/2

Talents

Chatkcha Bonus: (5 BP)

[Thri-kreen]

Characters with this talent get +1 to attack rolls with the chatkcha.

Desert Fighting: (3 BP)

[Elves, Halflings, Half-Elves, Thri-kreen]

This talent reflects a character's natural affinity for the desert environment. In any desert, he reduces any conditional penalties to-hit and initiative by 2. For example, he could swing his scimitar while climbing a steep inclined sand dune (normally at -2 to-hit penalty) with no penalty for his awkward position. This reduction of penalty applies to trick shots, fighting in sand storms, etc., so long as the character is in a dessert environment. It does NOT apply to called shots.

Desert Movement: (10 BP)

[Elves, Halflings, Half-Elf, Thri-kreen]

This talent affords the character the ability to pass without trace through his native desert environment, as per the druid ability

Gythka Bonus: (5 BP)

[Thri-kreen]

Characters with this talent get +1 to attack rolls with the gythka.

Psionic Identification: (15 BP)

[Humans, Halflings]

This talent gives a character a 5% chance per experience level of identifying the general purpose and function of any psionic item, reflecting their special interest in knowledge or natural affinity with the psionic.

Psionic Trap Sense: (1 BP)

[Any but half-giant and thri-kreen]

This talent allows a thief to attempt to find and remove psionic traps, subject to the same rules as Magic Trap Sense listed in the Griftmaster's Guide. Only characters of the standard thief class, not all characters of the thief group, can gain this talent.

Temperature Resistance: (5 BP, 15 BP for Humans)

[Dwarves, Elves, Half-Elves, Humans, Mul,]

The character is less affected by their world's temperature extremes than are other. For this reason, they do not suffer as greatly from the heat of the day or the chill of the night, and thus they appear less weathered than others. The sun still bakes their flesh dark, and the cold still causes them discomfort, but not to the same degree as other characters.

Until the temperature climbs above 110°F or dips below 32°F, they exhibit no undue stress. They lose no body water to sweat until the heat of the day surpasses their tolerance limit, and they do not need to protect themselves from the night cold until it drops below freezing. This resistance does not, however, extend to magical or supernatural heat or cold.

Special Organizations

Magic-user Organizations

Veiled Alliance

Name of Members: The Veiled

Location: Tyr Region. Every city has a cell that works independently.

History: Originally started in the city of Tyr some 400 to 500 years ago. The Alliance was formed in Tyr out of the need for survival. As time went on, other chapters were independently formed in the other six cities. While all cells are independent, all information and abilities here apply, not matter which chapter you join. There are also a few small Alliances in scatted villages and oases. The book *The Veiled Alliance* gives more background information need to run the Alliance properly and greatly compliment the information below.

Purpose: The Five Aims in order of preference: 1. Protect the Alliance, 2. Protect Preservers, 3. Protect Auxiliaries (non-wizard members), 4. Oppose Defilers, 5. Undermine the Sorcerer-kings. Each individual cell also has its own goals.

Master of School: Each city has its own chapter leader.

Specialty School: Preserving Magic.

Opposed Schools: Defiling Magic.

Alignment: Any non-evil.

Symbol: A veil.

Days of Import:

Raiment: Whatever is worn by the normal citizens of the city they are based in, so they might blend in.

Advancement: Advancement is granted based off deeds and actions of the Five Aims, and missions given by the member's cell for them to complete.

Members: The Veiled Alliance typically will typically try to recruit members with magical potential with no formal training or other Preservers. Some Chapters will attempt to turn low-level defilers to their cause and some just kill them outright. Membership is for life and one cannot simply quit the Alliance without the possibility of the Alliance using "requit" (a euphemism for assassination of the departed member). All new recruits are informed of this before they join.

Non-wizards are also invited to join the Alliance for their abilities to help the cause. These non-wizards typically benefit from helping the cause and having strong wizard allies.

New members must go through two tests before they are allowed to join. The first is the "Green Test" which entails taking the potential candidate to a grassy or forest area who being observed by hidden members and being asked to cast a spell to determine if they are a defiler or not. Strong detect spells are used to ensure the subject is not trying to deceive the observers or hide their defiling ability. If the potential members fail or are use deception (such as illusions), the Alliance observers (hidden nearby) may attack or simply leave.

Non-wizards and wizards, who pass the Green Test, now receive a mission called "Test of Action". The Alliance may ask the candidate to steal a local defiler's powerful magical item, rescue a captive preserver, or undertake some other dangerous adventure.

When they fulfill the mission, the candidates take oaths in solemn ceremony and become full-fledged Alliance members.

STPs: Arcane Lore (bonus), Spellcraft, Somatic Concealment (required by Magic-Users), Secret Persona (bonus), Poker Face, Read/Write, Ulterior Motive, Grace Under Pressure, Still Casting, Voiceless Casting. Weapons Permitted: Any. Members often have to blend in with they city they are in and typical wizard weapons might arouse suspicion.

Armor Permitted: Any, and shield. Used for same reason as above.

Ability Restrictions: Intelligence-9. Honor must be at least average for level.

Powers: In addition to protection gained from the Alliance and possible rescue (should saving a member not endanger it); members (including non-wizards) can receive training from at 50% discount. Typically, non-wizard members are sent to a normal trainer with half their costs already paid for them. Wizard

members always receive training from other members and will receive a new spell for their new level per normal HackMaster rules.

Access to new spells and wizard materials, though availability depends on the chapters resources.

Friends/Allies: Druids and other Preservers.

Foes/Enemies: The Sorcerer-Kings, Defilers

Sayings: If I had a ceramic piece for every defiling spell ever cast, it still wouldn't buy back what we all have lost. - Me? I'm just a humble freeman, templar sir. - I'm a preserver, not a def-<killed by mob>. - For ATHAS!

Spell Modifications: Members are trained at hiding their spells effects from others. When casting a spell with visual effects (fireball, magic, etc.) or auditory sounds (the "pop" from teleport), they can either try to silence the sound or make the visual effect invisible (this is not considered an illusion, so those immune to illusions cannot see through it though *True Seeing* can pierce this ability). They cannot do both visual and auditory and the aftermath is still there. So an invisible fireball would still catch things on fire, the ground would still be scorched, the enemy burned and everyone could see that, they'd just be wondering what happen or mistake it for a psionic ability. Some spells would be useless if this ability was used, like Darkness for example. NOTE: This DOES NOT cause summon creatures, walls, or permanent items to become invisible, just spell effects that create such items. The GM has discretion, but he should inform you BEFORE you cast the spell if the sensory item can be removed from the spell.

This is done during casting, and takes one extra segment of concentration and causes a 25% chance of spell mishap while do so. However, that chance is reduced by 1% for every level of experience beyond the first.



Money and Equipment

To understand commerce and the availability of equipment in the DARK SUN campaign, one must understand that Athas is a metal-poor world. In game terms, all metal items—including swords, armor, and coins—are worth considerably more than they are in other AD&D campaign settings.

Virtually all Athasian city-states issue coins minted in tribute to their sorcerer-kings. Also, some independent dwarf communities and some wealthy merchant families mint their own coins when the precious metals are available to them. Though the currencies vary (a gold coin minted in Tyr might be a bit heavier than square gold coins bearing the Ryharian family crest), they all fall under the standard exchange rates given in the Player's Handbook. The standard unit of measurement is not the gold piece, however, but the ceramic piece (cp). On Athas, 100 cp = 10 sp = 2 ep = 1 gp = 1/5 pp. Ceramic coins can be manufactured from the most common clay available, then glazed in specific colors and kilned to discourage forgery. The molded shape of ceramic pieces allows them to be broken into 10 separate pie-shaped bits. Each of these bits is worth 1/10th of a ceramic piece.

What Things Are Worth

The equipment lists in the Player's Handbook show how much items cost in a typical HM game setting. On Athas, however, the rarity of metal increases the value of metal items, making the lists in the Player's Handbook somewhat inaccurate.

Coins themselves are worth more, so fewer are needed to purchase things that aren't made of metal. However, metal-item costs are relatively the same as on other worlds.

When Athasian characters make purchases from the equipment lists in the Player's Handbook, the following rules apply:

- All nonmetal items cost 1% of the price listed.
- All metal items cost the price listed.

Prices listed in DARK SUN products compensate for the rarity of metals. Prices listed in other HM games products aren't adjusted, and the rules of conversion must be applied.

Starting Money

All PCs (except those starting play as slaves) begin the game with a specific amount of money. The player should use this starting money to equip his character; campaign time need not be spent to role-play these purchases unless the DM deems it important to the adventure.

Use table 4M on page 80 in the HM Player's Handbook. Gold pieces should be replaced as ceramic pieces. Multiply the starting amount by 3, to represent the characters being level 3.

NOTE: Traders get a +15 to starting money roll.

Monetary Systems

Societies on Athas exchange goods and services in three ways: coin, barter, and service. In both barter and service exchanges, the DM must make certain that the goods or services offered for exchange are needed or desired. (For example, desert nomads need neither a barge nor a stonemason.)

Coin

Transactions where goods or services are purchased with money are quite common on Athas, despite the lack of metals; after all, Athas is metal-poor, not metal-depleted. Coins are a readily accepted means of payment and, considering the increased value of coins, are less bulky to carry than other forms of payment.

Barter

Barter is the exchange of goods for other goods—no coins change hands. By its very nature, barter is an age-old ceremony of negotiation. Characters in a DARK SUN campaign can enter either a simple or protracted barter.

- In a simple barter, characters compare the costs of the items to be exchanged and then match the quantities until they are approximately even. For example, Kyuln wishes to exchange his crop of rice for a metal bastard sword. On Athas, Kyuln's rice is worth 2 bits (2/10 cp) per pound, and the metal bastard sword is worth 25 gp (2,500 cp). Kyuln would have to trade 12,500 pounds of rice (his entire harvest) to the weaponsmith in exchange for a metal bastard sword. The weaponsmith might not be that hungry.

- In a protracted barter, dice are thrown and costs recalculated in three separate rounds before a final exchange of goods is made. Because of its complexity, protracted barter works best for items that cost more than 100 gp. For a protracted barter, the Charisma scores of the people involved must be known (usually a player character and a nonplayer character controlled by the DM).

In the first round of protracted barter, each participant rolls 2d6 and adds the result to his Charisma score; the higher roll wins the round, and he talks down the price of the loser's barter item by 10%. If either party decides to end the barter, it's finished here. If neither party decides to end the barter, it continues to a second round, and then to a third. Protracted barter can last no more than three rounds. Once a protracted barter has commenced, a transaction will take place—neither party can back out of a deal once the barter has started. If Kyuln (Charisma 13) were to enter into a protracted barter with the weaponsmith (Charisma 7), he might get a better or worse deal. For example, say Kyuln rolls a 7 (+ 13 = 20) and the weaponsmith rolls a 10 (+ 7 = 17); Kyuln wins the first round. He has talked the weaponsmith down 10%, so the metal bastard sword in question is now worth 22 gp and 5 sp. Suppose both men wish to continue a second round. Kyuln rolls a 4 (+ 13 = 17) and the weaponsmith rolls a 10 (+ 7 = 17); the tie indicates that neither cost is adjusted. In the third and final round, Kyuln rolls a 10 (+ 13 = 23) and the smith rolls a 7 (+ 7 = 14); Kyuln wins again, deducting another 10% from the sword's cost. He has talked the weaponsmith down to 20 gp for the metal bastard sword, so needs exchange only 10,000 pounds of his rice for it. Of course, the weaponsmith still might not be that hungry, but the rice is his anyway.

The Merchants' Code

All merchant houses follow a strict code of behavior known as the Merchants' Code. Anyone wishing to join a merchant house must agree to abide by this code. Failure to abide by the code results in immediate expulsion. While the code varies from house to house, in most cases it conforms to the following principles:

- By joining a merchant house, an agent forsakes citizenship in any city-state or membership in any tribe.
- Agents swear an oath of allegiance to their merchant house.
- Agents promise to perform in the best interest of their merchant house in exchange for a salary.
- Agents promise to deal honestly with stranger, friend, and foe.
- Agents promise not to flaunt the wealth they gain through their association with their house.
- Agents agree to uphold the laws of the city-state in which they are stationed and to do nothing to attract the wrath of the local officials.
- Agents promise to cooperate with other merchants to make life very expensive for any person who unjustly imprisons, blackmails, or otherwise harasses any merchant.

Weapons

The weapons commonly found in the brutal lands of Athas are made of obsidian, bone, and wood; rarely are there weapons of metal. Because they can be easily made without metal, the following weapons can be purchased for 1% of the price listed in the Player's Handbook: blowguns (with barbed dart or needle), all bows, clubs, all crossbows, harpoons, javelins, all lances, quarterstaves, scourges, slings (with sling stones), spears, staff slings, and whips. Note that these weapons can all be used normally.

The remaining weapons, because they can be constructed from a variety of materials, vary in cost, weight, damage, and hit probability: battle axes, all arrows, all quarrels, daggers or dirks, darts, footman's flails, footman's maces, footman's picks, hand or throwing axes, horseman's flails, horseman's maces, horseman's picks, knives, mancachers, morning stars, all polearms, sickles, sling bullets, all swords, tridents, and warhammers. TABLE XXIX below indicates the percentage cost and weight of weapons, as well as modifiers to damage and hit probability for the statistics in the Player's Handbook.

Note that the firearms and smoke powder are not available on Athas.

TABLE XXIX: WEAPON MATERIALS

Material	Cost	Weight	Damage*	Hit Probability †
Metal	100%	100%	-	-
Bone	30%	50%	-1	-1
Stone, obsidian‡	50%	75%	-1	-2
Wood	10%	50%	-2	-3

* The damage modifier subtracts from the damage normally done by that weapon, to a minimum of one point.

† Not applicable to missile weapons.

‡ Obsidian Hacking weapons that are new and unused gain the benefits of a sword of sharpness on their first strike with the weapon and they do not suffer the damage and hit probability modifiers. After the first strike, it loses all these benefits and now gains the normal modifiers to damage and hit probability. This only applies to Hacking, other weapons start with normal obsidian attack penalties.

Nonmetal weapons detract from the wielder's hit probability as well, much in the same way a cursed weapon does. Note the hit probability reduction on the character's record sheet. Such weapons can be enchanted, however, though the enchantment is cumulative with the weapon's hit probability modifier. Thus, the net modifier for a bone dagger +2 is actually +1.

Obsidian, bone, and wood weapons are prone to breaking. Whenever a successful attack inflicts maximum damage, there is a 5% chance that the weapon will break. For each penetration die rolled after the maximum damage, add 1% more to the chance of breaking. For example, Bruth is sent to the arena armed with a bone battle axe. In the first round of combat, Bruth cleaves through the skull of an opponent (making a successful attack roll) and takes him down (rolling an 8 on his 2d4 dice for damage). Bruth also rolls two more 4's and then two ones for his penetration dice, thus

adding +2% to the chance of breaking. Unfortunately, the shock of the blow splinters the bone of the axe head. (Checking for breakage, Bruth's player rolls a 7 on 1d100—indicating a break.) This leaves Bruth weaponless as his other opponents close in.

In the DARK SUN game and in corresponding text, weapons are always referred to with their material and make: wood broad sword, bone sickle, metal dagger, and so forth. As well as adding flavor to battle scenes, this indication helps the DM keep track of what type of weapon is being used. TABLE XXX, below, lists unique Athasian weapons, their costs, weights, sizes, speeds, and damages inflicted against opponents. Refer to the DUNGEON MASTER Guide for explanations of types, speed, and so forth. Descriptions of these weapons follow.

	Cost†	Weight‡	Size	Type	Speed	T	S	M	L	H	G
Alhulak	9 cp	9	M	B	0	1d8	1d6+1	1d6	1d6	1d5	1d4
Bard's friend	10 cp	3	S	H/P	-2	1d6	1d6-1	1d4+1	1d3	1d2	1d2-1
Cahulaks	12 cp	12	M	B/P	0	2d4	1d6+1	1d6	1d6	1d6	1d4
Carrikal	8 cp	6	M	H	0	1d4+1	1d6	1d6+1	1d8	1d8+1	1d10
Chatkcha, Ranged	1 cp	½	S	H	-	1d8+1	1d8	1d6+2	1d4+1	1d4	1d3
Chatkcha, Melee	1 cp	½	S	H	-1	1d6+2	1d6+1	1d6	1d4	1d3	1d2
Crusher	24 cp	9	L	B	10	1d8	1d6	1d4	1d3	1d3	1d3
Datchi club	12 cp	10	L	B	4	2d6	1d10	1d6	1d6-1	1d4	1d4-1
Dragon's paw	15 cp	9	L	P	4	1d4	1d6-1	1d6	2d4	2d6	2d6
Forearm axe	2 sp	4	S	H/P	-2	1d6	1d6	1d6	1d6	1d6	1d6
Gouge	6 cp	12	L	H/P	4	1d6-2	1d6	1d8	1d10	1d12	2d8
Gythka	6 cp	12	L	B/P	4	1d4	1d6	2d4	2d6	3d6	2d10
Impaler	4 cp	5	M	P	0	1d10	1d8	1d8	1d8	1d6	1d4
Lotulis	15 cp	10	L	B/H/P	4	2d3	1d6	1d10	1d12	2d6	2d8
Master's whip	6 cp	3	M	P	4	1d6	1d4	1d3	1d2	1d2	1
Puchik	6 cp	1	S	H/P	-3	1d6+1	1d6	1d4+1	1d4+1	1d3	1d2
Quabone	1 cp	4	M	H/P	2	1d6	1d4+1	1d4	1d3	1d2	1
Singing sticks	5 sp	1	S	B	-3	1d8	1d6	1d6	1d4	1d3	1d2
Tortoise blade	9 cp	5	M	H/P	0	1d4	1d5	1d6	1d6+1	1d8	2d4
Trikal	4 cp	1	S	B/H/P	-3	2d4	1d6+1	1d6	1d6-1	1d6-2	1d3
Weighted pike	6 cp	15	L	B/P	6	1d2	1d3	1d6	1d12/1d4	2d8/1d6	3d6/1d8
Widow's knife	5 cp	4	M	H/P	-2	1d8	1d6	1d4	1d4	1d3	1d2
Wrist razor	1 sp	1	S	H	-3	1d8+1	1d8	1d6+1	1d4+1	1d4	1d3

* Damage is shown as a base rate. Modifiers must be employed based on the materials used.

† Costs are for items made from stone or obsidian. Change to reflect the use of other materials.

‡ Weights are for items made from stone or obsidian. Change to reflect the use of other materials.

Alhulak: This weapon consists of a 5-foot length of rope with a four-bladed grappling hook on one end. The other end is secured to a 2-foot-long handle, which can be used to block attacks. The bladed head is commonly carved from mekillot bone, while the handle is wood or bone.

Bard's friend: Popularized by the bards of Balic, this weapon sports several blades and prongs. The blades are carved from obsidian, then strapped and mounted to a wooden grip. The prongs are made of sharpened wood, though fangs can be used to similar effect. The grip either has finger holes or leather straps for gripping. Bards normally coat the blades with poison.

Cahulaks: A pair of four-bladed heads tied to either end of a 12-foot length of rope, this weapon can be employed in melee or as a thrown weapon. As a melee weapon, the wielder holds one blade cluster in each hand and swings them in unison or in succession at his opponent. As a thrown weapon, cahulaks tangle around its target and also cause damage when the blades strike. The blades are carved bone, usually, mekillot, while the hafts are solid lengths of wood or sturdy bone.

Carrikal: By lashing a length of mekillot bone to the jawbone of any sharp-toothed creature, a kind of battle axe is created. Sharp ridges of teeth run down half the length of the bone handle, and the hinges of the jaw are sharpened to a keen edge. This gives the weapon two deadly axe heads oriented in the same direction. A leather thong connected to the bottom of the bone shaft ensures it remains with its wielder.

Chatkcha: This thri-kreen throwing weapon is common among the steppes tribes. It's a crystal wedge that can be thrown up to 90 yards and, due to its spin and effect upon the air, returns to the thrower if it misses the target. A character must be proficient in Chatkcha in order to catch it when it returns. The Chatkcha can also be used in melee.

Crusher: A spiked stone (or, rarely, metal) ball at the end of a 20- to 25-foot-long flexible pole makes up this unique melee weapon. The user plants the end of the pole into the ground, then whips the weighted end back and forth until it nearly strikes the ground in front and behind. This weapon is difficult to use in individual combat, but it makes a formidable weapon in troop battle.

Datchi club: This specialized arena weapon inflicts horrible wounds. A 4- to 5-foot-long head made of either dried insect hive or dried roots is attached to a 3-foot-long wood or bone handle. Teeth, claws, or (rarely) metal razors are embedded into the head, which is then swung with lightning-quick strokes.

Dragon's paw: This weapon, made popular in the arenas of Tyr and Urik, has two blades, one attached to either end of a 5- to 6-foot-long wood shaft. The blades can be fashioned from any suitable material. A centrally located curved bar or basket protects the wielder's hand and features a protruding blade that juts perpendicularly to the shaft.

Forearm axe: Worn on the forearm like a buckler, this weapon consists of a large, double-bladed axe on either end of a bracer with a spike protruding perpendicularly from the upper sheath. This weapon is particularly formidable in close-quarter fighting.

Gouge: The shoulder-strapped gouge was developed by the army of Nibenay for use by its infantry. A wide bone, obsidian, or chitin blade is mounted on a 3-foot-long wood shaft. The weapon requires a two-handed grip: a small handle bar that protrudes from the shaft, just behind the blade, and a grip at the rear of the shaft.

Gythka: This thri-kreen polearm has wicked blades at either end. The weapon's thick shaft allows it to be used like a quarterstaff against similarly armed opponents.

Impaler: An impaler is a weapon developed for arena combat. It has a single shaft about 4 feet long with a pair of long pointed blades, splitting to each side and forming a deadly "T". The weapon can be swung horizontally or vertically over the head.

Lotulis: Crescent blades with barbed spikes near the points and mounted at either end of a long shaft make this a particularly nasty melee weapon.

Master's whip: Used by task masters and arena guards, the master's whip has a carved bone or ivory handle inlaid with decorative elements appropriate to the rank of the wielder. The whip is fashioned from leather or giant's hair (the latter increasing the cost by 15 cp). A bone head sports five separate hollow-tipped barbs, setting this weapon apart from normal whips.

Puchik: This punching and parrying weapon is designed for close-quarter fighting. It's a 2-foot-long dagger with hand guards and a grip positioned perpendicularly to the length of the blade.

Quabone: This weapon is constructed from four identical shanks of bone, lashed together to form a radially symmetrical, sword-length rod. With its lightness and crudely sharpened end, the quabone is a fairly ineffective weapon. However, it's often used in arena situations where combat is intended to be drawn out for a long period of time.

Singing sticks: Singing sticks are used in pairs, one wielded in each hand. Each stick is made from a springy, straight wood and measures 1 inch in diameter and 2½ feet long. The ends are slightly wider than the center. Extremely light, singing sticks rely more on agility and ability than on brute force. When twirled, the sticks produce whistling and moaning sounds, thus giving them their name.

Tortoise blade: This weapon is basically a small shield with a protruding blade. Though named for a specific creature, its protective shell can be carved from bone or chitin, or fashioned from hardened leather. The blade, made from stone, bone, or sometimes metal, is mounted to the underside of the shell, and the entire ensemble is worn on the forearm. The shell counts as piecemeal armor and provides a one-point bonus to the wearer's Armor Class.

Trikal: This small polearm is a 6-foot-long, mostly wood shaft. The uppermost 12 inches consist of three blades projecting from a central shaft. Beneath the blades is a series of serrations, generally extremely sharp. The other end of the shaft is weighted to increase the momentum of the weapon.

Weighted pike: This weapon combines the effectiveness of a pike with the impact damage of a mace. The 8-foot-long shaft has a blade of bone or fang at one end and a weighted, spiked bail at the other, usually made of baked ceramic.

Widow's knife: Named for a similar-looking harvesting tool used in the verdant belts, this weapon has a wide blade on one end of a wood or an ivory handle. Hidden within the handle are two spring-loaded prongs. A thumb latch on the handle releases the prongs. It takes a full round to reload them. The widow's knife can also be thrown as a missile weapon.

Wrist razor: Wrist razors consist of a trio of blades that protrude from a heavy arm band. The razors project out over the back of the hand, are extremely sharp, and can be up to 6 inches long. Wrist razors can be worn on one or both forearms.

Table 9V:

Missile Weapon Ranges

Weapon	ROF	S	Range (yards)	
			M	L
Chatkcha	1*	30	60	90

*In the hands of a proficient Thri-kreen, they have a ROF of 2/1. Also, should two chatkcha be in readied in hand, they may throw both at the same time on segment 1. This applies to kreen only and the must be proficient in chatkcha.



Magic

The sources of magical energy on Athas are very different from those on other AD&D campaign worlds. For example, Athas is a world without deities, where clerics worship the elemental powers themselves. Priests receive their magic directly from the elementals and thus are closely tied to the elemental planes. Wizards, however, draw the power to cast their spells from the land itself. Despite the tenacious brutality that seems infused in its soil, Athas is a fragile world. The use of wizardly magic can disrupt and destroy the land's ability, to support life, for if a wizard takes too much energy from the land, plants and soil die. Both priestly and wizardly magic can imbue items with energy. These magical items release their energy through the use of command words or actions.

NOTE: On Athas, spell copywriting does not exist. All named spells lose their Garweeze names (typically replaced with a Sorcerer-kings name) and are treated as normal unnamed spells. It is rumored that long ago named spells were quite "the thing" during the Green Age. No one could compare to the Sorcerer-kings competitiveness. Eventually you had every spell becoming named, sometimes the same spell named after different Sorcerer-kings (much like Acid Arrow on Garweeze). Even unnamed spells became targets of the Sorcerer-kings, with spells being called Kalak's Magic Missile or Borys' Sleep. Eventually Rajaat, tired of his cleanser's spending too much time researching and not enough time cleansing, decided use the Pristine Tower to affectively destroy the ability to copyright a spell. Of course some sages argue that Rajaat never did such a thing and that either the overlapping copyrights negated themselves or Preservers affectively obtained a key to crack all the named spells. Either way, spell copyrighting came to an end long ago.

Priestly Magic

The priests of Athas worship the beings that inhabit the elemental planes of earth, air, fire, and water as there are no gods in the DARK SUN world. (Spells that indicate some contact with a deity instead reflect contact with a powerful being of the elemental planes.) In a DARK SUN campaign, priest spells fall into four spheres associated with the four elemental planes, as well as a separate Sphere of the Cosmos. This last sphere is by far the largest, though the other four hold more specialized and generally more powerful spells. All priests on Athas draw magical energy (the energy with which they cast spells) from one of the elemental planes and the Sphere of the Cosmos. In other words, they have major access to the sphere of the element they worship, plus minor access to the Sphere of the Cosmos.

All spells that do not fall into an elemental category are part of the Cosmos sphere. Refer to the Dark Sun Revised Campaign Setting for more information. Below are the elemental spheres.

<i>Sphere of Air</i>	<i>Sphere of Earth</i>	<i>Sphere of Fire</i>	<i>Sphere of Water</i>
Flutter soft (1st) Wind column (1st) Aura of comfort (2nd) Conjure demi-elemental (air) (2nd) Dust devil (2nd) Lighten Load (2nd) Resist electricity (2nd) Resist gas (2nd) Air lens † (3rd) Call lightning (3rd) Shock Therapy (3rd) Control temperature, 10' Radius (4th) Protection from elementals (4th) Protection from lightning (4th) Weather stasis (4th) Zone of sweet air (4th) Air walk (5th) Cloud of purification* (5th) Conjure elemental (air) † (5th) Control winds (5th) Insect plague (5th) Plane shift (5th) Sandstorm † (5th) Aerial servant (6th) Weather summoning (6th) Whirlwind (6th) Astral spell (7th) Breath of life* (7th) Cause inclement weather (7th) Control weather (7th) Uncontrolled weather* (7th) Wind walk (7th)	Magical stone (1st) Strength of stone (1st) Conjure demi-elemental (earth) (2nd) Dust devil (2nd) Soften stone (2nd) Caltrops* (3rd) Meld into stone (3rd) Spike Growth (3rd) Stone shape (3rd) Protection from elementals (4th) Stone passage (4th) Stone to spiders (4th) Warp stone or metal (4th) Clear path* (5th) Conjure elemental (earth) (5th) Sink into earth (5th) Spike stones (5th) Transmute rock to mud (5th) Transmute mud to rock (5th) Stone tell (6th) Transmute water to dust (6th) Animate rock (7th) Earthquake (7th) Transmute metal to wood (7th) Transmute rock to lava (7th)	Endure heat/endure cold (1st) Faerie fire (1st) Log of everburning (1st) Aura of comfort (2nd) Chill Metal (2nd) Conjure demi-elemental (fire) (2nd) Fire trap (2nd) Flame blade (2nd) Heat metal (2nd) Ignite (2nd) Produce flame (2nd) Resist fire/resist cold (2nd) Eternal Flame (3rd) Flame walk (3rd) Protection from fire (3rd) Pyrotechnics (3rd) White hot metal (3rd) Blessed warmth (4th) Fire purge* (4th) Produce fire (4th) Protection from elementals (4th) Quench fire (4th) Conjure elemental (fire) † (5th) Flame strike (5th) Wall of fire (5th) Fire seeds (6th) Rain of fire (6th) Chariot of Sustarre (7th) Fire Quench (7th) Fire storm (7th)	Create water (1st) Fog Vision (1st) Precipitation (1st) Purify food & drink (1st) Conjure demi-elemental (water) (2nd) Extinguish (2nd) Cloud burst (3rd) Create food & water (3rd) Resist Acid and Caustic (3rd) Water breathing (3rd) Water walk (3rd) Gourmet Dinner (4th) Lower water (4th) Protection from elementals (4th) Protection from water (4th) Reflecting pool (4th) Weather stasis (4th) Cloud of purification* (5th) Conjure elemental (water) † (5th) Magic font (5th) Part water (6th) Transmute water to dust (6th) Cause inclement weather (7th) Uncontrolled weather* (7th)

* From AD&D 2e Tome of Magic.

† From the revised Rules Book, found in the Dark Sun Revised boxed set.

Note: All other spells can be found in the Player's Handbook or The Zealot's Guide to World Conversion.

New priest spells and variations on existing spells

First-Level Priest Spells

Create Water

In the DARK SUN world, create water produces only a half gallon of water per level of the caster. In all other ways, the spell is exactly as described in the Player's Handbook.

Merciful Shadows (Abjuration)

Reversible

Sphere: Cosmos

Range: Touch

Components: V, S, M

Duration: 1 day/5 levels

Casting Time: 1 round

Area of Effect: Person touched

Saving Throw: Neg.

This spell creates a magical shade to protect an individual from the scorching sun. Once cast, the individual gains the benefits of being in the shade (requiring only half the normal water consumption), even when traveling or fighting in the full light of the sun. The individual so protected appears normal, except that he doesn't sweat as much as expected and his coloration is a bit gray. The reverse of this spell, blistering rays, intensifies the light and heat of the sun on the victim.

The individual must have twice the water per day for the duration of the spell or suffer the effects of dehydration. Also, in each round of combat in the open sun, the individual must make a Constitution check to keep from passing out. The saving throw, applicable only to the reverse of the spell, negates its effects.

This spell (and its reverse) has no effect on an individual who is in the shade. The material component of this spell is a piece of a palm leaf (or black fabric for the reverse).

Second-Level Priest Spells

Charm Person or Mammal

Athasian creatures that can be charmed include all of the player character races except thrikreen, plus anakore, bat, belgoi, braxat, cats, cyclops, ettin, giant, gith, and rat.

Hold Person

In DARK SUN campaigns, this spell affects all player character races except thri-kreen, plus anakore, belgoi, and gith.

Snake Charm

Yuan-ti and silk worms can be affected by this spell.

Third-Level Priest Spells

Air Lens (Alteration)

Sphere: Air

Range: 90 yards

Components: V, S, M

Duration: 3 rounds +1 round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

By means of this spell, the priest creates a magical lens high in the air with which he can direct intensified rays of the sun against his enemies (the caster must be in the sunlight for the duration of the spell). Once cast, the priest can attack with the lens twice per round, against one or two different targets within the range of the spell. Attack rolls must be made for each attack, but the priest suffers no nonproficiency penalty. Targets under cover receive benefits for both cover and concealment. Each hit inflicts 2d6 points of damage. Creatures resistant to heat or fire take only half damage.

The spell can also be used to ignite flammable materials. When doing so against immobile targets, no attack roll is necessary and any normally combustible material (cloth, wood, paper, and so forth) will ignite. Personal equipment may also be targeted, but the priest must make a successful attack roll with a 4 penalty. If hit, the article of equipment ignites. Burning clothing inflicts 1d6 points of damage for 1d6 rounds or until discarded. Burning shields become useless.

The flames so created are not magical in nature and can be extinguished normally. Magical darkness can negate the effects of this spell. Magical shade reduces damage by half. The material component for this spell is a small, round piece of glass.

Create Food & Water

In DARK SUN campaigns, this spell can create a maximum of one-half gallon of water per level of the caster. The remainder of the material created is bland food. In all other ways, the spell is exactly as described in the Player's Handbook.

Create Holy Element (Alteration)

Sphere: Cosmos
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Special
Saving Throw: None

This spell changes a specific volume of an element associated with the casting priest into a holy element. The holy element is pure and blessed, a physical manifestation of the elemental priest's faith and devotion.

To cast this spell, the priest spends the casting time deep in prayer. He focuses on his holy symbol, praying over a specific quantity of his patron element and contemplating the pure strength of its planar form. At the end of the hour, the priest makes a Wisdom check and plunges his hand and holy symbol into the element (whether earth, air, fire, or water), causing it to become invested with holy power. Note that no harm befalls the priest or the holy item if he rolls a successful Wisdom check; a failed check indicates no damage, with the exception of the fire element, which causes 1d4 points of damage. The prayer must be vocalized throughout the casting, accompanied by distinct hand motions unique to each element. For example, a fire priest's fingers dance like wild flames, an earth priest makes slow, deliberate motions, a water priest's hands move with fluid grace, and an air priest's movements are filled with erratic fluttering.

Holy elements retain their purity and blessed state until they are used. Some priests carry holy elements with them as another sign of their faith, while certain ceremonies require a priest to make use of a holy element. If employed as a weapon against undead or creatures from the Lower Planes, a holy element loses its sacred nature immediately after it is used. See the sidebar on "Holy Elements" for details on using these elements as weapons and for the damage inflicted by them.

The specific quantities of material altered by this spell are as follows: a palm-sized rock or loose earth that fills a small sack; an amount of fire equal to a torch; six ounces of water. Air, of course, is a special case. Elemental air is the hardest holy element to retain, but it is also the fastest to imbue with sacred power. The elemental air priest must pray as described above, but his casting time is reduced to one full round. At the end of that round, the priest makes a Wisdom check. If successful, the air around the hand holding the holy symbol becomes pure and blessed. It retains this holiness for 1d4 rounds, then returns to its normal state. Any time during this duration, the priest can use the holy air as described above. He holds his hand toward the intended target and softly blows in that direction. The holy air moves like the wind, releasing its sacred power when it strikes a solid object or comes in contact with an incorporeal entity.

Fourth-Level Priest Spells

Call Woodland Beings

This spell is available in DARK SUN campaigns, but only in rare situations. The priest must be native to a forest terrain type, and he must be in a forested terrain in order to cast the spell.

Rejuvenate (Alteration)

Sphere: Elemental, Plant
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 10-foot radius/level
Saving Throw: None

This spell functions just as the 5th-level wizard spell of the same name.

Fifth-Level Priest Spells

Commune

In DARK SUN campaigns, a priest is able to contact powerful beings from the elemental planes to answer his questions.

Conjure Elemental (Conjuration/Summoning)

Reversible
Sphere: Elemental (various)
Range: 80 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: None

In DARK SUN campaigns, there is no 6th-level conjure fire elemental spell or 7th-level conjure earth elemental spell for priests. Instead, this spell allows the caster to open a special gate to any elemental plane to which he has major access and summon an elemental to step through. The hit dice of the elemental are determined randomly, as follows:

1d100 Roll	Hit Dice
1-65	8
66-90	12
91-100	16

The elemental will not turn on the caster, so concentration need not be maintained. The elemental summoned remains for a maximum of one turn per level of the caster, or until it is slain or magically banished.

Sandstorm (Conjuration/Summoning)

Sphere: Air
Range: 60 yards
Components: V, S, M
Duration: 3 rounds/level
Casting Time: 4 rounds
Area of Effect: Special
Saving Throw: Half

This spell allows a priest to conjure a very large version of a dust devil; one that can engage and attack a number of targets at once. The sandstorm is a large whirlwind of dust and sand 12 feet tall that covers a 10-yard by 10-yard square per level of the caster. The storm has AC 0, MV 12, and Hit Dice equal to the level of the caster.

The storm's shape can be determined by the caster and changed on any round after casting, provided no portion of the storm moves farther than its movement rate. Any creature within the storm is subject to an attack that inflicts 2d6 points of damage (save versus spell for half damage). The storm is only subject to attacks from magical weapons. The winds of the storm will put out all normal fires within it. Also, any items within the storm must make item saving throws each round or be destroyed—all sandstorm saves are as if versus acid with a +5 bonus. The storm can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster. The cloud obscures vision through it, and creatures are blinded for 1d4 rounds after emerging from it (save versus spell to avoid blindness). A spellcaster caught within the sandstorm loses concentration and any spells he is about to cast are ruined.

The material component for this spell is a small bottle of air collected on a windy day.

Sixth-Level Priest Spell

Create Tree of life (Alteration, Enchantment)

Sphere: Cosmos
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One tree
Saving Throw: None

This spell is identical to the 8th-level wizard's spell of the same name.

Wizardly Magic

Wizards draw their magical energies from the living and life-giving nature around them, whether they use preserving or defiling magic. Except for the trappings associated with the DARK SUN world, preserving magic is essentially the same as magic used in other HM campaign settings; defiling magic, however, is something quite different. While preservers cast spells in harmony with nature, subtly using their magic to return to the land what they have taken from it, defilers care nothing for such harmony and brutally scar the land with every spell they cast.

The bitter dichotomy of these two extremes is often the stuff of Athasian legend, for defilers wield magic with no concern for their dying world. Indeed, defilers are much to blame for Athas's current state. With each spell they cast, defilers draw magical energy from the life force of plants in the vicinity and channel it to their own selfish ends, often draining the land of life and energy. All magic cast by defilers of up to 20th level, including all 1st through 9th-level spells, destroys plant life only, though any creatures in the area suffer great pain. Even worse, the defiling magic of sorcerer-kings is so powerful that it destroys living animals as well as plants.

Casting Defiler Spells: Spells cast by defilers use all the necessary verbal, somatic, and material components. The absence of any of these precludes the successful casting of the spell. The range, duration, casting time, area of effect, and saving throws remain unchanged.

When a defiler absorbs the energy necessary to memorize his spells, all vegetation in a sphere around him turns to ash. The radius of that sphere depends upon the abundance of vegetation in the area and the level of the spells memorized, as noted in TABLE XXXIV below. The number shown is the radius, in yards, around the defiler where all vegetation is turned to ash; the effect occurs throughout the memorization process. Note that these numbers adjust for specific situations. For example, in a city, the mud pits might have no more vegetation than the stony barrens, while the gardens of the sorcerer-king are equal to a teeming forest.

Table XXXIV: Defiler Magical Destruction

Terrain Type	1	2	3	Spell Level	4	5	6	7	8	9
Silt Sea	12	16	20	22	24	26	28	30	32	
Boulder fields	10	14	17	20	22	24	26	28	30	
Salt flats	10	14	17	20	22	24	26	28	30	
Sandy wastes	10	14	17	20	22	24	26	28	30	
Mountains	5	7	9	10	11	12	13	14	15	
Rocky badlands	5	7	9	10	11	12	13	14	15	
Stony barrens	5	7	9	10	11	12	13	14	15	
Scrub plains	3	4	4	5	5	5	5	6	6	
Verdant belts	2	2	2	3	3	3	4	4	4	
Forests	1	1	2	2	2	2	2	3	3	

Memorizing Multiple Spells in the Same Location: If a defiler memorizes more than one spell with energy drawn from the same location, the radius of destroyed vegetation expands around him. Consult TABLE XXXIV for the highest level spell memorized from that location, then add one yard for every other spell memorized. (Spells equal to the highest level spell are treated as additional spells.)

For example, if the defiler Grifyan memorizes eight spells while in the scrub plains, he finds the base radius by checking the highest spell level. In this case, the highest level is 3, so the area of ash has a base of 4 yards. Add the number of remaining spells memorized (7) for a total of burnt earth of 11 yards (4 + 7 = 11).

Effect on Living Creatures: Though only plants are destroyed within the radius, living creatures also suffer. Any being in the radius of a defiler's magical summoning makes an immediate save vs. spell. If the save succeeds, there is no effect. If the save fails, the being receives an initiative modifier penalty equal to the level of the highest spell memorized. This modifier comes into play at the first opportune moment. The pain can never keep a character from performing an action during a round. The initiative penalty only postpones when the action occurs.

Ash: The ash created by defiler magic is black and gray, completely devoid of life or life-giving elements. Nothing will grow in an area of ash for one year. The ash itself is very light and usually blows away, leaving behind a lifeless, circular scar on the ground. Even with the ash gone, though, the defiler's magic has leached all life-giving nutrients from the soil, so a defiled area may take many years to recover life, if ever.

With the wild, destructive might of defiling magic and the more forgiving but no less powerful preserving magic, the wizards of Athas shape and mold the harsh realities of their world. The influences of foul defilers, the valiant efforts of preservers, and the corrupt researches of sorcerer-kings have left their mark upon the wizard's trade, as highlighted in the following new spells and the differences between DARK SUN magic and magic in other HM game worlds.

First-Level Wizard Spells

Charm Person

Athasian creatures that can be charmed include all PC races except thri-kreen.

Find Familiar

In DARK SUN campaigns, certain animals no longer exist. Replace frog with beetle, toad with scorpion, and owl with bat, for example. The GM has the option to disallow any creature not compatible with world of Athas.

Mount

In DARK SUN campaigns, substitute the following table for that found in the Player's Handbook.

Caster level	Mount
1st–3rd	Wild kank
4th–7th	Trained kank
8th–12th	Inix
13th–14th	Mekillot (and howdah at 18th level)
15th level+	Rot (and saddle at 18th level)

Second-Level Wizard Spells

Detect Psionics (Divination)

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: 30-feet/level-diameter sphere

Saving Throw: None

This spell is similar to the psionic devotion psionic sense, except that it uses magical instead of psionic means to gain information. The caster detects all psionic activity with the area of effect (in other words, whether PSPs were spent in the round by any characters or items within the area of effect); how much other information he gains depends on his level, as described below. The spell allows the caster to detect psionic activity in a sphere around his location. The diameter of the sphere is 30 feet per level of the caster. Psionic activity is defined as the expenditure of psionic strength points (PSPs).

If the caster is 5th level or lower, he only determines whether someone or something within the area of effect is psionically active. A caster of 6th to 8th level also learns how powerful the activity is. Power levels of psionic activity are as follows: low, 1 to 5 PSPs; moderate, 6 to 12 PSPs; high, 13 or more PSPs. (Note that at these levels, the power detected includes all psionic activity within the area of effect and doesn't differentiate between individual psionic use.) A caster of 9th to 12th level also learns where the activity is taking place (direction and distance), thus allowing him to identify characters or objects expending PSPs in a given round. Finally, a caster of 13th level or higher can differentiate the power-level expenditure of each individual in the area of effect.

Fool's Gold

Copper coins are seldom minted on Athas. However, copper is still the medium of this spell and can be turned into solid gold. In DARK SUN campaigns, the area of effect is reduced to 1 cubic inch, or about 15 gold coins, per level.

Third-Level Wizard Spells

Fleet Feet (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 day/5 levels

Casting Time: 3

Area of Effect: One individual

Saving Throw: Neg.

This spell allows an individual to move more quickly. The person affected can take very large strides, as if his feet and legs weighed far less than they actually do. For purposes of cross-country movement, an affected character can travel double his normal movement rate (and may still force march beyond that, though he is still subject to those effects).

The character's movement rate is doubled in combat situations, as well, but his balance and inertia make it difficult to maneuver. If he moves greater than his normal movement rate and attempts to turn in any way, such as to round a corner or to avoid an obstacle, he must make a successful Dexterity check to avoid falling (failure ends his movement for the round and makes him prone).

The reverse of this spell, stone feet, makes the affected character's legs feel as heavy as rock, slowing his movement to half, though a saving throw negates this effect. The character's balance is unaffected. The material component for this spell is a feather from a flightless bird, such as an erdlu (or for the reverse, a piece of mekillot hide).

Phantom Steed

In DARK SUN campaigns, this spell creates a kanklike creature with the same abilities listed in the Player's Handbook.

Fourth-Level Wizard Spells

Ice Storm

In DARK SUN campaigns, the water, hail, and ice created by this spell is only temporary. It disappears three turns after the completion of the spell. Even water consumed in that time disappears, giving its imbiber no benefit.

Massmorph

Since trees might be somewhat conspicuous in DARK SUN campaigns, the caster of this spell has the option of making the affected creatures appear to be boulders and stones instead. The material component is a handful of available pebbles.

Plant Growth

This spell has no effect on a tree of life. Since a defiled area has no vegetation left, this spell has no effect if cast there.

Psionic Dampener (Alteration)

Range: 5 yards/level

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: One individual

Saving Throw: Neg.

Use of this spell allows the caster to disrupt the psionic activities of one individual. The target is allowed a saving throw to negate the spell. Regardless of success, the target immediately knows that the spell was cast and who cast it.

If the spell is successful, the target is unable to expend PSPs for its duration. The spell lasts until the wizard stops concentrating, either voluntarily or involuntarily. The affected psionicist can otherwise function normally. If the affected psionicist moves beyond the range, the spell is broken and he can again use PSPs normally, even if he reenters the spell's area of effect.

The material component for this spell is any small object within a blown glass sphere.

Raze (Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: Special

Saving Throw: None

This spell duplicates the life-draining effects peculiar to defiling magic. The spell may be cast by a defiler or a preserver, though a defiler causes more damage with it.

The casting of the spell causes a large area of vegetation to instantly give up its magical potential and turn to ash. Unlike the natural destruction of defiling magic, raze affects all vegetation within the radius of the spell, regardless of the terrain. The area of effect for a preserver is one yard per level of the caster. For a defiler, it is five yards plus one yard per level of the caster (in lieu of normal defiling damage). The ash created is a mixture of black and gray, completely devoid of life or life-giving elements. Nothing will grow there for half a year, leaving a barren circular scar on the ground.

The material components for this spell are a handful of ash (either from a previous raze spell or from normal defiler magic) and a pinch of salt.

Transmute Sand to Stone (Alteration)

Reversible

Range: 10 yards/level

Components: V, S, M

Duration: 2d6 days

Casting Time: 4

Area of Effect: One 10-foot cube/level

Saving Throw: None

This spell turns a volume of sand into an equal volume of sandstone. The caster can choose any simple shape he desires, provided no single portion is smaller than one cubic foot and none of the shape exceeds the range of the spell. The spell does not confer the ability to move the sand or stone created; the stone occupies the space where the sand was at the time of casting. Persons standing with their feet in the sand at the time of casting must break themselves free, though a saving throw versus paralyzation is allowed to jump free, if possible. The fact that an area of sand has been turned to sandstone is not readily apparent even after the spell has been cast. Viewers may have to make an Intelligence check to notice that there is stone where there was once sand. Though not an illusion, the magically created sandstone quickly breaks down into sand particles over a period of 2d6 days.

The reverse of this spell, transmute stone to sand, allows the caster to change any type of stone (sandstone, granite, gems, clay brick, concrete, and so forth) to sand. Stone items such as weapons become useless. Floors turned to sand may cause those standing on them to lose their balance and fall (a Dexterity check avoids this effect). Supporting stones in buildings so affected can easily cause a structure to collapse.

The material component for the spell is sand ground between two pebbles (or sand from an hour glass for the reverse).

Wall of Ice

Like the ice storm spell, the ice created disappears three turns after the conclusion of the spell.

Fifth-Level Wizard Spells

Rejuvenate (Alteration)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 5-foot radius/level

Saving Throw: None

This spell grants the ability to support vegetation to an area of ground. In the case of ground made barren by defiler magic, rejuvenate dispels the ground's sterility, making it immediately capable of supporting vegetation. The spell may also be cast on any ground short of solid rock, including sand, rocky sand or soil, and dust.

The spell affects the ground in a circle extending away from the caster, so he must stand in the middle of the area he wishes to revitalize. The radius of the circle is 5 feet per level of the caster. Once cast, the soil is enriched and moistened, and a blanket of fine grass emerges instantly.

The duration of the spell varies. Once cast, the moist soil and grass are not magical, and are subject to all natural forces upon them. They will, however, survive a week in even the worst of conditions. Rejuvenate otherwise lasts until a defiler spell destroys the vegetation there.

The material component of the spell is a seed (of any type) and a drop of water. Defilers can't cast rejuvenate.

Transmute Rock to Mud

The mud created by this spell is of a magical nature-no water can be obtained from it.

Wall of Iron

In DARK SUN campaigns, the duration of this spell is one turn per level of the caster.

Sixth-Level Wizard Spells

Reincarnation

In DARK SUN campaigns, substitute the following table for that found in the Player's Handbook.

1d100 Roll	Incarnation
1-8	Aarakocra
9-11	Cyclops
12-19	Dwarf
20-27	Elf
28-29	Giant
30-40	Half-elf
41-47	Half-giant
48-58	Halfling
59-70	Human
71-77	Kenku
78-81	Mul
82-89	Pterrhan
90-96	Thri-kreen
97-100	Yuan-ti

Transmute Water to Dust

In DARK SUN campaigns, this spell has no reverse

Eighth-Level Wizard Spell

Create Tree of Life (Alteration, Enchantment)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One tree

Saving Throw: None

By means of this spell, a wizard can enchant a living sapling to become a tree of life, a magical item of tremendous power. Any tree less than one year old will suffice; this spell cannot be cast on an older tree. The sapling must have already sprouted from the ground, though the wizard can transplant such a sapling before casting the spell. It grows to its full size in only one week, but has its full powers and capabilities immediately after the spell is cast. The properties of a tree of life are described in the following section.

The material components for this spell are the sapling (which grows into the tree of life) and a piece of copper wire formed in the shape of a tree.