

# Chapter 1: Introduction

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

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

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

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

*-- Oronis, Sorcerer King of Kurn*

Dark Sun 3 is a new edition of the Dark Sun campaign setting, written using the Dungeons and Dragons: 3<sup>rd</sup> edition rules. In order to run Dark Sun 3, you will need the three Core Rulebooks: the *Player's Handbook*, (PHB) the *Dungeon Master's Guide*, (DMG) and the *Monster Manual* (MM). You will also need the non-core *Psionics Handbook* (PsiHB). Players will need access to the *Player's Handbook* and the *Psionics Handbook*.

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

All Dark Sun products published by TSR may be purchased at <http://www.svgames.com/> as PDF downloads.

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# Chapter 2: Races

Athas is a world of many races, from the gith who wander the deserts, to the tareks, too stupid to know when they have died. Giants terrorize the Silt Sea, while belgoi steal grown men in the night. The magic of the Pristine Tower produces the New Races; most never see a second generation. Yet despite this variety of intelligent life, only a few races have numbers, and motivation, great enough to truly influence life in the Tablelands.

Though the races of the Dark Sun campaign setting resemble those of other campaign worlds, it is frequently in name only. The insular elves roam the Tablelands, trusted by no one but their own tribe-mates. Halflings are feral creatures, possessed of a taste for human flesh.

Note that the races in the Dark Sun campaign setting receive only the benefits and penalties described below; do not apply bonuses and penalties from other sources unless specifically noted below.

## Aarakocra

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

-- Kekko Cloud-Brother, aarakocra windsinger.

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

**Personality:** These bird-people can spend hours riding the wind currents of the mountains, soaring in the olive-tinged Athasian sky. While traveling, aarakocra prefer to fly high above to get a good view all around of their location and detect any threats well in advance. When they stop to rest, they tend to perch on high peaks or tall buildings.

Enclosed spaces threaten to aarakocra, who have a racial fear of being anywhere they cannot stretch their wings. This claustrophobia affects their behavior. Unless it is absolutely necessary, no aarakocra will enter a cave or enclosed building, or even a narrow canyon.

**Physical:** Aarakocra stand 6 ½ to 8 feet tall, with a wingspan of about 20 feet. They have black eyes, gray beaks, and from a distance they resemble lanky disheveled vultures. Aarakocran plumage ranges from silver-white to brown, even pale blue. Male aarakocra weigh around 100 pounds, while females average 85

pounds. An aarakocra's beak comprises much of its head, and it can be used in combat. At the center of their wings, aarakocra have three-fingered hands with an opposable thumb, and the talons of their feet are just as dexterous. While flying, aarakocra can use their feet as hands, but while walking, they use their wing-hands to carry weapons or equipment. Aarakocra have a bony plate in their chest (the breastbone), which provides protection from blows. However, most of their bones are hollow and brittle and break more easily than most humanoids. The aarakocra's unusual build means they have difficulty finding armor, unless it has been specifically made for aarakocra. Aarakocra usually live between 30 and 40 years.

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

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

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

**Religion:** Aarakocran shamans are usually air clerics, sometimes sun clerics, and occasionally druids. Most rituals of aarakocran society involve the summoning of an air elemental or Hraak'thunn. Summoned air elementals are often used in an important ritual, the Hunt. The aarakocran coming of age ceremony involves hunting the great beasts found in the silt sea.

**Psionics:** Aarakocra are as familiar with psionics as other races of the tablelands. They particularly excel in the psychopor-

Table 2-1: Races

Race	Ability Adjustments	Favored Class	ECL (Hit Dice)
Aarakocra	-2 Strength, +4 Dexterity, -2 Constitution	Cleric	+1 ECL
Dwarf	+2 Constitution, -2 Charisma	Fighter	-
Elf	+2 Dexterity, -2 Constitution	Rogue	-
Half-Elf	+2 Dexterity, -2 Charisma	Any	-
Half-Giant	+8 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence*, -4 Wisdom, -4 Charisma	Brute	+3 ECL (2d8)
Halfling	-2 Strength, +2 Dexterity	Ranger	-
Human	None	Any	-
Mul	+4 Strength, +2 Constitution, -2 Charisma	Gladiator	+1
Pterrann	-2 Dexterity, +2 Wisdom, +2 Charisma	Druid, Psion (Telepath) or Ranger	-
Thri-Kreen	+4 Dexterity, -2 Intelligence*, +2 Wisdom, -4 Charisma	Psychic Warrior	+3 ECL (2d8)

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

tive discipline. In spite of their low strength and constitutions, they excel as psychic warriors, often using ranged touch powers from above to terrifying effect.

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

**Language:** Athasian aarakocra speak their own language. Aarakocra have no written language of their own, though some of the more sophisticated tribes have borrowed alphabets from their land-bound neighbors. Regardless of the language spoken, aarakocra do not possess lips, and therefore cannot even approximate the 'm', 'b' or 'p' sounds. They have difficulty also with their 'f's and 'v's, and tend to pronounce these as 'th' sounds.

**Male Names:** Akthag, Awnunaak, Cawthra, Driikaak, Gazzijja, Nakaaka, Thraka.

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

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

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

## Role-playing Suggestions

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

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

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

## Aarakocra Traits

- -2 Strength, +4 Dexterity, -2 Constitution: Aarakocra have keen reflexes, but their lightweight bones are fragile.
- Medium-size: As Medium-size creatures, aarakocra have no special bonuses or penalties due to their size.
- Aarakocra base speed is 20 feet, and can fly with a movement rate of 90 feet (average).
- +6 racial bonus to Spot checks in daylight. Aarakocra have excellent vision.
- Natural Armor +1. An aarakocra's bone chest plate provides some protection from blows.

- Natural Weaponry: An aarakocra can rake with its claws for 1d3 points of damage, and use its bite for 1d2 points of damage.
- -2 morale penalty on all rolls when in an enclosed space. Aarakocra are claustrophobic, and being underground or in enclosed buildings is extremely distressing.
- Aerial Dive: Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. Aarakocra may make claw attacks, or attack with a lance held in both claws. These attacks deal double damage.
- Automatic Languages: Aarakocra and common. Bonus languages: Auran, Elven, Gith, Pterran and Ssuran. Aarakocra often learn the languages of their allies and enemies.
  - Favored Class: Cleric.
  - Level Adjustment +1. Aarakocra are slightly more powerful and gain levels more slowly than most of the humanoid races of the Tablelands.



## Dwarf

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

*-- Sha'len, nibenese trader*

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

**Personality:** Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks.

Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

**Physical:** The dwarves of the Tablelands stand 4 ½ to 5 feet tall, with big muscular limbs and a strong build. They weigh on average 200 lbs. Dwarves are hairless, and find the very idea of hair repulsive. They have deeply tanned skin, and rarely decorate it with tattoos. Dwarves can live up to 250 years.

**Relations:** A dwarf's relation with others is often a function of his focus. People that help the dwarf accomplish his focus or share his goals are treated with respect and considered good companions. There is little room for compromise, though, with those that disagree with the dwarf's focus. If they hinder the dwarf, they are considered obstacles that must be removed. Community is important to the dwarves.

Dwarves have a very strong racial affinity. They rarely share their history with non-dwarves; it can take years for a stranger to gain enough trust to be admitted into a dwarven family circle.

Dwarves receive bonuses to their skill checks, saving throws, attack and damage when working to complete a task. The task must be directly related to the focus, however. For example, Grelak, protector of his dwarven community, chooses as a focus to retrieve a sacred book that was stolen in a raid. After a week of gathering clues, he sets out to retrieve the artifact from its current possessor, who hides in Outpost 51, a two-week journey. On the way to the outpost, he encounters a wild lirr; while battling his foe he receives his bonuses. However, Grelak stops in Nibenay for some rest, and gets in a brawl. He doesn't receive his bonuses, as he isn't actively pursuing his focus.

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

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

**Religion:** Dwarven communities are ruled by their elders; dwarves are particularly devoted to their community leader, the *Urhnymous*. Dwarves typically worship elemental earth. Fire is sometimes worshiped for its destructive power and water for its healing nature. Air's intangibility and chaotic nature attracts few dwarven worshippers. Dwarven druids are unusual, and tend to take a guarded land and become grove masters.

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

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

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

**Male Names:** Arvego, Bevis, Birk, Bokum, Caelum, Drayden, Garok, Ghedran, Gurrednek, Murd, Nati, Portek, Shardivan.

**Female Names:** Ardin, Erda, Ghava, Greshin, Gudak, Palashi, Vashara.

**Adventurers:** Dwarves adventure for different reasons. Sometimes they may adventure in order to learn about the Tablelands, although these curious adventurers tend to be young and brash. Many adventuring dwarves travel the Tablelands to complete their focus because sometimes a task may take them away from their communities. Some search for ancient dwarven villages and the treasures they contain.



## Role-playing Suggestions

Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus, and the DM will reward you depending on the difficulty of the fulfilled focus. Keep a serious, sober attitude nearly always. The only time you show your festive side is when you have recently fulfilled a focus, during the hours or days until you set a new focus. Only during these brief "days of fulfillment," and only to other dwarves and your most trusted non-dwarven friends, do you show your full joy and sense of humor. But these days are also a time of vulnerability, for until you set a new focus you lose all of your special focus-related bonuses.

## Dwarf Traits

- +2 Constitution, -2 Charisma: Dwarves are strong and sturdy, but their single-mindedness hinders them when dealing with others.
- Medium: As Medium-size creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarven base speed is 20 feet.
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- +2 racial bonus on saving throws against poison.
- Weapons familiarity: To dwarves, the urgrosh is treated as a martial rather than exotic weapon.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 morale bonus on all checks directly related to their focus. This includes a skill bonus, an attack bonus, a damage bonus, or a saving throw bonus, or even a bonus to manifestation or spell save DCs.
- Automatic Languages: Common and Dwarven. Bonus languages: Elven, Giant, Gith, Pterran, Tarek, Thri-Kreen.
- Favored Class: Fighter

# Elf

*Honor? That word doesn't exist in the elven language.  
-- Tharak, human guard*

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

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

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

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

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

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

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

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

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

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

Elves that learn other tongues often hide their ability.

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

because of an extraordinary deed performed during an elf's rite of passage.

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

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

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

**Adventurers:** Elves often take up adventuring out of wanderlust, but those that persist in adventuring generally do so out of desire for profit, glory, revenge, or out of loyalty to traveling companions who have won their friendship. Elves love to boast of their accomplishments or have their deeds woven into song. Elves often hoard keepsakes from a memorable raids; some quilt pieces of stolen clothing into their cloaks. Little pleases elves as much as to flaunt a stolen item in front of its original owner. Elven custom dictates that the victim should acknowledge the accomplishment by congratulating the thief on his possession of such an attractive item. Those who fail to show such gallantry are considered poor sports. Adventurers who keep their tribal membership should give their chief periodic choice of the treasure that they have won. Holding out on a chief suggests lack of loyalty to the tribe.

## Role-playing Suggestions

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

## Elf Traits

- +2 Dexterity, -2 Constitution. Elves are agile, but less resilient than humans.
- Medium-size. Elves have neither benefits nor penalties due to size.
- Elven base speed is 40 feet.
- Low-light vision: Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Proficient with all bows.
- Weapon Familiarity: Elven Longblade. All elves treat the elven longblade as a martial weapon.
- Elven characters gain a +2 racial bonus to Listen, Perform, Search and Spot checks.
- Elves have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (See DMG for rules on temperature affects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.
- After a minute of warm-up and a Concentration check (DC



10), elves can induce an elf run state. This state allows elves to hustle for long distances as easily as a human can move normally, and run for long distances as easily as a human can hustle. Each day that elves continues the elf run, they must make additional Concentration skill checks to maintain their *elf run* state: A trivial check (DC 10) on the second day, an easy check (DC 15) on the third day, an average check (DC 20) on the fourth day, a difficult check (DC 30) on the fifth day, and an heroic check (DC 40) on the sixth day. Once the elf fails a Concentration skill check, he loses elf run benefits and suffers normal penalties for extended hustling and running as described on page 142 of the Player's Handbook. After a full day's rest, the elf may attempt again to induce an elf run state. With a group of elves, runners add their leader's charisma bonus related to their movement rate and to any Fortitude checks related to movement.

- Automatic Languages: Common and Elven. Bonus Languages: Dwarven, Gith, Jozhal, Pterran, Scrab, Slig, Tari and Thri-Kreen.
- Favored Class: Rogue.

## Half-Elf

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

-- Delmao, half-elven thief

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

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

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

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

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

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

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

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

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

**Language:** Half-elves all speak the common tongue. A few half-elves pick up the elven language.

**Names:** Half-elves nearly always have human names. Unable to run as elves, they never receive elven given names, nor acceptance in an elven tribe that they could use as surname.

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

### Role-playing Suggestions

Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self-reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self-reliance, refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously.

From your childhood, your closest friendships have been with animals. Other half-elves do not interest you. As time goes by and you learn from experience, you will find that you can also get along with other races neither human nor elven: dwarves, pterran, muls, even thri-kreen. You don't feel the terrible need for their approval, and yet they give it more readily.

### Half-Elf Traits

- +2 Dexterity, -2 Charisma. Half-elves are limber like their elven parents, but their upbringing leaves them with a poor sense of self, and affects their relations with others.
- Medium-size. Half-elves have neither benefits nor penalties due to size.
- Half-elves move at a base of 30 feet.
- Half-elves have low light vision as described in the Player's Handbook.
- Favored Terrain: The half-elf is an expert in one particular terrain type. Half-elves gain a +2 bonus to Hide, Move Silently, Search and Survival checks made within a single terrain type.
- Animal Empathy: Half-elves can use the Animal Empathy skill untrained, and receive a +2 racial bonus to their Animal Empathy and Handle Animal skills.
- Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.

- Animal Cohorts: The half-elf may begin play with an animal companion. This functions like the druid's animal companion ability, but is limited to 2 HD of creatures. If the companion dies or is dismissed, another cannot be gained for 100 days. If the half-elf gains levels in the druid or ranger class, add 2 to the maximum HD of creature they can befriend.

- Elven Blood: For all special abilities and effects, a half-elf is considered an elf. Half-elves can use elven weapons and magic items with race-specific elven powers.
- Automatic Languages: Common and Elven. Bonus languages: Any.
- Favored Class: Any.



# Half-Giant

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

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

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

**Physical:** Physically, the half-giant is enormous, standing about 11 ½ feet tall and weighing around 1,200 pounds. Half-giants have thick hair, which is often kept braided (especially among females) or in a single tail that hangs behind the head and down the back. They dress in garb suitable to their occupation or environment. Half-giants mature at about 24 years of age and can live about 170 years.

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

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

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

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

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

**Magic:** If a half-giant's companions accept wizardry, then the half-giant will also accept it. If a half-giant's companions hate wizardry, then the half-giant will be as eager as anyone to join in stoning a wizard. Among sophisticated companions who accept

preserving magic but despise defiling magic, all but the brightest half-giants are likely to become confused, looking to their companions to see how they should react.

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

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

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

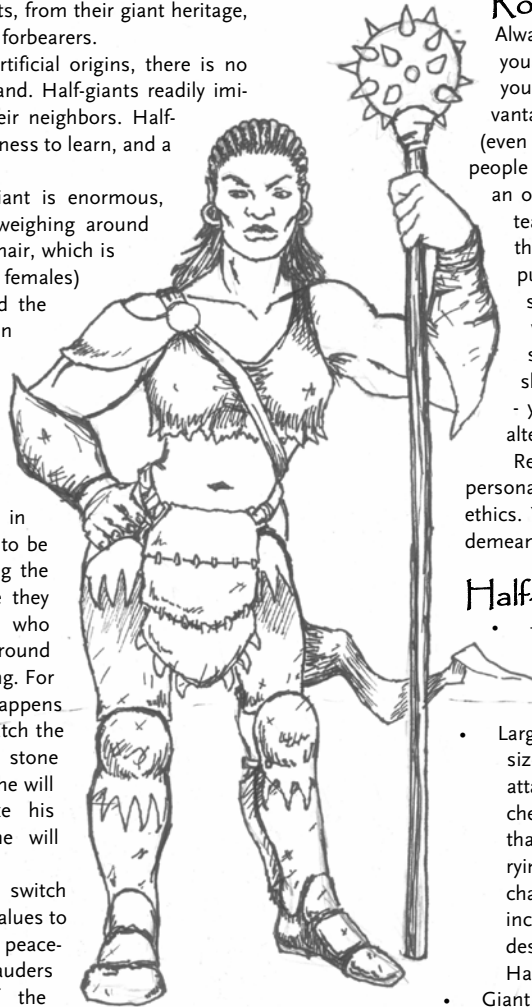
## Role-playing Suggestions

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

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

## Half-Giant Traits

- +8 Strength, +4 Constitution, -2 Dexterity, -4 Intelligence, -4 Wisdom, -4 Charisma: Half-giants are renowned for their great strength and dull wits.
- Large: As Large creatures, half-giants receive a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They must use much larger weapons than humans would, and their lifting and carrying limits are double those of Medium-size characters. In addition, half-giants have an increased reach of 10 feet in melee combat as described on page 132 of the Player's Handbook.
- Giant type: Half-giants are of type Giant (See MM page 5 for details). Half-giants start with two hit dice, receiving 2d8 hit points, Base Attack Bonus +1, base saves: Fort +3, Ref +0, Will +0, and their single starting feat. Half-giants receive (2+Intelligence modifier) x 5 skill points, and their class skills are: Climb, Jump, Listen and Spot. Note that half-giants do not receive the x4 bonus to starting skill points when they take their first class level.
- Half-giants have Darkvision to a range of 60 feet.
- Half-giant base speed is 40 feet.
- Natural Armor: Half-giants gain a +2 natural armor bonus to AC.
- Axis Alignment: One aspect of the half-giant's alignment must be fixed, and chosen during character creation. The other half must be chosen when they awake each morning. They are only bound to that alignment until they sleep again. For example, a half-giant may have a fixed lawful alignment. Every morning, he must choose to be lawful good, lawful neutral or lawful evil. Although this alignment change is not mandatory, it should certainly be invoked in role-playing





situations, as a reaction to changes in the half-giant's social environment. Of course, there needs to be a reason for the half-giant's flexible alignment aspect to change, and the DM is free to tell the half-giant that a situation has changed his alignment.

- Favored Class: Brute.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gith, Giant, Tarek. Half-giant will often pick up a race's tongue if imitating them for long enough.
- Level Adjustment +3: Half-giants are more powerful than the other races of the Tablelands and gain levels accordingly. A half-giant is a two hit die monster and may be played without class levels as the equivalent of a third level character.

## Halfling

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

*-- Mo'rune, half-elven ranger*

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

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

**Physical:** Halflings are small creatures, standing only about 3 ½ feet tall and weighing 50 to 60 pounds. Rarely affected by age, halfling faces are often mistaken for the faces of human children. They dress in loincloths, sometimes with a shirt or vest, and paint their skins with bright reds and greens. Forest halflings rarely tend to their hair, and some let it grow to great lengths, though it can be unkempt and dirty. They live to be about 120 years old.

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

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

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

**Religion:** Halflings' bond with nature extends into most aspects of their culture. A *shaman* or witch doctor, who

also acts as a spiritual leader, often rules their clans. This leader is obeyed without question. Halfling fighters willingly sacrifice themselves to obey their leader.

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

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

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

**Names:** Halflings tend to have only one given name.

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

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

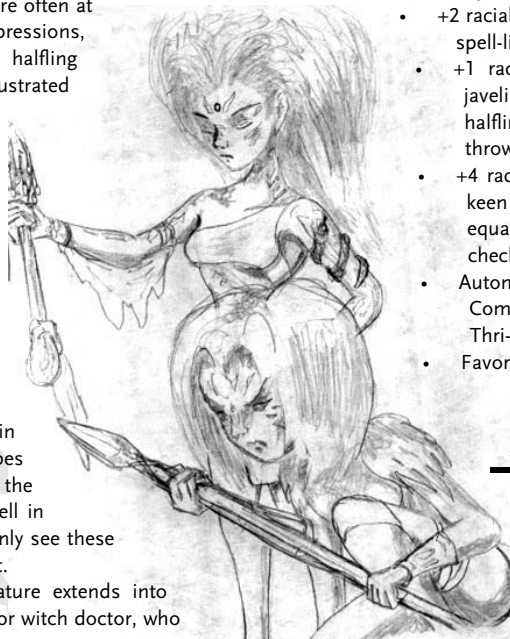
**Adventurers:** Exploring the tablelands gives curious halflings the opportunity to learn other customs. Although they may at first have difficulty in understanding the numerous practices of the races of the Tablelands, their natural curiosity enables them to learn and interact with others. Other halflings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

## Role-playing Suggestions

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

## Halfling Traits

- -2 Strength, +2 Dexterity: Halflings are quick and stealthy, but weaker than humans.
- Halflings receive a -2 penalty to all Diplomacy skill checks when dealing with other races.
- Small: Halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Halfling base speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile.
  - +2 racial bonus on saving throws against spells and spell-like effects.
  - +1 racial attack bonus with a thrown weapon: javelins and slings are common weapons in feral halfling society, and many halflings are taught to throw at an early age.
  - +4 racial bonus on Listen checks: Halflings have keen ears. Their senses of smell and taste are equally keen - they receive a +4 to all Wisdom checks that assess smell or taste.
- Automatic Languages: Halfling. Bonus languages: Common, Dwarven, Elven, Gith, Rhul-Thaun, Thri-Kreen, Yuan-ti.
- Favored Class: Ranger



## Human

*Humans are fools, and hopelessly naive as well. They are all over the place, their numbers far greater than ours, and yet they have no more sense of their strength than a*

*rat. Let us hope that the Datto remain that way.*  
-- Dukkoti Nighrunner, elven warrior

While not the strongest race, nor the quickest, humans dominate the Tablelands.

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

**Physical:** Human males average 6 feet tall and 200 lbs, while smaller females average 5 ½ feet and 140 pounds. Color of eyes, skin, and hair, and other physical features vary wildly; enlarged noses, webbed feet or extra digits are not uncommon.

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

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

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

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

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

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

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

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

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

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

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

## Human Traits

- Same as PHB.

## Mul

*See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don't want them trying to escape every other day. No crowd likes to hear that their champion was killed during an attempted escape.*

-- Gaal, draji arena trainer

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force-breed humans and dwarves for profit. While mul-breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical,

often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

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

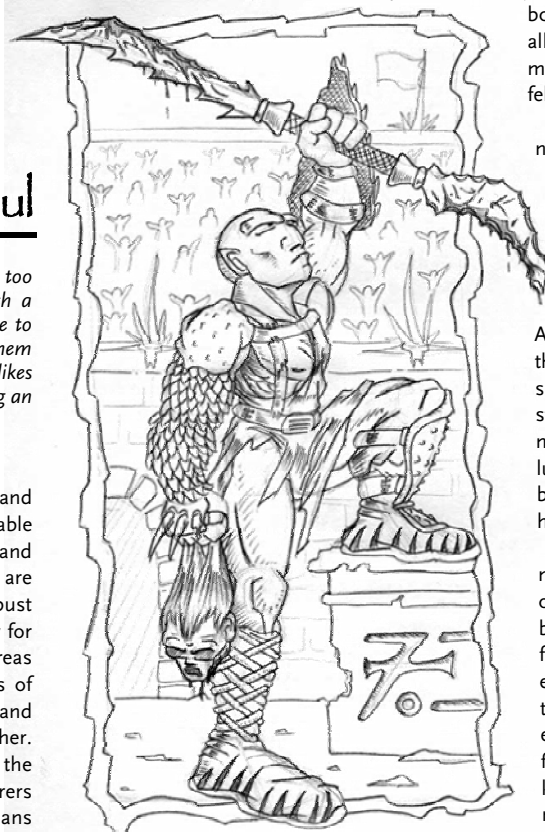
**Physical:** Second only to the half-giant, the mul is the strongest of the common humanoid races of the tablelands. Muls grow as high as seven feet, weighing upwards of 250 pounds, but carry almost no fat at all on their broad muscular frames. Universal mul characteristics include angular, almost protrusive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

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

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

**Lands:** As a collective group, muls have no lands to call their own. Occasionally, escaped mul band together as outlaws and fugitives, because of their common ex-slave backgrounds, and because their mul metabolism makes it easier for them to survive as fugitives while other races cannot keep up. Almost without exception, muls are born in the slave pits of the merchants and nobles of the city-states. Most are set to work as

laborers, some as gladiators, and fewer yet as soldier-slaves. Very



few earn their freedom, a greater number escape to freedom among the tribes of ex-slave that inhabit the wastes.

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

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

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

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

**Names:** Muls sold as laborers will have common slave names. Muls sold as gladiators will often be given more striking and exotic names. Draji names (such as Atlalak) are often popular for gladiators, because of the Draji reputation for violence. Masters who change their mul slaves' professions usually change their names as well, since it's considered bad form to have a gladiator with a farmer's name, and a dangerous incitement of slave rebellions to give a common laborer the name of a gladiator.

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

## Role-playing Suggestions

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

## Mul Traits

- +4 Strength, +2 Constitution, -2 Charisma. Combining the human height with the dwarven musculature, muls end up stronger than either parent race, but their status as born-to-be slaves makes them insecure in their dealings with others.
- Medium-size. Muls have no special bonuses or penalties due to size.
- Mul base speed is 30 feet.
- Darkvision: Muls can see in the dark up to 30 feet. Darkvision is black and white only, but is otherwise like normal sight, and muls can function just fine with no light at all.
- Tireless: Muls get a +4 racial bonus to checks for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on). This bonus stacks with the Endurance feat. This bonus may also be applied to savings throws against spells and magical effects that cause

weakness, fatigue, exhaustion or enfeeblement.

- Extended activity: Muls may engage in up to 12 hours of hard labor or forced marching without suffering from fatigue.
- Dwarven Blood: For all special abilities and effects, a mul is considered an dwarf. Muls, for example, can use dwarvish weapons and magic items with racially specific dwarven powers as if they were dwarves.
- Subdual Damage Resistance 1/-. Muls are difficult to subdue, and do not notice minor bruises, scrapes, and other discomforts that pain creatures of other races.
- Favored Class: Gladiator
- Automatic Language: Common. Bonus Languages: Dwarven, Elven, Gith, Giant, Tarek
- Level Adjustment +1. As a hybrid half-race, muls are considerably more powerful than either of their parent races, thus they gain levels more slowly.

## Pterran

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

*-- Keltruch, pterran ranger*

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

**Personality:** Among strangers, pterrans seem like subdued, cautious beings, but once others earn a pterran's trust, they will find an individual that is open, friendly, inquisitive, and optimistic. In other respects, a pterran's personality is largely shaped by her chosen *life path*.

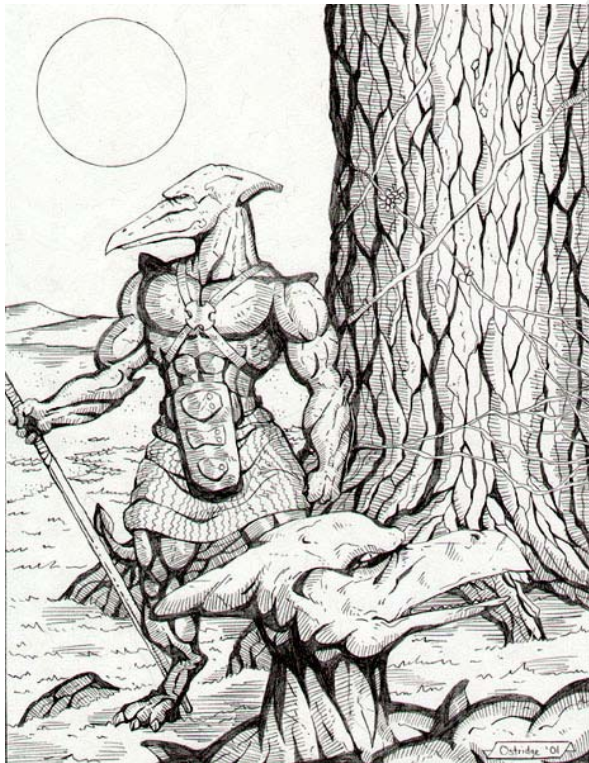
Pterrans who choose the *path of the warrior* are less disturbed by the brutality of the Tablelands; they are constantly examining their surroundings and considering how the terrain where they are standing could be defended; they take greatest satisfaction from executing a combat strategy that results in victory without friendly casualties.

Pterrans who choose the *path of the druid* are most interested in plants, animals, and the state of the land; they take greatest satisfaction when they eliminate a threat to nature.

Pterrans that choose the *path of the mind* are most interested in befriending and understanding other individuals and societies; these telepaths take greatest satisfaction from intellectual accomplishments such as solving mysteries, exposing deception, resolving quarrels between individuals, and establishing trade routes between communities.

**Physical:** Pterrans are 5 to 6 ½ feet tall reptiles with light brown scaly skin, sharp teeth, and a short tail. Pterrans wear little clothing, preferring belts and loincloths, or sashes. They walk upright, like humanoids, and have opposing thumbs and three-fingered, talon-clawed hands. Pterrans have two shoulder stumps, remnants of wings they possessed long ago, and a finlike growth juts out at the back of their heads. Pterrans weigh between 180 to 220 pounds. There is no visible distinction between male and female pterrans.

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



refuse, and the smells of unwashed humanoids.

**Alignment:** Pterrann tend towards lawful, well-structured lives, and most of them are good. Evil pterrann adventurers are usually outcasts who have committed some horrible offense.

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

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

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

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

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

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

**Male Names:** Airson, Darksun, Earthsong, Suntail, Goldeye, Onisight, Terrorclaw.

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

**Path Name:** Aandu, Aladro, Caril, Dsar, Everin, Illik, Myril, Odten, Qwes, Ptelac, Ristu, Ssrui, Svor, Tilla, Xandu.

Prerelease: 7/16/2003

**Tribe or Village Names:** Pterrann Vale, Lost Scale

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

## Role-playing Suggestions

Remember your character class is your "life path." You think of yourself, and present yourself first and foremost as a druid, a warrior or a psion.

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

## Pterrann Traits

- -2 Dexterity, +2 Wisdom, +2 Charisma: Pterranns' strong confidence and keen instincts for others' motives makes them keen diplomats, and when they take the path of the psion, powerful telepaths.
- Medium-size. Like other medium-sized creatures, pterranns have neither benefits nor penalties due to size.
- Pterrann base speed is 30 feet.
- Poor sense of hearing: Pterranns have only slits for ears, and their hearing sense is diminished. Pterranns suffer a -2 penalty to Listen checks.
- Natural Weaponry: Pterranns can use their natural weapons instead of fighting with crafted weapons if they so choose. A pterrann can rake with their primary claw attack for 1d3+Str/2 points of damage for each claw, and they bite for 1d4+Str/2 points of damage, with a -5 penalty to hit. For more on natural attacks, see MM section on natural weapons.
- Wild Telepathy. All pterranns are gifted from the day the hatch with the ability to use the *missive* talent at will, but only with their fellow reptiles.
- Favored Creature: Pterranns take on a "favored creature". This animal must be a reptile. Pterranns receive a +4 bonus to their Ride and Handle Animal skills with respect to the favored creature type. Pterrann rangers may apply this bonus to Wild Empathy checks when dealing with their favored creature.
- Racial Weapons familiarity: Pterranns treat the Thanak as a Martial weapon. The Thanak is more common among pterranns than among other races.
- Automatic Languages: Pterrann. Bonus Languages: Common, Dwarven, Elven, Halfling, Giant, Gith, Ssurran, Thri-Kreen and Yuan-ti. Pterranns know the languages of the few intelligent creatures that live in the Hinterlands.
- Life Path: A pterrann's life path determines his favored class. Those following the Path of the Druid have druid as a favored class; the Path of the Mind gives psion as a favored class, while the Path of the Warrior gives ranger as a favored class. A pterrann chooses a life path upon coming of age, and the path cannot be changed once chosen at character creation time.

# Thri-Kreen

*This one does not speak with the quivering soft shells who lay about all night. This one might eat you, but never speak.*  
-- Tu'tochuk

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

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

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

**Relations:** The pack mentality dominates a kreen's relation with others. Kreen hunt in packs, small groups that assemble together. Kreen will hunt prey in the same region for a while, but move on before their prey has been depleted. A kreen that joins a group of humanoid will often try to establish dominance in the group. This can be disconcerting to those unaware of the kreen's behavior, since establishing dominance usually means making threatening gestures. Once the matter is settled, they will abide by the outcome. Thri-kreen view humanoids as sources of food, though they don't usually hunt them, only in dire need. Many kreen have a particularly fond taste for elves; as such, meetings between these two races are often tense. However, once part of a clutch, thri-kreen will never turn on their humanoid friends, even in the worst of situations.

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

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

ing great city-states that rival the humanoid city-states of the Tyr region.

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

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

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

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

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

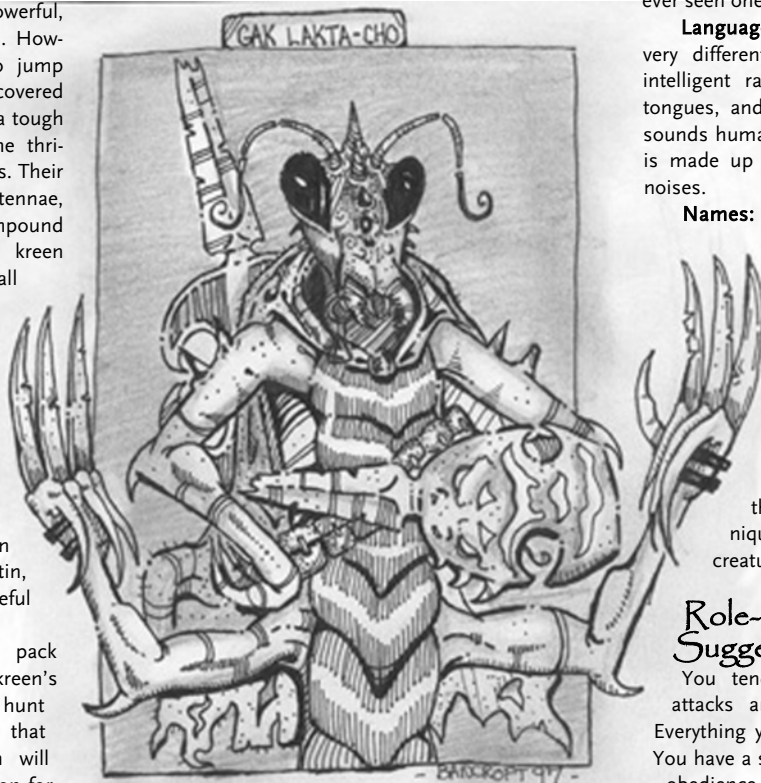
**Adventurers:** Kreen adventure for different reasons. Most enjoy challenges presented by new prey. Some seek out the challenge of leading new clutches, new companions and observing the different "hunting" techniques of the *dra* (sentient meat-creatures such as humans).

## Role-playing Suggestions

You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader - obedience to this leader in the party is

important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your *dra* companions lie unconscious for a third of their lifetimes.

You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous *dra* who think they can own buildings, land, and even whole herds of cattle!



## Thri-Kreen Traits

- Dexterity +4, Intelligence -2, Wisdom +2, Charisma -4. Thri-kreen are fast, but their alien mindset makes it difficult for them to relate to humanoid; furthermore, their “clutchmind” instincts leave them with a poor sense of themselves as individuals.
- Type: Monstrous Humanoid. Thri-kreen begin play with 2 hit dice, giving them 2d8 hit points, a +2 Base Attack Bonus; base saves Fort +0, Ref +3, Will +3; and one starting feat. Thri-kreen start with  $(2 + \text{Int Mod}) \times 5$  skill points. Note that Thri-kreen do not receive the x4 modifier upon taking their first class level. Class skills for the thri-kreen are Balance, Climb, Hide, Jump, Listen and Spot.
- Size: Medium. Thri-kreen receive no advantages or penalties due to their size.
- Thri-kreen base speed is 40 feet.
- Natural Armor: Thri-kreen are covered in a naturally tough chitin, giving them a +3 bonus to Armor Class.
- Natural Weapons: Thri-kreen may make bite and claw attacks as a full round action. Their primary claw attack does  $1d4 + \text{Str}$  points of damage for each of their four claws. Their secondary bite attack (-5 to attack), deals  $1d4 + \text{Str}/2$  points of damage each, and has a chance to poison. For more on natural attacks, see MM.
- Sleep Immunity. Thri-kreen do not sleep, and are immune to sleep-inducing magic and effects. Thri-kreen spellcasters still require 8 hours of rest before preparing spells.
- Leap: Thri-kreen are natural jumpers, gaining a +30 racial bonus to all Jump checks. They are not limited by their height when determining maximum jump distances.
- Deflect Arrows: Thri-kreen gain the benefit of the Deflect Arrows feat.
- Poison: A thri-kreen delivers its poison (Fortitude save DC 11 + Con modifier) with a successful bite attack. The initial and secondary damage is paralysis for 2d6 minutes. A thri-kreen produces enough poison for one bite per day.
- Racial Weapons familiarity: To Thri-kreen, the Chatkcha and Gythka are treated as martial rather than exotic weapons. These weapons are more common among thri-kreen than among other races.
- Automatic Languages: Thri-kreen. Bonus Languages: Common, Dwarven, Elven, Jozhal, Scrab, Tari and Tohr-kreen.
- Favored Class: Psychic Warrior.
- Level Adjustment +3. Kreen characters can start play as a 2-hit die monster without class levels, but in terms of gaining experience, they are treated as 3rd level characters. Kreen with class levels add 3 to their class level for experience pur-

Table 2-4: Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4'10"	+2d10	120 lb.	x (2d4) lb.
Human, female	4'5"	+2d10	85 lb.	x (2d4) lb.
Aarakocra, male	6'4"	+2d8	70 lb.	x (1d4) lb.
Aarakocra, female	6'2"	+2d8	60 lb.	x (1d4) lb.
Dwarf, male	4'3"	+2d4	130 lb.	x (2d6) lb.
Dwarf, female	4'1"	+2d4	100 lb.	x (2d6) lb.
Elf, male	6'8"	+2d6	130 lb.	x (2d4) lb.
Elf, female	6'5"	+2d6	110 lb.	x (2d4) lb.
Half-elf, male	5'	+2d10	130 lb.	x (2d4) lb.
Half-elf, female	4'10"	+2d10	90 lb.	x (2d4) lb.
Half-giant, male	10'	+2d12	1400 lb.	x (3d4) lb.
Half-giant, female	10'	+2d12	1350 lb.	x (3d4) lb.
Halfling, male	2'8"	+2d4	30 lb.	x 1 lb.
Halfling, female	2'6"	+2d4	25 lb.	x 1 lb.
Mul, male	4'10"	+2d10	130 lb.	x (2d6) lb.
Mul, female	4'6"	+2d10	100 lb.	x (2d6) lb.
Pterrann, male	4'10"	+2d10	130 lb.	x (2d6) lb.
Pterrann, female	4'7"	+2d10	110 lb.	x (2d6) lb.
Thri-kreen, male	6'10"	+1d6	450 lb.	x (1d4) lb.
Thri-kreen, female	6'10"	+1d6	450 lb.	x (1d4) lb.

poses.

## Vital Statistics

Use the tables below to determine your character's starting age, height, and weight.

Table 2-2: Random Starting Ages

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

Athasians also weather the passage of time differently from core races. Use Table 2-3: Aging Effects to determine the effects of aging upon your character.

Table 2-3: Aging Effects

Race	Middle Age*	Old**	Venerable†	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Aarakocra	-	-	36 years*	+1d10 years
Dwarf	100 years	150 years	200 years	+4d20 years
Elf	50 years	75 years	100 years	+3d20 years
Half-elf	45 years	60 years	90 years	+2d20 years
Half-giant	60 years	90 years	120 years	+1d% years
Halfling	50 years	75 years	100 years	+5d10 years
Mul	30 years	45 years	60 years	+2d10 years
Pterrann	-	-	40 years*	+1d0 years
Thri-kreen	-	-	25 years*	+1d10 years

\* -1 to Str, Con and Dex; +1 to Int, Wis, Cha

\*\* -2 to Str, Con and Dex; +1 to Int, Wis, Cha

† -3 to Str, Con, and Dex; +1 to Int, Wis, Cha

# Chapter 3: Classes

## Bard

*Some people think a club can solve any problem. Unless you're a half-giant, there are more sophisticated ways of taking care of an issue.*

*-- Cabal, half-elven bard*

From the shadowy corners of Athas' most disreputable places hails the bard. Like their counterparts in other fantasy worlds, Athasian bards are the unquestioned masters of oral tradition and forgotten lore, but rather than sharing their lore with whoever will listen, Athasian bards guard their secrets as jealously as the sorcerer-kings harbor their water and iron. Athasian bards may sell information to the highest bidder; they peddle their services and the fruits of their knowledge, but bardic secrets are what give Bards an edge on the uninitiated. Bards would rather die than reveal these secrets. Meeting a bard can be an uneasy encounter, since one never knows how the bard has chosen to devote his multiple talents. Some bards master the art of making poisons, and survive by selling these poisons and their antidotes for those who have coin to pay. Some bards master the art of entertainment, using their performances to amuse nobles and templars and gain wealth. Some become assassins, mixing their knowledge of poison and stealth to become hired hands. Bards' unique position in Athasian society means they often overhear conversations between high-ranking templars or nobles, or they may have treated an injured person that prefers to remain anonymous. Respectable folk despise them; the powerful fear them; but in the Athasian cities, everyone eventually comes to need their services.

**Background:** Bards come from all walks of life. Some are poor freemen who discovered a talent for singing or playing an instrument, and used that talent to eke out a living. Some were trained by nobles or merchant houses, becoming instruments of the politics of the nobility and merchant dynasties. Some bards are the storytellers of their village, keepers of their culture, the ancestral knowledge of their people.

**Adventures:** Bards may adventure for a variety of reasons. Some may travel the Tablelands as a part of performing troupes, visiting the villages and city-states to show off their entertaining

abilities. Some bards travel to seek out a target, having been hired as assassins. Bards have been known to join adventurers in search of ancient lore, or simply to procure wealth. Many bards, however, prefer to make their careers in the city-states. There, they become either tools of the nobility, selling the services to the highest bidder, or they become merchants, dealing in illegal substances. The notorious Bard's Quarters of the city-states have a well-deserved reputation for being dangerous; only those with the proper skills can survive there.

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

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

**Religion:** No central bardic organization exists, and more often than not bards have no particular penchant for religion. Some may worship the elements, fearing the power of the elemental forces, but bards that worship Sorcerer-Kings are rare. A lifestyle of breaking the rules of the city-states does not lend one to worship the lawgivers.

**Races:** All humanoid races of Athas can become bards. The social stigma in certain regions may be higher than others, however. For example, the loremasters of the halflings of the Jagged Cliffs are highly regarded because of the ancient secrets and histories they preserve. But in the city-states, where the Bard's Quarters are

Table 3-1: The Bard

Lvl	BAB	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Bardic music, Bardic knowledge, Smuggler +1
2	+1	+3	+3	+3	Poison use, Streetsmart
3	+2	+3	+3	+3	Quickdraw, Smuggler +2
4	+3	+4	+4	+4	Trade secret
5	+3	+4	+4	+4	Mental resistance, Smuggler +3
6	+4	+5	+5	+5	Quick thinking
7	+5	+5	+5	+5	Chance 1/day, Smuggler +4
8	+6/1	+6	+6	+6	Trade secret
9	+6/1	+6	+6	+6	Speed reactions, Smuggler +5
10	+7/2	+7	+7	+7	Slippery mind
11	+8/3	+7	+7	+7	Smuggler +6
12	+9/4	+8	+8	+8	Trade secret
13	+9/4	+8	+8	+8	Smuggler +7
14	+10/5	+9	+9	+9	Chance 2/day
15	+11/6/1	+9	+9	+9	Defensive roll, Smuggler +8
16	+12/7/2	+10	+10	+10	Trade secret
17	+12/7/2	+10	+10	+10	Smuggler +9
18	+13/8/3	+11	+11	+11	Mindblank
19	+14/9/4	+11	+11	+11	Smuggler +10
20	+15/10/5	+12	+12	+12	Trade secret

notorious, being a bard is not usually a good thing. Elven tribes often have a bard, who keeps the history of the tribe alive, its conquests and defeats. Humans are often bards, becoming performers of great talent, or assassins of deadly skill and precision. Half-elves, because of their lonely existence, often take to being bards. The prejudice they face at every stage in life can move some to become great poets or singers. Muls and half-giants make poor bards; their talents are usually better served elsewhere than the stage or the shadows of alleys. As well, thri-kreen are rarely seen as bards, relying instead upon their racial memory.

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

## Game Rule Information

**Alignment:** Any  
**Hit Die:** d6

## Class Skills

True to her reputation of being a dabbler in everything but a master of nothing in particular, the Athasian bard has an extraordinary array of class skills, but relatively few skill points to purchase skills with.

The bard's class skills (and key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int, All), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int, all), Listen (Wis), Move Silently (Dex), Perform (Cha, all), Pick Pocket (Dex), Profession (Wis, All), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Tumble (Dex), Use Magic Device (Cha, Exclusive), Use Psionic Device (Cha, Exclusive), Use Rope (Dex).

Skill points at first level: (4 + Int modifier) x4.

Skill points at each level: 4 + Int modifier.

## Class Features

All of the following are class features of the bard.

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

**Bardic music:** As PHB bard benefit.

**Bardic Knowledge:** As PHB bard benefit.

**Smuggler:** At 1st level and every odd level thereafter the bard receives a +1 insight bonus to Pick Pocket checks made to conceal items on the bard's body. This bonus also applies to Will saves made against spells, powers and supernatural abilities that would reveal the bard's memories and thoughts. For example, the bonus would apply to *detect thoughts*, but not to *charm person*. However, should the bard be questioned while under the influence of the *charm person* spell, he would receive a new Will save, with the Smuggler bonus. If this save succeeds, the bard is still under the effect of the spell, but he will not reveal any information.

**Poison Use:** Bards are trained in the use of poisons, and

never risk accidentally poisoning themselves when applying poison to a blade.

**Streetsmart:** The bard gains a +2 competence bonus to Gather Information and Intimidate checks.

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

**Quick Thinking:** Bards often find themselves in a tight spot where they have to act quickly, whether it is to escape a templar patrol or strike first when in confrontation with a foe. At 6th level bards gain +2 bonus to initiative. This bonus stacks with Improved Initiative and any other sources that increase initiative.

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

**Speed Reactions:** When the bard uses the attack action or full attack action in melee, she may subtract a number from all melee attack rolls and add the same number to her initiative. This number may not exceed the bard's base attack bonus. The bard may not make ranged attacks this round. The initiative increase takes effect on the next round. The new initiative is the bard's initiative for the remainder of the combat, unless she were to use Speed reactions again, which would increase her initiative further.

**Slippery Mind:** As the rogue special ability in the Player's Handbook.

**Defensive Roll:** As the rogue special ability in the Player's Handbook.

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

**Trade Secrets:** At every 4th level the bard learns a trade secret chosen from the

list below.

*Poison dealer:* Pay ½ of the ordinary price for raw materials needed to craft poisons.

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

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

*Smokestick application:* You can combine inhaled poisons with smokesticks. All creatures within the area the smokestick covers (10 ft cube) are affected by the poison you applied to the smokestick. The effectiveness of the smokestick poison depends on the amount of poison applied to the smokestick. If one dose is applied, the save DC is reduced by 4. If two doses are applied, the save DC is reduced by 2. If three doses are applied, the Save DC is unaffected. No more than three doses can be applied to one smokestick.

*Versatile:* Select two non-class skills (but not exclusive skills). These are now considered bard class skills.

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

*Poisonbane:* +4 insight bonus to Craft(Alchemy) checks when





creating antitoxin and poison antidotes.

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

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

**Poison resistance:** +4 bonus to saving throws against poisons.

## Brute

*Hunting down a beast or a man is one thing. Killing the bastard is an entirely different thing.*

— Borac, mul brute

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

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

**Adventures:** Brutes are poorly suited to the monotony of guard duty or other mundane tasks; when they fight in war, it is usually on the attacking side, as mercenaries whose loyalty can be bought for the highest offer. On rare occasions when they fight for principle or in self-defense, they fight without fear to the last man. Brutes take naturally to the adventuring life, since danger, uncertainty and reward are part of their everyday lives. Brutes adventure to defeat hated enemies, for glory, for wealth, to express their pent-up rage, or simply for the excuse to smash things. Brutes dislike that which they consider "unnatural", including undead, psionics, and magic. Most brutes also have distaste for the New Races, although members of New Races who are brutes obviously have no such distaste.

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

**Alignment:** Brutes are rarely lawful - in fact brutes in the cities are often rejects from the regular army, unable to bear regular discipline or training. Some may be honorable, but at heart they are wild. At best, chaotic brutes are free and expressive. At worst, they are thoughtlessly destructive.

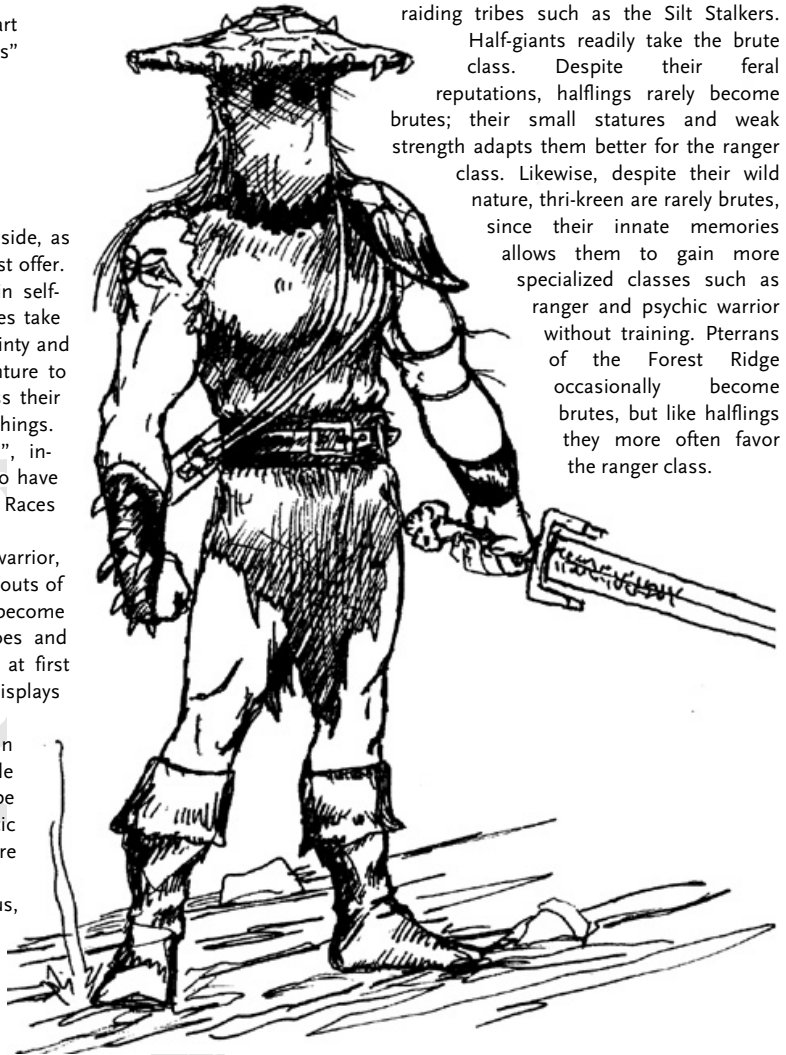
**Religion:** Although most are profoundly superstitious, brutes distrust the established elemental temples of the cities. Some worship the elements of fire or air or devote themselves to a famous figure. Most brutes truly believe the sorcerer-kings to be gods, because of their undeniable power, and a few

actually worship a sorcerer-king, usually the one that conquered their tribe. Such brutes often escape menial slavery by joining an elite unit of brutes in the service of an aggressive city-state such as Urik, Draj or Gulg.

**Background:** Some brutes hail from uncivilized wastes across the tablelands, but many originated in the cities. The brute class includes many of the common day laborers in Tyr, field slaves in the other Tablelands cities, and a majority of the street thugs in all of the cities and towns. The greatest concentration of brutes outside the cities is found in the terek tribes of the Ringing Mountains, and in the tribes of ex-slaves across the deserts of the tablelands. Among the ex-slaves, brutes serve primarily as hunters and warriors. These ex-slave tribes reject anything that smacks of the authority, discipline, and organization of the city-states because it reminds them of slavery, so the discipline of the fighter class is out of the question for such tribes. Brutes share no bond with each other unless they have come from the same tribe, or if they have fought side by side, or "spilt blood together", as they would put it. Brutes without knowledge of the cities do not consider themselves brutes, but warriors, but brutes in the ex-slave tribes take pride in the name of brute.

**Races:** Humans are often brutes, many having been raised in the wastes or escaped from slavery. Half-elves sometimes become brutes, having been abandoned by their elven parents to the desert to survive on their own; if more of them survived they would be quite numerous. Dwarves are very rarely brutes, but their mul half-children take to brutishness like a bird takes to flight, living by their wits and strengths in the wastes. Muls have a particular inclination this way of life, and very often "go feral" in the wilderness after escaping slavery in the city. Elves rarely take to the brute class; those that do are usually from raiding tribes such as the Silt Stalkers.

Half-giants readily take the brute class. Despite their feral reputations, halflings rarely become brutes; their small statures and weak strength adapts them better for the ranger class. Likewise, despite their wild nature, thri-kreen are rarely brutes, since their innate memories allows them to gain more specialized classes such as ranger and psychic warrior without training. Pterrans of the Forest Ridge occasionally become brutes, but like halflings they more often favor the ranger class.



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

## Game Rule Information

Brutes have the same game statistics as the barbarian in the *Player's Handbook*, with the following exception:

### Class Skills

Swim is now a cross-class skill; Escape Artist (Dex) and Profession (Wis) are now class skills for the Brute.

## Cleric

*Without destruction, there is nothing to build.  
-- Credo of the fire cleric*

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

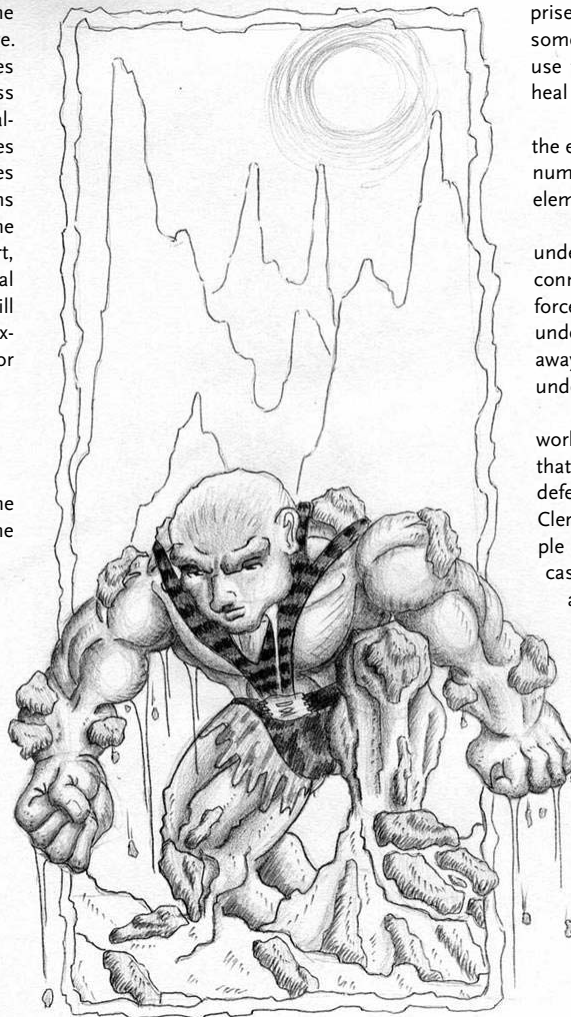
**Adventures:** The motivations for clerics are myriad. The halfling shamans of the Forest Ridge and the mullahs of the ancient merchant families are moved by vastly different designs. Some clerics are merely power-hungry and adventure to gain strength and further their own ends. Many clerics adventure to discover a means to save the dying planet and reverse the devastation of ages past.

In the deep desert, many clerics fill the roles of spiritual guides and healers among nomadic tribes, though many fill protective roles also. One thing that all air, earth, fire and water clerics share in common is a desire to see Athas return to a replenished state and the opposition of those that would destroy her. These clerics are committed to halting the spiraling environmental decay of the planet—a view they share with the druids. Adventures that allow clerics some measure of vengeance against those who destroy the land are readily received.

Clerics of magma, silt and sun, however, seek to prevent the planet from being replenished. These clerics are committed to push the planet further down the path that brought Athas to its current state.

Clerics of rain were once a force for replenishment, but with the advent of the destructive Tyr Storms, there have been rain clerics working towards both the destruction and revitalization of Athas.

**Characteristics:** Clerics are the masters of elemental forces; they possess unique supernatural abilities to direct and harness elemental energy, and cast elemental spells. All things are com-



prised of the four elements in some degree, thus clerics can use their elemental powers to heal or harm others.

Due to their affinities with the elements, clerics possess a number of supernatural elemental abilities.

Though dimly understood, there exists a connection between elemental forces and the nature of undeath. Clerics can turn away, control, or even destroy undead creatures.

Athas is a dangerous world; this practicality dictates that clerics must be able to defend themselves capably. Clerics are trained to use simple weapons and, in some cases, martial weapons; they are also taught to wear and use armor, since wearing armor does not interfere with elemental spells as it does arcane spells.

**Religion:** Unlike clerics found on other worlds, elemental clerics do not generally congregate at temples or churches, nor do they participate in a uniform, organized religion. Each cleric's calling to the raw en-

ergy of the elements is personal, individual. Some clerics believe that, upon their initiation, they enter pacts with powerful beings, elemental lords, who grant powers to those who contract with them. Others believe that the elements are neither malevolent nor benevolent, but a tool to be used, or a force to be harnessed. Regardless, all clerics desire the preservation of their patron element, though the reasons for this are many and varied.

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

**Background:** On Athas, clerics come from all walks of life and are not part of a religious organization of any kind. At most, a cleric may have one or two disciples, or perhaps have erected a shrine dedication to his patron element, but these instances are rare. A mentor of a similar elemental affinity initiates him who wishes to become cleric into the role, though the process is different for each element. Common to the initiation of many elements is a test of some sort—usually designed to test the mettle or resolve of the applicant.

**Table 3-2: The Elements**

Element	Adjacent Elements	Domains
Air	Rain and Sun	Blossom of the Sky, Fury of Storms, Ill Wind, Meek of the Land, Rolling Thunder
Earth	Magma and Silt	Dance of Decay, Earthen Embrace, Forged Stone, Meek of the Land, Mountain's Fury
Fire	Magma and Sun	Fire Eyes, Fire from the Sky, Mountain's Fury, Smoldering Spirit, Wrath of the Fire Lord
Magma	Earth and Fire	Broken Sands, Dead Heart, Ill Wind, Mountain's Fury
Rain	Air and Water	Cold Malice, Dance of Decay, Fury of Storms, Refreshing Storms
Silt	Earth and Water	Broken Sands, Dance of Decay, Dead Heart, Soul Slayer
Sun	Air and Fire	Blossom of the Sky, Clarity of the Light, Desert Mirage, Wrath of the Fire Lord
Water	Rain and Silt	Desert Mirage, Despair of the Drowned, Fire from the Sky, Living Waters

Under precisely what circumstances a character is called to worship or revere the elements in the first place is unique to the individual. Usually, during youth there is some personal indication that the way of the cleric is the proper path for the character. Sometimes, a strong affinity for one element over another is clear from birth, however. Most are initiated into the role of cleric as a young adult, though it is not uncommon for older persons to heed the call later in life.

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

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

## Game Rule Information

Except as noted below, clerics in Dark Sun conform to the rules given in the Player's Handbook.

### Class Skills

Knowledge (planes) and Knowledge (nature) are class skills.

**Domains and Class skills:** Each of the elemental domains grants an additional class skill to the cleric.

### Class Features

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

**Element of Worship, Domains, and Domain Spells:** Instead

of choosing a deity, Athasian clerics choose an element to worship. A list of elements is provided in **Error! Reference source not found.**. The cleric's element influences what spells he can cast, his supernatural abilities, and might, to some extent, influence his personal values, and how others perceive him outwardly.

**Turn, Command, Rebuke Undead:** Any cleric that chooses to rebuke undead does not gain the ability to dispel turning of undead or bolster undead.

## Ex-Clerics

Since the spells and supernatural abilities of the cleric do not originate from a deity of any kind, a cleric need not restrict his activities to supporting his element on Athas. However, gross violation of the code of conduct purposes expected of his class may result in the loss of spells, class features, and the ability to gain levels as a cleric, at the DM's discretion. Gross violation can even include using weapons in ways counter to their element's preference.

Also, like any other class, a cleric may be a multiclass character. Cleric/wizards that are defilers are extremely rare, as their classes are antithetical if the character is a cleric of air, earth, fire, or water, and the existence of such a character is grounds for the loss of class abilities as described above. Such cleric/wizards who practice defiling are most likely followers of magma, silt or sun.

## Druid

*A spirit took me in, when neither of my parents would accept me. Athas provides for anyone who has the desire to care for it. We live in a desert simply because no-one cares for the land.*

-- Sutura, half-elven druid

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

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

**Adventures:** Druids travel under the harsh sun of Athas for varying reasons. Some seek new disciples to help in their efforts. Others adventure to gain knowledge of the landscape, or seek the knowledge of others. Still other druids travel to avenge a wrong committed against a favored grove. Druids of Athas care more for the land than for the savage people of the Tablelands. They abhor the unnatural origins of undead and will seek to destroy them. Because the magic of the Pristine Tower twists and mutates creatures into new forms, druids are uneasy around many of the New Races.

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

**Alignment:** Druids understand the harsh cycle of life and death, of predator and prey, and so one component of their alignment must be neutral. Good druids will tend to help the people they protect, if they serve as protector of a village. They will leave visitors alone, letting them refill their water pouches at no cost, provided there is no abuse. Neutral druids will put the concerns of their guarded lands first, and will not hesitate to punish

those that break any rules the druid has determined. Evil druids often rule by fear; some people of the Tablelands prefer the justice of the druid to that of the city-states, even though the druid may be harsh and cruel. The evil druid will often make the villagers work for their protection, helping to plant trees or shrubs, or repair any damage done by a Tyr-storm. Evil druids that guard an oasis or similar geological feature will demand a toll or gift of small bands for the use of their land.

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

**Background:** Athasian druids have no special organization, no world council of druids or anything similar. Druids often work alone, but sometimes a few of them will band together to protect a large area of land. Low-level druids are apprentices of more powerful druids; sometimes they leave to find their own way once they are ready, and sometimes they take over once their master dies.

Druids tend to roam the Tablelands, working to heal the wounds of a dying planet. Often, a druid will settle in a single location for as long as it takes to nurture the land back to health—or to protect it from those who might do it harm. Some druids can be found in the cities, usually as slaves of the Sorcerer-Kings.

**Races:** Druids come from all races common in the Tablelands, although some have more natural talent than others. Half-elves, with their natural affinity for animals, make good druids. Their often-lonely existence also lends itself well to a lone druid



caring for a piece of Athas. Pterrans are often druids, as it follows their Life Path, the Path of the Druid. Aarakocra, muls and thri-kreen are also good candidates for druids. Halflings druids often hold a position of respect and authority among their tribe. Halfling druids are rarely found outside of the Forest Ridge, though. Half-giants, with their slow wits, make poor druids. Of the savage races, tareks sometimes have druids in their numbers, but rarely do other creatures have the patience or ability to care for a particular piece of Athas.

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

**Other Classes:** Druids get along with most classes, though they despise wizards. Magic is the cause of Athas' current state, so say the druids, and while they may tolerate preservers for a short while, defilers are slain on sight. Templars are usually not welcomed by druids, as the templar is responsible for a city that encroaches on nature, and templars serve the Sorcerer-Kings, Athas' most powerful magic users. Elemental clerics are well received by druids, as they often share the same goals. Druids are usually at odds with para-elemental clerics, though. The para-element proliferation on Athas is usually at the land's expense, destroying what the druid tries to accomplish. Rangers are probably the druid's best allies. They often share the same goals, and the druid may even call upon the ranger for help in controlling a species that has become problematic or detrimental to an area. However, the ranger and the druid may sometimes be at odds, if the ranger is determined to eradicate his favored enemy while the druid seeks to protect that particular species.

## Game Rule Information

As in the Player's Handbook, with the following changes:

### Class Skills

Diplomacy is a cross-class skill for Athasian druids. Hide (Dex) and Move Silently (Dex) are class skills.

### Class Features

**Proficiencies:** Druids are proficient in the blowgun, in addition to the proficiencies given in the *PHB*.

**Resist Nature's Lure:** Druids do not gain this ability.

**Nature's Speech:** At 4th level a druid is able to speak with animals everywhere, as if under the effects of the spell *Speak with animals*.

### Ex-Druids

A druid who becomes something other than a defiler keeps his powers and spells, unless he grossly violates his former oath. Druids who become wizards, however, lose all druidic abilities and spells if they defile. A druid that becomes an undead (mindless or free-willed) loses all his druid abilities and spells.

## Fighter

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

*-- Nikolos, human fighter*

From the small forts in sandy wastes of Athas to the guards of the merchant houses in the City-States, fighters are Athas' most common sight. Whether it is as mercenaries for the Sorcerer-Kings or as hired guards protecting the wealth of the nobility, fighters can be found everywhere in the Tablelands. Athas' fighters are trained to fight in small groups or huge units. Those that

have proven themselves become the commanders in the City-States' armies, commanding hundreds or even thousands of men into war.

**Adventures:** Fighters adventure in the Tablelands for all sorts of reasons. Some seek out adventure to find treasure in ruins long lost to civilization, hoping to make a fortune and earn an easy living under Athas' harsh sun. Others join mercenary bands, lending their sharpened swords to the highest bidder, questing for glory or riches.

**Characteristics:** Fighters receive the best allotment of fighting skills and abilities. They learn the use of most weapons, the best armors and shields, as well as gaining special abilities to use with these weapons and armor. Some fighters specialize in using a single weapon, and become masters at its use and deadliness. Other fighters will prefer more rounded skills, learning to shoot from afar with bows and arrows, or nets or spears. Regardless, the fighter is to be feared.

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

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

**Background:** Fighters come from all walks of life. Some are born as poor, wretched individuals who discover a talent for the use of weapons, and through hard work and self-learning, become great warriors. Others are members of noble families, or slaves that receive formal training, becoming commanders of their guards or leaders of great armies. Fighters do not associate with each other, unless they share the same unit or mercenary band.

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

Many of the savage races of the Tablelands are fighters, although most become rangers in order to survive.

**Other Classes:** Fighters get along with most other classes. The rangers of the Tablelands often receive the highest of the respect for their ability to survive the wastes. Gladiators and fighters are often at each other's throats, since both share great combat abilities but differ in their methodology; they often try to show how each is

better than the other is. Elemental clerics are welcome for their healing abilities as well as the help they can provide in battle.

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

## Game Rule Information

As described in the Player's Handbook, with the following changes.

### Class Skills

Intimidate (Cha) and Knowledge (Warcraft) (Int), are class skills for fighters. Swim is a cross-class skill for fighters.

### Class Features

All of the following are class features of the fighter.

**Bonus Feats:** Athasian fighters have a few additional feats added to the list of feats that may be taken as bonus fighter feats: Concentrated Fire, Leadership, Rotate Lines, Shieldwall, Spearwall and Teamwork.

## Gladiator

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

The arena is the battlefield of the gladiator. From hand-to-hand combat in the mud pits of small forts to the grand games of the city-states, the gladiator is a warrior who fights to the sounds of people cheering his name or cursing his presence. A master of crowd control and the art of prolonged combat, gladiators are trained to fight. They train to best wild beasts in deadly games for the amusement of the masses. They fight for glory, wealth, prestige and power. They fight to survive. Some are merely slaves, having to fight and perhaps hoping to win a chance to obtain freedom, while some fight willingly for the thrill of combat or the promise of riches and fame.

**Adventures:** Most gladiators adventure rarely, since the biggest crowds and highest payoffs are in the city-states. Many gladiators are owned by nobles or templars, and must obey their masters or face the deadly sting of the lash. Gladiators that are owned by a master are usually not allowed to adventure; they are worth too much to be simply let loose. Freed gladiators may join bands of adventurers to search for treasure or riches, or perhaps simply for a place to lie down after a long, bloody career. Some freed gladiators may simply travel from city-state to city-state, hoping to join great games in return for rich pay or social status. Escaped gladiators adventure to escape their master, punishment or death.



**Characteristics:** Gladiators are among the best one-on-one fighters in all the Tablelands. They are trained in hand-to-hand combat before moving on to the use of exotic weapons of the arena. They learn to improvise weapons, wielding broken bones or wooden shafts with deadly precision. They learn how to taunt and tease opponents, driving them to reckless acts and taking advantage of the situation to strike down or maim a foe. After all, a long, drawn-out combat is more a crowd pleaser than a ten-second bout.

**Alignment:** Gladiators are of all alignments. Some gladiators will obey all arena rules, being lawful individuals, though these often do not last long in the arena. Many gladiators tend toward a chaotic alignment. Evil gladiators use dirty tricks to gain an advantage over an opponent. Gladiators of all alignments can become crowd favorites, increasing their chances of winning their matches, since often times these matches are pre-arranged. The intrigues of the city-states can reach deep into the arena.

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

**Background:** Most gladiators are slaves, owned by nobles or templars, or even merchant houses. They are either born into slavery and trained as gladiators, or captured by slavers and sold to nobles or templars for the public's amusement. Some rare individuals join the gladiatorial ranks willingly, seeking fame or fortune. Gladiators do not assemble in guilds or unions of any sort. They may have one or two fighting partners, or matched pairs, but this group of trusted individuals is very small. Gladiators that are owned by others often become unwillingly involved in the intrigues of the city-states. Their master may have made a new enemy, and the gladiator becomes a pawn in struggles of power. Often used to send a message to his owner, the gladiator's life may be at stake for fault of his master.

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

Table 3-3: The Gladiator

Lvl	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Always Armed
2	+2	+3	+0	+0	Arena Guile, Improved Feint
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Master of Weapons
5	+5	+4	+1	+1	
6	+6/1	+5	+2	+2	See Weakness +1
7	+7/2	+5	+2	+2	
8	+8/3	+6	+2	+2	Master of Weapons
9	+9/4	+6	+3	+3	Winning the Crowd
10	+10/5	+7	+3	+3	See Weakness +2
11	+11/6/1	+7	+3	+3	
12	+12/7/2	+8	+4	+4	Master of Weapons
13	+13/8/3	+8	+4	+4	
14	+14/9/4	+9	+4	+4	See Weakness +3
15	+15/10/5	+9	+5	+5	
16	+16/11/6/1	+10	+5	+5	Master of Weapons
17	+17/12/7/2	+10	+5	+5	
18	+18/13/8/3	+11	+6	+6	Bringing the House Down
19	+19/14/9/4	+11	+6	+6	
20	+20/15/10/5	+12	+6	+6	Master of Weapons

receive formal training.

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

## Game Rule Information

Gladiators have the following game statistics.

**Abilities:** Strength is especially important for gladiators because it improves their melee attack and damage rolls. Constitution is also important for giving gladiators lots of hit points that they'll need in their bloody matches. Dexterity is important for gladiators who want access to certain Dexterity-oriented feats, or for those that do not want to be slowed down or hindered by armor.

**Alignment:** Any.

**Hit Die:** d12

## Class Skills

The gladiator's class skills (and key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), Tumble (Dex). See the Chapter 4: Skills for skill descriptions.

Skill Points at 1st Level: (2 + Int mod) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

## Class Features

All of the following are class features of the gladiator.

**Weapon and Armor Proficiency:** The gladiator is proficient in the use of all simple and martial weapons. The gladiator is also proficient in light armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

**Always Armed:** The gladiator fighting unarmed gains the benefit of the Improved Unarmed Strike feat.

**Arena Guile:** Starting at second level, the gladiator adds his one half his level (round down) as a bonus to all Bluff and Sense Motive checks that relate directly to melee combat.

**Improved Feint:** The gladiator is adept at deceiving his opponents. He may perform a feint action (see the Bluff skill in the *PHB*) as a Move Equivalent Action.

**Master of Weapons:** Starting at 4th level, and every four levels thereafter, gladiators gain a bonus feat. This feat must be chosen from: Exotic Weapon Proficiency, Improved Critical, Weapon Focus, or Weapon Finesse. All prerequisites must be met before a feat may be taken.

**See Weakness:** The gladiator is adept at spotting weaknesses in her foe's fighting styles. If she takes an all-out defense action, she gains a dodge bonus to her AC against any opponent who attacks her in melee combat that round. The dodge bonus begins the round after that opponent attacks you and lasts for the duration of the fight. The bonus improves to +2 at 10th level and again to +3 at 14th level.

**Winning the Crowd:** The gladiator can appeal to the crowd with insults, fancy moves, etc. As a move-equivalent action make a Perform check (DC 15). If he succeeds, he receives a +1 morale bonus to attacks and damage for the duration of the fight. The crowd cannot be combatants and there must be at least a half a dozen of them.

**Bringing the House Down:** With each blow the gladiator

makes, the crowd cheers more loudly. If you already have engaged the crowd with *Winning the Crowd*, you gain a +2 morale bonus to damage on your first successful blow. This bonus increases by +2 for each successful consecutive blow that deals damage to your opponent. The bonus resets to +2 if you miss.

## Psion

*Resist all you like. I have ways of making you think.*  
-- Dechaes, Dwarven inquisitor

For most creatures on Athas, becoming a psion is not a destiny, but a discovery. Some psions, it is true, showed their first signs of mental powers from the age of a few years old, and a greater number began to manifest their psionic powers in puberty. But many psions, if not most, lack the time, inclination, tutelage, or will to develop their latent power. Most first-level psions do not consider themselves psionists at all, but bearers of a freak psionic "gift" or "knack" that may come in handy, but is hardly the focus of their lives.

Psionic advancement is easiest if one has a tutor. The most powerful and knowledgeable instructors of the way follow the Tarandan philosophy of psionics—these Tarandan "psiologists" are the ones considered serious psionists. Most psions from 2nd and 5th level have decided to devote their attentions to psionics, usually in hope of being accepted by a Tarandan instructor and taught the mysteries of "true psionics."

Those who do not follow the Tarandan philosophy, but proceed on their own, practicing and improving their own powers, are called "psions." The seer Tarandas called them "scions," and her modern disciples continue to sneer at higher-level psions as unschooled brutes, but psions are not persecuted or held in contempt by the non-psionic population. Unlike wizards, psions (and their more respected variants, the Tarandan psiologists) are neither despised nor mistrusted; psionics is a respected part of society in the Tablelands. Because the psion class may be the most common class on Athas, psions receive the Craft and Profession skill sets—literally anyone is likely to have at least one level in psion.

**Adventures:** Many psions initially take up adventuring to obtain money to further their education in the Tarandan psionic schools. Others seek to hone their talents through the rigors of combat, preferring the extremes of physical exertion and the pres-

ures of life and death situations to focus their will. A few psions adventure seeking knowledge; old nomads in the abandoned ruins of the wastes may hold ancient knowledge of new powers, of manifestations of the Will that few have the chance to learn: the psion may seek to learn these techniques of the Way.

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

**Alignment:** The search for refinement of the Way tends to draw many psions into a neutral view of the world. So

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

**Religion:** Psions use the Way to manifest their inner powers; through long hours of meditation and extremes of the senses, they seek knowledge inward.

Their power comes from inside them, so only psions from the most animistic cultures look to outside beings or religions for spiritual fulfillment.

**Background:** Psions come from all walks of life; however, those who can afford the training of a master have a much greater chance of becoming psions. Some rare individuals, through great force of will, may learn to discover their inner talents on their own, but these are rare. Slaves born into captivity who display a capac-



Table 3-4: The Psion

Lvl	Power Points	0	1	2	3	4	5	6	7	8	9
1	2	2+d	d	-	-	-	-	-	-	-	-
2	3	2+d	1+d	-	-	-	-	-	-	-	-
3	5	2+d	2+d	-	-	-	-	-	-	-	-
4	8	3+d	2+d	d	-	-	-	-	-	-	-
5	12	3+d	2+d	1+d	-	-	-	-	-	-	-
6	17	4+d	2+d	1+d	d	-	-	-	-	-	-
7	23	4+d	3+d	2+d	1+d	-	-	-	-	-	-
8	30	5+d	3+d	2+d	1+d	d	-	-	-	-	-
9	38	5+d	3+d	2+d	2+d	1+d	-	-	-	-	-
10	47	6+d	3+d	2+d	2+d	1+d	d	-	-	-	-
11	58	6+d	3+d	3+d	2+d	2+d	1+d	-	-	-	-
12	71	7+d	3+d	3+d	2+d	2+d	1+d	d	-	-	-
13	86	7+d	4+d	3+d	3+d	2+d	2+d	1+d	-	-	-
14	103	7+d	4+d	3+d	3+d	2+d	2+d	1+d	d	-	-
15	122	7+d	4+d	3+d	3+d	3+d	2+d	2+d	1+d	-	-
16	143	7+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d	-
17	166	7+d	4+d	4+d	3+d	3+d	2+d	2+d	2+d	1+d	-
18	191	7+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d	d
19	218	7+d	4+d	4+d	4+d	3+d	3+d	3+d	2+d	1+d	1+d
20	247	7+d	4+d	4+d	4+d	4+d	3+d	3+d	2+d	2+d	1+d

ity for the Way may be sent to academies for training, in the hopes that the owner may use his slave to greater advantage. If the slave proves unable to control, though, he is simply eliminated before becoming a problem.

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

**Other Classes:** Psions tend to be drawn to those like themselves. Lower-level psions tend to draw particularly towards Tarandan psionists, curious about their mysterious training and knowledge. Higher-level psions tend to either stay to themselves, or to try to be friends with almost everyone, and press for party leadership. Unlike Tarandan psionists who often make needling remarks about “foolish superstition,” psions get along well with priests and druids; they are uneasy with wizards, however.

## Game Rule Information

### Class Skills

As described in the *Psionics Handbook*, except that psions from each discipline receive the Craft (Int) and Profession (Wis) skills.

### Class Features

**Weapon and Armor Proficiency:** Psions are proficient in all simple weapons.

## Psychic Warrior

*The body is not bound to the forms and function you were born with. To truly master delivering death, you must grow beyond the mold you were given.*

-- Tharkar, psychic sensei

The term “psychic warrior” is a loose translation of the Thri-Kreen word “Chakak,” which is better translated as “Mind Warrior.” In the Tablelands, non-kreen psychic warriors have long been known as “Mercenary Psionists.”

**Background** Kreen consider the psychic warrior class to be their own racial psionic tradition, but in truth, non-kreen psychic warriors have been around under one name or another since the Green Age, predating the Tarandan philosophy of psionics by millennia. During the Green Age, human and demi-human psychic warriors were associated in brotherhoods of knights, but this sense of brotherhood between psychic warriors was lost ages before the oceans and forests turned to dust. Coveting every psionic advantage, competitive to a fault, and glorying in the spectacle of



their unique abilities, psychic warriors refuse to train others in the tradition. The path of the psychic warrior is one that must be discovered alone.

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

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

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

**Other Classes** Psychic warriors get along best with rogues, and to a lesser extent, fighters and bards. Generally, allies who show admiration for the psychic warriors’ talents tend to get along well with the psychic warrior. Gladiators tend to get suspicious and envious of the psychic warrior’s shows of unnatural and spectacular force, and many psychic warriors take a perverse pleasure in playing against the gladiator’s jealousy, showing up the gladiator with spectacular stunts. Psychic warriors pretend to be indifferent to wizards, and to a lesser extent, psions, but many secretly envy the spectacle of a fireball. The only characters that psychic warriors as a rule will have an extremely hard time getting along with are other psychic warriors. Any party unfortunate enough to include more than one psychic warrior will be wrought with petty bickering, snide remarks, and endless competitions of spectacular force.

## Game Rule Information

As described in the *Psionics Handbook*, except where noted.

### Class Skills

Like most other classes in Dark Sun, psychic warriors lack the Swim (Str) skill, and are illiterate unless they take the literacy skill. In other respects, psychic warriors have the skills listed on page 14 of the *Psionics Handbook*, plus the Intimidate (Cha) skill.

### Class Features

As described in the *Psionics Handbook*.

## Ranger

*What you call monsters and beasts are simply other beings trying to survive in the wastelands. Some of them are as desperate, lost and confused as you are.*

-- Sudatu, elven scout

The wastes of Athas are home to fierce and cunning creatures, from the bloodthirsty tembo to the malicious gaj. One of the most



cunning and powerful creatures of the wastes is the ranger, a skilled hunter and stalker. He knows his lands as if they were his home (as indeed they are); he knows his prey in deadly detail.

**Adventures:** Rangers often adventure for the same mercenary reasons as fighters, but rarely for fame and glory. Most often, they are motivated by loyalty or by other personal reasons. Rangers often accept the role of protector, aiding small communities or desert travelers. The fortunate villages of the wastes have a ranger or two who protect them from those who seek to enslave or destroy them. Rangers frequently develop grudges against creatures that threaten their wards, and look for opportunities to find and destroy these creatures. Over time, these grudges may become a motivation in and of themselves.

**Characteristics:** The only rangers that can cast spells are rangers who are multi-classed in a spell-casting class. There are no gods in Athas to grant rangers divine spells; the elements reserve their spells for their clerics, the spirits of the land reserve for their druids, the sorcerer-kings for their templars. Athasian rangers must make do with their skills, instincts, and allies. An experienced ranger often has an animal companion to aid him, thanks to his animal empathy skill and the Companion benefit. Rangers are proficient in all simple weapons, and capable in combat, although less so in open melee than the fighter, gladiator, or brute. His skills allow him to survive in the wilderness, to find his prey and to avoid detection. The ranger has the ability to gain special knowledge of certain types of creatures or lands. Knowledge of his enemies makes him more capable of finding and defeating those foes. Knowledge of animals makes him more versed in their lore, more able to control them, and more likely to befriend them. Knowledge of terrain types or of specific favored lands makes it easier for him to live off the land, and makes it easier for him to take advantage of less knowledgeable foes.

**Alignment:** Rangers can be of any alignment, although they tend not to be lawful, preferring nature to civilization, silence to casual conversation, and ambush to meeting a foe boldly on the battlefield. Good rangers often serve as protectors of a village or of a wild area. In this capacity, rangers try to exterminate or drive off evil creatures that threaten the rangers' lands. Good rangers sometimes protect those who travel through the wilderness, serving sometimes as paid guides, but sometimes as unseen guardians. Neutral rangers tend to be wanderers and mercenaries, rarely tying themselves down to favored lands. The tracking and animal skills of rangers are well known in Athas; virtually every trade caravan has at least one ranger scout or mekilot handler. Sometimes they stalk the land for vengeance, either for themselves or for an employer.

Generally only evil rangers ply their skills in the slave trade. Other evil rangers seek to emulate nature's most fearsome predators, and take pride and pleasure in the terror that strangers take in their names.

**Religion:** Many rangers pay homage to the elements, but a greater number honor the moons and the stars that guide them in the night - even though these celestial bodies do not have priests. In several city-states, particularly Gulg, Kurn, and Eldarich, many rangers owe fealty to the Sorcerer-Kings - virtually the entire noble caste of Gulg is comprised of rangers called Jugada. Some rangers pay patronage to the Spirits of the Land, although these spirits do not bestow spells on rangers except those that multi-class as druid.

**Background:** In Kurn, Eldarich, Gulg, and the halfling villages of the forest ridge, most rangers gain their training as part

of special military teams, but elsewhere, rangers tend to learn their skills on their own, or from solitary teachers in the wastes.

**Races:** As the race that carries the most fear and hatred of other races, and as the people with the richest land to protect, halflings become rangers more commonly than any other race except for half-elves. Halflings are at home in their terrain (typically Forest Ridge or the Jagged Cliffs) and the ranger class teaches them the grace to move without detection, often to deadly effect. Their practice of cannibalism to emphasize their superiority over other sentient beings puts the ranger's tracking abilities to deadly use. Halfling rangers tend to take favored lands primarily, followed by favored enemy benefits. In the Forest Ridge, halfling rangers tend to pick pterrans and other neighboring races as favored enemies; rangers of the Jagged Cliffs tend to focus on vnanen, and kreen.

Elves frequently become rangers, serving as scouts and hunters for their tribes, but elves are not as naturally drawn to the wilderness as they are to magic. Half-elves are the race most compellingly drawn to the ranger class, since their isolation and natural gift with animals gives them a head start above rangers of other races. Half-elven rangers sometimes seek to impress their elven cousins with their desert skills, and when they are rejected, the wilderness often becomes the half-elf's only solace. A few half-elves turn to bitter hatred of the parent races that rejected them, and become merciless slave-hunters.

Although ranger skills do not come to naturally humans, their famous adaptability wins out in the end, and many humans make fine rangers. A few muls take up the ranger class while surviving in the wilderness after escaping slavery. Dwarves who become rangers find that their focus ability combines powerfully with the abilities of favored enemy and favored lands, but such characters rarely become adventurers since they tend to master wilderness skills in order to guard dwarven communities.

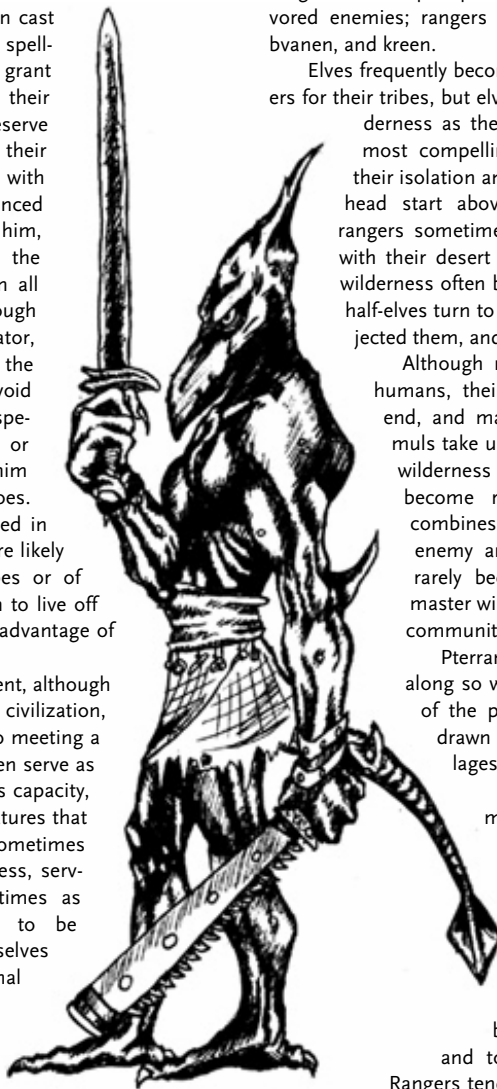
Pterrann rangers are common since rangers get along so well with the druidic and psionic leaders of the pterrann villages. Aarakocra are similarly drawn to the ranger class to protect their villages from predators and enemies.

Rangers are not unusual among the most hated humanoid races of Athas, such as gith, belgoi, and braxat. Among the various and dwindling communities of the wastes, rangers are the most common character class.

**Other Classes:** Rangers are slow to make friends with anyone, but have a particular affinity to druids, and to a lesser extent, brutes and psions.

Rangers tend not to lean on others for support and friendship, and often find it difficult to tolerate others who are quite different from themselves, such as talkative traders or controlling templars. Good rangers might simply try to avoid sharing a watch with a character that annoys them; neutral rangers tend to abandon annoying companions or just let them die; while evil rangers act friendly to the annoying companion and then slit their throat in their sleep.

Good rangers tend to hate defilers, although many rangers are ignorant of the distinction between preserving and defiling and hate wizards of all stripes. Strangely, many rangers have little objection to taking a companion who is of a favored enemy race, so long as that they are convinced that the companion is trustworthy and loyal.



## Game Rule Information

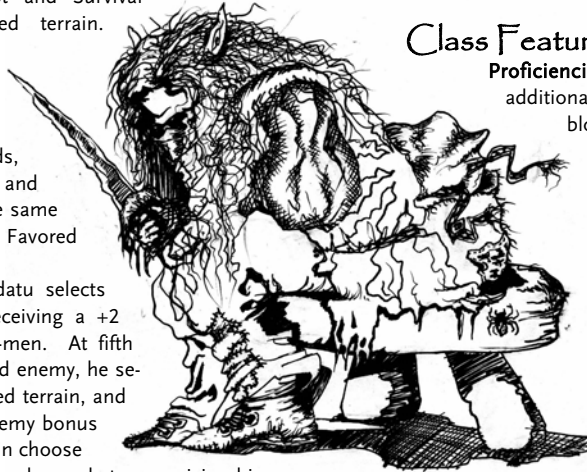
As in the *Player's Handbook*, except where noted below.

## Class Features

As in the *Player's Handbook*, except where noted below

**Favored Terrain:** At any time when the ranger could normally select a Favored Enemy, she may instead choose to select a Favored Terrain. She receives a +2 bonus to Hide, Knowledge(Nature), Move Silently, Spot and Survival checks made within her favored terrain. Allowable terrain types include Forests, Jagged Cliffs, Swamp, Mountains, Verdant Belts, Stony Barrens, Sandy Wastes, Rocky Badlands, Mud Flats, Boulder Fields, Salt Flats, Obsidian Wastes, Ocean and the Sea of Silt. This ability uses the same graduated progression that the Favored Enemy ability receives.

For example, at first level Sudatu selects Thri-kreen as a favored enemy, receiving a +2 bonus when combating the insect-men. At fifth level, instead of taking a new favored enemy, he selects a Rocky Badlands as his favored terrain, and chooses to increase his Favored Enemy bonus to +4. At 10<sup>th</sup> level, Sudatu may again choose a new Favored Enemy, and may also choose between raising his Favored Enemy or Favored Terrain bonus by +2.



## Rogue

*Going on personal experience, my one piece of advice to you is this – never trust anything with pointy ears.. It'll either cheat you or try to eat you.*

– Marek, human trader

Dark Sun offers a world of intrigue, manipulation, secret deals, and subtle treachery—in short, a rogue's playground. Rather than eking out their living at the borders of society, many Athasian rogues dominate the action in many of the most powerful political factions in the Seven Cities: the Noble Houses, the Templars, and the Merchant Houses. Often rogues themselves, the wealthy and powerful deploy lesser rogues as pawns in their endless games of acquisition, espionage, and deceit.

Individual rogues run the gamut of Athasian society, from the street rats of the cities to the vagabonds of the outlands, to the prosperous and respectable dune traders, to the low-ranking templars that search their caravans at the gates. Accomplished rogues are often sought by the nobility as agents, and can earn both wealth and honor in such positions—or earn a quick death should they be caught contemplating treachery against their masters.

**Alignment:** Athasian rogues follow opportunity rather than ideals, but as many of them are lawful as chaotic. Lawful rogues tend to seek security and advancement in the service of nobles or in the ranks of the templars.

**Religion:** Although they are as superstitious as the next Athasian, rogues are not known for their devotion or piety. Chaotic rogues tend to get along best with religions associated with elemental air.

**Races:** Elves, half-elves, and humans take to the rogue's skills and lifestyle with the greatest ease. Halflings, dwarves, and muls, while not commonly rogues, adapt to the class remarkably well when they take to it. Thri-kreen, pterrans, and aarakocra are usually quite adverse to the rogue class, and tend to do poorly. Half-giant rogues are unheard of except as fictional figures in comical tales around the fireside.

**Other Classes:** Rogues enjoy working with members of other classes so long as their own skills and are valued and treated with respect. On Athas, rogue is as honorable a profession as any other, and more honorable than some (such as wizard), and they mark for enmity anyone who describes them as a common thief.

## Game Rule Information

As in the *Player's Handbook*, except where noted below.

## Class Skills

Swim is now a cross class skill.

## Class Features

**Proficiencies:** As in the *PHB*. Rogues are additionally familiar with the bard's friend, blowgun, garrote, small maquahuitl, puchik, tonfa, widow's knife and wrist razor.

For special abilities gained at 10<sup>th</sup> level and beyond, Athasian rogues may choose from the following abilities, as well as those presented in the *Player's Handbook*.

**Dune Trader:** You gain +4 competency bonus to Diplomacy checks with regard to buying or selling goods. Furthermore, you gain Speak Language as a class skill, so that you can learn a language for a single skill

point.

**False Vulnerability (Ex):** While lying prone, you are not as helpless as you appear. Opponents do not get +4 to hit you while you are prone, and you can "kip up," or leap from a prone position as a free action. If you are prone, and defer your action until your opponent comes within your attack range, you have a +4 on your (Bluff check vs. your opponent's Sense Motive check) to appear helpless; if your Bluff check wins the contest, you can use a Sneak Attack when your opponent comes into your striking range.

**Silver Tongue (Ex):** Your constant dealing with others gives you a keen sense of how to make them believe your lies. You may attempt a retry of the Bluff skill, but with a -5 penalty. This ability also gives you a +2 bonus to your Disguise skill.

**Looter's Luck (Ex):** You can use your Appraise skill to instinctively identify the most valuable item in a pile of loot as a move-equivalent action. The DC for this accomplishment is DC 10 + the number of items in the selection. If you cannot see the items that you are choosing from (e.g. you are trying to pickpocket someone), then a full-round action is required, and the DC rises to 15 + the number of items.

**Notoriety:** The fame of your exploits precedes you in the Seven Cities; you gain +4 to all Intimidate and Bluff checks. Adventurers seek your fellowship; you receive a +4 to your Leadership score if you have the Leadership feat.

## Templar

*Against the law? The law is a convenience, a tool, not a straight jacket. I prefer to view laws as guidelines, not as rules cast in stone. Stretching them is not the same as breaking them, my young apprentice. Take that to heart, for if you accuse me again, I will have your heart served cold.*

– Zelgado De'Draige, human templar

Templars are civil servants within a city-state's government organization commonly referred to as a "temple," "bureau," or "order." Each templar swears obedience to his temple, and absolute fealty to his sorcerer-king. In return, the sorcerer-king grants them spell power stolen from the elemental planes.

In most city-states, templars are the ultimate authority—judge, jury, and executioner. Templars police and administer the city-states, and serve other civil roles ranging from general to jailor, and from tax collector to garbage collector.

**Adventures:** Templar duties typically prevent them from adventuring in the standard sense. They often serve missions for

Table 3-5: The Templar

Lvl	BAB	Fort	Ref	Will	Special	Spells Per Day												
						0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Secular Authority, Sigil	5	3	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3		6	4	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Turn/Rebuke undead	6	5	-	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4		6	6	3	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4		6	6	4	-	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5		6	6	5	3	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5		6	6	6	4	-	-	-	-	-	-	-	-	-
8	+6/1	+6	+2	+6		6	6	6	5	3	-	-	-	-	-	-	-	-
9	+6/1	+6	+3	+6		6	6	6	6	4	-	-	-	-	-	-	-	-
10	+7/2	+7	+3	+7		6	6	6	6	5	3	-	-	-	-	-	-	-
11	+8/3	+7	+3	+7		6	6	6	6	6	4	-	-	-	-	-	-	-
12	+9/4	+8	+4	+8		6	6	6	6	6	5	3	-	-	-	-	-	-
13	+9/4	+8	+4	+8		6	6	6	6	6	6	4	-	-	-	-	-	-
14	+10/5	+9	+4	+9		6	6	6	6	6	6	5	3	-	-	-	-	-
15	+11/6/1	+9	+5	+9		6	6	6	6	6	6	6	4	-	-	-	-	-
16	+12/7/2	+10	+5	+10		6	6	6	6	6	6	6	5	3	-	-	-	-
17	+12/7/2	+10	+5	+10		6	6	6	6	6	6	6	6	4	-	-	-	-
18	+13/8/3	+11	+6	+11		6	6	6	6	6	6	6	6	6	5	3	-	-
19	+14/9/4	+11	+6	+11		6	6	6	6	6	6	6	6	6	6	4	-	-
20	+15/10/5	+12	+6	+12		6	6	6	6	6	6	6	6	6	6	6	6	6

their superiors, typically to recover an important item, assassinate a troublemaker, force the hand of a merchant house or barter with an elf tribe. But that is not to say that templars cannot pursue their own interests. While all templars are technically bound to their civil service positions on a daily basis, a sufficient bribe can buy them a few days of freedom and adventure, as long as they do not get caught going against the interests of their temple or sorcerer-king. Most templars who do adventure, do so for personal power, seeking to acquire items of great power, or for money or fame to impress their lord or superiors.

**Characteristics:** Templars can cast a number of divine spells each day, as granted by their lord. If necessary they can be a destructive fighting force, but they serve much better as officers of slave-soldiers, mercenaries, or undead. Their wide array of available skills reflects the equally wide array of roles that templars fill as servants of the Sorcerer-Kings and Queens.

**Alignment:** Templars are almost never good. The laws they uphold are corrupt; the men and women (if they can be called that) they serve are arguably the vilest creatures on the face of Athas, and often the templars are cruel and unjust themselves. However, many templars take considerable pride in the prosperity and magnificence of their city-state, and in the well-oiled machine of their order. Templars are most commonly Lawful Neutral or Lawful Evil.

**Religion:** This reverence of templars varies greatly with the city-state. Some rulers, like Hamanu or Lalali-Puy, claim they are gods and demand their citizen and templars to worship them as such. Other, like Nibenay and Andropinus, only require service, not worship, from their templars.

**Background:** Many templars are survivors of brutal state orphanages, or were sold to the templars as children or young adults, but some nobles and military officers “feel the call” of money and power later in life. Templars of a given sorcerer-king are supposed to get along, but no one really expects this to happen. Within most temples, personal ambition commonly leads to deceit and treachery, and in Eldaarich, some of Daskinor’s templar orders have been known to openly wage war against each other. Between different sorcerer-kings, there are no lasting alliances, and open warfare is the rule rather than the exception.

**Races:** While the need for religion and divine magic is nearly universal on Athas, the need for specialized militant priest-bureaucrats is peculiar to large city-states dominated by sorcerer-kings. While in theory, no sentient race is precluded from the templar class, in practice, a sorcerer-king grants spells only to those who he wants to represent him. Humans dominate the templar priesthoods of all city-states except for Giustenal.

Dwarves, Muls, and half-elves commonly become templars in many cities, while elves are less commonly accepted. Templars of other races are rare or unheard-of in most cities.

**Other Classes:** Templars sometimes clash with druids and elemental clerics, who represent an older, more primal relationship between mortal, nature, and the elements. Templars tend to tolerate these “primitive priests,” as long as the druids and clerics do not share their opinions that sorcerer-kings are usurpers of profane divine elemental power. Templars get along with most other classes very well, provided of course that a templar is in charge.

## Game Rule Information

**Alignment:** Any.

**Hit Die:** d8.

## Class Skills

The templar’s class skills (and key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int) Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Knowledge (any) (Int), Literacy (none), Profession (Wis), Speak Language (none) and Spellcraft (Int)..

Skill Points at 1<sup>st</sup> level (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int mod.

## Class Features

All of the following are class features of the templar.

**Weapon and Armor Proficiency:** Templars are proficient in all simple weapons. Since templar training involves some education in warfare, templars receive two martial weapons proficiencies. Templars are proficient in light and medium armor and all shields.

**Secular Authority:** Once per day per templar level, a templar can use secular authority within his city state. Depending on the ranks he has in the Diplomacy skill, a templar can order slaves to do his bidding, requisition troops, enter the homes of freemen and nobles and have these arrested. Failure to comply with a templar’s demands is usually sanctioned with fines, imprisonment, outlaw status, and possibly execution.

A templar may contest another templar’s use of Secular Authority and move to have the action reversed. The two templars in question make opposed Diplomacy checks. If the challenger wins the opposed roll, the defending templar’s action is reversed (for

example an imprisoned freeman is set free). If the defender wins the opposed roll nothing happens. A templar can only contest another templar's use of Secular Authority in a particular case once. A defending templar who loses the opposed roll may not contest the result. Nor can he use Secular Authority to repeat the action that was contested against the same target.

**Example:** Templar Arakles imprisons a freeman. Templar Victor contests his use of Secular Authority. The two templars make opposed Diplomacy checks. Victor loses the opposed check, and cannot contest Arakles' action again on this particular matter. However, Templar Grax also wants to contest Arakles' imprisonment of the freeman. Arakles loses the opposed roll, and the freeman is released. Templar Arakles may not contest the freeman's release, nor can he imprison that particular freeman again. However, Arakles can still legally enter the freeman's residence or call upon the freeman's slaves to do his bidding.

**Call upon slave:** Templars with three or more ranks in Diplomacy can freely order slaves to do his bidding, imprison them or execute them.

**Enter freeman's domain:** Templars with five or more ranks in Diplomacy can legally enter a freeman's domain (residence, workshop etc) to conduct investigations.

**Accuse freeman:** Templars with seven or more ranks in Diplomacy can have a freeman placed in captivity for as long as the templar wishes.

**Judge freeman:** Templars with ten or more ranks in Diplomacy can pass judgment on a freeman. This includes fines, prison sentences, death sentences, or anything else the templar wishes.

**Enter noble's domain:** Templars with twelve or more ranks in Diplomacy can legally enter a noble's domain to conduct investigations.

**Accuse noble:** Templars with thirteen or more ranks in Diplomacy can have a noble placed in captivity for as long as the templar wishes.

**Judge noble:** Templars with eighteen or more ranks in Diplomacy can pass judgment on a freeman. This includes fines, prison sentences, death sentences, or anything else the templar wishes.

**Grant pardon:** Templars with twenty or more ranks in Diplomacy can contest another templar's use of Secular Authority without an opposed skill check roll. If the opposing templar also has twenty or more ranks in Diplomacy, the contest is resolved as normal with opposed Diplomacy checks.

**Turn or Rebuke Undead:** When a templar reaches 3<sup>rd</sup> level, she is granted the supernatural ability to turn or rebuke undead by her Sorcerer-Monarch. The templar may use this ability a number of times per day equal to three plus her Charisma modifier. She turns undead as a cleric of two levels lower would (See Turn and Rebuke Undead, PHB p. 139). Templars in the service of an evil sorcerer-monarch rebuke undead, while those templars serving a good-aligned sorcerer-monarch turn undead. To turn/rebuke undead the templar presents his Sorcerer-Monarch's sigil.

**Extra Turning:** As a feat, a templar may take Extra Turning. This feat allows the templar to turn undead four more times per day than normal. A templar can take this feat multiple times, gaining four extra daily turning attempts each time.

**Spells:** A templar can cast divine spells according to Table 3-5: The Templar. A templar knows a limited number of spells per level, provided he can cast spells of that level and meets the Charisma requirement (10 + spell level). A templar gets bonus spells based on Charisma. The Difficulty Class for a saving throw against

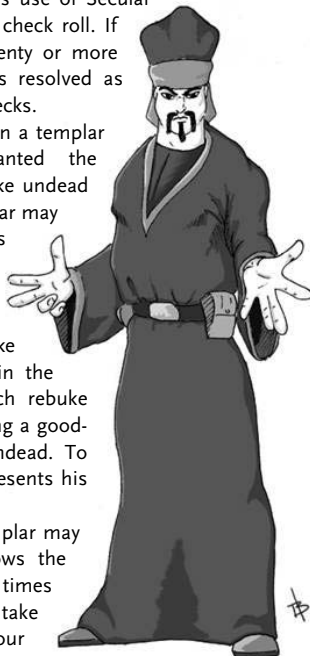


Table 3-6: Templar Spells Known

Lvl	0	1	2	3	4	5	6	7	8	9
1	a+4	a+2	-	-	-	-	-	-	-	-
2	a+5	a+2	-	-	-	-	-	-	-	-
3	a+5	a+3	-	-	-	-	-	-	-	-
4	a+6	a+3	a+1	-	-	-	-	-	-	-
5	a+6	a+4	a+2	-	-	-	-	-	-	-
6	a+7	a+5	a+2	a+1	-	-	-	-	-	-
7	a+7	a+5	a+3	a+2	-	-	-	-	-	-
8	a+8	a+5	a+3	a+2	a+1	-	-	-	-	-
9	a+8	a+5	a+4	a+3	a+2	-	-	-	-	-
10	a+9	a+5	a+4	a+3	a+2	a+1	-	-	-	-
11	a+9	a+5	a+5	a+4	a+3	a+2	-	-	-	-
12	a+9	a+5	a+5	a+4	a+3	a+2	a+1	-	-	-
13	a+9	a+5	a+5	a+4	a+4	a+3	a+2	-	-	-
14	a+9	a+5	a+5	a+4	a+4	a+3	a+2	a+1	-	-
15	a+9	a+5	a+5	a+4	a+4	a+4	a+3	a+2	-	-
16	a+9	a+5	a+5	a+4	a+4	a+4	a+3	a+2	a+1	-
17	a+9	a+5	a+5	a+4	a+4	a+4	a+3	a+3	a+2	-
18	a+9	a+5	a+5	a+4	a+4	a+4	a+3	a+3	a+2	a+1
19	a+9	a+5	a+5	a+4	a+4	a+4	a+3	a+3	a+3	a+2
20	a+9	a+5	a+5	a+4	a+4	a+4	a+3	a+3	a+3	a+3

a templar's spell is 10 + the spell's level + the templar's Charisma modifier. Templars need *not* prepare spells prior to casting them. They request the spell they need in a given situation from their Sorcerer-Monarch and it is granted as part of the casting process.

**Sorcerer-King's Sigil:** Every templar receives a sigil that is the sign of their rank and station as a templar within the cities Templarate. The form of the sigil is unique to each city state, but is always unmistakable for what it is. The sigil serves as the templar's Divine Focus, and also allows them to cast several spells outside of their standard allotment:

**Arcane Mark** at will. The templar simply touches the item she wishes to mark, and concentrates for a full round.

**Purity Food and Water** as the spell. Each use of this spell-like ability purifies one cubic foot of food or water, and requires a full round of concentration.

**Slave Scent** at will. The templar must grasp and hold his sigil, and after a full round of concentration, the spell's effects last as long as the templar maintains concentration.

The sigil uses a magic item slot.

**Templar Spell List:** Templars choose their spells from the templar spell list. A templar receives an *assigned* spell at every spell level, as indicated in Table 3-6: Templar Spells Known., in addition to a number of picks he may make on the templar spell list.

## Wizard

*So what if the land becomes barren? It's not like we're going to stick around.*

– Datuu, elf defiler

Magic is rightfully blamed for the barren state of Athas, for its use is inextricably tied to the environment. Wizards draw powers for their spells the land's very ability to support life. For this reason, wizards are hated and feared throughout Athas.

It is not necessary to go to the extremes of destruction, however. With training and skill, a wizard is able to draw spell energy without the destruction that has become the hallmark of magic on Athas. Those wizards who have dedicated themselves to this more ideal use of magic have named themselves *preservers*. Those who do not exercise this care, either because they do not know any better, or because they simply do not care, are referred to as *defilers*.

Because writing is illegal in the Tablelands, wizards have to go to great lengths to conceal their spellbooks, and they have refined



this art to the point where even fellow wizards can be hard pressed to identify a spell book. When found, they are precious resources, hoarded and studied by wizards thirsty for knowledge or power.

**Adventures:** Wizards must act with caution and secrecy. In most places, the very knowledge they possess would be enough to have them put to death; spellcraft is the one crime that any citizen would gladly help the templars enforce. City-dwelling preservers often join a loose-knit organization known as the Veiled Alliance, which frequently assigns ill-explained missions to its member cells. Defilers have no group to command their loyalty, instead preferring to work alone. Some work for the Sorcerer Kings, while others are hunted by the templars.

Outside the City-States, wizards tend to have an easier time. The harshness and nomadic nature of life in the wastes overcomes the natural revulsion against magic, and wizards are not so driven to secrecy as they are in the more civilized areas.

**Characteristics:** The wizard's greatest strength is also his greatest liability. Often wizards will conceal their abilities, learning to mask their spellcasting behind other actions. For all but the most powerful wizards, secrecy is of prime importance, and some will not exercise their power in the presence of those that they do not feel they can trust. Because of this, and because of their generally frail nature, wizards can often be seen as a liability by those not aware of the power they hide.

**Alignment:** Overall, most wizards display a tendency towards lawfulness. The self-control and restraint necessary to keep oneself secret, as well as the disciplined need for long days of studying take their toll on many of the less careful wizards. Most wizards of good alignment have developed the skill and control necessary to master preserving, and only in the most dire of situations would a good-aligned wizard defile. Neutral or evil wizards, however, are more likely to become defilers, though evil preservers are not unheard of.

**Religion:** Wizards frequently find themselves at odds with the elemental forces that grant clerics their powers, though it is not unheard of for preservers to forge an Elemental Pact. Some preservers might also associate themselves with the assorted Spirits of the Land. Since they understand the Sorcerer-Kings to simply be exceptionally advanced wizards, they are not given to revering their kings, as some of their more naive brothers are known to do.

**Background:** Wizards are drawn from all castes of life on

Athas. They are typically trained by a master with a single apprentice at a time. The master frequently works to implant his morals, as well as his knowledge, into the mind of his students. A preserver turning on a student who refuses to resist the lure of defiling is an all too common tale.

Preservers gather into small cells of the Veiled Alliance, though membership is not required of anyone. This organization exists to support and protect all preservers, and to attempt to convert or destroy any known defilers. As far as the alliance is concerned, any mage who defiles is a defiler, and is to be pursued appropriately.

Defilers have no such support structure; once they leave their master, they are left to their own means for survival. Some learn enough of preserving that they can practice some of the secrecy that preservers enjoy. Others enter the employ of the Sorcerer Kings. Most live the hunted life of a fugitive with no one to turn to. **Races:** Elves and humans are the most likely to be wizards. Elves are more tolerant of the faults of magic, even at its worst, due to their nomadic nature. Defiling simply isn't as much of a concern if the ruined land is fifty miles behind you by the end of the next day. The solitary life lead by most half-elves makes it easier for them to conceal their wizardry, should they choose to follow that path. Some rare halflings and pterrans will take up the arts of wizardry, but these races are so closely tuned to flow of life on Athas that they will never willingly defile. Half-giants, trusting and slow-witted, rarely become wizards, and those that do rarely survive for long. Dwarves rarely take to the magic arts, though their focus allows those that do to become exceptionally skilled. Thri-kreen and muls almost never become wizards.

**Other Classes:** Wizards have a difficult time relating to most of the other classes. Templars and wizards are, in most cases, deadly enemies across an irreconcilable gap—the exception is those rare defilers in the employ of the Sorcerer-Kings. Likewise, druids are likely to consider any wizard a potential defiler, and would turn on a companion the moment this suspicion is confirmed. Due to their similar, “underground” nature, wizards feel a certain respect for bards. While preservers enjoy an uneasy truce with the elemental powers, defilers and para-elemental clerics tend get along quite well.

## Game Rule Information

As described in the Players Handbook, with the following changes.

### Class Skills

Bluff (Cha), and Disguise (Cha) are now class skills for wizards. Craft(Alchemy) is a cross-class skill.

### Class Features

**Spellbooks:** In most places on Athas, reading is illegal, and the practice of magic even more so. Wizards must develop ways to hide their spellbooks from curious eyes; else they face certain discovery and death.

**Familiars:** Athasian wizards may choose from the following list of familiars, in addition to those listed in the *Player's Handbook*.

**Table 3-7: Athasian Familiars**

Familiar	Special Ability
Boneclaw (Tiny)	Poisonous bite
Dragonfly	Master gains +2 bonus to Reflex saves
Kes'trekel	Scent
Ock'n	Low-light vision; slime residue

**Bonus Feats:** Athasian Wizards may choose from among the following feats, in addition to those listed in the *Player's Handbook*: Agonizing Radius, Destructive Raze, Efficient Raze, Exterminating Raze, Path Dexter and Path Sinister.

# Chapter 4: Skills

## Bluff (Cha)

Spellcasters may attempt to conceal the fact that they are attempting to cast a spell. This is an especially important pursuit for wizards, who are all-too-frequently the unfortunate target of impromptu lynch mobs. When casting a spell, a spellcaster may attempt to conceal verbal and somatic components by making a Bluff check as a move equivalent action, to distract any witnesses. Onlookers may oppose the roll with a Sense Motive or Spellcraft check.

Table 4-1: Bluff Check Modifiers

Situation	Modifier
The spellcaster is defiling	-20

Table 4-2: Spellcraft or Sense Motive Modifiers

Situation	Modifier
Target is closely observing spellcaster	+5
Target knows the character is a spellcaster	+5

Casting spells in cities with witnesses can be very dangerous. Lynch mobs, templars and even other wizards generally flock to the scene when someone cries "Wizard!".

## Hide (Dex)

You may attempt to remain hidden after a ranged attack. If you are successfully hidden at least 10 feet away from your target, you may make a single ranged attack, and then immediately attempt to hide again as a move equivalent action. You suffer a -20 circumstance penalty on your Hide check to conceal yourself after your attack.

## Knowledge (Ancient History) (Int; Trained Only)

This is a very unusual skill, and the DM should take great care to see that this skill is not treated casually. While most people have heard of the Green Age, knowledge of the Cleansing Wars, the Champions, and of Rajaat is shrouded in mystery and peppered with disinformation.

## Knowledge (Warcraft) (Int)

You are knowledgeable in organized warfare. Some of the areas of warfare this skill covers are: Supervising construction of defenses, supervising construct on siege weaponry, logistics, commanding siege weapon operations, commanding war beetle operations, teaching in the use of weapons and communication through signals and messengers (including the relevant terminology).

## Literacy (None; Trained Only)

On Athas, literacy is as rare as water or mercy. Unlike most campaign settings, the ability to speak a language does not automatically allow you to read or write in that language.

- Instead of buying a rank in Literacy, you choose a new language that you can read and write. You do not have to be able to speak the language.
- You don't make Literacy checks. You either know a language or you don't.

**Retry:** Not applicable. (There are no Literacy checks to fail.)

## Speak Language (None; Trained Only)

Like Literacy, the Language skill does not work like a standard skill. This skill functions as in the Player's Handbook, except that you are not automatically literate in every language you speak (see the description of Literacy). Languages in parenthesis are dead languages and are restricted (DM's discretion).

Aquan, Auran, Balikite, (Bodachi), Bvanen, Common, Draji Dwarven, Eldaarish, Elven, Giant, Gith, (Giustenal), (Gnome), (Goblin), Gulg, Halfling, Ignan, Jozhal, (Kalidnese), Kurnan, Nibenese, Nikaal, (Orc), Pterran, Raamish, Reggelid, (Rhulisti), Rhul-Thaun, (Saragarian), Scrab, Slig, Ssurran, Sylvan, Tarek, Tari, Terran, Thri-Kreen, Tohr-Kreen, Tyrian, Urikite, (Yaramukite) and Yuan-ti.

## Swim (Str)

Large bodies of water are so uncommon on Athas, that swimming is not a class skill for any class other than for some clerics of elemental water.



# Chapter 5: Feats

## Agonizing Radius [General]

Your defiling techniques are particularly painful.

**Prerequisites:** Defiler

**Benefit:** Penalties for being caught within your defiling radius are increased by one (i.e., from -1 to -2).

## Artisan [General]

You come from a culture famous for its artisans. You have a trained eye for detail and ability to focus.

**Regions:** Nibenay, Raam, Urik

**Benefit:** You gain a +2 bonus to one certain Craft skill and Concentration checks.

## Astrologer [General]

Astrologers play an important role in the societies of their cities. Noble families often employ their expertise to plan harvests and other projects, while caravan masters hire their services as navigators.

**Regions:** Draj, Nibenay

**Benefit:** You gain a +2 bonus to Knowledge (astronomy) and Intuit Direction checks.

## Brew Potion [Item Creation]

**Special:** On Athas, potions take many different forms. The most common of those forms is that of an enchanted fruit, often called a *potionfruit*. Also common items for enchantment are obsidian orbs, packs of herbs, and bone fetishes. The potion, no matter what material is used to make it, is consumed or destroyed when used.

Due to the nature of their magic, defilers cannot enchant organic materials, such as fruits, as a potion. As a consequence, most non-defilers use those receptacles almost exclusively, as a way of assuring the potion is not a product of defiler magic.

## Concentrated Fire [General]

You are trained in formation archery and taking out specific targets through joint efforts.

**Prerequisites:** Base attack +1

**Benefit:** When readying and firing projectile weapons at a single target, you add a +1 bonus to your attack roll for every other participant with this feat who readies and fires at the same target on your initiative count. The total bonus cannot exceed +4.

## Deceptive Manifestation [General]

Your manifestations are difficult to identify.

**Benefit:** The DC of Psircraft checks made to determine what power you are using is increased by +4.

## Desert Adaptation [General]

You can stave off extreme temperatures better than most.

**Benefit:** You gain a +4 bonus to Fortitude saves against the effects of extreme temperatures that would cause subdual damage.

## Destructive raze [Special]

You can focus the energy you absorb from plants to increase the damage your spells inflict.

**Prerequisites:** Defiler

**Benefit:** Add +1 to damage per damage die inflicted by Evocation spells when defiling.

**Special:** The benefits of this feat can only be applied when defiling.

## Disciplined [General]

Your people are known for determination and single-mindedness. You are not easily distracted from the task at hand.

**Regions:** Dwarf, Urik

**Benefit:** You gain a +1 bonus to Will saves and a +2 bonus to Concentration checks.

## Drake's Child [General]

You are what is known as a drake's child, an individual who shows both exceptional strength and wisdom.

**Prerequisites:** Str 13+, Wis 13+

**Benefit:** You gain a +1 bonus to Will Saves and a +1 bonus to Fortitude Saves. You gain an additional +1 bonus to saving throws against energy draining and death effects.

## Efficient raze [Special]

You can gather energy more efficiently, utilizing the maximum energy potential of a given terrain.

**Prerequisites:** Defiler

**Benefit:** Treat the terrain you gather energy in as one category better when you defile. E.g. a spell cast in barren terrain (-1 Spell save DC and -1 penalty to caster level checks to overcome spell resistance) is treated as if cast in infertile terrain (no spell save modifier and no penalty to overcome spell resistance). In abundant terrain the bonuses to Spell save DCs and to overcome spell resistance are increased by an additional +1. This feat has no effect in Obsidian Plains.

## Exterminating raze [Special]

Your defiling techniques are particularly damaging to plant creatures.

**Prerequisites:** Defiler

**Benefit:** Plant creatures caught in your defiling radius suffer 4 points of damage per spell level (instead of the default 2 points of damage per spell level).

## Fast Talk [General]

You are accustomed to dealing with people. Your glib tongue aids you to persuade others to your favor.

**Benefit:** You get a +2 bonus to Bluff and Diplomacy checks.

## Forage [General]

You have an easier time getting along in the wild.

**Benefit:** You get a +4 to Survival skill checks for the purposes of surviving in the wild, i.e. hunting and finding water and edible vegetation (cacti etc).

## Freedom [General]

You are a citizen of Tyr, known for its freedom heroes and freedom-loving people. When facing danger, Tyrians can mobilize a surge of heroism and defeat overwhelming odds.

**Region:** Tyr

**Benefit:** Once per day, you may take an extra partial action on your round before or after your normal actions.

## Gravamen [General]

You have gained a reputation for finding traitors and other criminals within your city-state.

**Prerequisites:** Secular Authority, Diplomacy skill

**Benefit:** You gain a +4 bonus to all opposed Diplomacy checks in contests of Secular Authority related to Accuse freeman and Accuse noble.

### Inquisitor [General]

You have been granted special authority to investigate crimes in your city-state.

**Prerequisite:** Secular Authority, Diplomacy skill

**Benefit:** You gain a +4 bonus to all opposed Diplomacy checks in contests of Secular Authority related to Enter freeman's domain and Enter noble's domain.

### Justiciar [General]

You have been specially trained in judicial matters and are more familiar with the laws of your city-state.

**Prerequisites:** Secular Authority, Diplomacy skill

**Benefit:** You gain a +4 bonus to all opposed Diplomacy checks in contests of Secular Authority related to Judge freeman and Judge noble.

### Kiltektet [General]

The kiltektet is a group consisting mostly, but not solely, of kreen dedicated to hunting for knowledge and spreading it.

**Benefit:** All Knowledge skills are class skills.

### Legerdemain [General]

Your people are infamous for their dubious and roguish ways, and in your case the rumors are not unfounded.

**Regions:** Elf, Salt View

**Benefit:** You gain a +2 bonus to Open Locks and Pick Pocket checks.



### Mekillothead [General]

Your people are an obstinate folk known for stubbornness and ill temperedness.

**Regions:** Draji, Mul

**Benefit:** You gain a +1 bonus to Will saves and a +2 bonus to Intimidate checks.

### Nature's Child [General]

Your culture reveres the sanctity of forest life, hunting, and harmony between society and the wild.

**Regions:** Gulg, Halfling

**Benefit:** You gain a +2 bonus to Knowledge (nature) and Survival checks.

### Path Dexter [Special]

Preservers tend to lean towards spells of protective nature and those that increase knowledge.

**Prerequisites:** Preserver

**Benefit:** Choose two spells at every spell level. These spells must be selected from the Abjuration and/or Divination schools. You gain +1 caster level when casting the chosen spells.

**Special:** This feat may be selected more than once, but a given spell may only be selected once.

### Path Sinister [Special]

Defilers tend to lean towards spells of a darker nature.

**Prerequisites:** Defiler

**Benefit:** Choose two spells at every spell level. These spells must be selected from the Necromancy and/or Conjuraton schools. You gain +1 caster level when casting the chosen spells.

**Special:** This feat may be selected more than once, but a given spell may only be selected once.

### Performance Artist [General]

Your culture is famous for one or more performing arts (drama, poetry, music, dance) with roots in historical events, legends and mythology.

**Regions:** Nibenay, Balic, Salt View

**Benefit:** You gain a +2 bonus to Perform checks and Knowledge (local) checks for your region.

### Psionic Defense [General]

You are particularly devoted to one discipline of power, such as psychometabolism. You have a better chance of withstanding powers from that discipline.

**Prerequisite:** Psionic Focus (chosen discipline)

**Benefit:** You get a +2 bonus to saving throws against powers of the chosen discipline.

### Psionic Schooling [General]

In your homeland, all who show some skill in the way may receive training as a psion.

**Benefit:** Psion is now a favored class for you, in addition to any other favored class you already possess.

**Normal:** One may only have one favored class.

**Special:** This feat must be selected at 1<sup>st</sup> level.

### Puissant [General]

You are especially hardy and more likely to recover from critical wounds than others.

**Prerequisite:** Base Fortitude save of +4 or higher

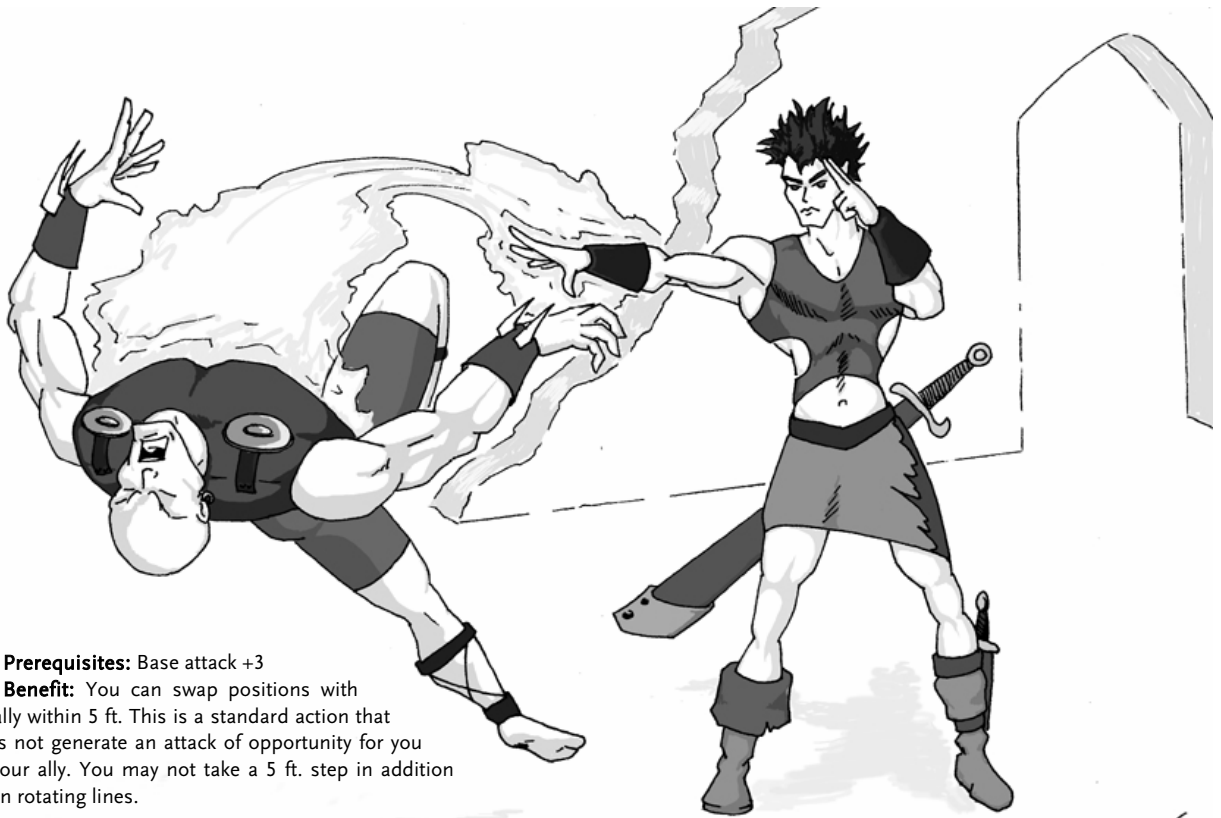
**Benefit:** When reduced to below 0 hp, your chance to stabilize is 20%.

**Normal:** Your chance to stabilize is 10%

### Rotate Lines [General]

In the heat of battle, weary and wounded soldiers retreat to be replaced by fresh, unwounded ones.





**Prerequisites:** Base attack +3

**Benefit:** You can swap positions with an ally within 5 ft. This is a standard action that does not generate an attack of opportunity for you or your ally. You may not take a 5 ft. step in addition when rotating lines.

### Shield wall [General]

You are trained in defensive infantry formation.

**Prerequisites:** Base attack +2, Shield proficiency

**Benefit:** If using a large shield and forming a row facing the same direction, you gain a +1 circumstance bonus from each adjacent ally in the row also possessing large shields and this feat, up to two (+2 AC bonus).

### Sniper [General]

You are better at hiding when firing missile weapons and trying to stay hidden.

**Prerequisites:** Dex 13+, Hide skill

**Benefit:** You receive a +4 competence bonus to your Hide check when firing missiles while trying to stay hidden

**Special:** You can take this feat multiple times. Its effects stack.

### Spear wall [General]

You are trained in inflicting as much damage as possible on a charging opponent.

**Prerequisites:** Base attack +1

**Benefit:** When readying a spear or other weapon that would inflict double damage against a charging opponent, you instead inflict triple damage on a hit.

### Talented [General]

You learn a 0-level talent that you can manifest up to 3 times per day.

**Benefit:** In addition to the benefits listed in the *Psionics Handbook* for the "Talented" feat, you obtain knowledge of one new 0-level power. As described in the *Psionics Handbook*, you can take this feat multiple times to gain additional free talent uses, and you also gain knowledge of an additional 0-level talent, in addition to the three free uses.

**Special:** The above is a rule change from the *Psionics Handbook* version of the Talented feat.

### Tarek's Rage [General]

You are harder to knock down and be tripped while raging.

**Prerequisites:** Rage ability

**Benefit:** While raging, you get a +4 bonus to any Strength checks you make to resist opponents' attempts to grapple or trip you.

### Teamwork [General]

**Prerequisites:** BAB +1 or higher

**Benefit:** You may aid an ally as a move equivalent action.

**Normal:** Aid an ally is a standard action.

### Trader [General]

You know how to evaluate goods and how to hook a customer through sweet talking.

**Benefit:** You get a +2 bonus to Appraise and Diplomacy checks.

### Wastelander [General]

You are an experienced survivor of the wastes.

**Benefit:** You gain a +1 bonus to Fortitude saves and a +2 bonus to Survival checks.

### Wild Talent [General]

You learn two 0-level powers, either of which you can use once per day.

**Benefit:** You can choose any two 0-level powers from the same discipline, and can use either of them without needing power points, once per day.

**Special:** You can take the Inner Strength and Talented feats to increase the number of times per day that you can use your wild talent. If you take levels in psion or psychic warrior, you retain the extra wild talents, and the ability to manifest any of your 0-level powers an extra time per day, just as Talented feat allows you to manifest a talent three more times per day.

# Chapter 6: Equipment

## Equipping a Character

Characters in Dark Sun receive the same starting packages as their PHB and PsiHB counterparts. This means they receive the same starting funds (converted to ceramic pieces; see below for more information on the currency of Athas), have access to the same weapons, armor, and equipment that their funds allow. For character classes not in the PHB, Table 6-2: Starting Money gives the starting funds for those classes.

## Wealth and Money

All prices in Dark Sun are given in terms of ceramic pieces. 10,000 bd = 1,000 bits = 100 cp = 10 sp = 1 gp. Prices for goods and equipment in the Player's Handbook, except as stated here, convert directly from gold to ceramic. For example, rather than costing 10 gp, a suit of leather armor would cost 10 cp. Items that must be made using metal components, however, retain their full Player's Handbook cost.

Table 6-1: Currency Conversions

Athasian currency (weight)	Players' Handbook Equivalents	Ceramic Pieces
Lead Bead: "bd" (50/1 pound)	Copper Piece: cp	1/100th
Ceramic Bit: "bit" (500/1 pound)	Silver Piece: sp	1/10th
Ceramic Piece: "Cp" (50/1 pound)	Gold Piece: gp	1
Silver Piece: "Sp" (50/1 pound)	Platinum Piece: pp	10
Gold Piece: "Gp" (50/1 pound)	No Equivalent	100

Ceramics are made from clay and glazes and baked in batches once a year in a secure process supervised by the high templar that supervises the city's treasury. Bits are literally one-tenth parts of a ceramic piece – the ceramic pieces break easily into ten bits. Some cities' ceramic pieces have small holes that can be threaded onto a bracelet or necklace. The lowest unit of Athasian trade is the lead bead (bd).

In general, the Athasian economy in the cities is relatively stable thanks to the Merchant Houses. Under normal conditions, supply is ample thanks to the caravans traveling back and forth between the cities. However, for smaller communities and trade outposts the price situation on certain goods can sway drastically. A raider attack or sandstorm can result in lack of necessities such as food and water, for which people will pay almost any amount of coin. Coins are not the only means of exchange. Barter and trade in commodities is widespread.

## Item Creation

For purposes of creating magical and psionic items, simply change the market price entries from the Dungeon Master Guide from gp to cp, but add the Dark Sun price for a nonmagical masterwork item of that type. The item creation process as per the

Table 6-2: Starting Money

Class	Amount (Cp)
Gladiator	4d4 × 10
Psion	3d4 × 10
Psychic Warrior	5d4 × 10
Templar	5d4 × 10

Dungeon Master Guide and Player's Handbook requires an expenditure of raw materials equal to ½ the market price entry in the Dungeon Master Guide. What constitutes these raw materials is up to the DM. Suggestions include jade, amber, marble and other rare valuables that can be bought at a market place. Inventive DMs who want to make the item creation process more difficult and challenging could resort to components such as "dew gathered from a hurrum's eyelash", though these inventive DMs should be warned that such components are difficult to appraise in terms of monetary value, and thus could somewhat complicate the item creation process.

## Weapons

### Inferior Materials and Athasian Weapons

Metal is rare on Athas, and many weapons ordinarily crafted using metal components are extremely expensive. Most metal weapons are items dating back to the Green Age, or have been crafted from the meager resources of Tyr's iron mines. As such, while most items are valued at 1% of the listed price in the PHB, metal weapons are priced at their PHB listed cost. Note that this only applies to weapons that constructed primarily from metal. A short spear (having only a metal tip) can be purchased for the reduced cost.

The weapons in the following charts are generally designed to be constructed from non-metal materials; as such, they do not suffer from the "inferior materials" penalties described above. Weapons from the Player's Handbook that do not appear on this list cost the full price when constructed with metal parts. Such weapons can be constructed from bone or stone instead of metal 1/100th the Player's Handbook price, but suffer a -1 penalty to attack rolls and damage. Bone weapons weigh ½ of their metal equivalents, but stone weapons weigh twice as much. All weapons have a minimum damage of 1. Athasian crafted weapons are not subjected to the inferior materials penalties, and appear in Table 6-4: Athasian Weapons.

Table 6-3: Inferior Material Hardness and Hitpoints

Weapon	Hardness	HP
Tiny blade, bone	6	1
Tiny blade, stone	8	1
Small blade, bone	6	1
Small blade, stone	8	1
Medium blade, bone	6	2
Medium blade, stone	8	3
Large blade, bone	6	4
Large blade, stone	8	5
Small bone haft	6	2
Small stone haft	8	3
Medium bone, haft	6	5
Medium stone haft	8	8
Large bone haft	6	10
Large stone haft	8	15
Huge bone haft	6	60
Huge stone haft	8	90

Table 6-4: Athasian Weapons

Weapon	Cost	Damage	Critical	Range	Weight	Type
<b>Simple Weapons—Melee</b>						
<b>Tiny</b>						
Puchik	4 cp	1d4	×3	--	1 lb.	Piercing
<b>Medium</b>						
Club	--	1d6	×2	--	3 lb.	Bludgeoning
Halfspears <sup>a</sup>	1 cp	1d6	×3	--	3 lb.	Piercing
Quabone	3 cp	1d6	×2	--	4 lb.	Piercing
Tonfa*	5 cp	1d4	×2	--	2 lb.	Bludgeoning
<b>Large</b>						
Great Tonfa *	10 cp	1d6	×2	--	5 lb.	Bludgeoning
Shortspear <sup>a</sup>	2 cp	1d8	×3	--	5 lb.	Piercing
Quarterstaff ‡	--	1d6/1d6	×2	--	4 lb.	Bludgeoning
<b>Huge</b>						
Giant's Staff ‡	--	1d8/1d8	×2	--	10 lb.	Bludgeoning
<b>Simple Weapons – Ranged</b>						
<b>Tiny</b>						
Pelota	2 cp	1d4	×2	10 ft.	1 lb.	Piercing
<b>Small</b>						
Blowgun*	5 cp	1	×2	10 ft.	4 lb.	Piercing
Needles, Blowgun (20)	1 cp	--	--	--	--	--
Crossbow, Light	35 cp	1d8	19-20/×2	80 ft.	6 lb.	Piercing
Bolts, Crossbow (10)	1 cp	--	--	--	1 lb.	--
Darts	5 bits	1d4	×2	20 ft.	½ lb.	Piercing
Sling	-	1d4	×2	50 ft.	0 lb.	Bludgeoning
Sling Bullets (10)	1 bit	--	--	--	5 lb.	--
<b>Medium</b>						
Crossbow, Heavy	50 cp	1d10	19-20/×2	120 ft.	1 lb.	Piercing
Bolts, Crossbow (10)	1 cp	--	--	--	1 lb.	--
Javelin	1 cp	1d6	×2	30 ft.	2 lb.	Piercing
<b>Large</b>						
Crossbow, Giant	100 cp	2d6	19-20/×2	150 ft.	20 lb.	Piercing
Bolt (10)	2 cp	--	--	--	½ lb.	--
<b>Martial Weapons—Melee</b>						
<b>Small</b>						
Forearm Axe *	30 cp	1d4	×3	--	6 lb.	Slashing
Lance, Light*	6 cp	1d6	×3	--	5 lb.	Piercing
Maquahuitl, Small	20 cp	1d6	19-20/×2	--	2 lb.	Slashing
Sap*	1 cp	1d6	×2	--	3 lb.	Bludgeoning
Slodak	18 cp	1d6	19-20/×2	--	4 lb.	Slashing
Tortoise Blade*	20 cp	1d3	20/×2	--	2 lb.	Piercing
<b>Medium</b>						
Alak	7 cp	1d6	×3	--	6 lb.	Piercing
Alhulak *†	40 cp	1d6	×3	--	9 lb.	Piercing
Carrikal	10 cp	1d8	×3	--	6 lb.	Slashing
Impaler	8 cp	1d6	×4	--	5 lb.	Piercing
Lance, Heavy <sup>a</sup>	10 cp	1d8	×3	--	10 lb.	Piercing
Maquahuitl	35 cp	1d8	19-20/×2	--	5 lb.	Slashing
Sap, Giant's *	20 cp	1d8	×2	--	9 lb.	Bludgeoning
<b>Large</b>						
Crusher, Fixed †*	60 cp	1d8	×2	--	12 lb.	Bludgeoning
Datchi Club †	3 cp	1d6	×3	--	10 lb.	Bludgeoning
Gouge	20 cp	1d10	×3	--	12 lb.	Piercing
Greatclub	5 cp	1d10	×2	--	10 lb.	Bludgeoning
Longspear†	5 cp	1d10	×3	--	9 lb.	Piercing
Maquahuitl, Great	50 cp	2d6	19-20/×2	--	12 lb.	Slashing
Maul	25 cp	1d12	×2	--	10 lb.	Bludgeoning
Tkaesali†	8 cp	1d10	×3	--	15 lb.	Slashing
Trikal *	10 cp	1d8	×3	--	7 lb.	Slashing
<b>Huge</b>						
Gouge, Giant	30 cp	2d6	×3	--	24 lb.	Piercing
Maquahuitl, Giant	120 cp	2d8	19-20/×2	--	30 lb.	Slashing
Maul, Giant	60 cp	2d8	×2	--	25 lb.	Bludgeoning
<b>Martial Weapons – Ranged</b>						
<b>Medium</b>						
Shortbow	30 cp	1d6	--	60 ft.	2 lb.	Piercing
Arrows (20)	1 cp	--	×3	--	3 lb.	--
Shortbow, Composite	75 cp	1d6	--	70 ft.	2 lb.	Piercing

Arrows (20)	1 cp	--	x3	--	3 lb.	--
<b>Large</b>						
Atlatl*	25 cp	1d6	x3	40 ft.	6 lb.	Piercing
Javelin, Atlatl	2 cp	--	--	--	2 lb.	--
Longbow	75 cp	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	2 cp	--	--	--	3 lb.	--
Longbow, Composite	100 cp	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	2 cp	--	--	--	1 lb.	--
Fixed Crossbow	200 cp	2d8	19-20/x2	150 ft.	100 lb.	Piercing
Bolts, Crossbow (10)	3 cp	--	--	--	3 lb.	--
<b>Huge</b>						
Fixed Crossbow, Giant	400 cp	3d8	19-20/x2	160 ft.	200 lb.	Piercing
Bolts, Crossbow (10)	5 cp	--	--	--	4 lb.	--
<b>Exotic Weapons—Melee</b>						
<b>Tiny</b>						
Bard's Friend	20 cp	1d4	18-20/x2	--	1 lb.	Piercing
Ko*	1 cp	1d4	x4	--	3 lb.	Piercing
<b>Small</b>						
Garrote, Bard's *	200 cp	2d4§	x2	--	1 lb.	Bludgeoning
Handfork *	20 cp	1d4	x2	--	2 lb.	Slashing
Lajav *	8 cp	1d4	x4	--	8 lb.	Bludgeoning
Singing Sticks *	10 cp	1d6	x2	--	1 lb.	Bludgeoning
Talid *	40 cp	1d6	19-20/x2	--	4 lb.	Piercing
Widow's Knife *	50 cp	1d4	x3	--	2 lb.	Piercing
Wrist Razor *	15 cp	1d6	18-20/x2	--	2 lb.	Slashing
<b>Medium</b>						
Elven Longblade *	100 cp	1d8	18-20/x2	--	3 lb.	Slashing
Heartpick	9 cp	1d8	x4	--	2 lb.	Piercing
<b>Large</b>						
Crusher, Free †*	18 cp	1d10	x2	--	12 lb.	Bludgeoning
Cahulak *‡	120 cp	1d6/1d6	x3	--	12 lb.	Piercing
Dragon's Paw †*	80 cp	1d6/1d6	19-20/x2	--	9 lb.	Piercing
Dwarven Carrikal ‡	50 cp	1d8/1d6	x3	--	11 lb.	S, P
Gythka ‡	60 cp	1d8/1d8	x2	--	25 lb.	Slashing
Lotulis ‡	115 cp	1d8/1d8	19-20/x2	--	9 lb.	Slashing
Thanak	20 cp	2d6	x3	--	10 lb.	Slashing
Weighted Pike ‡	75 cp	1d8/1d6	19-20/x2	--	15 lb.	B, P
<b>Huge</b>						
Swatter	100 cp	2d8	x4	--	35 lb.	Bludgeoning
Throwing Sap†	25 cp	2d8§	x2	10 ft.	30 lb.	Bludgeoning
<b>Exotic Weapons—Ranged</b>						
<b>Tiny</b>						
Hand Crossbow	200 cp	1d4	19-20/x2	30 ft.	3 lb.	Piercing
Bolts (10)	1 cp	--	--	--	1 lb.	--
<b>Small</b>						
Bolas*	10 cp	1d4	x2	10 ft.	3 lb.	Bludgeoning
Dejada*	20 cp	1d6	x2	30 ft.	2 lb.	Piercing
Pelota, Dejada	2 cp	--	--	--	1 lb.	Piercing
<b>Medium</b>						
Chatkcha *	20 cp	1d6	x2	20 ft.	3 lb.	Piercing
Master's Whip *	25 cp	1d3	x2	15 ft.*	5 lb.	Slashing
Zerka *	30 cp	1d8	18-20/x2	30 ft.	9 lb.	Piercing
<b>Large</b>						
Blowgun, greater *	10 cp	1d4	X2	10 ft.	4 lb.	Piercing
Darts, blowgun (10)	1 cp	--	--	--	1 lb.	--
Lasso *	2 cp	1§	x2	10 ft.	2 lb.	Bludgeoning
Net *	20 cp	*	*	10 ft.	10 lb.	--
Skyhammer *	50 cp	1d10	X2	15 ft.*	6 lb.	Bludgeoning
Splashbow	300 cp	1d4	x2	60 ft.	60 lb.	Bludgeoning
Pelota, Hinged	5 cp	--	x2	15 ft.	2 lb.	Bludgeoning
<b>Huge</b>						
Net, Giant*	50 cp	1§	x2	10 ft.	20 lb.	Bludgeoning

\* See the description of this weapon for special rules.

‡ Double weapon.

\*\* When more than one type is given, the weapon is all types.

§ The weapon deals subdual damage rather than normal damage

† Reach weapon.

\* If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against the charging character.

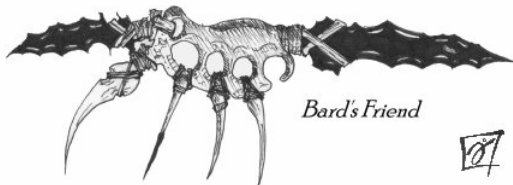
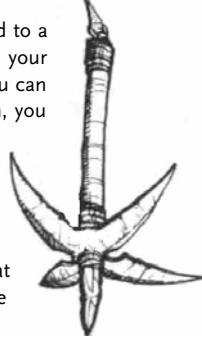
## Weapon Descriptions

**Alak:** An alak consists of a 2-foot long shaft of bone or wood, with four serrated bones tied to the sharp end, like the four prongs of a grappling hook (see left). You can wield the alak like a stabbing half-spear, but it is most effective when swung like a pick. When using an alak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

**Alhulak:** The alhulak consists of an alak tied to a 5-foot long leather cord, which wraps around your wrist at the other end. An alhulak has reach. You can strike opponents 10 ft. away with it. In addition, you can use it against an adjacent foe. When using an alhulak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). You can use the Weapon Finesse feat to apply a your Dexterity modifier instead of the Strength modifier to attack rolls with an alhulak.

**Atlatl:** The atlatl, sometimes called a "staff-sling," is a javelin-throwing device that is swung over the shoulder, using both hands. Javelins flung with an atlatl gain greater range than those thrown by hand.

**Bard's Friend:** This weapon is crafted with several obsidian blades and wooden prongs, which are fastened to a handle. Several small spikes jut out from where the knuckles hold the weapon. Bards are known for smearing these spikes with injury poison.



**Blowgun:** The blowgun is a long tube through which you blow air to fire needles. A needle does 1 point of damage and it can be coated with an injury or contact type poison.

**Blowgun, Greater:** The greater blowgun fires blowgun darts, which are slightly smaller than thrown darts. These darts do 1d4 points of damage in addition to delivering poisons.

**Bolas:** This weapon consists of three heavy wooden balls connected by lengths of leather cord. Bolas are ranged weapons used to trip opponents. Throwing a set of bolas is a ranged touch attack. If you hit, the target must make a Reflex save (DC equal to your attack roll), or be tripped. If tripped, your opponent must also make a grapple check against the same DC or be grappled. The grappled opponent can extricate itself from the bolas with a full-round action.

**Cahulak:** A cahulak consists of two alak (see above) joined by a 5-foot rope. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Attacking with Two

Weapons, PHB page 124). A creature using a double weapon in one hand, such as a half-giant using a set of cahulaks, can't use it as a double weapon. Because the cahulak can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the cahulak to avoid being tripped. If you strike at an opponent 10 ft. away, you cannot use the cahulak as a double weapon unless you possess natural reach.

**Carrikal:** The sharpened jawbone of a large creature is lashed to a haft. The jagged edges are sharpened, forming a sort of battleaxe with two forward-facing heads.

**Chatkcha:** The chatkcha returns to a proficient thrower on a missed attack roll. To catch it, the character must make an attack roll against AC 10 using the same bonus they threw the chatkcha with. Failure indicates the weapons falls to the ground 10 ft. in a random direction from the thrower. A non-proficient user who fails in his attempt to catch the returning chatkcha suffers 1d4 damage from the weapon's sharp edges. Catching the chatkcha is a free action.

**Club:** Hardwood suitable for a club is not as common in most places of Athas as it is in other D&D worlds, but other materials often substitute. Characters in a pinch can attempt to locate some bone or stick that can serve as an improvised club. A 3-pound stone placed in a sack can also serve as a makeshift club.

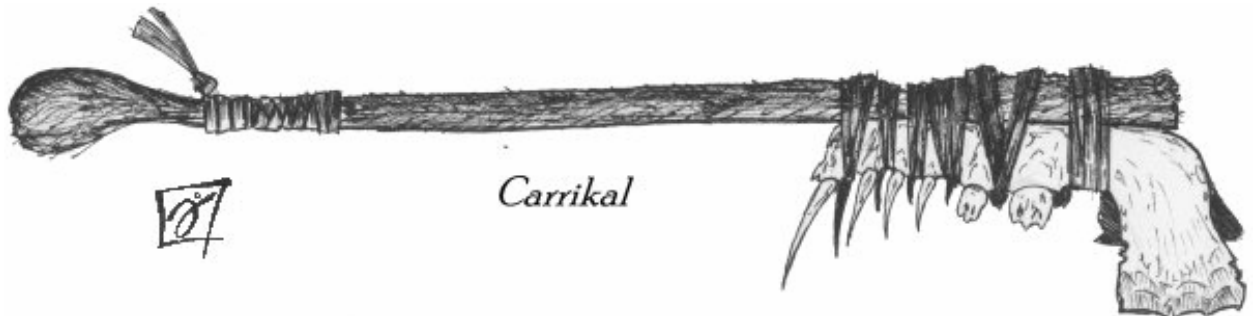
**Crossbow, Giant:** This is simply a heavy crossbow increased in size for a large size creature to use, such as a half-giant. A giant crossbow requires two hands to use effectively, regardless of the user's size. Loading a giant crossbow is a full-round action that provokes attacks of opportunity.

A Large or larger character can shoot, but not load, a giant crossbow with one hand at a -4 penalty. A Large or larger character can shoot a giant crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

**Crossbow, Fixed:** This version of the crossbow can be fired by any large or medium-sized individual, but cannot be carried like a conventional crossbow. It is *fixed* in place, i.e. mounted on top of a wall, pole, or vehicle, and swivels so that you can aim the shot. Crossbows at the edge of a caravan, cart, or wall tend to offer  $\frac{3}{4}$  cover, but limit your range of firing to a cone shape directly in front of the weapon. It is possible to mount a fixed crossbow on top of a pole but inside a shallow pit, giving you a 360-degree range of motion, while giving you  $\frac{1}{4}$  cover. In anycase, it is impossible to swivel a fixed crossbow in order to attack upwards (your upward angle is limited to 45 degrees). Reloading a fixed crossbow is full-round action.

**Crusher:** The crusher is made from a large stone or metal weight, mounted at the end of a 15-foot long shaft of springy wood. The weight is whipped back and forth. The crusher is a reach weapon. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. You need a 15-foot ceiling to use the weapon, but it can reach over cover. Crushers come in two varieties, *fixed* and *free*.

A *fixed* crusher requires a base to use. The fixed crusher's base is enormously heavy, usually consisting of a thick slab of

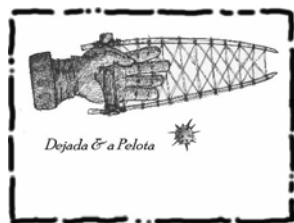


stone with a hole drilled through it to support the crusher's pole. The base is transported separately from the pole, and it takes one full minute to set the fixed crusher up for battle. The fixed crusher is a martial weapon, finding most use in infantry units.

It is possible to use the crusher pole without the base as a *free* crusher, but this requires considerable expertise. You need an exotic weapon proficiency in the Free Crusher to accomplish this feat without the -4 proficiency penalty, even if you are proficient in the Fixed Crusher.

**Darts:** These missiles function as described in the Player's Handbook. Because they can be effectively crafted without metal, darts are common among bandits and adventurers.

**Datchi Club:** A datchi club has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe. This weapon, generally found in the arenas, is made by affixing a 4-5 foot length of dried insect hive or roots to a three-foot long shaft. Teeth, claws, or obsidian shards are embedded into the head of the weapon.



**Dejada:** The dejada allows the wielder to throw pelota (see the pelota description for details). These pelota deal more damage than those thrown by hand, due to the great speed at which they are thrown from a dejada.

**Dragon's Paw:** Popular in the arenas, the dragon's paw consists of a five or six-foot long pole, with a blade on either end. A basket guards your hands from attack, granting a +2 bonus on all attempts to defend against being disarmed. A dragon's paw is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see *Attacking with Two Weapons*, PHB page 124). A creature using a double weapon in one hand, such as a half-giant using a dragon's paw, can't use it as a double weapon.

**Dwarven Carrikal:** Sometimes known as the spear-carrikal or the "pauper's urgrosh," this double weapon consists of a carrikal with a spearhead on the opposite end. If you are proficient in the dwarven carrikal, you are automatically proficient in the urgrosh and vice versa. In other respects, the dwarven carrikal functions exactly as the urgrosh, as described in the *Players' Handbook*.

**Elven Longblade:** You can use the Weapon Finesse feat to apply your Dexterity modifier, rather than your Strength modifier, to all attack rolls made with the elven longblade.

**Forearm Axe:** Strapped to the forearm like a buckler, the forearm axe resembles a double-headed battleaxe, with the wearer's arm serving as the haft of the axe. You may continue to use your hand normally, but you cannot attack with the forearm axe and a wielded weapon in the same hand in one round.

Your opponent cannot use a disarm action to disarm you of a forearm axe.

**Garrotte, Bard's:** This exotic weapon is made from metal chain, muffled in soft leather. Garrottes can be improvised from any cord or rope, but such inferior materials result in -1 to hit and damage, as with other inferior materials. A bard's garrotte can only be used as part of a grapple attack, and you must wield it with both hands regardless of your size. As part of a grapple attack, using a garrotte subjects you to attacks of opportunity and all other limitations described in the *Players' Handbook* grappling rules, except that as follows: The garrotte inflicts 2d4 points of subdual damage plus 1.5 times your Strength bonus, and when your opponent has been rendered unconscious, you can use the garrotte to attempt a coup de grace.

**Gouge:** Worn in an over-the-shoulder harness, the gouge is commonly found in the Nibenese infantry. A wide blade of bone, obsidian or chitin is mounted to a three-foot long shaft of wood.

**Gythka:** A gythka is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the

normal attack penalties associated with fighting with a light off-hand weapon (see *Attacking with Two Weapons*, PHB page 124). A creature using a double weapon in one hand, such as a half-giant using a gythka, can't use it as a double weapon.

**Handfork:** The handfork, most popular among tareks, is a slicing weapon with a handle-grip like that of a forearm axe, but the obsidian blades join above the knuckles in an "M" shape, allowing you to make two simultaneous attack rolls (using the same modifier) each time an attack is made. Each attack is resolved separately. Bonus damage that relies upon precision (sneak attacks, favored enemy bonuses, etc.) only apply to one attack. You only apply half of your Strength bonus to the damage from each attack. For the purposes of enchanting a handfork, each "head" of the weapon must be enchanted separately (as with a double weapon).

**Heartpick:** The name of this weapon expresses its simple intent. Usually made of bone, the heartpick is a hammerlike weapon with a serrated pick on the front, and a heavy, flat head on the back.

**Impaler:** Like many Athasian weapons, the impaler was developed for the arenas. Two blades are mounted parallel to the end of a four-foot long shaft, forming a bladed 'T'. The impaler is swung horizontally or vertically with great force.

**Javelin:** This light, flexible throwing spear is typically tipped with a sharp flint or obsidian tip. This affects the weapon's hardness and hit points, but in other respects, the javelin functions as described in the *Players' Handbook*.

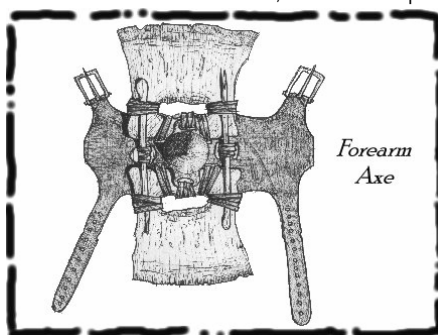
**Ko\*:** The Ko\* combines a jagged dasl blade that has been secreteed around a roughly oval stone. This exotic weapon of kreen manufacture is typically used in matching pairs. If used in matching pairs (one in the right hand, and one in the left), each Ko\* inflicts an extra +1d4 damage against creatures with an exoskeleton, such as insects.

**Lajav:** The lajav is a kreen weapon designed to capture opponents. A wielder who hits a Small or Medium-sized opponent with a lajav can immediately initiate a grapple (as a free action) without provoking an attack of opportunity (see *Grapple* in Chapter 8 of the *Player's Handbook*). The lajav incorporates two flattened dasl-reinforced bones, joined in a hinge about two feet from the end. The result looks something like a nutcracker, and is used roughly in the same crushing way. Regardless of your size, you need two hands to use a lajav, since a second hand is required to catch the other end of the lajav. As with the gythka, kreen are able to wield two lajav at a time because of their four arms.

**Lance:** These long weapons (both light and heavy lances) are typically sharpened and fire-hardened wooden stakes, which affects the weapon's hardness and hit points. In other respects, lances function as described in the *Players' Handbook*. Crodlu are generally the steeds of choice for lance-warriors.

**Lasso:** This weapon consists of a rope that you can throw and then draw closed. The total range of your lasso depends on the length of the rope. Throwing a lasso is a ranged touch attack. If you successfully trip your opponent, make a grapple check. If you succeed the grapple check, then your opponent is grappled, and you can continue the grapple contest by continuing to pull on the rope.

**Lotulis:** Two barbed, crescent shaped blades adorn either end of the lotulis, a double weapon once popular in the arena of

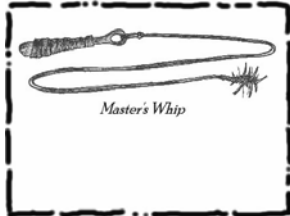


Tyr. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see *Attacking with Two Weapons*, PHB chapter 8). A creature using a double weapon in one hand, such as a half-giant using a lo-

tulis, can't use it as a double weapon.

**Maquahuil:** A maquahuil is a sword painstakingly crafted using a core of solid wood, with small, sharp shards of obsidian embedded into the wood to form an edge on two opposite sides of the weapon. These weapons are swung like the scimitar, though maquahuils tend to require more maintenance. The maquahuil is especially popular among the Draji, who seem to be the only ones who can easily pronounce this weapon's Draji name ("ma-ka-wheet-luh"). Non-Draji simply refer to it as the "obsidian sword" or the "Draji sword."

**Maul:** A maul is effectively very large sledgehammer that crushes opponents to death. This weapon is commonly used by dwarves, muls, half-giants and other creatures that value great strength.



**Master's Whip:** The master's whip is usually braided from giant hair or leather, and has shards of chitin, obsidian or bone braided into the end of the whip. Unlike normal whips, the master's whip deals damage normally, has only a ten-foot range, and you apply

your Strength modifier to damage dealt. In all other respects, it is treated as a normal whip.

**Net:** Nets are used to make ranged touch attacks that entrap targets, as described in the Player's Handbook description. Large creatures such as half-giants can use one hand to throw a large net.

**Net, Giant's.** This huge-sized net requires Large creatures to wield it with both hands. Medium and smaller creatures cannot use this version of the weapon. The giant's net can entrap creatures up to Huge size, and can entrap multiple opponents of Medium-size or smaller. When your giant's net strikes a Medium-sized or smaller target, other creatures of the same or smaller size within 5 feet must make a Reflex save at DC 10, or be entangled as well.

**Pelota:** Popular in Arena games and increasingly popular in the street games of some city-states, pelota are hollow leaden spheres with small holes that cause the sphere to whistle as it flies through the air. The surface of most pelota is studded with obsidian shards. You can use the dejada throwing glove to cast pelota at much higher speed and with greater accuracy, dealing more damage than a pelota thrown by hand.

**Pelota, Hinged:** To the careless eye a hinged pelota looks like an ordinary pelota without obsidian spikes. Hinged pelota can be twisted open like a small jar. Bards and other undesirables often use this feature to insert a splash-globe – a thin crystal sphere that contains acid, injury poison, contact poison, alchemical fire, or some other liquid. When the pelota strikes, the globe breaks, spilling the liquid through the holes of the pelota. Like pelota, hinged pelota can be thrown with a dejada. Hinged pelotas are also used as ammunition for the splashbow.

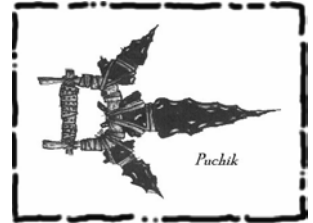
**Puchik:** A bone or obsidian punching dagger.

**Quabone:** Four jawbones are fastened around a central haft, at right angles to one another. The quabone is a particularly impressive looking weapon, designed for use in the arenas. The wounds it inflicts are similarly impressive, as the quabone tends to open up many small cuts that bleed freely – for a brief time. The damage looks worse than it actually is.

**Sap:** Athasians find saps particularly handy for recruiting slaves. A sap can be improvised by simply filling a small bag with sand or gravel.

**Sap, Throwing:** The throwing sap is a soft but tough large leather bag filled with fine gravel or sand, stitched together with giant's hair, and tied to the end of a 5-foot rope. The throwing sap is swung overhead with both hands. A throwing sap has reach. You can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can grip the rope higher, and use the throwing sap against an adjacent foe. Whenever you strike an

opponent with the throwing sap, they must make a Fortitude save (DC 5 + damage dealt) or be knocked prone. If the save is successful, they do not become prone but still receive the subdual damage. Creatures that are immune to subdual damage (like undead) still must make this Fortitude save to avoid becoming prone, with the normal DC (they simply do not suffer the subdual damage). If the creature has four legs or is otherwise especially stable, they receive a +4 bonus to this save.



**Singing Sticks:** Singing sticks are a carefully crafted and polished pair of clubs. They draw their name from the characteristic whistling sound they make when used.

A character proficient with singing sticks may use a pair of singing sticks as if he had the Ambidexterity feat. In the hands of a non-proficient character, singing sticks are nothing more than clubs.

**Skyhammer:** The sky hammer consists of a 10-foot length of rope with a large hammer at one end. Its rope is coiled and swung around the body two-handedly until enough momentum is gained to hurl the hammer at a target. Anyone hit by a Sky Hammer must succeed at a Fortitude Save (DC equal to 5 + damage dealt), or be knocked prone.

**Sling:** Lead is not as expensive in Athas as iron or other hard metals, but it is still out of most warriors' price range, so you will most likely use sling stones instead. See the Player's handbook for more information.

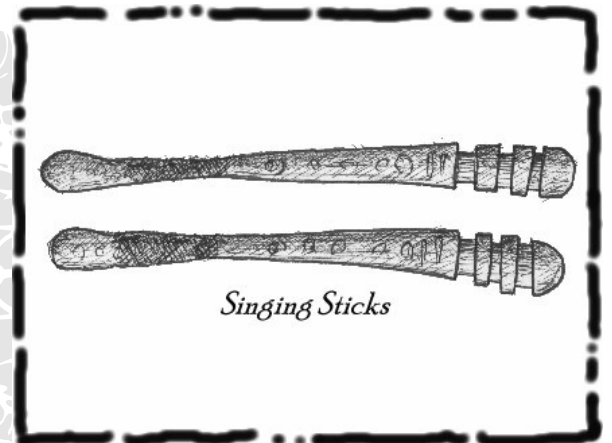
**Slodak:** The slodak is a wooden short sword, carved from young hardwood trees and treated with a mixture of tree sap and id fiend blood. This treatment renders the blade of the weapon extremely strong, giving it nearly the strength of steel.

**Spear:** Athasian spears typically range from fire-hardened wooden or bone stakes, to shafts tipped with obsidian or ivory. This reduces spears' hardness and hit points, but otherwise spears function as described in the Players' Handbook.

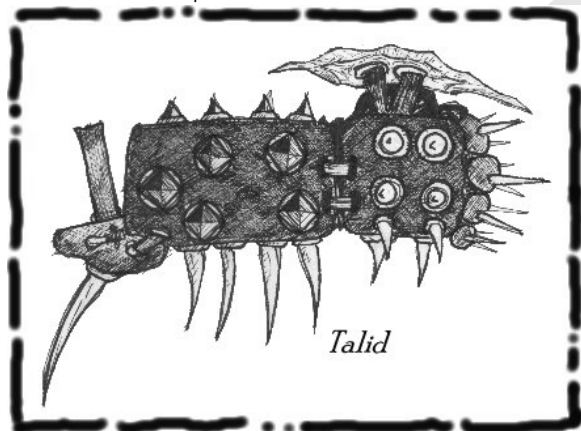
**Splashbow:** This exotic weapon looks like a misshapen crossbow, only three feet long from bow to handle, but with a horizontal bow nearly five feet wide. Rather than bolts, the splashbow fires hinged pelotas, which can be filled with splash-globes of alchemical fire, contact poison, acids, or other interesting liquids. Splash-globes burst on impact, spraying their contents like a thrown grenade. The splashbow takes a full round to draw and load, assuming that the hinged pelotas have already been prepared.

**Staff:** A favored travelers' weapon on Athas as elsewhere, the humble staff comes in two varieties: the quarterstaff, as described in the Player's Handbook, and the giant's staff, the quarterstaff's equivalent for large creatures.

**Swatter:** The swatter is a popular name for a half-giant weapon consisting of a heavy spiked club made from hardwood,



with a bronze or lead core in the tip for added weight. The swatter got its name from the tales of a half-giant soldier who reputedly used a similar weapon to defeat an entire thri-kreen hunting party somewhere near Outpost 19.



**Talid:** The talid, also known as the gladiator's gauntlet, is made of stiff leather with metal, chitin or bone plating on the hand cover and all along the forearm. Spikes protrude from each of the knuckles and along the back of the hand. A sharp blade runs along the thumb and there is a 6 inch spike on the elbow. A strike with a talid is considered an armed attack. The cost and weight given are for a single talid. An opponent cannot use a disarm action to disarm a character's talid.

**Thanak:** The thanak resembles a saw blade bound between two strips of hardwood bound together. Between the strips is a row of teeth taken from a pterax.

**Tkaesali:** This polearm, commonly used by the nikaal, consists of long wooden haft topped with a circular, jagged blade. A tkaesali has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

**Tonfa:** The Tonfa is a stick with a short handle, and is popular among street-patrolling Nibenese templars and their guards. Great tonfas are typically enjoyed by half-giants. You can deal subdual damage with a tonfa without taking the usual -4 penalty.

**Trikal:** Three blades project radially from the business end of a six-foot long haft. A series of sharp serrated edges line the shaft below the foot-long blades, while the far end of the weapon is weighted, in order to balance the weapon. Because of the trikal's curved blades on the top of the weapon, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the trikal can be dropped to avoid being tripped.

**Tortoise Blade:** The tortoise blade consists of a foot-long dagger mounted to the center of a shell. The tortoise blade is strapped over the wearer's hand, preventing them from holding anything but the tortoise blade. The tortoise blade also functions as a buckler, granting a +1 armor bonus, inflicting a -1 armor check penalty and incurring a 5% arcane spell failure chance.

A masterwork tortoise blade either functions as a masterwork shield or a masterwork weapon (or both, for twice the normal masterwork cost).

**Warhammer:** Favored by dwarves, this weapon is a one-handed sledge or maul. The shaft is made of wood or bone, while the large, heavy head is usually made of stone, soldered to the shaft with lead or resin.

**Weighted Pike:** A solid head, generally stone or baked ceramic, is mounted on the end of a spear or a pike. A weighted pike is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Attacking with Two Weapons, PHB page 124). A creature using a double weapon in one hand,

such as a half-giant using a weighted pike, can't use it as a double weapon.

**Whip:** This weapon is considered martial in Dark Sun. In other respects, it is treated as described in the Players' Handbook.

**Widow's Knife:** Two prongs are hidden within the hilt of a widow's knife. On a successful hit, you may trigger the prongs by releasing a catch in the hilt as a Free Action. The prongs do an additional 1d3 points of damage when sprung, and take a standard action to reload.

**Wrist Razor:** Several shards of obsidian or bone are fastened to a strip of leather or other binding material, or are lashed onto the forearm of the wielder. Wrist razors are hard to disarm, granting you a +2 bonus when opposing a disarm attempt.

**Zerka:** The zerka is a dasl-tipped javelin with short dasl barbs that cover two feet of the bone shaft. These barbs point away from the zerka's tip, causing the weapon's head to snag against its target's flesh and bone as it is removed. If you inflict damage on your opponent, the zerka lodges in the victim if the victim fails a Reflex save (DC equal to 10+ the damage that you inflicted). The pierced creature moves at half-speed, cannot charge or run, and must make a Concentration check (DC15) in order to cast a spell. You can attempt to trip a creature struck with a zerka by pulling suddenly on the rope. This is resolved as a trip attack (without the initial melee touch attack) and you can drop the rope to avoid being tripped if you fail the trip attempt.

The zerka's shaft attaches to a trailing rope that allows you to control your victim, who can only move within the 30-foot limit of the rope. With a full-round action, the snagged creature may draw the zerka from its wound, injuring itself with damage equal to the damage that the zerka initially inflicted. The creature can also try and cut the rope by dealing it 2 damage with a slashing weapon.

Those who can use an atlatl can use that javelin-thrower to cast a zerka, gaining the atlatl's greater range.

## Adjusting Weapon Sizes

Due to unusual creature sizes in Dark Sun, you may wish to create differently sized versions of any of the weapons above, or of other weapons. Refer to the *Dungeon Masters' Guide* for rules on damage of weapons of alternate sizes.

## Unusual Materials

**Agafari:** Agafari is the Athasian equivalent of darkwood (see DMG page 243). For weapons affected by the "inferior material" rule, agafari is considered an inferior material.

**Dasl:** An item made from dasl is treated as if it was made from iron as long as the dasl item is less than 4 inches long. Tiny dasl items have hardness equal





to iron minus 1 (so dasl has hardness 9) and are not considered “inferior materials” (see below). However, for purposes of harming creatures with damage reduction, a dasl weapon is not treated as being made from metal. An item made from dasl costs 75% of its PHB equivalent, rather than the 1% for standard Athasian equivalents. For example, an obsidian or bone-tipped spear costs 1 Cp on Athas, but a spear tipped with dasl would cost 75 Cp. Blades or points longer than 4 inches (such as short swords) cannot be effectively constructed out of Dasl. Items larger than 4-inches in any direction are treated as double-hardness glass.

**Drake ivory:** Drake ivory: Drake ivory has a +2 natural enhancement bonus affecting weapon attack and damage rolls, and items fashioned from drake ivory are treated as masterwork items. Drake ivory’s +2 natural enhancement bonus does not stack with magical or psionic enhancement bonuses. Drake ivory has a hardness of 8 and 15 hp per inch of thickness. For weapons affected by the “inferior materials” rule, drake ivory is inferior. Weapons made of drake ivory add 8,000 Cp to the base price.

## Armor

All forms of armor given in the player’s handbook have a non-metal equivalent that costs 1/100<sup>th</sup> of the cost listed in the player’s handbook; simply change the gp price to Cp. In addition to being the equivalent of armor on a metal rich world, thousands of years of tortuous heat have lead Athasian armorers to develop ingenious air ventilation and air circulation methods. This allows medium and heavy armors to be worn in the Athasian heat.

Though most of the armors are made using various parts of common Athasian animals, the armor construction process makes use of several different reinforcement methods developed over time. Many of the armors are highly composite, made using the pieces of several different animals – no two suits of armor look quite alike. Through the use of hardening resins, shaped chitin and stiff leather backings, Athasian armorers can craft remarkably durable armors from the material at hand.

Table 6-5: Athasian Armor Equivalents

PHB Metal	DS3 Equivalent
Chain Shirt	Chitin Armor
Chain Mail	Shell Armor

**Breastplate, Full Plate** and **Half Plate** are constructed using choice plates taken from shelled animals, such as mekillots or braxat.

**Studded Leather Armor** is crafted using with close-set rivets made of bone, hardwood, stone, or talons.

**Shell Armor:** Shell shirt armor is made by weaving giant’s hair around the shells of various small creatures such as aprig. Although the shells are larger than the studs in studded leather armor, the tough, light, and flexible giant’s hair makes the shell-shirt both more protecting and less limiting than studded leather armor.

**Chitin Armor:** This armor is skillfully made by interlocking hexagonal bits of chitin (usually carved from a kank’s carapace).

**Scale Mail** is usually made from the scales of an erdlu, inix or other naturally scaled creatures.

**Banded Mail** and **Splint Mail** are fashioned from shavings of agafari wood, bonded to softer, more flexible woods, and treated with a hardening resin.

## Mounts and related gear

**Crodlu:** A crodlu is a large bipedal lizard, resembling a scaled ostrich. Its paws are lined with very sharp claws. Crodlus can be used as mounts for riding or trained for combat.

**Erdlu:** Erdlus is a large, flightless bird used as herd beasts. They stand 7 feat tall and weigh around 200 lbs. One erdlu egg can be sold for 3 bits.

**Howdah:** A howdah is an enclosure mounted on a riding animal containing space for one or more persons. Howdahs can be fitted on inix or mekillots, and provide shade and cover from the elements. An inix howdah usually has room for only one person, though the war howdah, built much stronger, can hold four. A mekillot howdah can hold one or two persons, but a war howdah is much bigger, consisting of two levels and holding up to sixteen warriors.

**Inix:** The vicious inix is a large, 16-foot long reptile. They fight with both claws and bite, readily tearing into an enemy. An inix can be trained to carry a howdah; it is also trained not to attack if carrying passengers. Inix are not used to pull wagons, however, because of their long tails. Half-giants often use the inix as a mount.

**Kank:** A kank is a large, 8-foot long insect, commonly used as a personal mount. These insects cannot be used as food, for their meat smells atrocious, but they produce globules of honey that can be sold for 4 bits.

**Mekillot:** A mekillot is a huge, 6,000 lbs lizard, used for hauling large cargo or serving as transportation for troops. These beasts are hard to control and usually require a psionic handler to tame the beast.

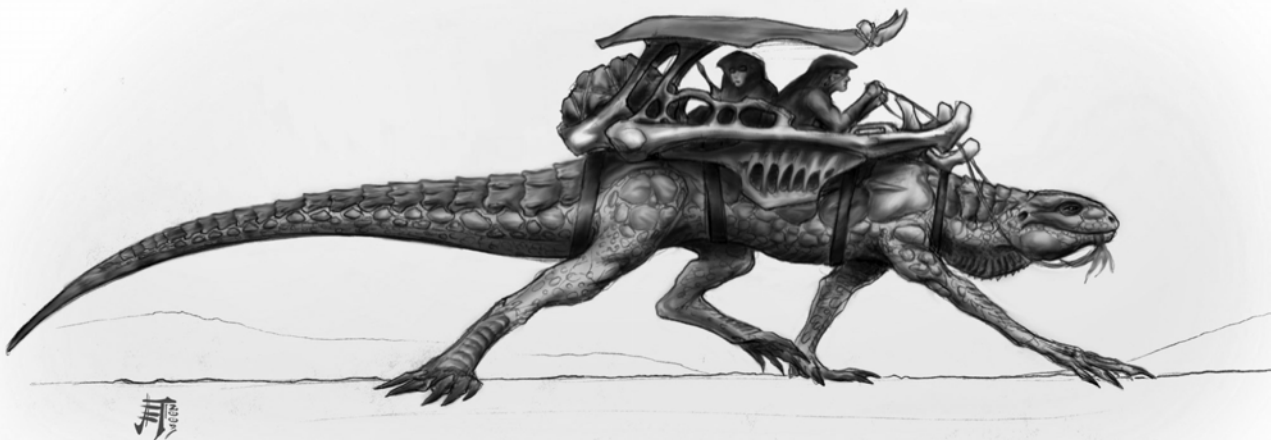


Table 6-6 Mounts

Mount	Cost (Cp)
Chariot	
Two-Person, Transport	50
Two-Person, War	125
Four-Person, War	250
Howdah	
Inix	10
Inix, war	100
Mekillot	20
Mekillot, war	500
Wagon, open	
1,000 lbs capacity	10
2,500 lbs capacity	20
5,000 lbs capacity	30
10,000 lbs capacity	50
Wagon, enclosed	
1,000 lbs capacity	15
2,500 lbs capacity	25
5,000 lbs capacity	40
10,000 lbs capacity	60
Wagon, armored caravan	1,000
Animal	
Crodlu, riding	200
Crodlu, warmount	400
Erldu	10
Inix	100
Kank, herding	50
Kank, riding	125
Kank, warmount	250
Mekillot	200

## Black Market Equipment

The following items are often, but not always available for sale in the Bard's Quarter of most city-states.

**Esperweed:** This rare and notoriously addictive herb cannot be cultivated, and does not last more than a single week after being picked, unless somehow magically kept fresh (as through the *nurturing seeds* spell). After Esperweed is eaten, a Fortitude save against DC 12 must be made. Failure results in nausea for one minute. If the save is made, the eater has managed keep the esperweed down, taking 1d4 points of temporary Strength damage, but you also begin to regain one PP per minute, up to 10% above your normal power point limit (round down). You also gain the psionic *empathy* power. These benefits last for one hour, after which you lose all remaining power points.

**Hypnotic Brew:** This is a tasteless, odorless mixture of herbs commonly peddled in Bard's Quarters. It is typically used by bards and mind-bender to "soften up" a target before attempting to manipulate or manifest a power. When a hypnotic brew is imbibed, the drinker's Will saves suffer a -2 circumstance penalty for 1 hour.

**Pre-poisoned Darts:** Athasian bards sometimes sell especially prepared blowgun darts that contain a dose of injected poison inside a hollow tip, and protected with a wax plug. This reduces the risk of self-poisoning to 2% rather than 5%. You can remove the wax plug as a free action while preparing to fire the dart.

**Splash-globes:** Splash-globes are spherical glass jars containing contact poison or up to half a pint of some alchemical fluid. In addition to bursting

Table 6-7: Special Substances and Items

Special Substances and Items	Cost (Cp)
Esperweed	250
Hypnotic Brew	30
Pre-poisoned Darts	Poison cost + 10
Splash-Globes	
Acid	20
Liquid Darkness	50
Liquid Dust	35
Liquid Fire	30
Liquid Light	50
Poison	Poison Cost x 1.5

on impact like any grenade, splash-globes can be placed in hinged pelota, thus giving the grenade additional range when fired through a splash-bow. The following types of splash-globes are available:

- **Acid:** Standard flask acid can be placed in splash-globes.
- **Contact Poison:** Any contact poison can be placed in a splash-globe.
- **Liquid Darkness:** Anyone struck directly by liquid darkness must make a DC 20 Reflex save; failure dictates that they are blinded for one minute. Those splashed with liquid dust have their vision blurred for one minute if they fail a DC 10 Reflex, granting their opponents one-half concealment. In addition, all natural fires within the splash area are instantly extinguished. Liquid darkness immediately extinguishes liquid light.
- **Liquid Dust:** The liquid from this splash-globe turns into dust on contact with the air. You can use this liquid to cover up to 20 5-foot squares of tracks. On impact, liquid dust forms a 15-foot diameter cloud, ten feet high that lasts one round. Anyone struck directly by liquid dust must make a DC 20 Fortitude save each round for one minute; failure dictates that they are nauseated for that round. Those splashed with liquid dust suffer the same effect for one round if they fail a DC 10 Fortitude save.
- **Liquid Fire:** Alchemist's Fire can be placed in splash-globes.
- **Liquid Light:** This splash-globe contains two liquids that mix together when the splash-globe is ruptured. The resulting mixture glows for eight hours. If you break the liquid light globe while it is still in its pouch, the pouch can serve as a light source just like a sunrod. Anyone struck directly by liquid light must make a DC 20 Fortitude save or be temporarily dazzled (-1 on all attack rolls) for 1 minute, and will glow in darkness for eight hours unless they somehow cover the effect areas. Creatures splashed with liquid light (see grenade rules) also glow in the darkness, but are not blinded.



# Chapter 7: Adventuring

## Athasian Heat

### Athasian resistance to temperatures

Athasians have gradually developed a higher tolerance towards high temperatures. Even more importantly, through the accumulated knowledge of countless generations, they have learned to protect themselves effectively from the blistering rays of Athas' sun. The information in Table 7-1: Temperature Categories replaces the heat categories from Chapter 3, The Environment, in the Dungeon Master Guide.

Elves are particularly resilient to temperature extremes. Elves do not suffer ill effects from very hot temperatures, and they are affected by extreme heat as others are affected by very hot temperatures. Likewise, they are unaffected by cold temperatures, and are affected by extreme cold as others are by cold.

### Average and Hot days

*"It is not unusual for a field slave to collapse, but he is usually quick to get up again when the whip snaps at his back. Late in the afternoon, however, the sun will have sapped his last ounce of strength, and no matter how many lashes you deal him, he will not stand. Then there are days when the heat is truly unbearable, and not even slaves should be out laboring in the fields for more than a few hours. Only a cruel master or a fool would force his slaves to work a full day under such conditions. No amount of lashing can get them back on their feet when they are dead. Exploiting our slaves for what they are worth is one thing. Working them beyond exertion to needless death is another."*  
- Durag, dwarf overseer

The temperature rarely fluctuates from season to season on Athas, and so temperatures are fairly constant throughout the year. The dark sun shines relentlessly during the day, with temperatures around 110°F (43°C) before noon and 130°F (54°C) by late afternoon. On very hot days temperatures sometimes rise to 150°F (65°C). By nightfall, the low humidity in the air has let a lot of the heat escape, and the temperature falls to 40°F (4°C), and in some isolated spots, as low as 0°F (-18°C).

On an average day the temperature reaches very hot for four hours. A character exposed to the sun all day would have to make four Fortitude Saves.

Table 7-1: Temperature Categories

Heat Category	Temperature	Fortitude Save Frequency*	Damage
Cold	Below 40°F (4°C)	1 save/hour	1d6 subdual
Very hot	Above 120°F (49°C)	1 save/hour	1d4 subdual
Extreme heat	Above 140°F (60°C)	1 save/10 minutes	1d4 subdual
Abysmal heat	Above 160°F (71°C)	1 save/5 minutes**	1d4 subdual**

\* The DC of the Fortitude save vs heat is 15 + previous amount of saves.

\*\* Being exposed to Abysmal heat automatically inflicts 1d6 fire damage/minute (no save) regardless to and in addition to the subdual damage suffered by failed Fortitude Saves.

On a hot day the temperature reaches very hot for four hours and extreme heat for four hours. A character exposed to the sun all day would have to make 28 Fortitude saves.

To escape the deadly heat, a character should seek shade.

### Shade

*"A few words of advice, traveler. Traverse the desert with one hand firmly placed on the hilt of your sword and the other on your waterskin. Keep one eye on the ground, and the other on your surroundings. Dead men keep their purses tight to their chests with their eyes locked ahead of them. Any wastelander can tell you that. But your true enemy is not treacherous footing, nor the savage creatures of the wastes. It is the crimson sun that will do you in, unless you treat it as respectfully as you would any other unbeatable foe. Seek shelter at midday and during the afternoon hours, when the sun is most furious. The only way to overcome an invincible opponent is to avoid facing it."*

- Sorsha, half-elven scout

As per the Dungeon Master Guide (Chapter 3, The Environment), shade negates the effects of very hot and extreme temperature, but not abysmal heat. The following criteria can be applied to determine what constitutes shade and what does not. Often the DM must resolve these issues on a case-by-case basis:

1. A physical object not worn by the character
2. The object must shield half or more of the creature from the sun.

Examples of objects that grant shade: howdah, tent, parasol, building, wagon

Examples of objects that **do not** grant shade: shields, backpacks, clothes, armor

### Shade and terrain

In certain terrains it is more difficult to protect oneself effectively from the sun's blistering rays, and the benefits of shade are subsequently reduced.

**Salt Flats:** Shade reduces the heat category by one (extreme heat becomes very hot. Very hot becomes none. No changes to abysmal heat).

**Obsidian Plains:** Shade does not negate or reduce the effects



**Table 7-2: Heat and Cold Dangers**

Time	Normal	Hot	Cold
6am-10am	—	—	—
10am-12:00pm	—	Fort save/hour	—
12:00pm-4:00pm	Fort save/hour	Fort save/10 mins	—
4:00pm-6pm	—	Fort save/hour	—
6pm-11pm	—	—	—
11pm-2am	—	—	Fort save/hour
2am-4am	—	—	Fort/10 mins
4am-6am	—	—	Fort save/hour

of heat.

## Heat and Armor

Heat has a disastrous effect on those wearing armor or heavy clothing. Apply the armor check penalty of a given suit of armor (and shield) as a penalty to Fortitude saves vs. heat. For example, hide armor incurs a -3 penalty. A masterwork hide armor would incur a -2 penalty. This rule replaces the DMG's simplified -4 save penalty for wearing heavy clothing and any form of armor. Clothing no longer incurs a save penalty. Athasians use clothing to effectively shield themselves from the sun.

## Movement

Athas has four terrains in addition to those listed in Table 9-5: Terrain and Overland Movement in the Player's Handbook.

**Rocky Badlands:** Rocky badlands are fairly easy to traverse along the roads, but pose other dangers to travelers. The terrain is made up of long, twisting canyons, where travel is accomplished at the bottom of the canyons. The roads can thus be long and winding, since the paths are rarely straight. The canyons are filled with caves and crevasses, making this an ideal hiding place for bandits, slave tribes and vicious creatures of all kinds.

The tall cliffs of the badlands can rarely be climbed by anyone; it is impossible for beasts of burden to make their way anywhere other than the old beaten paths that slither at the bottom of the canyons. The badlands are usually found near mountains, with small peaks of stone that rise out where the erosion has yet to dull away all the peaks, but on some occasion peaks may rise close to a thousand feet above the canyons.

The landscape is filled with plant life of all kinds, from small trees to tall bushes that grow as tall as an elf. Trees of silver, gold and even purple leaves dot the landscape, adding color to this rocky terrain. Small bushes with razor-sharp leaves pose a threat to the unwary, though they may provide food in case of dire need. The badlands are usually an abundant source of food and water, with oases being fairly common.

**Obsidian plains:** The obsidian plain stretches out from the southern tip of the Tablelands as far as the eye can see. No plants grow on the obsidian, and no shade can be found. On rare occasions, remnants of small bushes can be found, turned into black stone by the disaster that befell this region. The obsidian reflects the heat of the sun, bringing scorching temperatures for most of the day. Travel on the obsidian plains is fairly easy, though the landscape is filled with jagged shards of obsidian that stick up out of the ground. There is no water to be found; what little water that fills small pools quickly turns bad and evaporates in the harsh sun.

**Salt Flats:** As far as the eye can see, the salt flats stretch out as flat plains of white salt-crusted ground. There is very little varia-

**Table 7-3: Overland Movement**

Terrain	Highway	Road or Trail	Trackless
Rocky Badlands	x1	x3/4	x1/4
Obsidian Plains	x1	x1	x3/4
Salt Flats	x1	x1	x1
Stony Barrens	x1	x1	x1/2

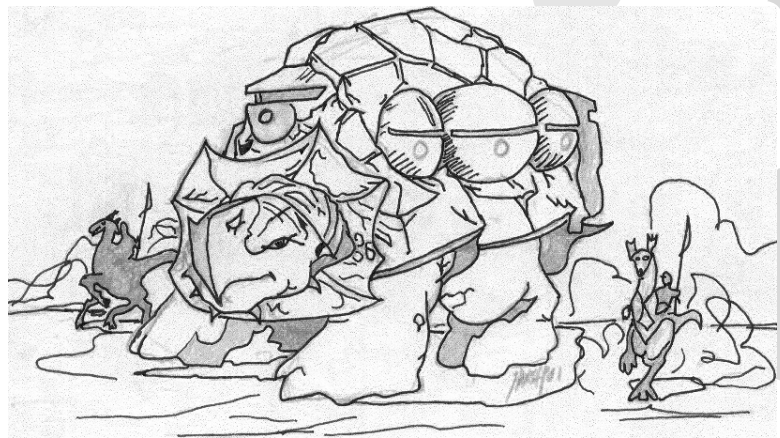
tion in the terrain, and travel is fast and easy. The occasional dwarf cactus or small bush juts out from the hard ground, but plant life is very rare. For the most part, the salt flats are lifeless, and travelers must bring their own supplies. Water is sometimes found in small puddles, brackish and foul-tasting. It comes from the infrequent storms that affect the region and often contains slow-acting poison; a traveler is better off by not drinking this water.

**Stony Barrens:** This is the most common type of terrain in the Tablelands. The stony barrens consist of large sheets of orange-colored rock, exposed to the harsh wind. The boulders found can range from small pebbles to huge stone weighing more than a ton. The terrain is covered with a layer of red dirt that can form small dunes of orange and yellow sand in places the wind accumulates the dirt.

Travel anywhere other than the well-worn roads is treacherous. The small loose rocks prevent humanoids from getting a secure footing, and venturing off the beaten paths will halve movement. Bringing wagons outside the roads will leave them useless in a short while: the small rocks quickly destroy even the sturdiest of wheels.

Vegetation is abundant, but only in the form of various cacti. From small rock cacti to dangerous hunting cacti, the barrens can be a source of food and water or pain and death. Cacti can sometimes grow as high as 20 feet, growing in tangles that resemble trees.

Life is also abundant in the barrens, with wild erdlu, mekilots, crodlus and inix being drawn to the nourishing cacti. Predators such as braxats, tembos and belgoi are drawn to the animals, and so the traveler must be weary when exploring the barrens.



## Mounts and Vehicles

Use the following table to calculate how far and how fast you can travel with mounts.

The sources of magic in the Dark Sun campaign setting are very different from other D&D campaigns. Clerics draw upon the raw power of the elemental planes; druids are granted power by the spirits of the land, while wizards steal it from the very life around them.

**Table 7-4: Mounts and Vehicles**

Mount/Vehicle	Per Hour	Per Day
Mount		
Crodlu	5 miles	40 miles
Crodlu, heavy	4 miles	32 miles
Crodlu, heavy war	3 miles	24 miles
Inix	4 miles	32 miles
Kank	4 miles	32 miles
Mekillot	3 miles	24 miles
Vehicle		
Silt skimmer	1 mile	8 miles

# Chapter 8: Magic and Psionics

## Arcane Spells

Unlike most campaigns, there is only one core class that casts arcane spells on Athas: wizards. Arcane spells involve the manipulation of energy drawn from the life around the wizard. Because of this, all arcane spellcasters must make a choice: to become either a defiler or a preserver.

### Defilers and Preservers

All wizards on Athas draw their power from the land around them. How they choose to draw that power differentiates wizards into two camps: defilers and preservers. Wizards who have the necessary self-control to gather energy without destroying the plants around them are called *preservers*, whereas those who do not possess this control – or simply do not care about the damage they cause – are known as *defilers*. Defilers leave trails of sterile soil and infertile ash in their wake whenever they cast a spell. It is largely because of the actions of defilers that Athas is now a desert, and most inhabitants of the Tablelands are well aware of this. All arcane spellcasters are hated because of this legacy.

### Spellbooks

Athasian wizards go to great lengths to conceal their “spell books” from templars, other wizards and others with ability to discern it for what it is. A spell book comes in many forms, including animal hides, stone or clay tablets, bone staves, knotted giant hair or necklaces of colored beads. To have their spell books appear inconspicuous, wizards use different, often personalized codes and systems for organizing their spells. A wizard uses the Disguise skill to mask her spell book’s true nature. Someone inspecting the spell book must have ranks in the Spellcraft skill to be able to see the book for what it really is. The character inspecting the spellbook must win an opposed Spellcraft vs. Disguise check to identify the true nature of the spellbook. A wizard must disguise her spell book every time she adds a new spell to it. Unless she is in a hurry, she normally takes 20 on this check.

### The Corruption of Power

Defilers leave behind a circle of ash when casting spells. The radius of this circle is 5 ft. per spell level. A 0-level spell defiles a single 5-ft. square occupied by the caster. Creatures other than the defiler caught within the defiling radius at the time of casting experience pain and suffer a -1 penalty to attack rolls, skill checks and saves for one round. Creatures with the plant descriptor also suffer 2 points of damage per level of the spell slot expended to cast the spell. For this purpose a 0-level spell inflicts 1 point of damage.

The ash created by defiling is black and totally devoid of life-giving elements. Defiler’s ash is known throughout the tablelands as the telltale sign of wizardry. Nothing will grow in an area reduced to defiler’s ash for a full year – frequently, the wait is longer. Even when the defiler’s ash is scattered by the wind, the ground beneath is a lifeless scar upon the land that will take years to recover.

Defilers will often augment their spellcasting power further by choosing the Path Sinister, Agonizing Radius and Efficient Raze feats, and many eventually take levels in the Arch Defiler prestige class.

A defiler is incapable of preserving. On the other hand, a preserver, if desperate, may defile (see

*The road to corruption and redemption* below).

### The road to corruption and redemption

A preserver who defiles loses her status as a preserver and becomes tainted. A tainted wizard is not a defiler, but if she continues to defile she will eventually become one. Every time the tainted wizard defiles she must roll a Will Save DC 10 + spell level + amount of times previously defiled. If she fails this saving throw she becomes a defiler.

A tainted wizard can seek redemption from a druid. The druid, if willing and powerful enough to do so, can cast a *conversion* spell on the tainted wizard, restoring her preserver status. The wizard loses 100 xp per arcane spellcaster class level. After receiving a *conversion* spell the amount of times previously defiled is considered to be zero.

The only means a defiler has of redeeming himself is to seek out a druid and plead for mercy and redemption. The druid, if willing and able to, can cast a *conversion* spell upon the defiler, but will frequently do so only if the defiler demonstrates she is truly willing to redeem himself. The defiler loses 1,000 xp per arcane

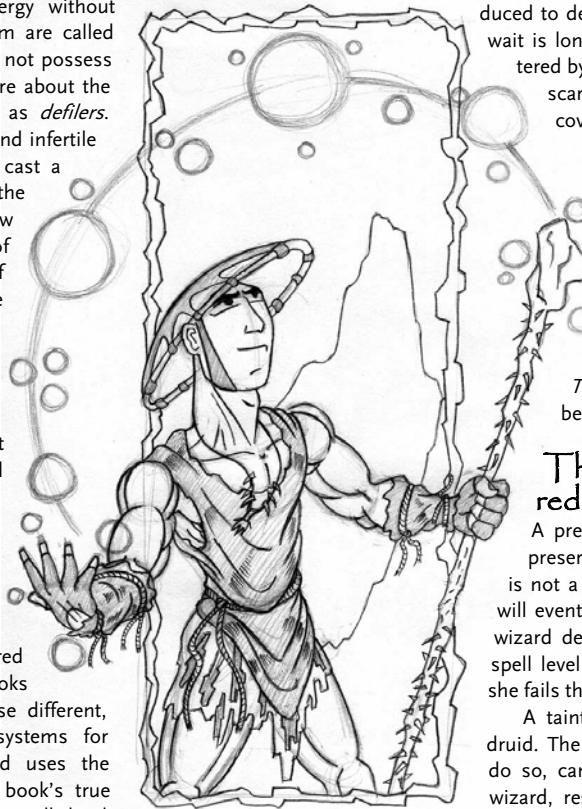


Table 8-1: Terrain Modifiers

Terrain Type	Examples	Spell Save DC Modifier	Spellcaster Level Check modifier
Desolate	Salt Flats, Sea of Silt	-2	-2
Barren	Boulder Fields, Mountains, Sandy Wastes	-1	-1
Infertile	City, Rocky Badlands, Stony Barrens, Scrubland	0	0
Fertile	Verdant Plains, Savannah, Swamp, Mud Flats	+1	+1
Abundant	Forest, Ocean, Garden	+2	+2

spellcaster class level. The wizard is now a preserver. The druid will usually require a quest performed by the repenting defiler prior to casting the *conversion* spell. One of the requirements for this quest may be that the defiler refrains from casting any arcane spells during the quest.

## Terrain modifiers

In terrains with abundant plant life (Garden, Ocean, Forest) Spell save DCs increase by +2 and the wizard gains a +2 bonus to spellcaster checks made to overcome spell resistance.

In fertile terrains (Verdant plains, Savannah, Swamp, Mud Flats) Spell save DCs increase by +1 and the wizard gains a +1 bonus to spellcaster checks made to overcome spell resistance.

There is no penalty or benefit for casting spells using plant energy in infertile terrain (City, Rocky Badlands, Stony Barrens, Scrub Plains).

In barren terrains (Mountains, Sandy Wastes), Spell save DCs decrease by 1 and the wizard suffers a -1 penalty to spellcaster checks made to overcome spell resistance, due to the lack of plant life.

In desolate terrain (Salt Flats, Sea of Silt) Spell save DCs decrease by 2 and the wizard suffers a -2 penalty to spellcaster checks made to overcome spell resistance.

In the Obsidian Plains, gathering energy from plants is virtually impossible – the area is completely devoid of life. In other words, if the wizard has no alternative energy source, or magical items such as wands, they are unable to cast spells.

## Divine Spells

Clerics and druids, like their counterparts on other worlds, cast divine spells. Athasian rangers gain no special spellcasting ability, and there are no paladins on Athas. Unlike most campaign settings, Athas does not have any gods to grant spells. Instead, clerics forge a pact with a particular element, and draw their power from the elemental planes themselves. Druids are granted their powers directly from the spirits of the lands, while templars



are gifted with spell by their sorcerer kings.

## Psionics

Many creatures have learned to shape portions of their own psyche to attack other psyches, to defend their own psyche in unusual ways, or to directly affect the physical world. The general term *psionics* refers to the ability to use one's psychic energy to affect the world outside of the mindscape. Various animals, monsters, humanoids, and even plants use psionics in various degrees and applications. Those who specialize in psionics are called psions; those whose psionic abilities are a lesser part of their lives are called wild talents; those who use any type of telepathic psionics are called mindbenders.

## Power Scaling

Certain psionic powers can be "scaled", i.e. increased in damage causing potential by the expenditure of additional power points. Such powers must deal out all of their damage causing potential during one round, as the primary function of the power.

Examples of scalable powers from the *Psionics Handbook* include: *finger of fire*, *firefall*, *lesser concussion*, *recall pain*, *burning ray*, *sever the tie*, *whitefire*, *cone of sound*, *greater concussion*, *mass concussion*, *recall agony*, *brilliant blast*, *baleful teleport*, *flaming shroud*, *breath of the dragon*, *true concussion*, *ultrablast*, and *detonation*. New powers introduced in the Dark Sun 3e psionic powers which are scalable include: *lesser static discharge*, *bioelectric touch*, *static discharge*, and *greater static discharge*. Examples of powers which are not scalable include *biocurrent*, which does damage over multiple rounds, *recall death*, which does damage as a secondary effect, or powers like *hammer*, *destiny dissonance*, *bioelectric touch*, *dissipating touch*, and *dissolving touch* which grant a psionically enhanced attack that deals damage but does not cause damage as the primary function of the power.

Psionic classes have the option to pay 1 PP for +1 levels worth of scaling up to +5 levels. The base PP cost for the power plus power pumping cannot exceed the PP cost of the character's highest-level power. Metapsionic and other feats do not apply to this limit unless noted in the feat. Likewise, power scaling does not count against the manifester -1 PP limit for metapsionically-altered powers. This simulates how spell scaling does not affect metamagic augmentation.

The benefits of power scaling are equal to scaling for the equivalent spell. Direct damage powers typically grant +1 die of effect per PP pumped in. Use spell equivalents as a guide for other types of powers. Power scaling does not affect the DC of the power unless scaling would normally do so.

*Example:* a 12th level psion wishes to pump up a 2nd level *concussion* power. The power normally delivers 3d6 damage for 3 PP and the psion's highest-level power costs 11 PP. He may pump in the maximum (+5 PP) for a total cost of 8 PP, doing 3d6 + 5d6 = 8d6 damage. The power's DC is still figured as a 2nd level power. A 7th level psion's highest-level power costs 5 PP, which limits him to +2 PP for 2nd level powers. He could do a maximum of 3d6 + 2d6 = 5d6 with *concussion*.

*Example involving metapsionics and scaling:* A 12th level psion could manifest *whitefire* for 5 + 5 PP spent on scaling, doing 10d4 damage. By spending an additional 6 PP, the power could be maximized, doing 40 hp damage. I.E., scaling does not count towards the metapsionic cap. For comparison purposes, 12th level wizard could prepare a maximized fireball (using a 6th level slot), doing 60 hp damage.

*Example involving metapsionics, scaling, and trigger power:* A 12th level psion could manifest a maximized scaled triggered *whitefire* and pay 5 PP (the scaling cost), causing 40 points of damage on a successful trigger check. If the psion failed the trigger check, she would pay 16 PPs.

# Chapter 9: Spells

## Cleric Spells

Like their counterparts in the PHB, Athasian clerics choose spells from a general spell list and get bonus spells from domains. Unlike the PHB cleric however, Athasian clerics only get Simple Weapon Proficiency and Light Armor Proficiency. Other feats and class skills are granted by the domains they choose. Most of the spells noted below are spells added to the general cleric spell list in the PHB. Spells noted in *strikeout* format are PHB spells that Dark Sun does *not* make available to all clerics.

### Cleric Orisons

**Create Water:** *Replaced by create element.*

**Create Element:** Create a small amount of patron element.

### 1st-Level Cleric Spells

**Bless Element:** Makes holy element.

**Bless Water:** *Replaced by bless element.*

**Cooling Canopy:** Summons a cloud to provide shade and prevent dehydration.

**Curse Element:** Makes unholy element.

**Curse Water:** *Replaced by curse element.*

### 2nd-Level Cleric Spells

**Altruism:** Transfer hp to another.

**Return to the Earth:** Turns dead and undead bodies into dust.

### 3rd-Level Cleric Spells

**Breathing:** Subjects can breathe underwater, in silt or earth.

**Eye of the Storm:** Protects 30 ft. radius from effects of storm.

**Lighten Load:** Increases Strength for carrying capacity only.

**Sand Pit:** Excavates an area from the sand.

**Surface Walk:** Subject treads on unstable surfaces as if solid.

**Water Breathing:** *Replaced by breathing.*

**Water Walking:** *Replaced by surface walk.*

### 4th-Level Cleric Spells

**Blindsorch:** Your fire burns the faces of one opponent

**Control Tides:** Raises, lowers, or parts bodies of water or silt.

**Control Water:** *Replaced by control tides.*

**Curse of the Black Sands:** Target leaves black oily footprints.

**Elemental Armor:** Armor or shield gains enchantment bonus and special quality.

**Elemental Weapon:** Weapon gains enchantment bonus and special quality.

**Sand Spray:** Sprays sand or silt as an area attack.

### 5th-Level Cleric Spells

**Elemental Strike:** Smites foes with divine energy (1d6/level).

**Flame Strike:** *Replaced by Elemental Strike.*

### 6th-Level Cleric Spells

**Braxatskin:** Your skin hardens, granting armor bonus and damage reduction.

**Rejuvenate:** Increase the fertility of the land.

**Wall of Stone:** Only available through specific domains.

### 7th-Level Cleric Spells

**Infestation:** Tiny parasites infect creatures within area.

**Lesser Elemental Chariot:** Enchants chariot with elemental effects.

**Sands of Time:** Reverses or accelerates aging of a non-living object.

**Unliving Identity:** Turns a mindless animated undead into a thinking zombie, skeleton or exoskeleton.

### 8th-Level Cleric Spells

**Elemental Storm:** Deals 1d6 energy damage/level.

**Fire Storm:** *Replaced by elemental storm.*

### 9th-Level Cleric Spells

**Greater Elemental Chariot:** As *lesser elemental chariot*, but with greater effects.

**Heartseeker:** Creates a deadly piercing weapon.

### Cleric Domains

#### Blossom of the Sky

**Worshippers:** Air, Sun

**Class Skill:** Spot

**Weapons:** All ranged martial weapons

**Armor:** No additional

**Granted Power:** You suffer no hardship from the heat of natural weather; your wa-

ter consumption is treated as if you were continually in the shade.

#### Blossom of the Sky Domain Spells

1. **Color Spray:** Knocks unconscious, blinds or stuns 1d6 weak creatures.
2. **Daylight:** 60-ft. radius of bright light.
3. **Searing Light:** Ray deals 1d8/two levels, more against undead.
4. **Rainbow Pattern:** Lights prevent 24HD of creatures from attacking or moving away.
5. **Air Lens:** Directs intensified sunlight at foes within range
6. **Sunbeam:** Beam blinds and deals 3d6 damage.
7. **Prismatic Spray:** Rays hit subject with a variety of effects.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Prismatic Sphere:** As prismatic wall, but surrounds on all sides.

#### Broken Sands

**Worshippers:** Magma, Silt

**Class Skill:** Wilderness Lore

**Weapons:** Light Flail, Heavy Flail

**Armor:** Shields

**Granted Power:** You gain the advantages of the *pass without trace* spell.

#### Broken Sands Domain Spells

1. **Sand Pit:** Excavates an area in the sand.
2. **Curse of the Black Sands:** Excavates a cone-shaped area in the sand.
3. **Sand Spray:** Sprays sand or silt as an area attack.
4. **Sand Traps:** You entrap an area of sand.
5. **Sand Flow:** You shift the location of sand dunes.
6. **Blade Barrier:** Blades encircling you deal 1d6 damage/level.
7. **Glass Storm:** Creates a whirlwind of broken glass.
8. **Molten:** Melt sand into glass, or rock into magma.
9. **Flash Flood:** Conjures a flood.

#### Clarity of the Light

**Worshippers:** Sun

**Class Skill:** Knowledge (any), Sense Motive

**Weapons:** Warhammer

**Armor:** Medium

**Granted Power:** You can burn those that lie to you with the power of the sun. Once per day, you can deal 1d6 damage to all those within 30 ft. that intentionally tell you a lie (it must be a falsehood, not a half-

truth or incomplete information) for one round. The damage increases by 1d6 and the duration increase by one round for every 4 levels of sun cleric that you possess. Any creature within the area of affect can only be damaged once, regardless of how many lies they may tell during the ability's duration.

#### Clarity of the Light Domain Spells

1. **Detect Secret Doors:** Reveals hidden doors within 60 ft.
2. **Zone of Truth:** Subjects within range cannot lie.
3. **Invisibility Purge:** Dispels invisibility within 5 ft./level.
4. **Discern Lies:** Reveals deliberate falsehoods.
5. **True Seeing:** See all things as they really are.
6. **Find the Path:** Shows most direct way to a location.
7. **Legend Lore:** Learn tales about a person, place or thing.
8. **Discern Location:** Exact location of creature or object.
9. **Foresight:** "Sixth sense" warns of impending danger.

### Cold Malice

**Worshippers:** Rain

**Class Skill:** Intimidate

**Weapons:** Garrote, Sap

**Armor:** No additional

**Granted Power:** You gain your cleric level in cold resistance.

#### Cold Malice Domain Spells

1. **Chill Touch:** 1 touch/level deals 1d6 damage and possibly 1 Str damage.
2. **Chill Metal:** Cold metal damages those who touch it.
3. **Enervation:** Subject gains 1d4 negative levels.
4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
5. **Cone of Cold:** 1d6 cold damage/level.
6. **Cerulean Hail:** A hailstorm appears and does 3d8 damage and causes weak creatures to flee.
7. **Otiluke's Freezing sphere:** Freezes water or deals cold damage.
8. **Horrid Wilting:** Deals 1d8 damage/level within 30 ft.
9. **Energy Drain:** Subject gains 2d4 negative levels.

### Dance of Decay

**Worshippers:** Earth, Rain, Silt

**Class Skill:** Disguise

**Weapons:** Falchion, Throwing Axe, Battleaxe, Greataxe

**Armor:** Medium

**Granted Power:** No age penalties or apparent aging. The character still dies of old age when she reaches her maximum age. You gain your cleric level in acid resistance.

#### Dance of Decay Domain Spells

1. **Return to the Earth:** Turns dead & undead bodies into dust.
2. **Rusting Grasp:** Your touch corrodes iron and alloys.
3. **Contagion:** Infects subject with chosen disease.
4. **Acid Rain:** Conjures an acidic shower.
5. **Sands of Time:** Reverses or accelerates aging of a nonliving object.
6. **Disintegrate:** Makes one creature or object vanish.
7. **Destruction:** Kills subject and destroys remains.
8. **Power Word, Blind:** Blinds 200 hp worth of creatures.
9. **Time Stop:** You act freely for 1d4+1 rounds.

### Dead Heart

**Worshippers:** Silt, Magma

**Class Skill:** Knowledge (undead)

**Weapons:** Scythe, Spiked Chain

**Armor:** No additional

**Granted Power:** When dealing with undead, you gain +4 to Charisma-related skills, rebuke/command attempts, and your Leadership score (if you take the Leadership feat).

#### Dead Heart Domain Spells

1. **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 Str and +1 level.
2. **Speak With Dead:** Corpse answers one question/two levels.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Vampiric Touch:** Touch deals 1d6/two caster levels; caster gains damage as hp.
5. **Unliving Identity:** Turns a zombie into a thinking zombie.
6. **Open the Gray Portal:** Summons gray zombies
7. **Finger of Death:** Kills one subject.
8. **Gray Rift:** Strengthens undead creatures in the area.
9. **Vampiric Youthfulness:** Increase your lifespan at the expense of another's.

### Desert Mirage

**Worshippers:** Water, Sun

**Class Skill:** Search

**Weapons:** Scimitar, Sap

**Armor:** Shields

**Granted Power:** You can use your turn attempts for the day to *dispel illusion*; if your turn check exceeds the spell DC, then the illusion is dispelled. You gain Sandy Wastes as a favored terrain type (see the ranger class).

#### Desert Mirage Domain Spells

1. **Entropic Shield:** Ranged attacks against you suffer a 20% miss chance.
2. **Glitterdust:** Blinds creatures,

outlines invisible creatures.

3. **Curse of the Choking Sands:** Victim's touch turns water to dust.
4. **Coat of Mists:** Coalesces a magical mist about the subject's body.
5. **Shining Sands:** Affected sand reflects light, blinding foes.
6. **Create Oasis:** Conjures a temporary oasis.
7. **Prismatic Wall:** Wall's colors have array of effects.
8. **Horrid Wilting:** Deals 1d8 damage/level within 30 ft.
9. **Implosion:** Kills one creature/round.

### Despair of the Drowned

**Worshippers:** Water

**Class Skill:** Escape Artist

**Weapons:** Net, Longspear

**Armor:** Medium

**Granted Power:** Armor and equipment penalties do not apply to swimming, as long as both of your hands are free. You rebuke/command water elemental creatures as a cleric rebukes/commands undead.

#### Despair of the Drowned Domain Spells

1. **Create Water:** Creates 2 gallons/level of pure water.
2. **Surface Tension:** Affected water acquires rubbery surface
3. **Control Water:** Raises, lowers or parts bodies of water.
4. **Lungs of Water:** Conjures water inside victim's lungs.
5. **Water Trap:** Body of water becomes death trap.
6. **Drown on Dry Land:** Targets can only breathe water.
7. **Whirlpool of Doom:** You stir the ground into a whirlpool.
8. **Flash Flood:** Conjures a flood.
9. **Storm of Vengeance:** Storm rains acid, lightning and hail.

### Earthen Embrace

**Worshippers:** Earth

**Class Skill:** Intuit Direction

**Weapons:** Bolas

**Armor:** Heavy, Shields

**Granted Power:** You can use your Intuit Direction ability to assess your depth underground (DC 15), and you can rebuke/commands earth creatures as a cleric rebukes/commands undead.

#### Earthen Embrace Domain Spells

1. **Magic Stone:** Three stones gain +1 attack, deal 1d6+1 damage.
2. **Endurance:** Gain 1d4+1 Con for 1hr./level.
3. **Leomund's Secure Shelter:** Creates sturdy cottage.
4. **Passwall:** Breaches walls 1 ft. thick/level.
5. **Stoneskin:** Stops blows, cuts, stabs and slashes.
6. **Stone to Flesh:** Restores petri-



- fied creature.
- Whirlpool of Doom:** You stir the ground into a whirlpool.
  - Iron Body:** Your body becomes living iron.
  - Imprisonment:** Entombs subject beneath the earth.

## Fire Eyes

**Worshippers:** Fire

**Class Skills:** Spot

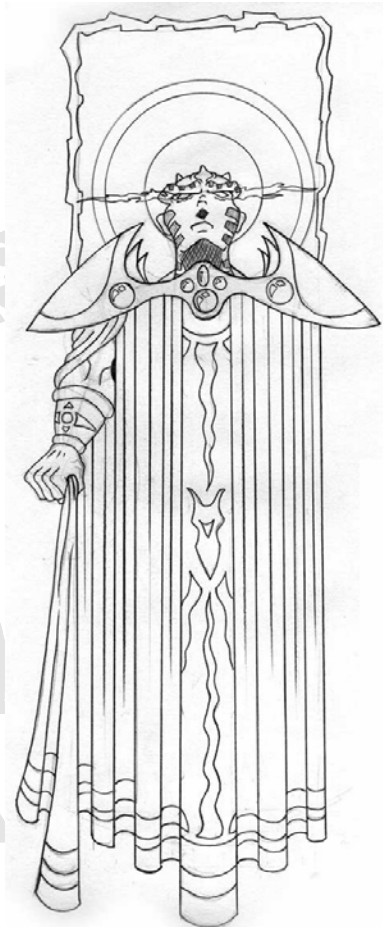
**Weapons:** Atlatl

**Armor:** Medium

**Granted Power:** Your perfectly tanned skin never sunburns; you cannot be blinded by any effect of 4<sup>th</sup> level or lower. In flat barren plains (sandy wastes, salt flats, stony barrens, & obsidian wastes), when in the full blazing sun, you add your level to your Spot check.

### Fire Eyes Domain Spells

- Faerie Fire:** Outlines subjects with light, canceling blur, concealment, etc.
- Clues of Ash:** You receive a vision of the item's destruction
- Continual Flame:** Makes a permanent, heatless torch.
- Fire Track:** Fiery spark follows tracks.
- True Seeing:** See all things as they really are.
- Find the Path:** Shows most direct way to a location.
- Watch Fire:** Scrys campfires



within range.

- Confessor's Flame:** Uses threat of flame to extract confession.
- Spirit of Flame:** As watch fire, plus you can teleport or cast spells through flames.

## Fire from the Sky

**Worshippers:** Fire, Water

**Class Skill:** Perform

**Weapons:** All Crushers

**Armor:** Heavy

**Granted Power:** You gain your cleric level in electricity resistance.

### Fire from the Sky Domain Spells

- Burning Hands:** 1d4 fire damage/level (max 5d4).
- Water Shock:** Entraps water with electric charge.
- Call Lightning:** Directs lightning bolts (1d10/level) during storms.
- Lightning Bolt:** Electricity deals 1d6 damage/level.
- Quench:** Extinguishes nonmagical fires or one magic item.
- Control Weather:** Changes weather in local area.
- Chain Lightning:** 1d6 damage/level; secondary bolts.
- Liquid Lightning:** Lightning strikes victim & first person to touch victim.
- Water Light:** Water within range emits light.

## Forged Stone

**Worshippers:** Earth

**Class Skill:** Search

**Weapons:** Light Pick, Heavy Pick

**Armor:** Heavy, Shields

**Granted Power:** If you step within 10 feet of unusual stonework such as traps or secret doors, you can make a Search check as if actively searching.

### Forged Stone Domain Spells

- Sandstone:** Your touch packs sand into sandstone
- Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
- Stone Shape:** Sculpts stone into any shape.
- Keen Edge:** Doubles normal weapon's threat range.
- Transmute Mud to Rock:** Transforms two 10 ft. cubes/level.
- Move Earth:** Digs trenches and build hills.
- Statue:** Subject can become a statue at will.
- Heartseeker:** Creates a deadly piercing weapon.
- Legendary Stonecraft:** Stretches time with respect to stonework labor.

## Fury of Storms

**Worshippers:** Air, Rain

**Class Skill:** Climb, Balance

**Weapons:** Hand & Repeating Crossbows

**Armor:** No additional

**Granted Power:** Turn/destroy conjured storms as elemental clerics turn/destroy undead: turn check vs. DC of the conjuring spell.

### Fury of Storms Domain Spells

- Eye of the Storm:** Protects 30 ft. radius from effects of storm for 10 min + 1 min/level.
- Gust of Wind:** Blows away or knocks down smaller creatures.
- Sleet Storm:** Hampers vision and movement.
- Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- Control Winds:** Change wind direction and speed.
- Sirocco:** You conjure a legendary desert wind.
- Whirlwind:** Cyclone inflicts damage and can pick up creatures.
- Storm Legion:** Transports willing creatures via a natural storm.
- Storm of Vengeance:** Storm rains acid, lightning and hail.

## Ill Winds

**Worshippers:** Air, Magma

**Class Skill:** Search

**Weapons:** Splashbow

**Armor:** No additional

**Granted Power:** Use your Search skill to identify poisons by smell and taste. Furthermore, you can make a Search skill check to avoid exposure to inhaled poisons assuming you can hold your breath.

### Ill Wind Domain Spells

- Charnel Stench:** Emit a vile cone of stench
- Pyrotechnics:** (smoke effect only). Turns fire into choking smoke.
- Breeze Lore:** Gives you temporary scent ability.
- Stinking Cloud:** Nauseating vapors, 1 round/level.
- Cloudkill:** Kills 3 HD or less; 4-6 HD save or die.
- Acid Fog:** Fog deals acid damage.
- Poisoned Gale:** Poisonous cloud (10 ft. wide, 10 ft. high) emanating out from you to the extreme of the range
- Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
- Wind Trap:** Prepare a magical wind trap to spring on specified conditions.

## Living Waters

**Worshippers:** Water

**Class Skill:** Swim

**Weapons:** Trident, Light Lance, Heavy Lance

**Armor:** No additional

**Granted Power:** Water that you have personally carried continuously for the last 24

hours becomes enchanted: all who drink at least a quart are healed of 1d8 points of damage. Drinking more than one quart per day has no additional effect. You may only enchant 1 + your Wisdom modifier quarts each day. For example, a 5th-level cleric with a Wisdom of 15 (+2 bonus) can enchant 3 quarts per day, if he can carry that much.

#### Living Waters Domain Spells

1. **Clear Water:** Doubles the benefit of water.
2. **Fog Cloud:** Fog obscures vision.
3. **Fulfill:** 1 quart enchanted water fills hunger, heals ability damage.
4. **Pact of Water:** Seal a pledge between willing creatures.
5. **Sweet Water:** Enchants water with life-preserving properties.
6. **Awaken Water Spirits:** Gives sentience to a body of natural water.
7. **Waters of Life:** Absorb another creature's ailments.
8. **Heartseeker:** Creates a deadly piercing weapon.
9. **Waterways:** Use natural water sources for supernatural transportation.

### Meek of the Land

**Worshippers:** Air, Earth

**Class Skill:** Handle Animal

**Weapons:** Lasso, Net

**Armor:** No additional

**Granted Power:** You can rebuke/command vermin just as a paraelemental cleric turns undead, except for hive queens/leaders which you cannot control.

#### Meek of the Land Domain Spells

1. **Animal Messenger:** Sends a Tiny animal to a specific place.
2. **Summon Swarm:** Summons swarm of small crawling or flying creatures.
3. **Repel Vermin:** Insects stay 10ft. away.
4. **Giant Vermin:** Turns insects into giant vermin.
5. **Insect Plague:** Insect horde limits vision, inflicts damage, and weak creatures flee.
6. **Infestation:** Tiny parasites infest creatures within area.
7. **Creeping Doom:** Carpet of insects attacks at your command.
8. **Sympathy:** Object or location attracts certain creatures.
9. **Swarm of Anguish:** Transforms you into a swarm of agony beetles.

### Mountain's Fury

**Worshippers:** Earth, Fire, Magma

**Class Skill:** Climb

**Weapons:** Maquahuitl

**Armor:** Heavy, Shields

**Granted Power:** No armor penalties to climb or balance, so long as both hands are free, if you are touching the ground.

Prerelease: 7/16/2003

#### Mountain's Fury Domain Spells

1. **Magic Stone:** Three stones gain +1 attack, deal 1d6+1 damage.
2. **Heat Metal:** Hot metal damages those who touch it.
3. **Spike Stones:** Creatures in area take 1d8 damage, may be slowed.
4. **Oil Spray:** A fountain of flammable oil gushes from the ground.
5. **Flesh to Stone:** Turns subject creature into statue.
6. **Repel Metal or Wood:** Pushes away metal or wooden objects.
7. **Earthquake:** Intense tremor shakes 5 ft./level radius.
8. **Magma Tunnel:** Tunnels through solid rock.
9. **Fissure:** Opens a volcanic fissure in natural stone.

### Refreshing Storms

**Worshippers:** Rain

**Class Skill:** Knowledge (nature)

**Weapons:** Shortbow, Longbow

**Armor:** Shields

**Granted Power:** You can conjure a miniature storm whose rain is imbued with light healing magic. All creatures within 60 ft. of you that are currently at negative hit points and dying, become stabilized, just as if they had succeeded a stabilization check. This affects all creatures within range, friend or foe. The rain conjured from this ability disappears as soon as it makes contact with anything. This ability can be used once per day and only functions outdoors.

#### Refreshing Storms Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Aid:** +1 attack, +1 on saves against fear, 1d8 temporary hit points.
3. **Gust of Wind:** Blows away or knocks down smaller creatures.
4. **Restoration:** Restores level and ability score drains.
5. **Sleet Storm:** Hampers vision and movement.
6. **Heroes' Feast:** Food for one creature/level cures and blesses.
7. **Control Weather:** Changes weather in local area.
8. **Wind Walk:** You and your allies turn vaporous and travel fast.
9. **Whirlwind:** Cyclone inflicts damage and can pick up creatures.

### Rolling Thunder

**Worshippers:** Air

**Class Skill:** Perform

**Weapons:** Warhammer, Light Hammer Greatclub

**Armor:** Shields

**Granted Power:** You cannot be deafened or stunned by sonic attacks. Add +2 to your saving throws for all sound-based attacks. Rebuke/control air elemental creatures as a paraelemental cleric rebukes/controls un-

dead.

#### Rolling Thunder Domain Spells

1. **Command:** One subject obeys one-word command for one round.
2. **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
3. **Shatter:** Sonic vibration damages objects or crystalline creatures.
4. **Shout:** Deafens all within cone and deals 2d6 damage.
5. **Greater Command:** As command, but affects one subject/level.
6. **Power Word, Stun:** Stuns creatures up to 150 hp.
7. **Geas/Quest:** As lesser geas, plus it affects any creature.
8. **Power Word, Blind:** Blinds 200 hp worth of creatures.
9. **Power Word, Kill:** Kills one tough subject or many weak ones.

### Smoldering Spirit

**Worshippers:** Fire

**Class Skill:** Psicraft

**Weapons:** Shortbow, Longbow

**Armor:** Medium

**Granted Power:** You gain the Talented feat with *finger of fire* as your wild talent. You can rebuke/command fire elemental creatures as a paraelemental cleric rebukes undead.

#### Smoldering Spirit Domain Spells

1. **Burning Hands:** 1d4 fire damage/level (max: 5d4).
2. **Pyrotechnics:** Turns fire into blinding light or choking smoke.
3. **Flaming Sphere:** Rolling ball of fire, 2d6 damage, lasts 1 round/level.
4. **Blindscorch:** Your fire burns the faces of one opponent.
5. **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
6. **Fire Storm:** Deals 1d6 fire damage/level.
7. **Delayed Blast Fireball:** 1d8 fire damage/level; you can delay blast for 5 rounds.
8. **Incendiary Cloud:** Could deals 4d6 fire damage/round.
9. **Blazing Wreath:** Shrouds you in elemental flame.

### Soul Slayer

**Worshippers:** Silt

**Class Skill:** Read Lips

**Weapons:** Whip, Dire Flail

**Armor:** No additional

**Granted Power:** Whenever you strike with your whip, you can automatically attempt to grapple with it, as if you had the Improved Grab ability.

#### Soul Slayer Domain Spells

1. **Ray of Enfeeblement:** Ray reduces Str by 1d6 points + 1

- point/level.
- Death Mark:** Curses a target marked for death.
  - Death Whip:** Enchants a whip to deal Strength + Dexterity damage.
  - Evard's Black Tentacles:** 1d4 +1/level tentacles grapple randomly within 15 ft.
  - Slay Living:** Touch attack kills subject.
  - Harm:** Subject loses all but 1d4 hp.
  - Soul Bind:** Traps newly dead soul to prevent resurrection.
  - Trap the Soul:** Imprisons subject within gem.
  - Clone:** Duplicate awakens when original dies.

## Wrath of the Fire Lord

**Worshippers:** Fire, Sun

**Class Skill:** Intimidate

**Weapons:** Light Flail & Heavy Flail

**Armor:** Heavy, Shields

**Granted Power:** When holding a burning torch in one hand, you gain the benefit of a large shield.

### Wrath of the Fire Lord Domain Spells

- Burning Hands:** 1d4 fire damage/level (max: 5d4).
- Flame Arrow:** Shoots flaming projectile (extra damage) or fiery bolts (4d6 damage).
- Fire Trap:** Opened object deals 1d4+1/level damage.
- Sunstroke:** Ray attacks induce sunstroke.
- Flame Strike:** Smites foes with divine fire (1d6/level).
- Fire Seeds:** Acorns and berries become grenades and bombs.
- Flame Harvest:** Creates a timed fire trap.
- Sunburst:** Blinds all within 10ft.,

deals 3d6 damage.

- Conflagration:** Incinerates a living creature and animates its remains.

## Druid Spells

### Druid Orizons

**Defiler Scent:** Smells the presence or absence of defilers.

**Nurturing Seeds:** Makes 10 seeds or cutting hardy and easy to transplant.

### 1st-Level Druid Spells

**Black Cairn:** Locates a corpse within 1 mile/level.

**Cooling Canopy:** Summons a cloud to provide shade and prevent dehydration.

**Detect Undead:** Reveals undead within 60 feet.

**Plant Renewal:** Brings one plant back from near destruction.

**Proof Against Undeath:** Prevents dead subject from being raised as undead.

### 2nd-Level Druid Spells

**Altruism:** Transfer hp to another.

**Clear Water:** Doubles the Benefit of water.

**Darkness:** 20-foot radius of supernatural darkness.

**Gentle Repose:** Preserves one corpse.

**Remove Paralysis:** Frees one or more creatures from paralysis, *hold*, or *slow*.

**Sleep:** Put 2d4 HD of creatures into comatose slumber.

### 3rd-Level Druid Spells

**Breathing:** Subjects can breathe underwater, in silt or earth.

**Curse of the Black Sands:** Target leaves black oily footprints

**Daylight:** 60-radius of bright light.

**Deeper Darkness:** Object sheds absolute darkness in 60-ft. radius.

**Eye of the Storm:** Protects 30 ft. radius from effects of storm.

**Remove Curse:** Frees object or person from curse.

**Return to the Earth:** Turns dead and undead bodies into dust.

**Searing Light:** Ray deals 1d8/two levels against undead.

**Surface Walk:** Subject treads on unstable surfaces as if solid.

### 4th-Level Druid Spells

**Control Tides:** Raises, lowers, or parts bodies of water or silt.

**Elemental Strike:** Smites foes with divine energy (1d6/level).

**Klar's Heart:** Enhances combat abilities of all creatures within range.

**Nondetection:** Hides subject from divination, scrying.

**Protection from Weather:** A magical barrier protects you from weather.

**Thorns of Binding:** Bind an opponent and inflict damage.

### 5th-Level Druid Spells

**Braxtskin:** Your skin hardens, granting armor bonus and damage reduction.

**Coat of Mists:** Coalesces a magical mist about the subject's body.

**Conversion:** Removes burden of acts of defiling from a wizard.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

**Rejuvenate:** Increase the fertility of the land.

**Righteous Might:** Your size increases, and you gain +4 Str.

### 6th-Level Druid Spells

**Awaken Water Spirits:** Gives sentience to a natural body of water.

**Raise Dead:** Restores life to subject who died up to 1 day/level ago.

**Infestation:** Tiny parasites infect creatures within area.

### 7th-Level Druid Spells

**Elemental Storm:** Deals 1d6 energy damage/level.

**Waters of Life:** Absorb another creature's ailments.

### 8th-Level Druid Spells

**Flame Harvest:** Creates a timed fire trap.

**Regenerate:** Subject's severed limbs grow back.

**Sirocco:** You conjure a legendary desert



wind.

## 9th-Level Druid Spells

**Flash Flood.** Conjures a flood. **Heart-seeker:** Creates a deadly piercing weapon.

**Storm Legion.** Transports willing creatures via a natural storm.

**Swarm of Anguish.** Transforms you into a swarm of agony beetles.

**Wild Lands:** Attract wild creatures to an area.

# Templar Spells

## Templar Orisons

**(Assigned) Detect Magic:** Detects spells and magic items within 60 ft.

**Cure Minor Wounds:** Cures 1 point of damage.

**Defiler Scent:** Smells presence or absence of defilers.

**Detect Poison:** Detects poison in one creature or small object.

**Guidance:** +1 on one roll, save, or check.

**Inflict Minor Wounds:** Touch attack, 1 point of damage.

**Mending:** Makes minor repairs on an object.

**Resistance:** Subject gains +1 on saving throws.

**Virtue:** Touch attack, 1 point of damage.

## 1st-Level Templar Spells

**(Assigned) Bless:** Allies gain +1 attack and +1 on saves against fear.

**Black Cairn:** Locates a corpse within 1 mile/level.

**Cause Fear:** One creature flees for 1d4 rounds.

**Comprehend Languages:** Understand all spoken and written languages.

**Cure Light Wounds:** Cures 1d8+1/level damage (max +5).

**Deathwatch:** Sees how wounded subjects within 30 ft. are.

**Detect Secret Doors:** Reveals hidden doors within 60 ft.

**Detect Undead:** Reveals undead within 60 ft.

**Divine Favor:** You gain attack, damage bonus, +1/three levels.

**Doom:** One subject suffers -2 on attacks, damage, saves, and checks.

**Endure Elements:** Ignores 5 damage/round from one energy type.

**Hand of the Sorcerer King:** Protects caster from spells.

**Inflict Light Wounds:** Touch, 1d8+1/level damage (max +5).

**Invisibility to Undead:** Undead can't perceive one subject/level.

**Magic Weapon:** Weapon gains +1 bonus.

**Remove Fear:** +4 on saves against fear for one subject +1/four levels.

**Sanctuary:** Opponents can't attack you, and you can't attack.

**Shield of Faith:** Aura grants +2 or higher deflection bonus.

## 2nd-Level Templar Spells

**(Assigned) Hold Person:** Holds one person helpless; 1 round/level.

**Battlefield Healing:** Heals quickly, but at a risk of damage.

**Bull's Strength:** Subject gains 1d4+1 Str for 1 hr./level.

**Calm Emotions:** Calms 1d6 subjects/level, negating emotion effects.

**Cure Moderate Wounds:** Cures 2d8+1/level damage (max +10).

**Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 Str, and +1 level.

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Endurance:** Gain 1d4+1 Con for 1 hr./level.

**Enthrall:** Captivates all within 100 ft. +10 ft./level.

**Gentle Repose:** Preserves one corpse.

**Hold Person:** Holds one person helpless; 1 round/level.

**Inflict Moderate Wounds:** Touch attack, 2d8+1/level damage (max +10).

**Lesser Restoration:** Dispels magic ability penalty or repairs 1d4 ability damage.

**Remove Paralysis:** Frees one or more creatures from paralysis, hold, or slow.

**Resist Elements:** Ignores 12 damage/round from one energy type.

**Return to the Earth:** Turns dead and undead bodies into dust.

**Silence:** Negates sound in 15-ft radius.

**Undetectable Alignment:** Conceals alignment for 24 hours.

**Zone of Truth:** Subjects in range cannot lie.

## 3rd-Level Templar Spells

**(Assigned) Dispel Magic:** Cancels magical spells and effects.

**Breathing:** Subjects can breathe underwater, in silt or earth.

**Sand Pit:** Excavates sand in a 10 ft./level wide and deep cone.

**Cure Serious Wounds:** Cures 3d8+1/level damage (max +15).

**Discern Lies:** Reveals deliberate falsehoods.

**Glyph of Warding:** Inscription harms those who pass it.

**Image of the Sorcerer-King:** Touched creatures must save or become affected by *cause fear*.

**Inflict Serious Wounds:** Touch attack, 3d8+1/level damage (max 15).

**Locate Object:** Senses direction toward object (specific or type).

**Magic Vestment:** Armor or shield gains +1 enhancement/three levels.

**Obscure Object:** Masks object against divination.

**Prayer:** Allies gain +1 on most rolls, and enemies suffer -1.

**Protection from Elements:** Absorb 12 damage/level from one kind of energy.

**Remove Disease:** Cures all diseases affecting subject.

**Sand Spray:** Sprays sand or silt as an area attack.

**Speak with Dead:** Corpse answers one question/two levels.

**Surface Walk:** Subject treads on unstable surfaces as if solid.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

## 4th-Level Templar Spells

**(Assigned) Greater Command:** As command, but affects one subject/level.

**Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

**Animate Dead:** Creates undead skeletons and zombies.

**Cure Critical Wounds:** Cures 4d8+1/level damage (max +20).

**Dimensional Anchor:** Bars extradimensional movement.

**Divine Power:** You gain attack bonus, 18 Str and 1 hp/level.

**Elemental Burst:** Ray deals 1d8/two levels, plus burst.

**Fool's Feast:** Enchants food for one creature/level and *blesses*.

**Freedom of Movement:** Subject moves normally despite impediments.

**Greater Magic Weapon:** +1 bonus/three levels (max +5).

**Inflict Critical Wounds:** Touch attack, 4d8 +1/level damage (max +20).

**Lesser Geas:** Commands subject of 7 HD or less.

**Neutralize Poison:** Detoxifies venom in or on subject.

**Pact of Water.** Seal a pledge between willing creatures.

**Status:** Monitors condition, position of allies.

**Tongues:** Speak any language.

## 5th-Level Templar Spells

**(Assigned) Mark of Justice:** Designates action that will trigger curse on subject.

**Air Lens:** Directs intensified sunlight at foes within range.

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Circle of Doom:** Deals 1d8 +1/level damage in all directions.

**Elemental Strike:** Smites foes with divine energy (1d6/level).

**Fire Track:** Fiery spark follows tracks.

**Klar's Heart:** Enhances combat abilities of all creatures within range.

**Lungs of Water:** Conjures water inside victim's lungs.

**Sandflow:** You shift the location of sand dunes.

**Scrying:** Spies on subject from a distance.  
**Spell Resistance:** Subject gains +12+1/level SR  
**True Seeing:** See all things as they really are.

### 6th-Level Templar Spells

**(Assigned) Greater Dispelling:** As dispel magic, but up to +20 on check.  
**Blade Barrier:** Blades encircling you deal 1d6 damage/level.  
**Braxatskin:** Your skin hardens, granting armor bonus and damage reduction.  
**Control Tides:** Raises, lowers, or parts bodies of water or silt.  
**Forbiddance:** Denies area to creatures of another alignment.  
**Geas/Quest:** As *lesser geas*, plus it affects any creature.  
**Greater Glyph of Warding:** As glyph of warding, but up to 10d8 damage or 6th level spell.  
**Raise Dead:** Restores life to subject who died up to 1 day/level ago.  
**Slay Living:** Touch attack kills subject.  
**Word of Recall:** Teleports you back to designated place.

### 7th-Level Templar Spells

**(Assigned) Confessor's Flame:** Uses threat of flame to extract confession.  
**Crusade:** Allies receive +3 bonus to attack/damage/saving throws, 2d8 hit points and immunity to magical fear.  
**Glass Storm:** Creates a whirlwind of broken glass.  
**Greater Scrying:** As scrying, but faster and longer.  
**Lesser Elemental Chariot:** Enchants chariot with elemental effects.  
**Refuge:** Alters item to transport its possessor to you.  
**Repulsion:** Creatures can't approach you.  
**Unliving Identity:** Turns a mindless animated undead into a thinking zombie, skeleton, or exoskeleton.

### 8th-Level Templar Spells

**(Assigned) Symbol:** Triggered runes have array of effects.  
**Antipathy:** Object or location affected by spell repels certain creatures.  
**Discern Location:** Exact location of creature or object.  
**Fire Storm:** Deals 1d6 fire damage/level.  
**Gray Rift:** A hovering rift to the Gray bolsters undead.  
**Poisoned Gale:** Poisonous cloud (10 ft. wide, 10 ft. high) emanating out from you to the extreme of the range  
**Regenerate:** Subject's severed limbs grow back.

### 9th-Level Templar Spells

**(Assigned) Curtain Ward:** Creates a impassable ward that has some effects of a *prismatic wall*.  
**Elemental Storm:** Deals 1d6 energy damage/level.  
**Energy Drain:** Subject gains 2d4 negative levels.  
**Gray Rift:** A hovering rift to the Gray bolsters undead.  
**Greater Elemental Chariot:** As *lesser elemental chariot*, but with greater effects.  
**Implosion:** Kills one creature/round.  
**Molten:** Melt sand into glass, or rock into magma.  
**Power Word, Blind:** Blinds 200 hp worth of creatures.  
**Soul Bind:** Traps newly dead soul to prevent resurrection.  
**Storm of Vengeance:** Storm rains acid, lightning, and hail.

## Wizard Spells

### Wizard Cantrips

Div **Slave Scent.** Divines target's social class.

### 1st-Level Wizard Spells

Conj **Cooling Canopy:** Summons a cloud to provide shade and prevent dehydration.  
Ill **Illusory Talent:** Provides the appearance of skill.

### 2nd-Level Wizard Spells

Abjur **Eye of the Storm:** Protects 30 ft. radius from effects of storm for 10 min + 1 min/lvl.  
Ench **Wakefulness:** Target can postpone sleep.  
Necro **Death Mark:** Target receives -2 to attack, damage, saving throws, skills and ability checks and loses all Dex bonus to AC.  
Trans **Boneharden:** Hardens bone, making weapons stronger and impairing living beings.  
**Sandstone:** Touch turns sand into sandstone.

### 3rd-Level Wizard Spells

Ench **Dedication:** Allows target to avoid sleep, consume half food and water and +1 to attack, damage, saves, ability and skill checks while pursuing a specified task.  
Necro **Death Whip:** Enchants a whip to deal temporary Strength damage.  
Trans **Breathing:** Subjects can breathe underwater, in silt or earth.

**Sand Pit:** Excavates sand in a 10 ft./level wide and deep cone.

### 4th-Level Wizard Spells

Evoc **Sand Spray:** Sprays sand or silt as an area attack.

### 5th-Level Wizard Spells

Conj **Cerulean Hail:** A hailstorm appears and does 3d8 damage and causes less than 6 HD creatures to flee.  
Trans **Sand Flow:** You shift the location of sand dunes.

### 6th-Level Wizard Spells

Trans **Braxatskin:** Your skin hardens, granting armor bonus and damage reduction.  
**Control Tides:** Raises, lowers, or parts bodies of water or silt.  
**Sands of Time:** Reverses or accelerates aging of a nonliving object.  
**Shining Sands:** Grains of sand rotate to reflect light where you wish it to go.

### 7th-Level Wizard Spells

Conj **Infestation:** Tiny parasites infest creatures within area.  
Necro **Open the Gray Portal:** Animates or summons zombies from the Gray.  
**Unliving Identity:** Turns a mindless animated undead into a thinking zombie, skeleton, or exoskeleton.

### 8th-Level Wizard Spells

Abjur **Protection from Time:** Makes creature or object immune to aging for 1 month/2 levels.

### 9th-Level Wizard Spells

Conj **Gray Rift:** A hovering rift to the Gray Plane bolsters undead.  
**Vampiric Youthfulness:** Age others to reverse your aging.  
Trans **Magma Tunnel:** Tunnels through solid rock

## Spells

### Acid Rain

Conjuration (Creations) [Acid]  
**Level:** Dance of Decay 4  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Medium (100 ft. + 10 ft. / level)

**Target:** 20 ft. cube

**Duration:** 1 minute/level

**Savings Throw:** Reflex half

**Spell Resistance:** No

This terrible spell creates a toxic shower that covers all within its area of effect. The droplets are composed of very corrosive acids, and eat through metal, cloth and flesh. Anything caught beneath the rain takes 4d4 points of acid damage + 1 point per 2 caster levels (maximum +5). It is easy to move out of the cube, but if a creature cannot, it continues to take damage for each round spent in the rain. A character that does not save must make saves for his equipment as well. Unattended objects also take damage from the falling acid. When the spell expires the acid that had rained down instantly evaporates.

## Air Lens

Transmutation

**Level:** Blossom of the Sky 5

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** 1 target/attack

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** No additional

**Spell Resistance:** Yes

This spell manipulates a block of air into a magical lens that you can use to direct intensified sunrays. If sunlight becomes unavailable, the spell prematurely ends. Once you have cast *air lens*, you can use *air lens* as many times per round as your base attack allows, as long as each target is within spell range, and as long as you maintain concentration. Attacks made with the air lens are ranged touch attacks. Targets receive benefits for both cover and concealment. Each hit inflicts 2d6 +1hp/level fire damage, with creatures that are especially vulnerable to sunlight (such as some undead) taking double damage. Alternately, you can use an air lens attack to ignite combustible materials such as dry sticks, straw, parchment and cloth.

## Altruism

Conjuration (Healing)

**Level:** Clr 2, Drd 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 day

**Savings Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

With this spell, you may transfer hit points to another character or being of any alignment not directly opposed to your own (good vs. evil or lawful vs. chaotic). Hit points are exchanged on a 1 to 1 basis and may not be "taken back" until the duration of the spell expires. The recipient of the spell cannot gain more hit points than they normally have, and cannot refuse the gift even if they want to.

Prerelease: 7/16/2003

## Awaken Water Spirits

Conjuration

**Level:** Drd 6, Living Waters 6

**Components:** V, S, DF

**Casting Time:** 1 hour

**Range:** See Text

**Target:** 1 body of water (see text)

**Duration:** Instantaneous

**Savings Throw:** None

In effect, this spell resembles the druid's *awaken* spell, except that instead of an animal or plant, you give sentience to a natural body of water. To awaken a body of water, you must touch the water's surface, while calling on the water spirits. Your casting this spell alerts the water spirit of your intention, your alignment, and your general disposition, but does not compel the water spirit to communicate with you.

You can also use this spell from any distance, to communicate with a body of water that you have awakened. Awakened water spirits are initially friendly toward you, but not obliged to you.

The awakened water spirit has no offensive or defensive combat ability and cannot move: no Strength, Dexterity, or Constitution scores. Like an awakened plant or animal, the awakened water spirit has an Intelligence, Wisdom and Charisma of 3d6. The water spirit can sense any creature within 20 ft./caster level of its location. The water spirit can also channel spells cast by the spellcaster that awakened it. Any spell of 3rd level or lower can be cast through the water spirit as if the caster was actually the location of the water spirit. The water spirit must be willing to the spellcaster to use this function of the spell.

Dispel magic and similar spells and powers destroy the water spirit if successful – the water spirit gets no saving throw to resist being dispelled.

## Battlefield Healing

Necromancy

**Level:** Tem 2

**Components:** V, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creatures touched

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell allows you to use your healing skill quickly and effectively. Your array of tasks available with the Heal skill expands to include a new option, Patch Together (DC 10). Patching a wounded creature takes 1 full round and restores 1d4 hit points, but inflicts 1d6 points of subdual damage in the process. If the Heal check is failed, no damage is healed and the target suffers 1d4 points of damage. A creature may only be Patched Together once per day. *Battlefield healing* can save many lives, but patching together soldiers in a hurry can have dire consequences.

## Black Cairn

Divination

**Level:** Drd 1, Tem 1

**Components:** V, S, F, DF

**Casting Time:** 10 minutes

**Range:** Long (400+40 ft per level)

**Target:** One corpse within range

**Duration:** Instantaneous

This spell allows you to determine the location of one specific corpse (animal or otherwise) within the spell's radius. If you possess an object that belonged to the target, the casting time is halved. If the corpse is within range, you know the direction and distance to the corpse, along with a vision of its location.

*Focus:* Five smooth black stones, each larger than a fist. The stones must be stacked in a pile as you cast the spell.

## Blazing Wreath

Transmutation

**Level:** Blaze of Rancor 9

**Components:** V, S

**Casting Time:** Free Action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

Like fire shield, this power shrouds your body in flames that cause damage opponents daring or stupid enough to attack you in melee. The following benefits apply:

- You illuminate a 100-foot radius area as if by the daylight spell.
- Any creature stepping within 10 feet of you takes 2d8 fire damage.
- Any creature that strikes you with an unarmed attack or with a natural weapon is instantly lit afire (see the DMG for rules about catching fire).
- The flames provide you with damage resistance 25/+3, and any non-enchanted weapon that hits you but fails to damage you is instantly incinerated.
- The flames grant you total immunity to fire, electricity, cold, and poison. Poison of any kind is effectively neutralized as it passes through the flame, so you are also unable to use poison on your own weapons.
- Your movement creates a wall of fire as per the spell but this wall of fire lasts the entire duration of the blazing wreath spell.
- You cannot be restrained—you effectively benefit from the freedom of movement spell for the spell duration.

## Bless Element

Transmutation [Good]

**Level:** Clr 1

**Components:** V, S, M, DF

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Element touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This transmutation imbues a small amount (no more than 1 lb of solid, or 1 pint of fluid) of the caster's patron element with positive energy, turning it into a holy element. Holy elements are considered blessed, which means they have special effects on certain creatures. They all deal 2d4 points of damage to creatures vulnerable to blessed items. Specifics for the elements follow:

*Air:* An air cleric can bless any air around him. After this spell is cast, the air remains blessed for 1d4 minutes. As a standard action, the cleric can direct the blessed air as a ranged touch attack with a range increment of 10 ft.

*Earth:* An earth cleric can bless dirt, soil or sand. This blessed element serves as a grenade-like weapon with a range increment of 10 ft. It deals 1 pt. of splash damage to those within 5 ft. on where the blessed element hits.

*Fire:* A fire cleric can bless flames (ranging in size from candles to torches) or obsidian. If fire is blessed, it deals normal fire damage in addition to the *bless element* damage. Obsidian can be thrown as a ranged touch attack with an increment of 10 ft.

*Water:* A water cleric can bless water in a flask, which serves as a grenade-like weapon with a range increment of 10 ft. It deals 1 pt. of splash damage to those within 5 ft. on where the blessed element hits.

*Magma:* A magma cleric can bless magma and any igneous rock. Magma functions as water and igneous rock can be thrown as ranged touch attack with an increment of 10 ft.

*Rain:* A rain cleric can bless rain (any 5 ft. area within 30 ft. currently receiving rain). Alternatively, they can throw a small amount of water into the air. This water forms a small blessed cloud that lasts as long and can be directed like blessed air.

*Silt:* A silt cleric can bless silt or dust. This blessed element serves as a grenade-like weapon with a range increment of 10 ft. It deals 1 pt. of splash damage to those within 5 ft. on where the blessed element hits.

*Sun:* A sun cleric can bless light. This functions like blessed air.

**Material Component:** Element to be blessed.

## Blindscorch

Evocation [Fire]

**Level:** Smoldering Spirit 4

**Components:** V, S, DF

**Casting Time:** 1 minute

**Range:** Medium (200 ft. + 20 ft./lvl)

**Target:** 1 creature

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

Dark Sun 3

This spell allows you to burn the face of one opponent. The spell inflicts 1d4 points of fire damage per level (maximum 10d4). A Fortitude save halves the damage. Those who fail the initial Fortitude save, are also blinded for 1 hour/level.

## Boneharden

Transmutation

**Level:** Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature or object

**Duration:** 1 round/level for creatures or 1 minute/level for objects

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

When this spell is cast, it causes bone to harden and become less brittle. Bones under the affect of this spell are harder to break than normal. If used on a bone weapon, the penalties to attack and damage normally associated with weapons made of bone are removed. If cast on a creature, the creature's bones harden, causing them to ache and the joints to swell. This gives the creature a -2 penalty to initiative, Reflex saving throws, attack and damage rolls. However, it gives the creature a +2 natural bonus to their AC for the duration of the spell, as the bones protect vulnerable areas of the body better. Obviously, the target must have an anatomy that involves bone (thus, oozes are not affected by this spell). The material component for this spell is a bit of mortar.

## Breathing

Transmutation

**Level:** Clr 3, Drd 3, Tem 3, Wiz 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creatures touched

**Duration:** 2 hours/level (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe freely regardless of being submerged in

water, silt, or earth. Divide the duration evenly among all the creatures you touch. The subjects can breathe normally in silt-filled air (commonly known as the gray death), but otherwise get no benefits against inhaled poisons or gaseous contact poisons of any sort.

**NOTE:** This spell replaces the *water breathing* spell in the PHB.

## Braxatskin

Transmutation

**Level:** Clr 6, Drd 5, Tem 6, Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Your skin hardens into chitin plates that grant you natural protection, and spikes grow on your body. You receive a +5 natural armor bonus, but suffer a -2 penalty to dexterity and suffer a 20% arcane spell failure chance for the duration of the spell. The spikes can be used in melee combat, to add +1d6 damage to unarmed attacks and grappling damage. You also gain damage reduction 10/metal.

**Material component:** A piece of braxat hide

## Breeze Lore

Divination

**Level:** Ill Winds 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

This spell effectively gives you the extraordinary Scent ability described in the DMG and the Monster manual, allowing you to notice creatures by scent at a 30 foot distance (60 feet if downwind, 15 feet if upwind). Keen scent gives you the following additional benefits:

- You gain +10 to your Wisdom checks to observe smells and tastes (such as poisons).
- With an adjusted Wisdom check of 30, you can determine by scent whether a person is a defiler, freeman, slave, escaped slave, templar, or noble. Elemental priests who can cast this spell claim that defilers carry a bitter scent of smoldering flesh, that nobles can be noted by the faint lingering smell of luxurious spices in their skin, etc. Note that your +10 bonus applies to this check. At the DM's option, a failed check can yield a false positive.
- Your enhanced scent gives you +10 to your Survival checks for purposes of tracking, and you effectively gain the tracking feat for the duration of this spell.



- Enhanced scent even gives you a limited reading of the emotions of others—fear has a distinct smell, for example. You gain +4 to Sense Motive checks if you are within 10 feet of the person that you are observing.

## Cerulean Hail

Conjuration (Creation)

**Level:** Wiz 5, Fury of Storms 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** 20-ft. radius circle

**Duration:** 1 round

**Saving Throw:** Reflex half and special (see text)

When this spell is cast, a deep-blue black cloud forms over the target area and rains blue hailstones that fall with a piercing scream. The hailstones deal 3d8 points of cold damage plus 3d8 bludgeoning damage to all creatures and structures in the area of effect. The cloud remains for one full round, but the hailstones fall only once. The hailstones melt upon impact. Additionally, the sudden appearance of the threatening cloud coupled with the screams of the falling hailstones is very unnerving to Athasians, who see storms maybe once a year or less. Even animals are frightened by the unnatural cloud. All creature with less than 6 HD that view the storm must make a Will saving throw or flee in panic, in the opposite direction of the storm, for 1d4 rounds.

*Material Components:* The material components for this spell are a drop of water mixed with a pinch of dust.

## Charnel Stench

Abjuration (Air, Magma)

**Level:** Ill Wind 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. +5 ft./2 levels)

**Target:** None

**Duration:** Instantaneous

**Saving Throw:** Will negates

You draw in a deep breath and expel it towards your opponents. All noxious odors from up to two miles away are channeled through your breath and ejected in a vile cone of stench. All breathing creatures within the cone must make a Will save. Those who fail become nauseated for 1d6 rounds. The only action available to nauseated characters is a single move (or move-equivalent) action. Those who succeed will suffer a -2 circumstance penalty for 1d6 rounds to attack rolls, or actions that require concentration, due to tearing eyes and labored breathing. Strong winds or a source of fresh air will cut this in half. Those with more than 5 HD, or higher than 5th level, may ignore channel stench.

## Clear Water

Transmutation

**Level:** Drd 2, Living Waters 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 gallon/level water

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

With this spell, you can change Athasian water into its truer, more elementally pure form. Impurities and imperfections are removed, making it twice as effective at quenching thirst and nourishing plant life.

A creature only needs to drink half as much cleared water as it would need to drink normal water. For example, an active human need only ½ gallon of cleared water/day to avoid dehydration, instead of the normal 1 gallon. When used to grow plants, cleared water can double the yield of fruit or grain-bearing plants. This applies to trees of life as well. But this benefit only comes if cleared water is used to irrigate the crop every day.

## Clues of Ash

Divination [Fire]

**Level:** Fire Eyes 2

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Area within range

**Duration:** 1 minute/level

**Saving Throw:** None

You receive a smoky vision of the scene before the moment an item or creature was destroyed, by being near to its ashes. The vision begins from the time the subject was destroyed or killed backward in time up to 1 minute/level. For example, a 4th-level cleric would see the last 4 minutes of something's existence. You can also tell whether the thing was an object of a living creature, and whether it was destroyed by defiler destruction or not. If vegetation destroyed by defiling is tested, you can make a Spellcraft skill check to determine the school of magic cast. (Make one check per applicable school of magic; DC 15 + spell level.)

## Coat of Mists

Conjuration

**Level:** Desert Mirage 4, Drd 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 creature

**Duration:** 1 day

**Saving Throw:** None

**Spell Resistance:** No

You can use this spell to coalesce a magical mist about the subject. The mist gives you ½ concealment, giving opponents a 20% chance of missing you outright with any attack. Furthermore, the coat of mists absorbs the first 5 points of damage from fire based attacks and effects, and provides the same protection against sunlight as the *merciful shadows* spell. Further castings of

*coat of mists* do not have any effect, and *coat of mists* damage absorption does not stack with *endure energy (fire)*, *resist energy (fire)* or *protection from energy (fire)*. Finally, *coat of mists* makes you blend in with your surroundings, giving you a +10 to all Hide checks.

*Material Components:* 1 gallon of water, which is consumed in the casting of the spell.

## Confessor's Flame

Evocation [Fire]

**Level:** Fire Eyes 8, Tem 7

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 level)

**Target:** 1 creature/round

**Duration:** 1 minute

**Saving Throw:** None

**Spell Resistance:** Yes

This spell allows you to demand questions of any creature within range. If the creature does not reply with what you consider to be the correct answer to the question, within one round, part of the creature's body bursts into flame. While fire clerics claim that this spell detects falsehoods, in fact the answer is pre-determined by the caster. The only way for subjects to survive the spell unscathed is to tell you exactly what you want to hear. Ignorance or silence is no defense.

The spell is limited to 10 questions or 10 rounds, whichever comes first. You can pose all the questions to one character, or shift your questioning to another creature within range, as suits your whim.

The first time that a question is answered "incorrectly" (or not answered) the target takes 1d12 of fire damage; the second time, 2d12 damage, and so on. Targets can escape by getting out of your range, or by somehow silencing or killing you, preventing you from asking more questions.

Note that you do not need to see a subject, or even know where a subject is, in order to pose a question. Any subject in range of this spell must answer your question (correctly) within one round, or take damage. One of the effects of this spell is to carry your questions so that all creatures within range hear them perfectly.

*Focus:* Fire

## Conflagration

Evocation [Fire]

**Level:** Wrath of the Fire Lord 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** 1 creature

**Duration:** 2 rounds /level

**Saving Throw:** None

**Spell Resistance:** Yes

This gruesome spell sets a living creature on fire, incinerating its hair, and clothing, and at least the top layer of flesh. The target suffers 2d6 points of damage each



round, with no saving throw allowed. Individuals within a 10ft.-radius-spread of the target are allowed a Reflex save. Failure means that they, too, lose 2d6 hit points; success means the damage is halved.

The living target of the conflagration cannot fight (see catching fire in the DMG), and all those within a 10ft.-radius-spread must make a Reflex save or catch fire.

*Conflagration* is difficult to thwart. Spraying the target with water or sand only creates a billowing cloud of steam or hot dust out to 20ft. from the target, causing 1d6 points of additional heat damage to those within the cloud. Complete immersion in a large amount of water, or burial beneath the sand, reduces damage to 1 point per round for both the target and those within a 10ft.-radius-spread. A successful *dispel magic* spell also puts out the fire. Merely killing the caster does not cancel the spell.

## Control Tides

Transmutation

**Level:** Clr 4, Drd 4, Wiz 6, Tem 6

**Components:** V, S, M/DF

**Casting Time:** 1 action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Water or silt in a volume of 10 ft./level x 10 ft./level x 2 ft./level (S)

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Depending on the version you choose, the *control tides* spell raises or lowers the level of water or silt.

*Lower Tide:* This causes silt (or water or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The surface is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of silt, such as deep in the sea of silt, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on water elementals and other

water-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

*Raise Tide:* This causes silt (or water or similar liquid) to rise in height, just as the lower tide version causes it to lower. Silt skimmers raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, other land near the raised water or silt, the water or silt can spill over onto dry land.

For either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

**Arcane Material Component:** A pinch of dust.

Note: This spell replaces the *control water* spell in the Player's Handbook,

## Conversion

Abjuration

**Level:** Drd 5

**Components:** V, S, M, F, XP

**Casting Time:** 1 hour

**Range:** Touch

**Effect:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

This spell removes the burden of acts of defiling from an arcane spellcaster. The wizard seeking atonement must be truly repentant and desirous of setting right their destruction of plant life. If the subject defiled while under some sort of magical or psionic compulsion or was otherwise unwilling, *conversion* acts normally at no cost to the caster. However, if the defiling was deliberate and willful, you must expend personal energy to cleanse the subject. This costs the caster 500 experience points to expunge the subject's taint of defiling. Naturally, many casters first assign the subject some sort of quest (via *geas/quest*) or similar penance to make sure the creature is truly repentant before casting *conversion* on its behalf. The caster must be at least one level higher than the subject.

*Conversion* may be cast for one of several purposes, depending on being cast on a preserver or a

defiler:

*Preserver:* This removes all taint of defiling from the spellcaster. Thus, the Will save DC to resist falling to the path of the defiler is now reset to 10 + level of spell cast by defiling.

*Defiler:* A remittent defiler becomes a preserver and can cast spells without damaging plant life.

**XP Cost:** When cast for the benefit of creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting. If the subject is a defiler, this cost is doubled.

**Material Components:** Burning incense.

**Focus:** Rare plants and herbs worth at least 500 cp.

## Cooling Canopy

Conjuration (Creation)

**Level:** Wiz 1, Clr 1, Drd 1

**Components:** V, S, M, F

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** 30-ft.-radius emanation centered on a creature

**Duration:** 12 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

When *cooling canopy* is cast, a small, blue cloud gathers in the sky far above the target's head. This cloud blocks the direct rays of the sun and provides shade for anyone within the spell's radius. Those so protected need only one-half their normal water ration (or one-quarter if resting instead of traveling) needed to prevent dehydration. A creature must spend the majority of the 12 hours underneath the *cooling canopy* to decrease their required water intake.

The material component for this spell is a drop of water. The focus is filmy bit of material (anything will do) stretched over the top of a stick or twig.

## Create Element

Conjuration (Creation)

**Level:** Clr 0

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Element (see below)

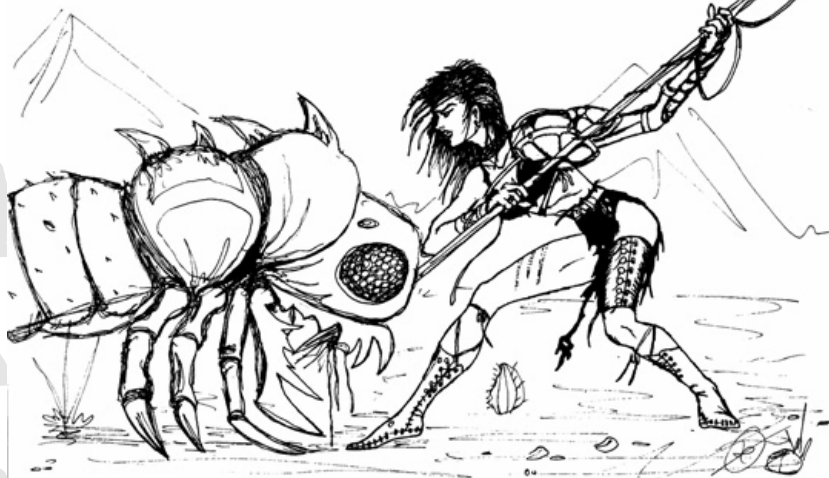
**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a small amount of the caster's patron element. Specifics for each element follow:

*Air:* An air cleric can conjure a lungful of pure air. This air can be breathed by any one creature within range. If the creature is drowning or suffocating, they cease (but unless they can reach a constant air supply, they will begin drowning or suffocating again as normal). The pure air also invigorates a creature if they are not drowning or suffocating. The creature receives a +4 bo-



nus to any check made for prolonged physical activity (as the Endurance feat) provided the check is made within one minute.

**Earth:** An earth cleric can conjure a small amount of elemental earth. This can weigh no more than 1 lb/level, but can be either loose earth or unworked stone. This conjured earth appears level to the ground.

**Fire:** A fire cleric can conjure a torch-sized flame in the palm of their hand (this deals no damage to the cleric and has no danger of setting them or their equipment on fire). This flame provides light as a torch and lasts 1 round/level. This torch can be used to light flammable object aflame or as a weapon that deals 1d6 points of fire damage (like a normal torch). If the flame is used in this way, it dissipates after hitting an object or creature.

**Magma:** A magma cleric can summon a small amount of red-hot magma. This appears anywhere in range, at ground level, provided that space is not occupied by a creature. The magma is a circle about 5 ft. across. It deals 1d6 points of fire damage to any creature or object touching it. It cools after one round into a block of stone that weighs 10 lbs.

**Rain:** A rain cleric can conjure a small rainstorm. This storm rains 1 gallon of water/level over a 5 ft. circle. It puts out any torch-sized or smaller fires in the area and deals 1d3 damage to all creatures of the Fire subtype in the area of effect.

**Silt:** A silt cleric can conjure a cloud of silt that surrounds the head of a creature within range. This silt obscures vision and causes rough breathing, causing the creature to suffer a -1 penalty to all attack rolls made for 1 round if they fail a Fortitude save. Sightless creatures are not affected by this cloud.

**Sun:** A sun cleric can conjure pure sunlight. This functions as the *daylight* spell, but only lasts 1 round.

**Water:** A water cleric can conjure up to 2 gallons of water/level. This function exactly like the *create water* spell from the Player's Handbook.

## Create Oasis

Conjuration (Creation)

**Level:** Desert Mirage 6

**Components:** V, S, M, DF, XP

**Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft / level)

**Target:** See text

**Duration:** See text

**Saving's Throw:** None

This spell creates a lush oasis within the confines of a ring of standing stones of the cleric's creation. The maximum radius of the oasis is 30 yards per caster level beyond 10th; a cleric may create a smaller oasis if desired. Before the spell can be cast, the cleric must see to erect a circle of stones. Each stone must be at least 12 feet tall and no more than 4 feet wide or thick; rough-hewn and oblong; and set into the

ground to stand on end. One must be placed every 10 yards around the circumference of the proposed oasis. Table 9-1: Create Oasis shows how many stones must be erected for oases of various sizes.

Cutting and placing a single stone requires 48 worker-hours, provided stones are readily available in the area and the workers have appropriate tools (chisels, spikes, hammers, rollers). If tools or ready stones aren't available, this time may increase or, at the DM's discretion, the preparation may be impossible. Also, particularly skilled or capable workers (such as dwarves, half-giants, or slaves trained in queries may cut the time by as much as half. The cleric can erect the stones himself by physical or magical labor, or he may enlist the help of any number of other creatures. After the last stone is placed, the cleric must cast the spell from the exact center of the ring. Interruptions during the placement of stones do not negate the spell, provided all the stones are in place at the time of casting.

Once cast, the circle inside the stones is instantly transformed into a plant-filled, water-rich oasis. The trees and bushes are laden with nourishing, delicious fruits, and small game birds and animals appear, supported by springs and pools of fresh, cool water. The oasis can also sustain one medium-sized creature for every 36 square yards, as shown on the table. Each night, lost animals, fruits, and water are automatically replenished. Defiling magic still causes permanent damage—subtract the damaged area when considering the oasis' ability to support living creatures.

The oasis remains intact until the cleric physically moves beyond the ring of standing stones or until he voluntarily ends the spell. Once ended, the oasis and the standing stones vanish, leaving the exact terrain that existed before. The spell also ends if the casting cleric is slain.

**Material Components** The material components for this spell are the standing stones themselves, which don't vanish until the spell is broken.

XP Cost: 100/30 yards of oasis created.

## Crusade

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Tem 7

**Components:** V, S, DF

**Casting Time:** 1 full round

Table 9-1: Create Oasis

Level	Radius (yds)	Circumference (yds)	Stones	Creatures Supported
11	30	189	19	8
12	60	376	38	31
13	90	566	57	71
14	120	754	76	126
15	150	943	95	197
16	180	1130	113	283
17	210	1320	132	385
18	240	1508	151	503
19	270	1697	170	636
20	300	1885	189	785



**Range:** 20 ft.

**Targets:** Allies within range

**Duration:** 1 round/level

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

When you cast this spell, you fire your allies and companions (including yourself) with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side receive a +3 morale bonus on attack and damage rolls and saving throws, and are immune to fear effects.

They also receive 2d8 temporary hit points for the duration of the spell.

## Curse Element

Transmutation [Evil]

**Level:** Clr 1

**Components:** V, S, M, DF

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Element touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This transmutation imbues a small amount of the caster's patron element with negative energy, turning it into an unholy element. This spell otherwise functions like *bless element*.

## Curse of the Black Sands

Transmutation

**Level:** Clr 4, Drd 3, Broken Sands 2

**Components:** V, S

**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** 1 creature  
**Duration:** 1 day/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

When this curse is cast, the target leaves black, oily, footprints in the earth or on silt. The prints are easily tracked, and cannot be erased or destroyed until the spell expires. They can be covered, but not by earth. A giant leaf, for example, could hide a few footprints, but this would be a temporary fix at best. If the victim flies or takes to the trees, he can avoid the spell's effects until he comes down again.

In silty areas, a black streak resembling a slow current will follow the cursed character whenever he is in contact with the surface. This includes wading or walking on the top of the silt by spell or magical devices. It would not affect those who fly or teleport.

Should you cast several of these spells on multiple targets, you will be able to tell the various trails apart, even if they should cross or overlap.

The trail disappears when the spell expires.

## Curse of the Choking Sands

Transmutation

**Level:** Desert Mirage 3  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** 1 creature  
**Duration:** 1 day/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

Priests of water only use this spell against those that have committed truly outrageous acts. The unfortunate victim of this curse is unable to drink water for the duration of the spell. When he puts a container to his lips, the water inside turns to sand, usually pouring down the unfortunate victim's throat. If the victim hasn't died from dehydration (DMG p. 86) when the spell ends, he may begin to drink normally. Of course, everything that had turned to sand remains sand. The spell terminates if the cursed person is completely immersed under water, and can also be broken by spells that end other divine curses.

## Curtain Ward

Enchantment

**Level:** Tem 9  
**Components:** V, S, DF, XP  
**Casting Time:** 1 minute  
**Range:** Touch  
**Area:** One 10 ft. square per caster level  
**Duration:** 1 hour/level or permanent (see text)  
**Saving Throw:** See text  
**Spell Resistance:** Yes  
 This spell allows you to create a partial

prismatic wall that only allows templars of a designated rank to pass freely with their followers. You can choose any two layers from the *prismatic wall* spell, and you can designate any rank, up to your own.

If the sigil unlocks the *curtain ward*, it deactivates for two rounds, so that the templar's followers may pass through as well. In order to freely pass the curtain ward, a creature must be carrying the sigil of a templar from the appropriate sorcerering, and this templar must have sufficient secular authority ranks to pass that ward. In order to determine whether a particular sigil will "unlock" a particular *curtain ward*, a living creature must pass through (and subject itself to) at least one layer of the *curtain ward*.

By spending 50 XP, you can make your *curtain ward* permanent (until dispelled), if you are within 10 miles of your city-state. If you are farther than 10 miles from your city-state, making a *curtain ward* permanent costs 200 XP. Non-permanent *curtain wards* disappear at the end of the spell duration (1 hour per level).

Your Scry skill allows you to be instantly aware of any interference with your *curtain ward*, but if you have multiple *curtain wards* active at the same time, it is difficult to determine which *curtain ward* is being affected (see below). If you are asleep at the time of the interference, add +10 to the DC:

## Death Mark

Necromancy [Mind-Affecting]

**Level:** Wiz 2, Soul Slayer 2  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell marks the target for death. When cast, it creates a gray pall to the skin, which feels clammy and rubbery, as if the target were in severe shock. The target feels hopeless and ill, they literally feel as if they have one foot in the grave. They suffer a -2 morale penalty to all attack rolls, damage rolls, ability checks, skill checks and saving throws. They also lose all Dexterity bo-

nuses to their Armor Class.

**Material Components:** The material component for this spell is a small shard of obsidian.

## Death Whip

Necromancy

**Level:** Wiz 3, Soul Slayer 3  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Whip touched  
**Duration:** Concentration  
**Saving Throw:** None  
**Spell Resistance:** Yes

This spell uses a normal whip as a conduit for negative energy from the Gray. Each hit from the death whip causes the 1d2 points of temporary Strength damage and causes the area hit to become numb, turning it a dead, gray color. On a critical hit, the victim takes 1d4 temporary Strength damage. The damage is also dealt if the caster trips a creature with the death whip. The caster must maintain concentration on the whip to sustain this spell.

**Focus:** The focus for this spell is the whip the spell is cast upon.

## Dedication

Enchantment (Compulsion)

**Level:** Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** One creature  
**Duration:** 24 hours  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

This potent spell provides benefits to a single creature that is engaged in an ongoing activity, which must be named at the time the spell is cast. Any activity that requires focus or exertion can be named, such as digging a large trench, repairing a wall or reading a lengthy tome. While engaged in this activity, the target needs no sleep for the duration of the spell, needs only one half of the food and water they normally would and cannot become exhausted or fatigued. The target also receives a +1 to all attack rolls, damage rolls, saving throws, ability checks and skill checks, provided that it relates directly to

Table 9-2: Curtain Ward

Scry DC	Event
10	Realize that an unauthorized person has attempted to step through your curtain ward.
20	Realize that an object has been cast through your curtain ward.
20	Realize that your ward has been unlocked.
10 x # of active wards*	Recognize which of your active wards is being interfered with.
[Secular Authority]**	Identify the templar of your SK whose sigil unlocked your curtain ward

\* If you only have one curtain ward active, then of course you automatically know which curtain ward is being interfered with. If you have more than one curtain ward active at a time, then determining which one is being interfered with requires a DC check of at least 10 for each of your active curtain wards, including your permanent ones.

\*\* Your Scry skill check must win a contest against Secular Authority check of the templar whose sigil was passed through the curtain ward.



**Saving Throw:** none

**Spell Resistance:** No

When this spell is cast, it creates a pocket of calm in a 30 ft. radius centered on that caster. The circle moves with the caster. Within the circle, the air is calm and people may converse at a normal volume. Outside the circle, there may be a raging sand storm or a terrifying Tyr-storm. Like the eye of a hurricane, the area affected by the spell remains unharmed. For as long as the spell remains in effect, the storm roars by, but has no effect on those within the sheltered eye.

*Material Components:* The material component for this spell is a few grains of sand thrown into the wind.

## Fire Track

Divination [Fire]

**Level:** Fire Eyes 4

**Components:** V, S, M, DF

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** Creature Tracked

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

A *fire track* is a fiery spark that follows the path of a given individual as doggedly as a desert hound follows a scent. The caster identifies the target when casting the spell, either by name or by physical description (e.g., “the man who stole the high templar’s purse today,” or “the woman I saw wearing the gray eye patch”). A spark of flame appears harmlessly at the caster’s fingertip – the faithful “hound” ready for the hunt.

If the target has not been within range during the last 24 hours, then the flame leaps off the caster’s finger, lands on the ground nearby, and extinguishes itself. If the target has been within range, the flame leaps off the caster’s fingertip and flies toward the target’s trail, striking the ground as soon as it “picks up the scent.”

The *fire track* is like a brilliant flame traveling along a fuse. In its wake is a faint line of scorched earth and dust, marking the path of its prey. (The scorch marks are easily swept clean.) The flame moves from 0 to 80 yards per round, at a speed chosen by the caster, for the spell’s duration. The *fire track* burns with the strength and brightness of a torch. It inflicts 1d6 points of damage upon those who get in its way, and sets combustible materials aflame. (A wise spellcaster does not use this spell to investigate burglaries in a cotton warehouse.)

The *fire track* can be foiled in a number of ways. It cannot cross water, and is extinguished by doing so—but it can cross silt. It can be snuffed out while in motion by strong breezes, blowing sand, and heavy rain. If the pursued individual takes to the air or teleports, the fire track circles in place until its time expires. Mere climbing, leaping, or jumping (even across a chasm)

cannot foil the fire track, however, which always pursues in the correct direction.

*Material Components:* The material component of this spell is a fragment of antennae from a cilops, wrapped in wax. The wax is melted to cast the spell.

*Focus:* Elemental Fire

## Firewater

Enchantment [Fire]

**Level:** Fire from the Sky 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close

**Target:** 1 gallon/level

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell gives water the intoxicating properties of brewed spirits, such as wine or broy. Treat “brewed spirits” as a poison with no primary effect and one secondary effect: each pint consumed inflicts 1 point of Wisdom damage and 1 point of Dexterity damage.

*Detect magic* will show enchantment magic in the water, and *detect poison* will also yield a positive reading, but the water tastes and smells like normal water.

## Fissure

Evocation

**Level:** Mountain’s Fury 9

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. +10 ft./level)

**Target:** See Text

**Duration:** See Text

**Saving Throw:** Reflex partial

**Spell Resistance:** No

This spell opens a fissure in natural earth or stone, and allows you to seal the fissure with a word. Re-sealing a fissure that you have created is a free action. You can leave a fissure open for rounds, minutes, or decades, but you can only have one fissure open at a time—until you close a fissure that you created, you cannot cast this spell again. Fissure offers several possible variant effects:

*Aqueous Fissure.* This variant cracks open the ground to reveal water beneath the surface, if any exists above 200 feet deep in the area. Note that in all but the wettest areas of Athas, that ground water will not rush up to the surface of the new well; someone needs to climb down into the fissure to retrieve the water.

*Billowing Fissure.* This variant causes the earth to first burst in an immediate shower of rocks, then, in the second round, to belch a gout of flame from the fissure, and afterward to emit nauseating gasses until sealed. The initial burst of rocks inflicts 8d6 damage to creatures within 40 feet (Reflex save for half damage). Treat the gout of flame as a *flame strike*, and the nauseating gasses that follow as a *stinking cloud* that persists until 1d6 rounds after the caster re-seals the fissure.



*Cavernous Fissure.* This variant effectively opens a jagged cave or tunnel into the rock, with an approximate 15 foot diameter, and 10 feet long per caster level.

*Gaping Fissure.* This variant bursts open a 10 by 30 foot crack in the ground. Creatures standing in the fissure or within 5 feet take 8d6 damage (no saving throw), and must make a Reflex save or fall into the crack. Until you re-seal the crack, trapped creatures can attempt to climb out; this requires two consecutive successful Climb checks at DC 30.

*Oily Fissure.* Like a billowing fissure, this variant begins with a burst of stones (8d6 damage within 40 feet, reflex save for half-damage), but in the second round, a double-radius *oil spray* issues from the ground, covering everything within a 40-foot radius with flammable oil. In the third and subsequent rounds, oil continues to seep from the earth, but at an almost imperceptible rate. Until you seal the fissure, the ground within 40 feet of the fissure will remain oily.

*Steaming Fissure.* Like a billowing fissure, this variant begins with a burst of stones (8d6 damage within 40 feet, Reflex save for half-damage), but in the second and following rounds, scalding steam bursts from the ground, continuing to issue from the fissure until you seal it. The steam inflicts 4d6 fire damage per round in a 15-foot diameter, 40-foot high area.

*Volcanic Fissure.* Like a billowing fissure, this variant begins with a burst of stones (8d6 damage within 40 feet, Reflex save for half-damage). In the second round, magma issues in a spurt from the fissure, inflicting 10d12 fire damage to those still within 40 feet, plus 1d12 per subsequent round for 10 rounds as the magma cools. Each gallon of water used to cool the magma on one victim reduces the magma cooling time by 1 round, averting 1d12 points of damage.

*Material Components:* A sculpture made of igneous rock worth at least 50 cp. You dash this sculpture against the ground at casting time.

## Flame Harvest

Conjuration [Fire]

**Level:** Drd 8, Wrath of the Fire Lord 7

**Components:** V, S, DF

**Casting Time:** 1 hour

**Range:** Touch

**Target:** 900 square foot area

**Duration:** See text

**Spell Resistance:** Yes

This powerful spell creates a trap of a large field, copse of wood, or other flammable area, triggered by certain, predefined conditions.

You slowly walk the area to be trapped for an hour, envisioning the rising flames and deciding on the conditions that will trigger its activation. When the meditation period ends, you may leave the area and the trap remains set for 1 month.

When you cast the spell you must write the conditions of his spell on paper for the DM, and the DM should take the words as literally as possible. The conditions may be as simple or as complex as you like, but they must be written. Some possible conditions are: whenever anyone steps foot in this grove, or, whenever templars draw their weapons.

When the condition is met, the area is engulfed in flames, and everyone inside takes 4d8 points of damage. The area affected is up to 900 square feet, arranged in 5ft. x 5ft. (25sq.ft.) blocks, but the shape of the area does not affect the spell in anyway.

The site will continue to burn normally, and anyone trapped takes 2d4 points of damage until the fire burns itself out.

*Focus:* Fire—could be as small as a candle or a lantern.

## Flash Flood

Conjuration [Water]

**Level:** Despair of the Drowned 8, Drd 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Long (400 ft. + 40 ft./level)

**Target:** See text

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

This spell is most effective in a river's or stream's flood plain, or another contained area, such as a twisted canyon in a mountain pass, or in rocky badlands terrain. Even dried out riverbeds that contain a collection of scattered stagnant water pools or even a totally dried up riverbed.

*Flood Plain:* If cast in a river or stream's flood plain, *flash flood* causes the river of water to overflow its banks as its level rises 40 feet from the current level with fast moving water. You choose a point of the river that is the target of the spell. From that point to a mile upstream and a mile downstream the river's flood plain becomes full with water. All creatures caught in the flood must make successful Swim skill checks at DC 20 to surface or begin drowning. Each round underwater the vic-

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tim suffers a cumulative -1 penalty to the Swim skill check and takes 1d8 points of subdual damage from battering.

If the creatures hasn't drowned, when they reach the surface they need to continue to make Swim skill checks at DC 20 every round or be pulled back under water and take 1d8 subdual damage. A successful Swim check at this point results in only 1d4 points of subdual damage from fatigue. After 5 successful Swim skill checks in a row, the victim can successfully have reached the bank of the fast flowing river.

The flood carries creatures along with it downstream until it empties into a larger channel, or a distance of 10 miles (in which case the flood has run its limit), whichever occurs first. Creatures caught in the flood are carried at a speed of 90 feet per round.

*Outside a Flood Plain:* This spell is far less devastating when the target area is an open plain. Water pours from the sky, seemingly out of nowhere, absolutely drenching a 100 foot radius area and reducing visibility to 10 feet. Tiny creatures are swept off their feet and must make Swim checks each round at DC 10 to stay afloat; Small and Medium-Size creatures are checked, and verbal communication is impossible for the duration of the storm (1 minute per caster level.) All fires within the area of effect are instantly quenched, and magical fires such as *fireball* inflict only half damage, mostly from steam.

## Fool's Feast

Transmutation

**Level:** Tem 4

**Components:** V, S, M, DF

**Casting Time:** 10 minutes

**Range:** Medium (100 ft. +10 ft./level)

**Effect:** Feast for one creature/level

**Duration:** 1 hour + 12 hours (see text)

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

As *heroes' feast*, except that the food and drink is not created by the spell, but rather enspelled to have the same 12-hour bless effect as the food and drink provided by the *heroes' feast* spell. During the 12 hours, those who consumed the feast are immune to magical fear and poison, and the templar that provided the food receives +4 to all Charisma-based checks when dealing with those who have consumed the feast. This spell can only be cast on a sufficient supply of clean, unpoisoned, edible food and wine. This spell enchants the foods appearance, flavor, and texture to resemble the ambrosia and sumptuous food available through the *heroes' feast*.

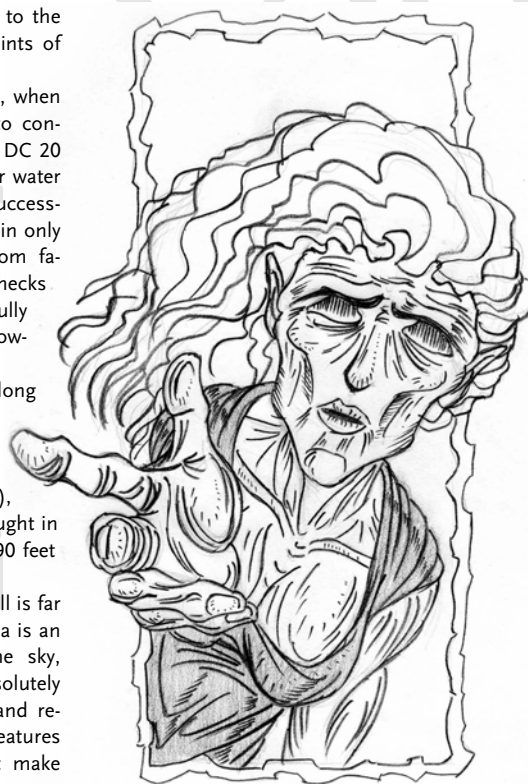
## Glass Storm

Evocation

**Level:** Broken Sands 6

**Components:** V, S

**Casting Time:** 1 round



**Range:** Medium (100 ft. +10 ft./level)

**Target:** Area around caster, extending to full range

**Duration:** 1 round/level

**Saving Throw:** See text

**Spell Resistance:** No

This powerful version of the sand spray spell not only lifts and separates tiny crystal shards from sand or silt, it creates a 100 mph wind to propel them. The particles whip about the storm's area, leaving a 5-ft. radius eye where you and your companions may stand unharmed. Creatures and unattended objects take 2d8 points of damage per round until they leave the path of the storm. All unprotected flames in the spell's area are extinguished.

All ranged normal weapon attacks are impossible in the spell's area of effect; ranged siege attacks suffer a -10 penalty to attack rolls. Any creature inside the area is effectively blind, in addition to the obvious effects, all Spot and Search rolls and Listen checks are impossible and creatures caught in the area must make a Reflex save, or face the following effects based on their size:

- Medium-size or smaller are blown into the wind.
- Large creatures are knocked down.
- Huge creatures are checked.
- Gargantuan and Colossal creatures are not affected further than what is described above.

## Gray Rift

Conjuration (Creation)

**Level:** Dead Heart 7, Tem 9, Wiz 9

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (100 ft. +10 ft./level)  
**Target:** Diamond shape rift 30 ft. high and 15 ft. wide in the middle  
**Duration:** Concentration + 1d6 rounds  
**Saving Throw:** None  
**Spell Resistance:** No

This spell tears and holds open a rift between Athas and the Gray, also known as the world of the dead. The rift itself is a two-dimensional diamond-shaped plane 30 feet high, and 15 feet wide in the middle. Any creature that touches the rift, or attempts to cast a spell or use psionics to affect the rift, is affected as by the *harm* spell (including undead, who actually benefit from this effect!), unless the caster or manifester is successful in dispelling the rift.

All undead creatures within 100 feet of the rift receive 10 temporary extra hit points per die, have their Strength bolstered by 4 points, and regenerate 1 hit point per round.

You must concentrate to maintain the rift, spending one move-equivalent action each round to maintain this concentration. You can move the rift 30 feet per round in any direction, as long as you stay within range. If you cease concentration, or are slain, the rift lingers for 1d6 rounds, and then dissipates.

## Greater Elemental Chariot

Enchantment  
**Level:** Clr 9, Tem 9  
**Duration:** 1 hour/level

This spell functions as *lesser elemental chariot*, except that the spell provides the following additional benefits depending on the cleric's element:

**Air:** The chariot can fly with poor maneuverability.

**Earth:** The chariot can move through earth or solid rock. (Treat maneuverability through rock as poor flying maneuverability).

**Fire:** Any time during the spell duration, the caster can concentrate to make the chariot leave a 10-foot wide, 10-foot high *wall of fire* in its wake that lasts 1 round per caster level. The wall is 5 feet high, and is as long as the chariot travels that round. The caster must spend the full round concentrating in order to use this wake effect, and the chariot cannot leave a wake two rounds in a row.

**Magma:** Any time during the spell duration, the caster can concentrate to make the chariot leave a 10-foot wide wake of molten lava that takes 1 round per caster level to cool. The lava is only a ½ - inch deep, but rising heat from the lava has the same effect as a 10-foot high wall of fire. The wake is as long as the chariot travels that round. The caster must spend the full round concentrating in order to use this wake effect, and the chariot cannot leave a wake two rounds in a row.

**Silt:** Any time during the spell duration, the caster can concentrate to make

the chariot leave the chariot can leave a 10-foot wide, 10-foot wide *cloudkill* wake that lasts 1 round per caster level. The wake is as long as the chariot travels that round. The caster must spend the full round concentrating in order to use this wake effect, and the chariot cannot leave a wake two rounds in a row.

**Sun:** The chariot shines with such dazzling brightness that anyone looking directly at the chariot or crew must make a Fortitude save or suffer *sunstroke*, as the spell. Those who succeed at the *sunstroke* save are immune to this particular chariot's *sunstroke* effect for the remainder of the spell's duration.

**Water or Rain:** The chariot, animals, and crew all enjoy the benefits of the *displacement* spell, and the chariot may pass underwater for up to 1 round per caster level at a time without the animals or passengers needing air. (Treat maneuverability through water as poor flying maneuverability).

## Hand of the Sorcerer-King

Abjuration  
**Level:** Tem 1  
**Components:** V, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** Self

**Duration:** 1 minute/level  
This spell summons the Sorcerer-King's protection to shield you from malignant spells. You receive a +2 sacred or profane bonus to all saving throws against spells and spell-like effects, depending on the alignment of your Sorcerer-Monarch.

## Heartseeker

Enchantment  
**Level:** Clr 9, Drd 9, Forged Stone 8  
**Components:** V, S, XP  
**Casting Time:** Crafting  
**Range:** Touch  
**Target:** 1 piercing weapon  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** No

This terrible spell is cast on a piercing weapon, usually a spear or an arrow. When the point of the weapon penetrates humanoid flesh (causes damage), the tip and the wooden shaft of the weapon begins to sprout as if growing. The roots and branches seek out vital organs as a source of nutrients. If a Fortitude save fails, the vines burst through the victim's vital organs, killing him instantly. If the save is successful, the target manages to pull the weapon out but takes 10d8 points of damage.

A *heartseeker* spear cannot instantly slay elementals, undead or creatures without internal organs such as constructs or oozes.

**Material Components:** 100 XP

## Image of the Sorcerer-King

Necromancy [Fear, Mind-Affecting]  
**Level:** Tem 3

**Components:** V, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature or creatures touched (up to one/level)

**Duration:** 10 minutes  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell protects the Sorcerer-King's agents from aggressors and causes them to flee. This spell grants you a melee touch attack with your sigil, which may be used up to one time per caster level. Touched creatures are affected as by a *cause fear* spell. They suffer a -2 penalty to attack and weapon damage rolls, and saving throws, and will seek to flee. If unable to flee, the creature(s) will fight. Creatures with more than 10 hit dice, non-intelligent creatures, and undead are all unaffected by the spell.

## Infestation

Conjuration (Summoning)  
**Level:** Clr 7, Drd 6, Meek of the Land 6, Wiz 7

**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./lvl)  
**Target:** Creatures in a 10 ft. radius area  
**Duration:** Instantaneous

**Saving Throw:** None  
**Spell Resistance:** Yes  
This spell summons tiny parasites that take root in the victims' clothes, hair, and skin. The targets rarely realize a spell has been cast on them, so the symptoms are usually the first sign of the spell's success. It takes 1 day before infestation sets in. A *remove disease* or more powerful spells will remove the parasites as will spells that repel or destroy insects.

If *infestation* is not removed before damaging effects occur, those must be treated separately. Those who have lost their sight to eye mites, for example, would need a spell that could restore vision, such as *cure blindness* or *heal*.

This spell does not work against constructs, undead, phased, incorporeal, and any other creatures that would be unaffected by parasitic infestation.

You can choose from the following:

- **Ear Mites:** These microscopic creatures will cause permanent deafness in 7-12 days (1d6+6).
- **Eye Mites:** Eye mites cause permanent blindness in 7-12 days (d6+6).
- **Desert Lice:** Desert lice cause their host to feel generally unhealthy, uncoordinated and dizzy and any saving throws are made at a -4 circumstance penalty.
- **Sand Fleas:** While these tiny creatures aren't deadly, they are a source of constant itching and discomfort. Anyone infected by sand fleas will cease to heal at their normal rate, due

to misery and discomfort. The victim becomes cranky and irritable, resulting in a -2 penalty on all Charisma-based skill checks and initiative rolls. Sand fleas notoriously leap from host to host, almost like a contagious disease. Anyone coming in contact with the afflicted must make a Fortitude save or become infested as well.

- **Mind Worms:** These tiny vermin infest a victim's hair and secrete a drug that excites certain portions of the brain, causing hallucinations, delirium, and hysteria. The host is always confused, as if by a feeblemind spell, and often sees terrifying illusions of things crawling over him or lurking just beyond the next sand dune. The worms' effects grow in time, so the first few hallucinations are mild and probably undetectable by the victim's companions. Eventually, his condition deteriorates, and it becomes obvious that he is suffering from some mind-altering ailment.

## Illusory Talent

Illusion (Figment)

**Level:** Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** You plus up to one willing creature

**Duration:** 5 minutes/level

**Saving Throw:** Will disbelief (if interacted with)

**Spell Resistance:** No

When an *illusory talent* spell is cast, the caster can make it seem as though he and any other single consenting person possess talent in certain performance ability. You both receive a +10 to all Perform checks made during the duration of the spell. This spell does not actually impart any skill or learning. The targets cannot perform any action better than they could before, it just appears to observers that they can. If the observers are to interact with the performers, they may notice the illusion, but otherwise the performance appears flawless.

## Klar's Heart

Transmutation

**Level:** Drd 4, Tem 5

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** 20 ft.

**Target:** All living creature within range

**Duration:** 1 round/level

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

You magically enhance the combat ability of all living creatures, allies and enemies alike, within 20 feet (including you). Subjects of the spell receive a +2 enhancement bonus to Strength and +1d4 temporary hit points per two caster levels. When the spell ends, any remaining temporary hit points

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from its effect are lost.

## Legendary Stonecraft

Enchantment

**Level:** Forged Stone 9

**Components:** V, S, XP

**Casting Time:** 1 minute

**Range:** Long (400 ft. + 40 ft./level)

**Target:** Area and creatures within range

**Duration:** 16 hours: see text

**Saving Throw:** None (Harmless)

**Spell Resistance:** No (Harmless)

This spell can only be cast at sunrise, in an isolated location with no onlookers. *Legendary stonecraft* stretches out the duration of the day with respect to stonecraft—digging ditches, quarrying stone, masonry, stone-carving, etc. While the spell endures, the sun seems to stay still in the sky, and neither you nor your fellow stone workers have need of food, drink, or sleep. The day seems endless, and indeed, for you, it virtually is. You can choose how long to make the day last in terms of your labor; however, you cannot make creatures work for more than a year.

Every creature within range must willingly participate in this spell at its casting. If any creature that was not present at the spell's casting wanders into range, or even gets in a position to see the spell's effect, *legendary stonecraft* abruptly terminates. Similarly, if anyone uses the time to do anything other than stonecraft, the spell terminates.

All creatures within range age as would be expected for the number of workdays. For example, if you stretched the day into the maximum 1 year of work, you and all your co-workers would age one year during this time, even though only a day passed for the rest of the world.

**Material Components:** 10 XP per creature within range, per workday. For example, if you have 19 workers with you, and wish to stretch the day into 100 work days, this would cost 2000 XP.

## Lesser Elemental Chariot

Enchantment

**Level:** Clr 7, Tem 7

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Effect:** Chariot touched

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

- Must be cast on a masterwork chariot; caster must also provide a driver and a driver with Handle Animal skill (caster may be the driver). The enchantment has the following effects:
- Chariot and crew (crodlu, driver, and passengers) all gain the benefit of protection from arrows (no maximum damage).
- All missiles fired from the chariot gain an effective +4 enchantment, and add an additional 5 points of elemental damage (air=sonic, fire=fire; see elemental strike for damage type.)
- The chariot itself is treated as a +5 elemental weapon with respect to overruns, etc.
- The chariot may make horizontal "jumps", using the driver's Handle Animal skill in lieu of a Jump roll. (Remember to take ground speed into account.)

## Lighten Load

Transmutation

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Effect:** Creatures touched

**Duration:** 2 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

This spell increases recipients' carrying capacity for the spell duration (divide the duration by the number of recipients). For purposes of carrying capacity only, treat the spell recipients as though recipients' Strength were increased by 10 points.

## Liquid Lightning

Enchantment [Electricity]

**Level:** Fire from the Sky 8





**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 body of water (see text)

**Duration:** 1 hour/level or until discharged

**Saving Throw:** Special (see text)

**Spell Resistance:** No

This spell resembles *water shock*, except that the equivalent of a *chain lightning* spell strikes the first creature to touch the water (Fortitude save for half damage), and all creatures within 20 feet (Reflex save for half damage). The creature to touched the water is paralyzed for 1d6 minutes if it fails its Fortitude save; furthermore, whether the creature survives or not, its body is charged with electricity, so that the first creature that touches the victim (regardless of its intentions) is struck as by a shocking gasp.

## Lungs of Water

Conjuration

**Level:** Despair of the Drowned 4

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5ft./2 levels)

**Target:** 1 creature

**Duration:** Concentration

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell magically creates water inside a victim's lung, drowning them if they are not able to cough the stuff up. Creatures that do not need to breathe are unaffected by this spell. Anyone who fails a Fortitude save immediately begins to drown (see DMG for the Drowning Rule).

The spell can be stopped with *remove curse* or *dispel magic*, or by disrupting the caster. A *dehydrate* spell will also cancel *lungs of water*, and the victim suffers no other ill effects.

**Material Components:** The material component is the caster's saliva, spat at the intended victim.

## Magma Tunnel

Transmutation

**Level:** Mountain's Fury 8, Wiz 9

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** 10-foot diameter tunnel

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

By using this spell, you can tunnel through solid earth, rock, sand, or silt, by liquefying it into flowing magma. The liquid rock moves out of the way to allow the caster to pass, and hardens in that position, creating a permanent tunnel. *Dispel magic* has no effect once the tunnel is formed. It takes one day for the heat to dissipate enough for the unprotected to enter, although you are magically protected for the duration of the spell. Creatures entering the tunnel unprotected during this time suffer 1d6 points of damage per round from the ex-

treme heat. The tunnel is formed at a rate of 30 ft/round through sand, silt or wood, 20 ft/round through solid earth and 10 ft/round through rock or metal.

Any creatures or objects caught in the magma current while the tunnel is being formed, they suffer 10d6 points of fire damage per round.

## Might of the Sorcerer-King

Transmutation

**Level:** Tem 2

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Up to 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell channels the Sorcerer-King's righteous might and fury into a creature you touch. For the duration of this spell, the target rages like a brute, gaining all the normal benefits and suffering all the normal penalties. The rage begins when the spell is cast and ends at the end of the duration, but it can be terminated prematurely by the caster.

## Molten

Transmutation

**Level:** Broken Sands 8

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** Up to one 5-ft. cube/level

**Duration:** Concentration (see text)

**Saving Throw:** See text

**Spell Resistance:** No

This spell heats rock or sand to its melting point in a matter of rounds:

Round 1: Earth dries; rock or sand heats up so that creatures in area take 4d8 damage (Reflex save for half damage).

Round 2: All creatures within 10 feet of the affected area take 1d6 fire damage. Within the area, earth heats up so that creatures in area take 2d6 fire damage (Reflex save for half damage). Rock within the area continues to heat up, increasing the damage to 8d6. Sand liquefies into glass; any creature still standing in the area falls into the molten glass, taking 16d6 damage.

Round 3 (and subsequent rounds): All creatures within 10 feet of the affected area take 2d6 damage. Earth bursts into smoky flames so that creatures in area take 10d6 damage. Rock melts into magma; any creatures still standing in area fall into the lava taking 20d6 damage.

When you cease concentrating, the spell terminates, and the molten area begins to gradually cool. In game terms, every hour that passes, reduce the damage inflicted by stepping into the area by one die of damage. Eventually molten sand cools to solid glass, while scorched earth and molten rock cool into a black circle of

ash.

**Material Components:** The material components for this spell are a small piece of obsidian or glass.

## Nurturing Seeds

Abjuration

**Level:** Drd 0

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Up to 10 seeds

**Duration:** Permanent

Taking up to 10 cuttings or seeds, a wizard can cast this spell and render them dormant and suitable for transport. The seeds or cutting can then be taken to an area where inclement weather, lack of moisture or other problems have kept plants from growing. The dormant seeds or cuttings are planted there and will magically take root and can be used to start new patches of vegetation, anchoring the soil and creating an environment suitable for more plants to survive. This spell protects the transplants from normal weather conditions, but defilers, hungry animals or unnatural phenomenon (like Tyr-Storms) can still destroy the plants. The material components for this spell are the items to be transplanted, a tiny bit of dung and a drop of water.

## Oil Spray

Conjuration

**Level:** Mountain's Fury 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** 20 ft. Radius Area

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

When a cleric casts this spell over rough earth or sand, fountains of flammable oil spout up from the ground, covering everything within a 20-foot radius.

The spell effectively causes the area to suffer the effects of a *grease* spell. The oil itself isn't particularly dangerous; the real danger occurs if the area is ignited. Burning oil inflicts 2d8 + 2/level points of fire damage its first round, 1d8 + 1/level points of fire damage in the second round. The oil burns off by the third round (creatures on fire don't suffer any penalties associated with burning in the third round). Anyone who falls down in the oil becomes covered and is at risk of being ignited.

If the oil isn't ignited, it will remain until removed by no less than 30 minutes of scrubbing or washing, thus anyone who leaves the area who is covered with the oil is at risk of being ignited by as little as a spark. Anyone who enters the oil covered area after the spell is cast and then leaves are not at risk of being ignited because they weren't doused by the oil gush at the spell's casting, but they will still take damage if they enter the area when it is aflame.

## Open the Gray Portal

Necromancy

**Level:** Dead Heart 5, Wiz 7

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Summoned Gray Zombies or corpses

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell briefly opens a conduit to the Gray, allowing negative energy to slip through. This can either imbue nearby dead bodies with negative energy, making them undead or summon forth denizens of the Gray to serve him for the duration of the spell. If the latter option is chosen, these undead follow the caster's orders unquestioningly, but demand some payment in return. Generally, this equates to a number of living creatures whose total HD equal the number of zombies summoned. If the caster cannot supply this, the zombies take him into the Gray instead. Bodies animated simply return to corpses when the spell expires. The caster can animate or summon a number of zombies up to his caster level. Summoned zombies become shadowy and melt back into the Gray is destroyed.

**Material Components:** The material components for this spell are a gray cloth and a piece of bone.

## Pact of Water

Enchantment

**Level:** Living Waters 5, Tem 5

**Components:** V, S, F

**Casting Time:** 1 minute

**Range:** Touch

**Target:** 2 creatures

**Duration:** 1 year

**Saving Throw:** None

**Spell Resistance:** No

This spell allows you to formalize a pledge between two living creatures—one of which can be yourself. As part of the casting of this spell, you must clearly recite the terms of the pact, and you fill a silver cup with water. Both subjects entering the pact drink one half of the cup, and the last few drops of the cup are poured into the dust. A creature that violates the terms of the *pact of water* is struck with a *curse of the choking sands*.

Both subjects of the *water pact* must be willing and fully informed of the terms of the pact, otherwise the spell has no affect. No creature can be coerced or deceived into making a *water pact*, but the terms themselves may be coercive—for example, party A pledges not to kill party B or any of his tribe, as long as party B delivers 10 gold pieces per year to party A. There is an old story of the desert in which a water cleric offers a water pact to a wanderer dying of thirst, in which the wanderer pledges himself into slavery in

himself into slavery in exchange for the half-cup of water.

**Focus:** The silver cup, which is ornamented with drawings of rain.

## Plant Renewal

Transmutation

**Level:** Drd 1

**Components:** V, S, M

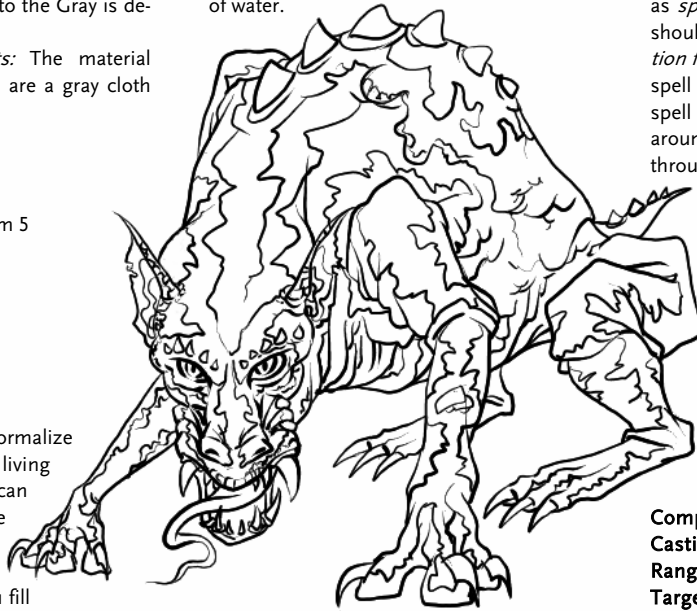
**Casting Time:** 1 action

**Range:** Touch

**Target:** One plant

**Duration:** Permanent

Using this spell, you may affect a single, specific plant that has been mostly wilted or dried out, but not completely turned to ash. The plant may have suffered from a lack of water, partial defilement or insect predation that has left it on the verge of destruction. This spell revives it and makes it hardy enough to transplant elsewhere. If the plant then receives proper care, it will survive and thrive, living out its appointed time and possibly leaving seeds from which other plants may grow. If neglected or misused, this spell has no power to keep the plant artificially alive. This spell has no effect on plant-type monsters. The material component for this spell is a drop of water.



## Poisoned Gale

Evocation

**Level:** Ill Winds 7, Tem 8

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Duration:** 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell resembles gust of wind, except that the range is shorter and the wind is filled with inhaled poison. The caster chooses the ability score they would like the poison to damage. Poison gale creates a poison that deals 2d6 temporary ability damage as primary and secondary damage. The exception is Constitution, which is

damaged by 1d6 points. The ability score damaged does not have to be the same for the primary and secondary damage. For example, you could create a poison gale that deals 2d6 primary Wisdom damage and 1d6 secondary Constitution damage.

**Material Components:** The stinger or fang of a poisonous creature.

## Protection from Time

Abjuration

**Level:** Wiz 8

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 month/2 levels

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

When this spell is cast, it creates a magical barrier around the target at a distance of one inch. The barrier moves with the recipient and protects it from the adverse effects of aging. This spell can be cast on a living creature, and during that time, the creature is immune to natural, magical and psionic aging. This spell continues on beyond the creature's death (if unnatural) and for the purpose of magical spell such as *speak with the dead* or *raise dead*, time should not be counted until after *protection from time's* duration has expired. This spell can cast upon a dead character. This spell does not stop time within the barriers around the target; the target moves through time at the same rate as other beings. The character must still eat, drink and rest as usual; they simply do not age. This spell does not affect the duration of other spells.

**Material Components:** The material component for this spell is an hourglass.

## Rejuvenate

Transmutation

**Level:** Clr 6, Drd 5

**Components:** V, S, M

**Casting Time:** Full round

**Range:** Special (see text)

**Target:** Special (see text)

**Duration:** Instantaneous

**Savings Throw:** None

**Spell Resistance:** None

This spells grants the ability to support vegetation on an area of ground. In the case of ground made sterile by defiler magic, *rejuvenate* dispels the ground's sterility, making it immediately capable of supporting vegetation. The spell may also be cast on any ground short of solid rock. If cast on an area that can already support plant life, *rejuvenate* increases the grounds fertility just like the 3rd level druid spell *plant growth*. If cast on an area that has been sterilized by defiling, a circle extending out from that caster with a radius of 5 ft./level is enriched and moistened and a blanket of fine grass appears instantly. This

moist soil and grass however are not magical in nature and are subject to normal weather conditions. However, this will survive for at least a week, even in the worst of weather.

**Material Components:** The material components for this spell are a seed (any kind) and a drop of water.

## Return to the Earth

Necromancy

**Level:** Clr 2, Drd 3, Dance of Decay 1, Tem 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** 1 dead or undead body

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

When you cast *return to the earth*, you can decompose a body just by casting dust or earth at it. You need to spend 4 rounds to return a Medium-size body into earth, 2 rounds for a Small body, 8 for Large, etc. Zombies, skeletons, exoskeletons, flesh golems, and even intelligent corporeal undead such as t'liz, namech, faels, thinking zombies, etc., take 1d12 damage each round that you manage to strike them with earth or dust (a ranged touch attack). Note that semi-corporeal and incorporeal undead are not subject to this attack, which only affects an undead's corporeal form. Bodies decomposed by this spell can still be affected by *raise dead*, but cannot be animated into undeath.

**Material Components:** Clods of earth and/or dust that you cast at the bodies.

## Sandflow

Transmutation

**Level:** Broken Sands 5, Tem 5, Wiz 5

**Components:** V, S

**Casting Time:** See the *Move Earth* spell

**Range:** Long (400 ft. + 40 ft./level)

**Target:** Sand, as the *move earth* spell

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

This spell functions much like *move earth*, except that this spell can only be used to move sand.

## Sand Pit

Transmutation

**Level:** Wiz 3, Clr 3, Sands of Time 1, Tem 3

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Pit, 10 ft. radius/level, forming a cone 10 ft. deep/level

**Duration:** Concentration

**Saving Throw:** None

**Spell Resistance:** No

This spell only works in silt, sand, or loose gravel; it has no effect in rock, rich soil, or tightly packed earth. As you cast this spell, slowly moving in a circle, sand and dust within the circle is randomly dispersed, and an indentation appears in the sand. Any objects or bodies other than dust and sand that were in the excavated area become visible, lying at the bottom of the sand cone. This spell lasts as long as the spellcaster maintains concentration; when concentration ceases, silt immediately collapses into the empty area, while sand takes 1d6 minutes to do so.

This spell is particularly useful in excavating ruins that have fallen beneath silt or sand, retrieving companions that have been buried by sand storms or have fallen into the silt, etc.

## Sand Spray

Evocation

**Level:** Wiz 4, Clr 4, Broken Sands 3, Tem 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Cone area extending to range

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

This malicious evocation causes small glassy particles of sand or silt to spray into an opponent's eyes. Creatures within the area of effect are sprayed by the slivers and must make a Reflex save. Failure indicates that they are blinded for 1d6 minutes, and take 2d6 points of subdual damage and 2d6 points of piercing damage. A successful Reflex save halves this damage, and blinds the target for one round.

Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

## Sand Traps

Enchantment

**Level:** Wiz 5, Broken Sands 4

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Medium (100 ft. + 10 ft./lv)

**Duration:** 1 day/level

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

This spell allows you to entrap an area of sand up to 400 ft. + 40 ft./lv in radius. You must designate a 30-foot radius "trigger area" somewhere within the larger area. When a creature sets foot inside the trigger area, the trap is sprung, and all of the entrapped area is affected with one of the following effects (caster's choice):

- **Drum Sand.** Every footstep taken within the entrapped area of sand is amplified so loudly that it can be heard for miles—typically attracting

predators.

- **Sand Spikes.** Treat the entire entrapped area as though affected by spike stones.
- **Slip Sand.** The entire area of sand becomes difficult to travel. In game terms, treat the area as if affected by the grease spell.

**Material Components:** A paper map of the area affected. This map disappears when the trap is sprung, or when the spell expires.

## Sands of Time

Transmutation

**Level:** Clr 7, Dance of Decay 5, Wiz 6

**Components:** V, S, F

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Item touched up to 10 cubic ft./level

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This potent spell includes two variant versions:

**Restoration:** By means of this spell, you can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be reversed depends on your caster level. Consult Table 9-3: Sands of Time to determine the effects of this use.

**Erosion:** The second version of this spell allows you to speed up erosion dramatically on any nonliving, material object. The table also indicates the average effects over time and the elements on various materials (items protected from the elements may take longer to erode, but use these times for all restoration). Papyrus and wooden objects fade over time, making it difficult, but not impossible, to read or identify surface features. Fragile objects only possess half of their original hardness and hit points. Crumbled items are unusable but still identifiable as papyrus or wood; dust is completely unidentifiable and unusable. Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; Etching means carved letters or pictures are worn away; Relief indicates that deeply carved letters or images are severely eroded; Form indicates that time has eroded away all but the basic form of the original stone or metal. The fractions  $\frac{1}{2}$  and  $\frac{3}{4}$  tell when the item has lost that amount of its original mass (and also means the item's present hardness and hp total). Dust means the original item is completely gone, eroded away to nothing.

A 15th-level cleric could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use the above table as a guide for other objects that don't exactly fit into these categories.

**Arcane Focus:** The material components for this spell are a tiny hourglass (during the spell, the sands run upward), or, if eroding, a miniature sundial that has timed the passage of at least one year. Neither is consumed in the casting.

## Sandstone

Transmutation

**Level:** Forged Stone 1, Wiz 2

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** One 5 ft. cube of sand per round

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

After casting this spell, sand and gravel clumps into sandstone at your touch. Each round, by touch alone, you can turn a 5-foot block of sand or gravel into sandstone. This spell allows you to reinforce ditches made in sand, building makeshift walls.

Note that sandstone does not have the resilience of normal stone: it has a hardness of 5 and a mere 5 hit points per inch of thickness. In comparison to table 8-15 on page 136 in the Player's Handbook, a 5-foot block of sandstone created by this spell would have a hardness of 5, 25 hit points, and a break DC of 30. Sandstone is utterly useless for the purpose of making weapons, of course.

## Shining Sands

Transmutation

**Level:** Wiz 6, Desert Mirage 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** Area within range (see text)

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell can only be cast outside, in sand (e.g. in sandy wastes terrain), and during a normal Athasian day. The *shining sands* spell causes every single grain of sand within range to rotate slightly so as to reflect sunlight to your convenience, and to the great inconvenience of your foes. This spell can be cast one of two ways:

- Reflected Outward. You

Table 9-3: Sands of Time

Level	Time Reversed	Papyrus	Wood	Soft Stone	Hard Stone	Metal
9	30 days	Faded				
10	1 year	Fragile				
11	2 years	Brittle	Faded			
12	5 years	Crumbled	Fragile			
13	10 years	Dust	Brittle			
14	20 years		Crumbled	Paint		
15	50 years					
16	100 years		Dust	Etching		
17	200 years			Relief	Paint	
18	500 years			Form		Paint
19	1,000 years			½	Etching	
20	2,000 years			¾		Etching

designate a central 20-foot radius area where you and your allies can stand. Any creature outside your circle is blinded for 1 round every time that they attempt to look in your direction.

- Reflected Inward. You designate a central fixed spot within range. This spot becomes the center of the spell range, and every grain of sand directs sunlight towards that location. Thus, any creature within the area of effect would be blinded no matter what direction they were facing, but you and your allies could

watch them (and target them with missile fire) with no risk of getting the sun in your eyes.

## Sirocco

Evocation

**Level:** Drd 8, Fury of Storms 6

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** Long (400 ft. + 40 ft./level)

**Target:** Area within range

**Duration:** 2 minutes / caster level

**Saving Throw:** Reflex prevents knockdown

**Spell Resistance:** No

To cast this spell, you must be able to see the sky, and you must be in an area covered with sand or loose stone. Calling up a sirocco is perilous, since you cannot control it, and you are as affected by the storm as anyone else.

Once summoned, the sirocco sweeps along the ground, whipping up small objects, dust, and sand, and carrying them along with terrific speed. Each round of exposure to the storm inflicts 2d8 points of piercing and bludgeoning damage—no saving throw. In addition, winds of windstorm force buffet the area.

## Slave Scent

Divination

**Level:** Wiz 0

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell reveals whether or not the target is a slave, runaway slave, freeman or noble. If the target was born in a classless society (such as an elf tribe or a small village), the spell reveals they are a freeman.

## Spirit of Flame

Divination

**Level:** Fire Eyes 9

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** 10 miles/level



**Target:** One fire at a time

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This powerful spell resembles the *watch fire* spell, but in addition to being able to observe and communicate from any fire within range, this spell allows you to use some spells as if you were actually within the flames. Spells cast through the spell fire cannot require somatic components. The risk of this spell is that you become vulnerable to attacks that use light, sound, or psionic telepathy.

In addition, you can walk into a fire and teleport (without error) to any other up to the limit of your range. If you choose to go blindly, you will appear in a random campfire in a place determined by the DM. If you aren't near a settlement, the DM may determine that there is no campfire and the spell is wasted. A better course is to cast the spell, scry out the fires within range, and choose which campfire to exit.

**Focus:** Your focus is any fire within range that you can use for this spell. If the original fire that you used to scry is put out, you can still use other fires within range.

## Storm Legion

Enchantment

**Level:** Drd 9, Fury of Storms 8

**Components:** V, S, DF

**Casting Time:** 1 minute

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** Caster +3 hit dice/level

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

This spell allows you to transport willing corporeal creatures via a natural storm system. The storm may not be created magically; it must be a natural storm such as a dust storm, sandstorm, windstorm, or lightning storm produced by natural weather. Note that Tyr-storms are magical in origin and thus cannot be used to affect a storm legion. Living and undead creatures may be transported, as long as they are both willing and corporeal.

As you cast the spell, the storm dissolves the subjects of the spell and all of the possessions that they were carrying. Only you retain consciousness, and control the storm's direction. The storm moves at 8d6 miles per hour, and cannot be affected by any weather-affecting magic, including another *storm legion* spell.

Once over the desired target, or if the *storm legion* is dispelled, the caster and army begin to rain down from the sky as fragments of bone, tissue, and blood. This lasts for ten rounds, as the fragments rain down and reassemble into the transported creatures, including the caster. Any attack on an incomplete body during these 10 rounds is treated as a coup de grace.



## Sunstroke

Evocation

**Level:** Wrath of the Fire Lord 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft. / level)

**Target:** 1 creature/attack

**Duration:** 1 round/level

**Savings Throw:** Fortitude halves

Spell Resistance: Yes

Casting this spell allows you to fire rays of brilliant sunlight that cause the creatures struck by the rays to overheat as if suffering from sunstroke or fever. With a ranged touch attack, each sunray strikes for 4d4 subdual damage and causes the target to become fatigued. A successful Fortitude save halves his damage and negates the fatigue. Constructs and other creatures not afflicted by heat or subdual damage are unaffected, except for undead, who suffer real damage from the sun rays.

This spell can only be cast in the sunlight.

**Focus:** A small mirror worth 1 sp.

## Surface Tension

Transmutation

**Level:** Despair of the Drowned 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. +10 ft./level)

**Target:** 1 creature and water within 20 ft. of that creature

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** Yes (see text)

This spell increases the surface tension of water within the affected area. You cast this spell on any one creature within range, including yourself.

Bodies of water become cohesive and resilient; you can carry gallons of water without a water skin, or bounce them like a ball; a medium-sized creature could even use a half-gallon of water as a sap. Within the area of effect, creatures could even walk on water, though at half-rate, since the water surface would bend under their weight. On the other hand, if a creature is already running when she reaches the water's surface, she could continue running at the same speed, much as some tiny insects can run across the surface of water.

Drinking water, on the other hand, becomes virtually impossible. Treat the water's surface as having a hardness of 1 point per caster level, 2 hp/inch and a break DC of 5 + caster's level

The most deadly application of this spell is when you cast it on someone who happens to be swimming underwater. Such a creature must either break the surface of the water (see hardness information above), make an Escape Artist check at DC 20 + caster level, or somehow dispel the magic.

## Surface Walk

Transmutation

**Level:** Clr 3, Drd 3, Tem 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** 1 touched creature/level

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can tread on unstable surfaces as if it were firm ground. Mud, oil, silt, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat.) The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater or under silt (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Note: This spell replaces the *water walking* spell in the Player's Handbook.

## Swarm of Anguish

Transmutation

**Level:** Drd 9, Meek of the Land 9

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Caster

**Target:** Self

**Duration:** 1 hour/level

This astonishing spell transforms your body and equipment into a swarm of agony beetles with a collective will. The total number of insects that you transform into equals your current hit point total. You control the movement and attacks of each beetle. If only one beetle survives to the spell's completion, you survive as well, but with a single hit point remaining. The number of hit points that you have on restoration of your natural form is equal to the surviving number of insects that manage to regroup. Any insects that fail to regroup before you revert to your natural form are simply lost. You regain the missing hit points naturally. While in swarm form, you cannot cast spells or use your own psionic abilities. Skills such as Jump and Climb are recalculated according to the insects' size, while many skills are simply impossible to perform in swarm form. You can attack or use the various abilities of the agony beetles.

## Sweet Water

Enchantment

**Level:** Living Waters 5

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Contiguous water within 30 feet

**Duration:** 1 day or until used

**Saving Throw:** None

**Spell Resistance:** No

Casting this spell requires that you touch the water that you are enchanting. That entire unit of water, within 30 feet, becomes enchanted with the following properties:

- Any breathing creature can breathe in the enchanted water, as if by the water breathing spell.
- All poison or drugs in the water, or curses on the enchanted water are neutralized.
- For the spell duration, all poisons or drugs placed in the water are neutralized.
- Creatures who drink the water gain a +4 saving throw against poisons. This does not affect temporary damage already sustained from ingested poisons, but it does provide a resistance against secondary damage if the creature has not yet sustained it.
- Creatures that drink a gallon of the sweet water are healed of 2d8 points of subdual damage.

## Unliving Identity

Necromancy

**Level:** Wiz 7, Clr 7, Dead Heart 5

**Components:** V, S, M, XP

**Casting Time:** 1 round

**Range:** Touch

**Target:** 1 exoskeleton, skeleton, or zombie

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell affects mindless animated undead, namely exoskeletons, skeletons, and

Prerelease: 7/16/2003

zombies. *Unliving identity* restores personality, consciousness, alignment, memory, identity, skills, class, levels ... everything except free will or life. The creature is still undead, and if he was previously controlled, he continues to be controlled and bound to the tasks that his master assigns. The result is what Terrors of the Dead Lands describes as a thinking zombie, skeleton, or exoskeleton.

Note that spirits of the land and the elements (earth, air, fire and water) do not give their powers to the undead, so a thinking zombie who had been an elemental cleric in life does not regain his spells or his ability to affect undead. The para-elements and the gray are not as choosy, though; a thinking skeleton that had been a cleric of silt could continue to operate as a silt cleric.

Note that many creatures prefer not to return from the Gray to inhabit an undead body—if the creature is unwilling to return, it gets a Will saving throw to avoid this. If the thinking zombie is too powerful to be normally controlled by his master, he gets a Will saving throw every week to break free of his master's control. What the thinking undead does then is anyone's guess. Good thinking undead, once free, tend to put a quick end to their unnatural existence.

**Material Components:** Any article significant to the undead creature's former life, such as an article of clothing or equipment, a favorite item, etc.

**Focus:** XP cost is 20 XP per level of the creature while it was alive.

## Vampiric Youthfulness

Necromancy

**Level:** Wiz 9, Dead Heart 9

**Components:** V, S, XP

**Casting Time:** 1 hour

**Range:** Touch

**Target:** 1 creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell makes you younger at the expense of another creature. The victim must have hit dice and/or level equal to your own, and must be at full hit points when you cast the spell. Undead, outsiders, non-corporeal creatures, and plants cannot be affected by *vampiric youthfulness*. The caster and the victim must be in continuous contact throughout the casting of this spell; any interruption negates the spell. A willing victim gets a saving throw against the effects of this spell. Even charmed creatures will fight to avoid being subject to this spell, although dominated creatures will, not.

At the completion of this spell, the victim ages ten years while you become one year younger.

## Wakefulness

Enchantment

**Level:** Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** One hour/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

With this spell, the recipient is able to postpone sleep. For the duration of the spell, the recipient feels wide awake and energetic, but immediately becomes exhausted at the end of the spell's duration the character becomes fatigued until they get eight hours of sleep. Multiple *wakefulness* spells cast on one target allow them to remain awake, but he must get eight hours of sleep for every casting. A recipient cannot naturally fall asleep while under the effect of this spell. This spell counters, and is countered, by *sleep*.

## Watch Fire

Divination

**Level:** Fire Eyes 7

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** 10 miles/level

**Target:** 1 fire per minute

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This powerful spell allows you to know how many fires burn within range and the approximate location of each. You may choose any one of these fires and peer out of it as if you were actually within the flames. Anyone watching the fire sees a dark face peering out at them, but can only dispel the visage by extinguishing the flame or casting other protections from scrying. The caster may communicate through the flames, but he may not cast spells or use special abilities.

**Focus:** The focus component for this spell is a fire that you must prepare; it can be as small as a candle flame. You use this fire to scry through the other fires within range. If your flame is put out, then the spell terminates prematurely.

## Water Light

Transmutation [Electricity]

**Level:** Fire from the Sky 9

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 ft. +10 ft./level)

**Target:** Other creatures, & objects within range (see text)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

With the exception of you and everything that you are carrying, all objects or creatures within range that contain more than one gallon of water glow as per the *light* spell. During the duration of this spell, you can cause these creatures or objects to emit lightning, damaging it and striking all creatures within 10 feet with an electric bolt (5d8 to target and to all creatures

within 10 feet—Reflex save for half damage). This is a free action that you can use once every round on any creature or object within range.

## Water Shock

Enchantment [Electricity]

**Level:** Fire from the Sky 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Any quantity of water between 1 pint & 100 gallons of water

**Duration:** 1 hour/level or until discharged

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

This spell entraps a small body of water (ranging from 1 pint to 100 gallons of water) with an electric charge. The first creature to touch the water receives a charge that inflicts 1d6/level electrical damage (maximum 5d6). If the victim successfully makes a Reflex save, then she takes half damage.

*Material Component:* The water itself, which instantly evaporates when the spell discharges.

**Casting Time:** 1 round

**Range:** Touch

**Target:** Body of water up to 20 feet in diameter

**Duration:** 1 day/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

With a *water trap* spell, you turn a normal body of water, no more than 20 feet in diameter, into a death trap. The spell magnifies the natural surface tension of the water, giving it the strength to pull Large-sized and smaller creatures to a murky death.

Whenever a creature of affected size touches a pool, oasis, or watering hole altered by this spell, it must make an immediate Reflex saving throw. Failure indicates that the victim is instantly pulled under the surface and trapped.

Creatures pulled under by this spell will find that the surface of the water now has a tough, rubbery consistency that makes escape very difficult. Treat the water's surface as if affected by the *surface tension* spell.

This spell is most often used to entrap desert oases and private wells.

of elixir

**Duration:** See Text

**Saving Throw:** None

**Spell Resistance:** No

This spell transforms any liquid into a sweet-smelling serum that heals wounds and cures blindness, disease, poisoning magical enchantments, and fungal growth (such as the transformation of flesh into green slime). Even life-threatening wounds are healed; lost limbs and organs regenerate instantly when the miraculous life water is applied. One gallon of the serum entirely cures one creature of all the ailments listed above, restoring all lost hit points in the process. An average-sized water skin filled with life water can cure one condition, or restore 3d8 hit points of physical damage. Immersing even a partial body in life water restores the complete form.

To prepare this spell, you create an elixir of local herbs, and give half of the potion to the subject, and drink the rest yourself. If the subject is unconscious, then you can wet the subject's lips with the elixir and anoint the subject's face and body with the rest of its share. Once you drink your share of the elixir, the patient is healed of all hit point damage, ability damage, poisons, curses, diseases and their effects—but everything that the patient was healed of is transferred to you.

You fall into a near comatose state for 1 hour while your body fights off infections and repairs the damage. At the end of the hour, you need to make a Fortitude save at DC 20. If you succeed the save, you awaken from the coma and all is well. If you fail the save, then you suffer 1 point of subdual damage for every point of hit point and ability damage that the subject had suffered.

Even death itself can be reversed, if the subject could be raised by the *raise dead* spell, but the subject suffers the same consequences as she would from *raise dead*—a loss in level. Raising the dead with this spell brings the caster's Fortitude check to DC 25, and if your Fortitude check fails you take 1d8 points of subdual damage for each HD of the creature being raised. *Material Components:* Local herbs with a value no less than 5 cp.

## Water Trap

Transmutation

**Level:** Despair of the Drowned 5

**Components:** V, S

## Waters of Life

Transmutation

**Level:** Drd 7, Living Waters 7

**Components:** V, S, M

**Casting Time:** 5 rounds

**Range:** Touch

**Target:** One gallon



While using the waterway, all spell subjects must make a successful Swim check each round with a DC of 10. Every 10 miles between the body of water that you are entering, and the one that you are trying to exit requires 1 round of swimming time, and a DC 10 Swim check. Those that fail the Swim check take 1d6 subdual damage and are shunted from a random pool of water in the general area. Note that to travel more than 20 miles or so, it is generally wise to have some water breathing spell available.

The *waterways* spell does not terminate when you reach your destination. As long as the spell duration persists (see above), you can re-enter any natural water source and attempt to travel again. Thus, you could use this spell to travel from an oasis pool to a noble's private well, rescue a prisoner from the noble's dungeons, dive back into the noble's well, and "swim" to yet another body of water far away. Note that as this spell endures, water does not adhere to any of the spell subjects, so you step out of the water as dry as a bone.

## Whirlpool of Doom

Evocation

**Level:** Earthen Embrace 7

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./lvl)

**Target:** Area 10 ft. radius per level.

**Duration:** 1 round/level

**Saving Throw:** Reflex

**Spell Resistance:** No

This terrible spell turns earth or sand into a swirling sea of rock and earth. Anyone standing in the area must roll a Reflex save. Failure indicates that they have been sucked into the center of the whirlpool and must begin to make Swim skill check against DC 20. Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free. Failing a single skill check means that the character begins to drown. Failing two Swim checks in a row means that the character has been pulled 5-30 feet under the earth.

## Wild Lands

Enchantment [Mind-affecting]

**Level:** Drd 9

**Components:** V, S, M

**Casting Time:** 4 hours

**Range:** ½ mile per level

**Target:** One natural object

**Duration:** Permanent

**Savings Throw:** None

**Spell Resistance:** None

With this spell, an object can be enchanted to attract wild beasts and creatures. It must be a natural object, such as a tree or boulder. It must be at least Medium-size. Wild animals will gravitate slowly over the weeks to occupy the area of effect. Druids often use this spell to protect their guarded lands. Each week, the caster's level in HD

of creatures is attracted to the site and will remain if they environment can support them. If there is not sufficient plant and animal life to support the creatures, they will leave.

The spell can be dispelled by destroying the object that serves as the focal point of the spell.

## Wind Trap

Enchantment

**Level:** Ill Winds 9

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Medium (100 ft. + 10 ft./lvl)

**Duration:** Until discharged

**Saving Throw:** Fortitude

**Spell Resistance:** Yes

This spell traps a large area, and the trap is triggered by certain conditions that you must define ahead of time. When the conditions that you specify are met, the trap discharges, creating a cloud of fumes 30 feet high in the area of effect.

You can designate these

the area and the trap remains set for 1 year.

When you cast the spell you must write the conditions of his spell on paper for the DM, and the DM should take the words as literally as possible. The conditions may be as simple or as complex as you like, but they must be written. Some possible conditions are: whenever anyone steps foot in this grove, or, whenever templars draw their weapons.

When the condition is met, the area is engulfed in fumes, and everyone inside is affected. The fumes dissipate after 1 round per caster level. A moderate wind (11+ mph), such as from the gust of wind spell, disperses the trap in 4 rounds. A strong wind (21+ mph) disperses the trap in 1 round.

**Material Components:** If you are using poison, the material component must include 10 doses of the contact or inhaled poison that your spell is set to distribute. Otherwise, the required material components are a bronze sundial and the dried yolk of an erdlu egg.

## Wisdom of the Sorcerer-King

Transmutation

**Level:** Tem 6

**Components:** V, S, DF

**Casting Time:** Free action

**Range:** Personal

**Target:** Self

**Duration:** Instantaneous

This spell grants spellcasting power directly from the Sorcerer-King. You may metamagically *empower*, *enlarge*, *extend*, *maximize*, *silent* or *still* any one spell you can cast of level 1-4. The spell must be cast immediately following the casting of *wisdom of the Sorcerer-King* – i.e. in the next round.

## Wrath of the Sorcerer-King

Transmutation

**Level:** Tem 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

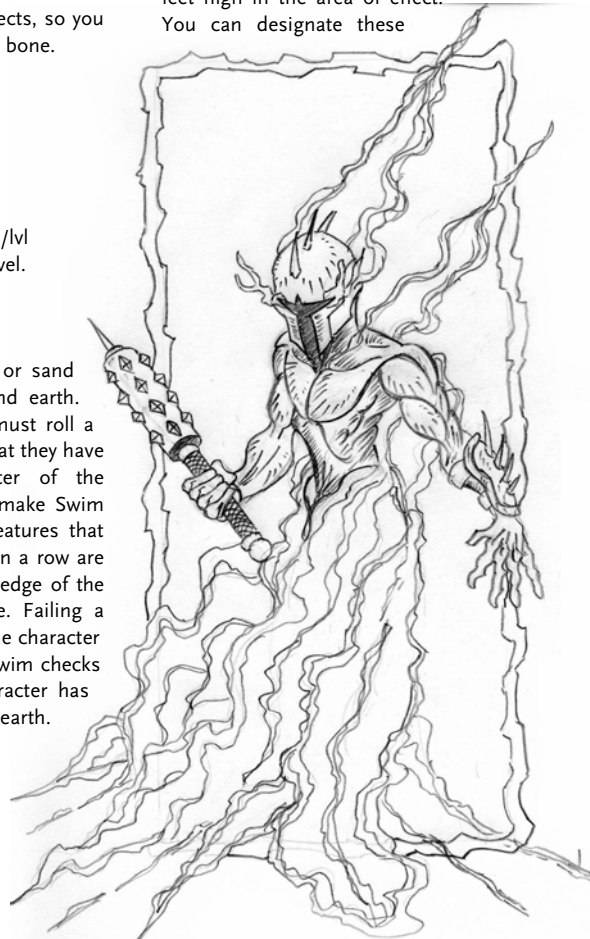
**Target:** Creature within spell's range

**Duration:** 10 minutes

**Saving Throw:** Will or Fort negates (see text)

**Spell Resistance:** Yes

With this spell, you know if a creature has broken the laws of your city-state and you can exact punishment on them if they have. When this spell is cast, you know what crimes the target committed, when and under what circumstances. You may then affect the target with any one of the following spell-effects: *cause fear*, *command*, *dispel magic*, or *hold person*. The appropriate saving throw applies to avoid the spell-effects, but there is no saving to avoid the initial divination.



fumes to imitate *stinking cloud*, *cloudkill*, *acid fog*, *incendiary cloud*, or you can use this cloud to distribute any contact or inhaled poison that is available to you (see components below).

Casting this spell is a largely mental process; you slowly walk the area to be trapped for ten minutes, envisioning the rising fumes and deciding on the conditions that will trigger its activation. When the meditation period ends, you may leave



# Chapter 10: Powers

## Psion Powers

### 0-Level Psion Powers

#### (Talents)

- Clasen **Lesser Object Reading.** You can obtain information from an item.
- Metacre **Beacon.** You create a bright colored light.  
**Ghost Writing.** You cause writing to appear on a surface.  
**Tattoo Animation.** You can animate your tattoos.  
**Resistance.** Subject gains +1 on saving throws.
- Psykin **Psionic Draw.** A weapon anywhere on your body is telekinetically drawn to your hand.  
**Lesser Deflection.** You gain a +1 deflection bonus.
- Psymet **Bioflexibility.** You gain a +1 competence bonus on Dexterity-based checks.  
**Comfort.** You mitigate the effect of extreme temperatures for one hour.  
**Lesser Legs of a Thri-Kreen.** Your legs resemble those of a thri-kreen, granting you a +8 bonus on Jump checks.  
**Wild Tumbling.** You can use your tumbling skill while running.
- Psyport **Wild Leap.** Allows you to leap from a non-existent foothold.

- Telep **Friendly.** You gain a +1 insight bonus on Charisma-based checks.  
**Hush.** Causes one or more living creatures to be silent for one round.

### 1st-Level Psion Powers

- Clasen **True Worship.** Reveals the target's object of worship or devotion.  
**Psychic Tracking.** You can track your quarry by its mental footprints.
- Psykin **Cast Missiles.** You can launch missiles without a bow or other weapon.  
**Deflect Strike.** You psychokinetically deflect the next attack of a creature within range.  
**Lesser Static Discharge.** Shock a foe at close range for 1d6 electrical damage.
- Psymet **Bioelectric Touch.** Your touch does 1d8 electrical damage.  
**Legs of a Thri-Kreen.** Your legs resemble those of a thri-kreen, granting you a +30 on Jump checks.

### 2nd-Level Psion Powers

- Psykin **Lesser Telekinesis.** Lift or move an object up to 25 lb/2 levels at medium range.  
**Static Discharge.** Shock a foe at close range for 3d6 electrical damage.
- Psymet **Alter Features.** Changes your features, and more.

### 3rd-Level Psion Powers

- Psykin **Greater Static Discharge.** Shock a foe at close range for 5d6 electrical damage.
- Psymet **Lesser Antidote Simulation.** Detoxifies venom in your system.
- Psyport **Acceleration.** Extra attack and +2 AC.

### 4th-Level Psion Powers

- Psykin **Deflection.** You gain a +4 deflection bonus.
- Psymet **Bioelectric Aura.** Creatures attacking you take electricity damage; you're protected from electricity.  
**Poison Simulation.** Touch deals 1d10 Con damage, repeats in 1 min.  
**Antidote Simulation.** Detoxifies venom in or on subject.

### 5th-Level Psion Powers

- Psymet **Crisis of Life.** Your touch attack kills subject.

## Psychic Warrior Powers

### 0-Level Psychic Warrior

#### Powers (Talents)

- Beacon.** You create a bright colored light. (Int)
- Bioflexibility.** You gain a +1 competence bonus on Dexterity-based checks. (Str)
- Psionic Draw.** A weapon anywhere on your body is telekinetically drawn to your hand. (Con)
- Comfort.** You mitigate the effect of extreme temperatures for one hour. (Str)
- Lesser Legs of a Thri-Kreen.** Your legs resemble those of a Thri-Kreen, granting you a +8 bonus on Jump checks. (Str)
- Tattoo Animation.** You can animate your tattoos. (Int)
- Wild Charge.** You can run and charge at the same time. (Str)
- Wild Leap.** Allows you to leap from a non-existent foothold. (Dex)
- Wild Reflex.** You can make an addi-



tional attack of opportunity. (Dex)

**Wild Tumbling.** You can use your tumbling skill while running. (Str)

## 1st-Level Psychic Warrior

### Powers

**Cast Missiles.** You can launch missiles without a bow or other weapon. (Con)

**Deflect Strike.** You psychokinetically deflect the next attack of a creature within range. (Con)

**Legs of a Thri-Kreen.** Your legs resemble those of a thri-kreen, granting you a +30 on Jump checks. (Str)

## 2nd-Level Psychic Warrior

### Powers

**Lesser Telekinesis.** Lift or move an object up to 25 lb/2 levels at medium range. (Con)

## 3rd-Level Psychic Warrior

### Powers

**Acceleration.** Extra attack and +2 AC. (Dex)

## 4th-Level Psychic Warrior

### Powers

**Bioelectric Aura.** Creatures attacking you take electricity damage; you're protected from electricity. (Str)

**Poison Simulation.** Touch deals 1d10 Con damage, repeats in 1 min. (Str)

## 5th-Level Psychic Warrior

### Powers

**Crisis of Life.** Your touch attack kills subject. (Str)

## Powers

### Acceleration

Psychoportive (Dex)

**Level:** Psion 3/Psychic Warrior 3

**Display:** Au, Vi, Me

**Manifestation Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature.

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Power Resistance:** Yes (harmless)

**Power Points:** 5

The accelerated creature moves and acts

more quickly than normal. This extra speed has several effects.

When making a full attack action, the subject may make one extra attack with any weapon he or she is holding. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. This benefit does not actually grant an extra action, so a character can't use it to cast a second spell or otherwise take an extra action in the round.

The subject gains a +2 dodge bonus to Armor Class. Any condition that makes the subject lose his or her Dexterity bonus to AC (if any) also makes the subject lose dodge bonuses.

All of the subject's movements, (including normal movement, burrow, climb, fly and swim) increase by 30 feet (to a maximum of double the subject's normal speed.)

Note: The spell *haste*, and the power *schism*, do not function on an accelerated creature. Acceleration counters, and is countered by, the arcane spell *slow*.

### Alter Features

Psychometabolism (Con)

**Level:** Psion 2

**Display:** Au

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

**Power Points:** 3

You can alter your appearance and form—including clothing and equipment—to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. Your body can undergo a limited physical metamorphosis, including adding or subtracting one or two limbs, and your weight can be changed up to one-half. If the form selected has wings, you can fly at a speed of 30 feet with poor maneuverability (The Dungeon Master's Guide has information on maneuverability.) If the form has gills, you can breathe underwater.

Your attack rolls, natural armor bonus, and saves do not change. This power does not confer special abilities, attack forms,

defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the power. If you are slain, you automatically return to your normal form.

If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

### Antidote Simulation

Psychometabolism (Str)

**Level:** Psion 4

**Display:** Au, Ma

**Manifestation Time:** 1 action

**Range:** Touch

**Target:** Living creature or object of up to 1 cu. ft./level touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Power Resistance:** Yes (harmless, object)

**Power Points:** 7

The character detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the power does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This power also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

### Beacon

Metacreativity (Int)

**Level:** Psion 0/Psychic Warrior 0

**Display:** Vi

**Manifestation Time:** 1 round

**Range:** Short (25 ft. + 5 ft./2 levels)

**Target:** Light the size of a torch

**Duration:** Concentration, up to 1 round per level

**Saving Throw:** None

**Power Resistance:** No

**Power Points:** 1

With this talent, you create a bright colored light (the exact color is your choice) that is visible for 100 feet away during the day, or up to 1 mile away during a clear night.

### Bioelectric Touch

Psychometabolism (Str) [Electricity]

**Level:** Psion 1

**Display:** Au, Vi

**Manifestation Time:** 1 action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** Until Discharged

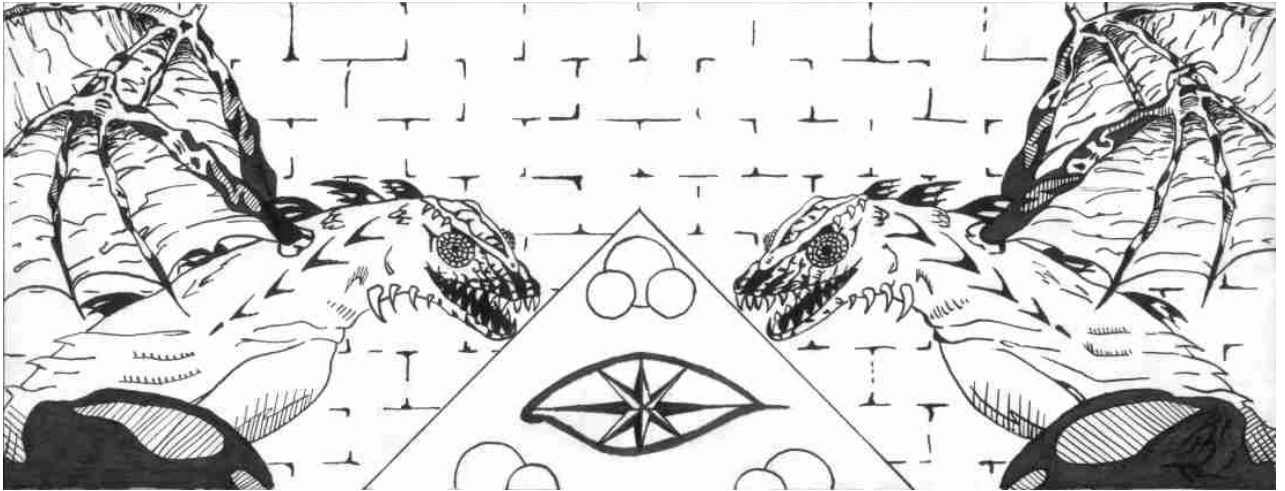
**Saving Throw:** None

**Power Resistance:** Yes (object)

**Power Points:** 1

This spell imbues the character's hand with a powerful electrical charge that the character can use to damage an opponent. The character's successful melee touch attack deals 1d8 points of electrical damage.





When delivering the jolt, the character gains a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.).

### Bioelectric Aura

Psychometabolism (Str) [Electricity]  
**Level:** Psion 4/Psychic Warrior 4  
**Display:** Au, Me, Vi  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)  
**Saving Throw:** None  
**Power Points:** 7

This power wreathes the character in a bioelectric aura and causes damage to each creature who attacks the character in melee. The bioelectric aura also protects the character from electricity attacks.

Any creature striking the character with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of electricity damage. If a creature has power resistance, it applies to this damage. Note that weapons with exceptional reach, such as two-handed spears, do not endanger their users in this way.

When manifesting this power, the character appears to be surrounded by a blue electrical aura, giving light equal to half the illumination of a normal torch (10 feet).

The character takes only half damage from electricity attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

### Bioflexibility

Psychometabolism (Str)  
**Level:** Psion 0/Psychic Warrior 0  
**Display:** Vi  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute  
**Saving Throw:** No  
**Power Resistance:** No  
**Power Points:** 1

Your limbs are more supple and flexible,

granting you a +1 competence bonus on all Dexterity-based skill or ability checks.

### Comfort

Psychometabolism (Str)  
**Level:** Psion 0/Psychic Warrior 0  
**Display:** Ma  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour  
**Power Points:** 1

You gain a resistance to extreme temperatures and aren't adversely affected by the extreme heat of the day or the extreme chill of the night. You treat extreme heat or cold as if it were only very hot or cold, (see DMG page 86 for rules on temperature effects) but suffer normally from abysmal heat, or from magical or supernatural heat or cold. This power overlaps (does not stack) with the elven natural resistance to extreme temperatures.

### Cast Missile

Psychokinesis (Con)  
**Level:** Psion 1/Psychic Warrior 1  
**Display:** Au  
**Manifestation Time:** 1 Action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level  
**Power Points:** 1

This power allows you to cast sling stones without a sling, launch arrows without a bow, or launch bolts without a crossbow. The missiles travel as if they had been launched normally from that weapon, and uses that weapon's range, your normal attack bonuses and rate of fire. You need not be proficient in the weapon that you are emulating.

### Crisis of Life

Psychometabolism (Con) [Death]  
**Level:** Psion 5/Psychic Warrior 5  
**Display:** Vi, Au  
**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous

**Saving Throw:** Fortitude partial  
**Power Resistance:** Yes  
**Power Points:** 9

The character can slay any one living creature. The character must succeed at a melee touch attack to touch the subject, and the subject can avoid death with a successful Fortitude save. If she succeeds, she instead takes 3d6 points of damage. (Of course, the subject might die from damage even if she succeeds at her save.)

### Deflect Strike

Psychokinesis (Con)  
**Level:** Psion 1/Psychic Warrior 1  
**Display:** Vi, Au  
**Manifestation Time:** 1 action  
**Range:** Close (25 ft +5 ft./2 levels)  
**Target:** 1 creature  
**Duration:** 1 round  
**Saving Throw:** Fortitude negates  
**Power Resistance:** Yes

This power psychokinetically deflects the next attack of a creature within range. The target's next melee, missile, or ranged touch attack that round suffers a -20 penalty to the attack roll.

### Deflection

Psychokinesis (Con)  
**Level:** Psion 4  
**Display:** Vi  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Power Points:** 7

This spell creates a shimmering, psionic field around the touched creature that averts attacks. The power grants the subject a +4 deflection bonus.

### Friendly

Telepathy (Cha)  
**Level:** Psion 0  
**Display:** Me  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You



**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Power Resistance:** Yes  
**Power Points:** 1

You discharge the static electricity around you by metaphysically focusing it through your finger and directing it at the target. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of electricity damage.

## Poison Simulation

Psychometabolism (Str)  
**Level:** Psion 4/Psychic Warrior 4  
**Display:** Au, Vi  
**Manifestation Time:** Free Action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous (see text)  
**Saving Throw:** Fortitude negates (see text)  
**Power Points:** 7  
**Power Resistance:** Yes

Calling upon the venomous powers of natural predators, the character inflicts the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half manifester level + manifester's Wisdom modifier).

## Psionic Draw

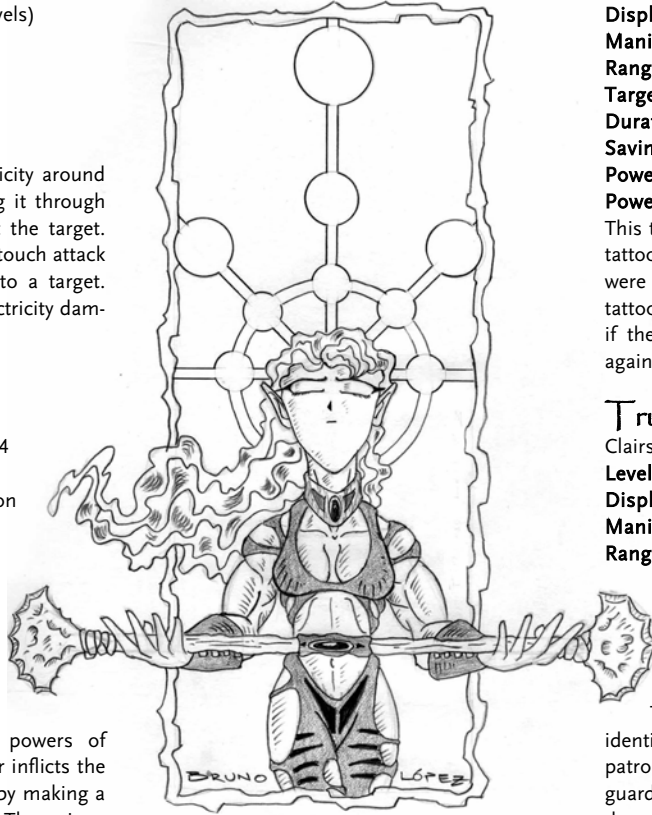
Psychokinesis (Con)  
**Level:** Psion 0/Psychic Warrior 0  
**Display:** Vi  
**Manifestation Time:** Free Action  
**Range:** Personal  
**Target:** You and 1 weapon on your person  
**Duration:** Instantaneous  
**Power Points:** 1

This talent allows you to psychokinetically draw weapon from anywhere on your person.

## Psychic Tracking

Clairsentience (Wis)  
**Level:** Psion 1  
**Display:** Au  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Power Points:** 1

This power allows you to track a living creature by the mental "footprints" left behind by its thoughts. You can use your Remote View skill in place of Wilderness Lore to "track" the psychic imprint of the creature that you are following. Consult the Player's Handbook, page 85 for more information on tracking.



## Resistance

Metacreativity (Int)  
**Level:** Psion 0  
**Display:** Vi  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 minute  
**Saving Throw:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Power Points:** 1

The character imbues the subject with psionic energy that protects her from harm, granting her a +1 resistance bonus on saves.

## Static Discharge

Psychokinesis (Con) [Electricity]  
**Level:** Psion 2  
**Display:** Au, Vi  
**Manifestation Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Power Resistance:** Yes  
**Power Points:** 3

You discharge the static electricity around you by metaphysically focusing it through your finger and directing it at the target. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 3d6 points of electricity damage.

## Tattoo Animation

Metacreativity (Int)  
**Level:** Psion 0/Psychic Warrior 0

**Display:** Vi  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Concentration  
**Saving Throw:** Will negates  
**Power Resistance:** Yes  
**Power Points:** 1

This talent allows you to make one of your tattoos to move across your body as if they were psionic tattoos. You can even cause a tattoo to move onto someone else's body, if they are willing or fail a saving throw against this talent.

## True Worship

Clairsentience (Wis)  
**Level:** Psion 1  
**Display:** Me  
**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Power Resistance:** Yes  
**Power Points:** 1

This power allows you to instantly identify a templar's sorcerer-king, the patron element of a cleric, a druid's guarded land (provides a brief visual description, not a map to its location), the currently admired friend or mentor of a half-giant, the tribe and clan of an elf or the current focus of a dwarf.

## Wild Leap

Psychoportation (Dex)  
**Level:** Psion 0/Psychic Warrior 0  
**Display:** Au  
**Manifestation Time:** Free Action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Power Points:** 1

This talent allows you, for a fraction of a second, to catch a foothold in the fabric of the universe, the same fabric depended on for powers such as *immobility*. This foothold does not last long enough for you to stand on, but it does last long enough for you to leap off of. You are able make a Jump check, jump that distance, catch yourself for a second and then make a second Jump check and leap the distance indicated.

## Wild Tumbling

Psychometabolism (Str)  
**Level:** Psion 0/Psychic Warrior 0  
**Display:** Vi  
**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round  
**Power Points:** 1

This talent allows you, for one round, to use the Tumble skill in conjunction with the run move, allowing you to tumble through opponent spaces quickly.