

Dark Sun Player's Guide: 5th Edition of Dungeons & Dragons

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Introduction

“For thousands of years, the Tablelands have remained untouched: its politics frozen in a delicate stalemate, its life in a balance even more delicate. It is true that the Dragon Kings amused themselves with their petty wars, rattling sabers to punctuate the passing of ages. It is true that, occasionally, another city would be swallowed by the wastes. But there were no surprises. The Dragon Kings steered everything from their omnipotent perches, content in their superiority, but ever thirsting for challenge. All that has changed. The Tablelands have been thrown into turmoil, the likes of which have not been seen since times forgotten. The Dragon Kings have been thrown into confusion, grasping for the tedium they so recently lamented.

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

—Oronis, sorcerer-king of Kurn

Disclaimer & Credit

A desire to run the WotC adventure Princes of the Apocalypse in the *Dark Sun* campaign world has prompted myself and my gaming group to put together a conversion for this latest rules set and what lies within is our attempt.

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With that stated, I would like to give out credit to all of the wonderful sources where much of the heavy lifting, if you will, was done:

1. First and foremost TSR/Wizards of the Coast for creating the setting, and all of the earlier edition handbooks.
2. [The Burnt World of Athas](#) for all of their work in creating the official 3.5 material. This document uses swaths of their content including, but not limited to their Introduction, class and race descriptions. I feel that [The Burnt World of Athas](#) has done almost as much for Dark Sun as TSR/WotC has and this conversion would not have the feel or be as complete without all of their work.
3. Early on our group found a 5th Edition conversion put together by *Gabriel Zenon Wach* ([Achtung56](#)), which compiled great deal of existing 5th Edition *Dark Sun* conversions, in addition to new material created by *Gabriel Zenon Wach*, all of which was invaluable when putting this together: <http://community.wizards.com/forum/dark-sun/threads/4208571>
4. Another invaluable source was [Cyber-Dave](#) on the WotC Dark Sun forums: <http://community.wizards.com/forum/dark-sun/threads/4134136>
5. Anyone else not specifically mentioned, which again would include material from [Dark Sun 5th Edition Player's Handbook V2.0](#) This document has pieces or entire portions of the work compiled in that document, which again, has been invaluable.
6. With the above stated, I did a large portion of the conversion for the **Athasian Bard**, **the Psion**, and **the Wizard** in this document.

Sources to find more material and information on *Dark Sun*:

- [The Burnt World of Athas](#)
- [RPGNow!](#) (Link is key worded for Dark Sun)

This is Athas

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

Athas is a desert-sun-scorched and wind-scoured, parched and endless, but that does not mean that the landscape is monotonous. Far from it; over each hill, behind each dune, the terrain is more awesome, more spectacular, and more beautiful than any one has seen before. North or south, east or west, Athas contains natural wonders and dangers undreamed of on other worlds.

Storms blow in from the Sea of Silt, walls of pearly dust billow ten thousand feet into the air, then come roiling ashore like a mountain range crashing down about unwary travelers. There are hundreds of different kinds of terrain on Athas, from wind-scoured pebble flats to twisted badlands canyons to gleaming sands to jumbled boulder fields.

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

But heroes are desperately needed in this harsh, savage world... Heroes like the ones who stepped forward to destroy the sorcerer-king Kalak and set Tyr free.

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

Ten Things You Need to Know

Every *Dungeon Master* and player needs to know and remember these facts about the world of Athas. ([The Burnt World of Athas](#))

- 1. Dark Sun is Different from Traditional D&D.** Many monsters, prestige classes, spells or magic items from the core rulebooks simply are not available in Athas. Many races were extinguished from Athas during the Cleansing Wars. This is because Athas has a very different background than most *D&D* settings. Check with your DM to see which options you have to choose from before building your character.
- 2. Tone and Attitude.** Athas puts the survival of the fittest concept to its fullest. Those who cannot adapt to endure the tyrannical sorcerer-kings, the unrelenting sun, or the many dangers of the wastes will certainly perish. Illiteracy and slavery are commonplace, while magic is feared and hated. The term “hero” has a very different meaning on Athas.
- 3. A Burnt World.** Thousands of years of reckless spellcasting and epic wars have turned Athas into a barren world, on the verge of an ecological collapse. From the first moments of dawn until the last twinkling of dusk, the crimson sun shimmers in the olive-tinged sky like a fiery puddle of blood, creating temperatures up to 150° F (65° C) by late afternoon. Waters is scarce, so most Athasians need to come up with alternative solutions for dealing with the heat or perish.
- 4. A World Without Metal.** Metals are very rare on Athas. Its scarcity has forced Athasians to rely on barter and different materials, such as ceramic, to use as currency. It also hampers industrial and economic development as well; mills and workshops rarely have quality tools to produce everyday products. Even though most Athasians have developed ways of creating weapons and armor made of nonmetallic components, but the advantage of having metal equipment in battle is huge.
- 5. The Will and The Way.** From the lowliest slave to the most powerful sorcerer-king, psionics pervade all levels of Athasian society. Virtually every individual has some mental ability, and every city-state has some sort of psionic academy available. Athasians use the term Will to refer to someone’s innate ability for psionics and the Way for the study of psionics.
- 6. A World Without Gods.** Athas is a world without true deities. Powerful sorcerer-kings often masquerade as gods but, though their powers are great and their worshippers many, they are not true gods. Arcane magic require life force, either from plants or animals, to be used. All divine power comes from the Elemental planes and the spirits of the land that inhabit geographic features.
- 7. Planar Insulation.** Barriers exist between Athas and other planes. In the case of other planes of existence, the Gray impedes planar travel, except to the Elemental Planes. Consequently, travel via spelljamming is impossible, and planar travel is much more difficult. The same holds true for those trying to contact or reach Athas. The barrier formed by the Gray impedes travel in both directions.
- 8. The Struggle For Survival.** The basic necessities of life are scarce on Athas. This means that every society must devote itself to attaining food and safeguarding its water supply, while protecting themselves from raiding tribes, Tyr-storms, and other city-states. This essentially means that most Athasian must devote a large deal of their lives just to survive.
- 9. The Seven City-states.** The Tyr Region is the center of the world of Athas, at least as far as the people of the seven city states are concerned. It’s here, along the shores of the Silt Sea and in the shadows of the Ringing Mountains that civilization clings to a few scattered areas of fertile land and fresh water. The majority of the population lives in the city-states of Tyr, Urik, Raam, Draj, Nibenay, Gulg, and Balic. The remainder lives in remote villages built around oases and wells, or wanders about in nomadic tribes searching for what they need to survive.
- 10. New Races.** In addition to the common player character races bound in the *Player’s Handbook*, players can choose to play aarakocra, half-giants, muls, and thri-kreen in Dark Sun. Aarakocra are avian freedom-loving creatures, but extremely zealous and xenophobic. Half-giants are creatures with great strength, but dull wits. Muls are a hybrid race that combines the natural dwarven resilience and stubbornness with the adaptability from humans. Thri-kreen are insectoid creatures that roam the Athasian wastes in search for prey.

Aarakocra

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

— Kekko Cloud-Brother, aarakocra cleric

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

Personality: These bird-people can spend hours riding the wind currents of the mountains, soaring in the olive-tinged Athasian sky. While traveling, aarakocra prefer to fly high above to get a good view all-around of their location and detect any threats well in advance. When they stop to rest, they tend to perch on high peaks or tall buildings. Enclosed spaces threaten the aarakocra, who have a racial fear of being anywhere they cannot stretch their wings. This claustrophobia affects their behavior. Unless it is absolutely necessary, no aarakocra will enter a cave or enclosed building, or even a narrow canyon.

Physical Description: Aarakocra stand about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. 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. 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). Most of their bones are hollow and brittle and break more easily than most humanoids. The aarakocra's unusual build means they have difficulty finding armor, unless it has been specifically made for aarakocra. Aarakocra usually live between 30 and 40 years.

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

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

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

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

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

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

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

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

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

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

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

Air and sun shamans play an important role in aarakocra societies. Aarakocra worship the sun because it provides them with the thermals they need to soar. The air shamans of Winter Nest lead their community in daily worship of the air spirits. Aarakocra of Winter Nest have a deep and abiding respect for the gifts of nature and little patience for those who abuse those gifts. They look after the natural resources of the White Mountains and have been known to punish those who despoil or abuse them.

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

Aarakocra believe that their ability to fly makes them superior to all other races and thus they have great confidence and pride in themselves. Though they often express sympathy for people unable to fly, this more often comes across as condescending. Aarakocra are carnivores, but do not eat intelligent prey.

Roleplaying Suggestions: Loneliness doesn't bother you like it bothers people of other races. You loathe the heat and stink of the cities, and long for cold, clean mountain air. The spectacle and movement of so many sentient beings fascinates you, but watching them from above satisfies your curiosity. The very thought of being caught in a crowd of creatures, pinned so tight that you can't move your own wings, fills you with terror. You are friendly enough with people of other races, provided they respect your physical distance, and are willing to be the ones that approach you. You form relationships with individuals, but don't involve yourself in the politics of other racial communities – in such matters you prefer to watch from above and to keep your opinions to yourself unless asked. You prefer to enter buildings through a window rather than through a door. Your instincts are to keep several scattered, hidden, nests throughout the areas that you travel regularly: one never knows when one might need a high place to rest.

Aarakocra Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Speed. Your base land speed is 25 feet. You have a flying speed of 50 feet. To use this speed, you can't be wearing medium or heavy armor (see Wings below).

Size. Your size is Medium.

Wings. An aarakocra's impressive wingspan allows them to fly at great speeds, but they may not hover. In order to fly, an aarakocra must have a minimum of 10 feet of open space on either side of them and 30 feet of open space above, below, or any combination (taking off from a ledge 15 feet above the ground and 15 feet below the ceiling is appropriate) them. An aarakocra is also prevented from flying while carrying a heavy load.

Dive Attack. An aarakocra who flies at least 30 feet during a round, and has descended at least 20 feet at the end of that movement, deals one additional die of damage with the first melee attack made during that round.

Talons. You may choose to deal 1d4 slashing damage with your unarmed attacks instead of the normal 1 point of bludgeoning damage. Aarakocra monks and those trained in similar forms of

unarmed combat, deal unarmed damage as their class indicates, but may choose to deal either bludgeoning or slashing damage.

Beak. When you use an Attack action with your Talons or a proficient weapon, you can make one Beak attack as a bonus action. To attack make an attack roll, adding your proficiency bonus and Dexterity modifier. Your beak deals 1d6+ your Dexterity modifier piercing damage.

Keen Senses. You have proficiency in the Perception skill and may double your proficiency bonus on any skill check that involves sight.

Claustrophobia. If you are in a small enclosed space or underground for longer than 24 hours you must succeed on a DC 11 Wisdom saving throw or suffer a -1 penalty on all Skill checks. For every 8 hours beyond the first 24 hours that you remain in a confined area or underground you must make another Wisdom saving throw. The DC for the saving throw increases by 1 for every 8 hours beyond the first 24 hours.

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

Child of the High Mountains. Aarakocra have advantage on saving throws against lightning and thunder damage, as well as against spells or powers that manipulate air, such as *gust of wind*, *wind wall*, or an air elemental's *whirlwind* power.

Unusual Body Shape. You can only wear armor or clothing specially designed for Aarakocra; such equipment costs double its normal price.

Languages. You can speak, read and write both Common and Auran.

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

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

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

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

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

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

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

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

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

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

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

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

Dwarf Society: No dwarf is more content than while working toward the resolution of some cause. This task, called a focus, is approached with single-minded direction for the dwarf's entire life, if need be, though most foci require considerable less time. Free dwarves form communities based on clans, and are much focused on family. Ties of blood are honored and respected above all others, except the focus. Family honor is important to every dwarf, because an act that brings praise or shame in one generation is passed down to the family members of the next generation. There is no concept in the minds of dwarves of not following these family ties.

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

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

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

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

Dwarf Traits

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Speed. Your base land speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Size. Your size is Medium.

Darkvision. You 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 fine with no light at all.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Weapon Familiarity. You have proficiency with the urgrosh.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Focus. Dwarves must have a Focus. A Focus is some task (such as crafting a weapon or besieging a fortress) that the Dwarf holds paramount over everything else in their life which must be complex enough to require at least a week to complete.

You gain a +1 bonus on all checks directly related to your 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.

For every week a Dwarf fails to make progress towards their Focus, they gain a level of exhaustion as their will to live withers away. This exhaustion cannot be removed except by furthering progress towards one's focus.

Languages. You can speak Common and Dwarven. Dwarves dislike learning any languages besides those specifically necessary towards the completion of their focus, and will rarely speak Dwarven in the presence of outsiders.

Elf

"Honor? The word does not exist in the Elven language."

—Tharak, human guard

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

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

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

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

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

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

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

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

Religion: Elves revere Coraanu Star Racer as the ideal "First Elf - the warrior thief" the embodiment of all that elves wish to be,

basing their calendar on his life and honoring his myth with exquisite song, dance and celebration. Many elves worship the elements; particularly air, which they associate with freedom, swiftness and song. Elves also honor and swear by the moons, perhaps because low-light vision turns moonlight into an Elven advantage.

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

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

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

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

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

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

Elf Society: Elves have an intense tribal unity that does not extend beyond their own tribe. Elves from other tribes are

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

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

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

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

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

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

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

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

Elf Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Speed. Your base land speed is 35 feet.

Size. Your size is Medium.

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.

Keen Senses. You are proficient in the Perception skill.

Hunter of the Wastes. You are proficient with all bows and the Elven longblade.

Athasian Resistance. You have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. You treat extreme heat or cold as if it were only very hot or cold, but suffer normally from abysmal heat or from magical/supernatural heat and cold.

Elf Run. After a minute or warm-up and a Constitution check (DC 10), you can induce an elf run state. This state allows you to hustle for long distances as easily as a human can hustle.

Each day that you continue the elf run, you must make additional Constitution checks to maintain the elf run state: A very easy check (DC 5) on the second day, an easy check (DC 10) on the third day, an average check (DC 15) on the fourth day, a difficult check (DC 20) on the fifth day, and a very difficult check (DC 25) on the sixth day. Once you fail your constitution check you lose the elf run benefits and suffer a level of exhaustion.

After a full day's rest, you may attempt again to induce an elf run state. With a group of elves, runners add their leaders Charisma bonus both to their movement rate and to any Constitution checks related to movement.

Mask of the Wild. You can attempt to hide even when lightly obscured by foliage, sandstorms, siltstorms, and other natural phenomena.

Languages. You can speak Common and Elven. Elves, much like Dwarves, disdain learning languages besides Elven except for trade, and if not engaged in trade, will hide their knowledge from other Elves.

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

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

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

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

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

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

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

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

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

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

Half-Elf Society: Unlike other races, half-elves do not consider

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

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

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

Half-Elf Traits

Ability Score Increase. Your Dexterity score increases by 1, and two other ability scores of your choice increase by 1.

Speed. Your base land speed is 30 feet.

Size. Your size is Medium.

Low-Light Vision. Half-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.

Of Two Worlds. You gain advantage on Deception checks made to deceive others about your race.

Skill Versatility. You are gain proficiency in two skills of your choice.

Animal Wastelanders. You have advantage on Animal Handling checks and Survival checks related to Animal tracks.

Pet Companion. At 3rd level you may befriend one pet. The pet may be of any local animal, no larger than medium sized. You must spend one week with the animal gaining its trust. Afterwards, the pet will follow you and obey simple commands.

Languages. You can speak Common, Elven and one other language of your choice. Half-Elves often travel amongst the many different races of Athas, belonging to no one group, and therefore pick up the languages of the native inhabitants.

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

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

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

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

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

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

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

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

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

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

Half-Giant Society: A relatively young race, half-giants possess very little cultural identity of their own. Instead they adopt the customs and beliefs of those other cultures in which they live. Because of this, half-giants routinely change their alignment to match those around them who most influence them. Half-giants can be found from one end of the Tablelands to the other, and often congregate in or near other population centers, absorbing the culture. Rarely do half-giants form communities of their own.

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

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

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

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

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

Half-Giant Traits

Ability Score Increase. You gain a total increase of 4 between your Strength and Constitution scores. You may divide that increase between these two abilities as you see fit, though you must increase each ability score by at least 1.

Speed. Your base land speed is 30 feet.

Size. Your size is Medium. When holding a versatile weapon with one hand, you gain the benefits of using the weapon two-handed. You may choose to use a weapon that has the two-handed weapon property, in one hand. When you do so, its damage dice are reduced by one size. For example, a greataxe used in one hand would deal 1d10 damage. If the weapon normally deals 2d6 damage, its damage die also becomes 1d10. You may not, however, wear any armor or clothing not designed for your size. Armor and clothing designed for half-giants costs twice the normal price and weighs twice as much as normal.

Brutality. You may use this trait to turn any melee attack using Strength that hits into a critical hit. You may use this trait normally once per short rest, but additional uses after that immediately incur one level of exhaustion.

Giant Among Men. Unlike most characters, half-giants may raise their natural strength score to 22 instead of 20. Additionally, you have advantage when making Strength checks to break an object.

Giant Heritage. You are considered to be a giant.

Half-Giant Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Increased Carrying Capacity: Your carrying capacity is equal to double what a normal character with your Strength score can carry.

Large Appetite. You must eat and drink twice as much as the normal human or suffer the appropriate penalties.

Mercurial Nature. When choosing an alignment, you choose one fixed point of axis: lawful, chaotic, good, or evil. This element of your alignment never changes. After every long rest, however, you must change the other element of your alignment to one that matches some other member of your adventuring party. If everyone in your adventuring party shares the same element of their alignment, you may keep that element indefinitely or change your alignment to an element within one step of theirs after spending a day using their alignment, your choice. For example, a good half-giant who happens to be neutral good on a particular day must become either lawful good or chaotic good, depending on what alignments the rest of his adventuring party possesses, after their next long rest. If the entire party is either lawful or neutral, the half-giant must change their alignment to lawful good. If everyone in the group is chaotic, the half-giant must change their alignment to chaotic good, and can maintain that alignment indefinitely. The half-giant may still, however, choose to become neutral good after any day spent as a chaotic good character. You should emphasize the slightly unhinged nature of a half-giant's personality when role-playing.

Languages. You can speak one language of your choice. It is strongly advised that you choose Common.

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

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

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

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

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

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

Religion: Halflings' bond with nature extends into most aspects of their culture. A shaman or witch doctor, who also acts as a spiritual leader, often rules their clans. This leader is obeyed

without question. Halfling fighters willingly sacrifice themselves to obey their leader.

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

Names: Halflings tend to have only one given name.

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

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

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

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

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

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

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

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

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

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

Halfling Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Speed. Your base land speed is 25 feet.

Size. Your size is Small.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Feral. You gain a +1 bonus to hit on any attacks made against a Medium or larger creature with a melee weapon.

Agile. You gain advantage on any Acrobatics checks made to climb or jump.

Skill Versatility. You gain proficiency in two skills of your choice.

Keen Senses. You are proficient in the Perception skill.

Stout Resilience. You have advantage on saving throws against poison, and have resistance against poison damage.

Languages. You can speak Common and Halfling. Halflings rarely, if ever, teach their language to someone outside of their tribe. No known record exists of the Halfling language outside of the tribes.

Human

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

—Dukkoti Nightrunner, elven warrior

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

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

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

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

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

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

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

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

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

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

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

Male Names: Asticles, Tithian, Vordon, Pavek, Trenbull
Al'Raam'ke

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

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

Human Traits

Ability Score Increase. Your ability scores each increase by 1.

Speed. Your base land speed is 30 feet.

Size. Your size is Medium.

Languages. You can speak Common and one extra language of your choice. Humans typically learn the languages of other people they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Elvish dance lyrics, Halfling battle cries, and so on.

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. Would you like to tell the arena crowd that their favorite champion will not be appearing in today's match because he died trying to escape your pens?"

—Gaal, Urikite arena trainer

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

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

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

Relations: Most mul laborers master the conventions of slave life, figuring out through painful experience who can be trusted and who cannot. (Muls learn from their mistakes in the slave pits to a greater extent than other races not because they are cleverer, but because unlike slaves of other races they tend to

survive their mistakes, while other slave races are less expensive and therefore disposable. Only the most foolish and disobedient mul would be killed. Most masters will sell a problem mul slave rather than kill him.) Their mastery of the rules of slave life and their boundless capacity for hard work allows them to gain favor with their masters and reputation among their fellow slaves.

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

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

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

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

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

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

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

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

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

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

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

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

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

Mul Traits

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Speed. Your base land speed is 30 feet. Your speed is not reduced by wearing heavy armor

Size. Your size is Medium.

Inexhaustible. As an action, you may reduce your exhaustion by one level. You cannot use this feature again until after you have taken a long rest.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You cannot use this feature again until after a short or long rest.

Untiring. Once every 48 hours, when you take a long rest you may regain all expended Hit Dice. Additionally, while you must

still use a long rest to recover spent resources, you can choose to go up to 72 hours without take a long rest, staying awake the entire time, suffering no additional adverse effects. After 72 hours, you are considered to have been awake for 24 hours; you then begin to incur adverse effects as per the normal rules.

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.

Keen Senses. You are proficient in the Perception skill.

Languages. You can speak Common and Dwarvish. Muls rarely stay in one city long enough to pick up many dialects.

Thri-kreen

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

—Tu'tochuk

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

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

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

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

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

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

Magic: Thri-kreen have no natural disposition towards magic, and a wizard’s use of the environment as a source of power conflicts with a keen’s beliefs. As well, the keen’s lack of sleep

and its instinctual need to hunt do not lend themselves well to magical study. Kreen wizards are extremely rare: no one has ever seen one in the Tablelands.

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

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

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

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

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

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

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

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

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

Roleplaying Suggestions: You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader – obedience to this leader in the party is important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will

wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your *dra* companions lie unconscious for a third of their lifetimes. You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous *dra* who think they can own buildings, land, and even whole herds of cattle!

Thri-kreen Traits

Ability Score Increase. Your Dexterity score increases by 2, and you may choose to increase either your Strength or Wisdom score by 1.

Speed. Your base land speed is 35 feet.

Size. Your size is Medium.

Alien Nature. Thri-kreen are so different from all of the other humanoid races that you suffer disadvantage on Charisma (Persuasion) checks made to influence anyone other than a thri-kreen.

Natural Camouflage. You have proficiency in Stealth checks.

Darkvision: Accustomed to running across dunes or grasslands throughout the day and night, you can see in the darkness within 60 feet of you as if you were in dim light. However, you can't discern color in the darkness.

Hard Carapace. When wearing no armor, your AC is equal to 12 + your Dexterity modifier (max 3).

Multiple Limbs. You have four arms and can hold items in each of your arms. On your turn, you may interact with two objects or features of the environment for free.

Natural Weaponry. If you are not holding anything with at least two arms, you may simultaneously use two of your limbs as a natural weapon to attack a target. You are considered to be proficient with this natural weapon, and your claws are considered to have both the light and finesse weapon properties. Your claws deal 1d4 (+ Ability modifier) slashing damage.

Poisonous Bite. When you use an Attack action with your natural weapons or a Thri-Kreen weapon, you can make one Bite attack with your powerful mandibles as a bonus action. The Bite has a 5 foot reach. To attack with your bite, you make an attack roll, adding your proficiency bonus and either your Strength or Dexterity modifier. Your bite deals 1d6 + either your Strength or Dexterity modifier (your choice) piercing damage. If you hit and deal damage, the target must succeed on a DC 11 constitution saving throw or be poisoned (paralyzed) for 1 minute. If the creature is poisoned, it may repeat the saving throw at the end of each of its turns. On a success, it ends the effect early. Class features which normally boost a weapon attack (such as sneak attack) cannot be applied to this racial ability.

Sleepless. You do not sleep. Once per day, you may gain the benefits of a long rest after taking a short rest, and magic cannot put you to sleep.

Standing Leap: You can long jump up to 30 feet and high jump up to 15 feet as part of your movement without taking a running start.

Thri-Kreen Weapon Training. You have proficiency with the chatkcha and gythka.

Unusual Body Shape. You can only wear armor or clothing specially designed for thri-kreen; such equipment costs double its normal price.

Languages. You can speak Thri-Kreen and Distorted Common. Due to your physiology, other races will have difficulty understanding you, as your speech comes out elongated and hissing.

Barbarian

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

—Borac, mul barbarian

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

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

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

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

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

Playing a Barbarian: All cower and stand in awe at the fury you can tap, enhancing your strength and toughness. But what do these people know of the burnt wastes of Athas, the hellish jungles of the Forest Ridge? The cruel vicissitudes of growing up

in the wastes of Athas were nothing but normal to you. When your family was lost in a tembo attack, or when your entire village was either murdered or forced into slavery, how could you not know they might not had to die? These and many other brutal experiences marked you, and you now stand apart from those born into the "comforts" of the city-states.

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

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

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

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

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

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

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

NPC Reactions: Many lay people cannot tell a barbarian from a ranger or a fighter until his rage overcomes him and he starts screaming and bashing. Most authority figures and templars do not appreciate barbarians since they are prone to losing control and cannot be truly trusted. Thus, they generally treat barbarians with a great deal of caution.

Class Changes: Barbarian Naming

The beast aspects “Bear”, “Eagle” and “Wolf” in Path of the Totem Warrior are replaced with “Braxat”, “Kes'trekel” and “Tembo”.

Flavor

The barbarian “Path of the Totem Warrior” is most similar to the Athasian Ranger, in that they gain their magic from small spirits in the land.

Bard (Athasian)

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

—Cabal, half-elven bard

From the shadowy corners of Athas’ most disreputable places hails the bard. Like their counterparts in other fantasy worlds, Athasian bards are the unquestioned masters of oral tradition and forgotten lore, but rather than sharing their lore with whoever will listen, Athasian bards guard their secrets as jealously as the sorcerer-kings harbor their water and iron.

Athasian bards may sell information to the highest bidder; they peddle their services and the fruits of their knowledge, but trade secrets are what give bards an edge on the uninitiated. Bards would rather die than reveal these secrets.

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

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

Abilities: Charisma is the most important ability for a bard, because many of their abilities and skills are affected by it. A high Dexterity improves the bard’s defensive ability. Intelligence is also important because it bolsters the number of skills he can work with.

Races: All humanoid races of Athas can become bards. The social stigma in certain regions may be higher than others, however. For example, the loremasters of the halflings of the Jagged Cliffs are highly regarded because of the ancient secrets and histories they preserve. But in the city-states, where the Bard’s Quarters are notorious, being a bard is not usually a good thing. Elven tribes often have a bard, who keeps the history of the tribe alive, its conquests and defeats. Humans are often bards, becoming performers of great talent, or assassins of

deadly skill and precision. Half-elves, because of their lonely existence, often take to being bards. The prejudice they face at every stage in life can move some to become great poets or singers. Muls and half-giants make poor bards; their talents are usually better served elsewhere than the stage or the shadows of alleys. As well, thri-kreen are rarely seen as bards, relying instead upon their racial memory.

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

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

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

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

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

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

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

The Athasian Bard

| Level | Proficiency Bonus | Features |
|-------|-------------------|--|
| 1 | +2 | <i>Bardic Inspiration (d6), Smuggler, Poisoner</i> |
| 2 | +2 | <i>Jack of All Trades, Song of Rest</i> |
| 3 | +2 | <i>Bard College, Expertise</i> |
| 4 | +2 | <i>Ability Score Improvement, Trade Secrets</i> |
| 5 | +3 | <i>Bardic Inspiration (d8), Font of Inspiration, Mental Resistance</i> |
| 6 | +3 | <i>Countercharm, Bard College feature, Quick Thinking</i> |
| 7 | +3 | <i>Careful Poisoner</i> |
| 8 | +3 | <i>Ability Score Improvement, Trade Secrets</i> |
| 9 | +4 | <i>Song of Rest (d8),</i> |
| 10 | +4 | <i>Bardic Inspiration (d10), Expertise, Poison Mastery</i> |
| 11 | +4 | <i>Quick Thinking</i> |
| 12 | +4 | <i>Ability Score Improvement, Trade Secrets</i> |
| 13 | +5 | <i>Song of Rest (d10)</i> |
| 14 | +5 | <i>Bard College Feature, Poison Mastery</i> |
| 15 | +5 | <i>Bardic Inspiration (d12)</i> |
| 16 | +5 | <i>Ability Score Improvement, Trade Secrets, Quick Thinking</i> |
| 17 | +6 | <i>Song of Rest (d12)</i> |
| 18 | +6 | <i>Poison Mastery</i> |
| 19 | +6 | <i>Ability Score Improvement</i> |
| 20 | +6 | <i>Superior Inspiration, Trade Secrets</i> |

Class Features

As an Athasian Bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, shortsword, bard's friend, crossbow (any), garrote, greater blowgun, whip, widow's knife

Tools: Three from the following list: Any musical instrument, Alchemist's supplies, Herbalism kit, Poisoner's kit, Thieves' tools

Saving Throws: Intelligence, Constitution

Skills: Choose any three

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or

fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Smuggler

You receive a +1 bonus to Deception and Sleight of Hand checks for every two bard levels.

Poisoner

A bard is a master of poisons, knowledgeable in both their use and manufacture. Each level you roll 1d4 and add your bard level to determine which new poison you have mastered (see the table below). Once mastered, you can make a single application of the poison every day, for the listed cost, using easily obtained materials.

See poison descriptions at the end of the Bard write-up.

| Die Roll | Poison | Type | Cost |
|----------|--------------------------|----------|------|
| 2 | Bard's Blood | Ingested | 35 |
| 3 | Truth Serum | Ingested | 35 |
| 4 | Serpent Venom | Injury | 60 |
| 5 | Blight | Contact | 80 |
| 6 | Player's Choice up to 11 | | |
| 7 | Silk Worm Blood | Injury | 50 |
| 8 | Burnt Othur Fumes | Inhaled | 125 |
| 9 | Carrion Crawler Mucus | Contact | 50 |
| 10 | Oil of Taggit | Contact | 100 |
| 11 | Poisonweed Extract | Injury | 300 |
| 12 | Player's Choice up to 17 | | |
| 13 | Malice | Inhaled | 60 |
| 14 | Essence of Ether | Inhaled | 75 |
| 15 | Torpor | Ingested | 150 |
| 16 | Scorpion Venom | Injury | 110 |
| 17 | Bloodgrass Extract | Injury | 250 |
| 18 | Player's Choice | | |
| 19 | Pale Tincture | Ingested | 60 |
| 20 | Antloid Venom | Contact | 250 |
| 21 | Ral's Tears | Ingested | 375 |
| 22 | Poisonweed Pollen | Inhaled | 100 |
| 23 | Cistern Fiend Poison | Injury | 400 |
| 24 | Megapede Venom | Injury | 500 |

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain

hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice: The College of Alchemy or the College of Survival, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Trade Secrets

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

Alchemy Dealer: Pay one-half of the market price for raw materials needed to craft alchemical items. If you have Alchemical Crafting (see College of Alchemy) the cost is one Quarter for PHB Adventuring Gear items.

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

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

Coolheaded: You may take 10 on Deception and Persuasion checks.

Improvised Materials: You can craft poisons from raw materials at hand instead of relying on specific ingredients. Doing so increases the cost of the dose, but otherwise has no effect on the poison's potency.

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

Poisonbane: You receive a +4 bonus to checks when creating antitoxin and poison antidotes.

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

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

Skilled: Add one-half your bard level (rounded down) as a competence bonus to one of the following skills: Deception, Persuasion, Medicine, Performance, Investigation, or Insight.

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 of the smokestick (covers a 10-ft. cube) are affected by the poison you applied to the smokestick.

Versatile: Select any two skills you are not proficient with. You are now proficient with these skills.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Mental Resistance

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

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

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, you get a +1 bonus on initiative checks. This bonus increases by 1 at 11th and 16th level.

Careful Poisoner

At 7th level, you can apply poison to a weapon as a free action without provoking attacks of opportunity.

Poison Mastery

By 10th level, you have mastered the knowledge of crafting poisons. You may now combine the properties of two poisons you know to create a unique poison and add that poison to your known poisons list.

You again gain enough knowledge to craft a unique poison at 14th and 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Colleges

The way of the Bard is discreet and subtle. Still, these wandering musicians often seek companionship with the only ones in the wastes that know their struggles, other Bards. They swap songs and stories, boast of their accomplishments, share their knowledge, and sharpen their abilities. They form loose associations, which they call academies, to facilitate their gatherings and preserve their traditions.

College of Alchemy

Bards of the Academy of Alchemy are the only masters of their work in the wastes, able to craft healing concoctions and deadly poisons. Whether crushing leaves and needles to make a paste to seal his friend's wound, or carefully cultivating deadly nightshade and stalking a tembo for his droppings, these bards use their gifts to great effect. When the night is ending and the harsh crimson sun of Athas is cresting its head above the horizon, a few less people may live that day.

Alchemical Crafting

When you join the Academy of Alchemy at 3rd level, you gain the ability to craft *Acid*, *Alchemist's Fire*, and *Antitoxin* (from the PHB) for half of their listed cost. It takes 1 day per item to craft. Additionally you can craft *Common* and *Uncommon* potions:

| Potion Rarity | Creation Cost* | Time to Craft |
|---------------|----------------|---------------|
| Common | 50 | 2 days |
| Uncommon | 100 | 4 days |

*Cost in ceramic pieces

Mysterious Travel

Also at 3rd level, you know the hidden alleyways and passages in most cities, allowing you to procure your necessary supplies, silence nosy troublemakers, and travel quickly by the light of Ral & Guthay. You gain advantage on Stealth checks made in cities at night.

Venomous Coercion

At 6th level, you gain advantage on Persuasion checks made to encourage someone to consume or otherwise unknowingly intake a poison. Advantage is not granted if the person is suspicious or knows that there is a poison.

Alchemical Skill

Starting at 14th level, once a week, when you use Alchemical Crafting or Poisoner, you can double the output of what you're crafting. For example, when crafting a poison you would create two doses rather than one for the same cost.

College of Survival

Bards of the Academy of Survival are daring skalds whose tales keep alive the hope of a better future, and thereby inspire a new generation of warriors. These bards gather in taverns or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events first hand and to ensure that the memory of those events doesn't pass

from the world. With their songs, they inspire others to campaign and fight for a better future for all.

Bonus Proficiencies

When you join the Academy of Survival at 3rd level, you gain proficiency with medium armor, shields, the Survival skill and martial weapons.

Cutting Words

Also at 3rd level, you learn to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature you can see within 60 feet of you makes an attack, ability check, or damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number from the creature's roll. You can choose to use his feature after the creature makes its roll, but before the DM determines whether the attack or ability check succeeds or fails, or before the creature deals damage. The creature is immune if it can't hear you or if it is immune to being charmed.

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Advantageous Inspiration

At 14th level, you have mastered the art of inspiring those around you. When you use your Bardic Inspiration your target gains advantage with their Bardic Inspiration die roll.

Poisons

Each type of poison has its own debilitating effects. Names don't necessarily indicate the poison came from that source, but the bard is able to concoct similar effects. See the *Poisoned* condition in the PHB page 292.

Antloid Venom (Contact). A creature subjected to this poison must make a DC 16 Constitution saving throw. On a failed save the creature loses their sense of balance and falls over prone. The creature must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature remains dizzy and stays prone. After three successful saves, the poison ends.

Bard's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Blight (Contact). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour.

Bloodgrass Extract (Injury). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or become paralyzed for 1 hour. On a successful saving throw the creature is not paralyzed but suffers from being poisoned for 1 hour.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Carrion Crawler Mucus (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cistern Fiend Poison (Injury). A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Megapede Venom (Injury). A creature subjected to this poison must make a DC 21 Constitution saving throw, taking 50 (15d6) poison damage on a failed save, or half as much damage on a successful one. Additionally, on a failed save the creature begins hallucinating and becomes frightened of the source of the poison.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Poisonweed Extract (Injury). A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Poisonweed Pollen (Inhaled). A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or be rendered unconscious. On a successful saving throw the creature remains conscious, but is poisoned for 1 hour, blinded, and must repeat the saving throw at the start of each of its turns. After three successful saves, the poison ends.

Ral's Tears (Ingested). A creature that ingests this poison suffers no effect until the rising of the moon, Ral. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Serpent Venom (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Scorpion Venom (Injury). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or take 8 (2d8) poison damage and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character continues to take 8 (2d8) poison damage. After three successful saves, the poison ends.

Silk Worm Blood (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Cleric

“Without destruction, there is nothing to build.”

—Credo of the fire cleric

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

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

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

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

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

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

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

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

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

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

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

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

heal yourself or your allies, but don't burn through your spells early in an attempt to do so; make the most efficient use of your spells in battle, saving the healing until combat is over or it becomes absolutely necessary.

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

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

Notables: The pursuit of his element's goals garners notoriety for a cleric, but it also can bring about his death of force him into exile. The Wanderer, famous for compiling the history and geography of Athas, is said to be an earth cleric.

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

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

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

NPC Reactions: The reactions clerics receive from communities are directly tied to how those cultures regard their specific element. A silt cleric is viewed in a much friendlier manner near to the Sea of Silt than near the Forest Ridge, for example. As a general rule of thumb, an NPC's attitude is one step nearer helpful for elemental clerics and one step nearer hostile for para-elemental clerics.

Class Changes: Cleric

Only elemental domains are available. Unable to cast spells linked to diametrically opposed elements.

Air Domain

| Cleric Level | Spells |
|-----------------|---|
| 1 st | <i>Featherfall, Thunderwave</i> |
| 3 rd | <i>Silence, Gust of Wind</i> |
| 5 th | <i>Gaseous Form, Stinking Cloud</i> |
| 7 th | <i>Fly, Wind Wall</i> |
| 9 th | <i>Conjure Elemental (Air), Cloudkill</i> |

1st Level – You can turn Earth creatures with your Turn Undead ability. You gain Chill Touch as a cantrip.

1st Level – Wind's Wrath – Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 thunder damage on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

2nd Level – Channel Divinity: Guiding Winds – Your ranged attacks can strike with supernatural accuracy. When you make a ranged attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You may make this choice after you see the roll, but before the DM says whether the attack hits or misses.

6th Level – Wind Buffet – When you deal thunder damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

8th Level – Divine Strike – You gain the ability to infuse your ranged weapon strikes with elemental energy. Once on each of your turns when you hit a creature with a ranged weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

17th Level – Flight – You have a flying speed equal to 60 feet whenever you are not underground or indoors.

Earth Domain

| Cleric Level | Spells |
|-----------------|--|
| 1 st | <i>Arms of Hadar¹, Wrathful Smite</i> |
| 3 rd | <i>Hold Person², Shatter</i> |
| 5 th | <i>Protection from Energy³, Meld into Stone</i> |
| 7 th | <i>Stoneskin, Stone Shape</i> |
| 9 th | <i>Conjure Elemental (Earth), Wall of Stone</i> |

¹ Arms are made from stone and dirt and they deal bludgeoning damage.

² Target becomes encased in Earth/stone and is held.

³ Target gains a layer of Earth/stone over their entire body providing the protection.

1st Level – You can turn air creatures with your Turn Undead ability. You gain Mending as a cantrip.

1st Level – Unrestrained Force – When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your

Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

2nd Level – Channel Divinity: Fellowship of Stone – A number of small stones equal to half your cleric level will roll towards you or fly towards your enemies. The attack bonus for the stones is equal to your own. This ability does not work if there are no stones present in the surrounding area. Each stone deals 1d8 bludgeoning damage.

6th Level – Earthen Blessing – when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

8th Level – Earthen Strike – you gain the ability to infuse your melee weapon strikes with elemental energy. Once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an extra 1d8 of bludgeoning damage. When you reach 14th level, the extra damage increases to 2d8.

17th Level – Avatar of Earth – You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

Fire Domain

| Cleric Level | Spells |
|-----------------|---|
| 1 st | <i>Hellish Rebuke, Searing Smite</i> |
| 3 rd | <i>Flame Blade, Continual Flame</i> |
| 5 th | <i>Elemental Weapon (Fire), Fireball</i> |
| 7 th | <i>Fire (Ice) Storm*, Wall of Fire</i> |
| 9 th | <i>Conjure Elemental (Fire), Flame Strike</i> |

*Ice Storm in the PHB page 252 damage becomes fire and force.

1st Level – You can use your Turn Undead ability on Water creatures. You gain Produce Flame as a Cantrip.

1st Level – Fire's Wrath – You can use fire to rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 4d4 thunder damage on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

2nd Level – Channel Divinity: Sculpt Spells – You can create pockets of relative safety within your fire spells. When you cast a fire spell that affects other creatures that you can see, you can choose a number of them equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

6th Level – Channel Divinity: Wreathed in Fire – This effect lasts for 1 minute. Any creature that ends its turn within a 5 foot radius of you must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. Undead always take full damage.

8th Level – Burn the Unholy – Any turned Undead (using the Channel Divinity ability) also take 1D6 fire damage per Cleric level on a failed Dexterity saving throw. If they make the save they take no damage. Undead that are destroyed are burned

into a pile of ashes.

17th Level – Conflagration – When you would normally roll one or more dice for damage with a fire spell, you instead use the highest number possible for each die. For example, instead of dealing 2d6 fire damage to a creature, you inflict 12 fire damage.

Water Domain

| Cleric Level | Spells |
|-----------------|--|
| 1 st | <i>Create/Destroy Water¹, Purify Food/Drink¹</i> |
| 3 rd | <i>Fog Cloud, Melf's Acid Arrow</i> |
| 5 th | <i>Create Food/Water¹, Elemental Weapon (Acid)</i> |
| 7 th | <i>Aura of Life², Ice Storm</i> |
| 9 th | <i>Conjure Elemental (Water), Cone of Cold</i> |

¹ These spells only create/destroy/purify half their normal amount.

² The Aura is a mist centered on the water cleric.

1st Level – You can turn Fire creatures with your Turn Undead ability. You gain the Acid Splash cantrip.

1st Level – Healing Waters – When using water as a material component your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

2nd Level – Channel Divinity: Waters of Life – As an action, you can use water you have blessed and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

6th Level – Channel Divinity: Dampen Elements – When you or a creature within 30 feet of you takes acid, cold, fire, lightning or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage. If it is acid or other water related damage, you or the creature take no damage.

8th Level – Acidic Strike – You gain the ability to infuse your weapon strikes with elemental energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

17th Level – Supreme Healing – When you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Sun Domain

| Cleric Level | Spells |
|-----------------|--|
| 1 st | <i>Burning Hands, Faerie Fire</i> ¹ |
| 3 rd | <i>Flaming Sphere</i> ² , <i>Scorching Ray</i> ² |
| 5 th | <i>Daylight, Fireball</i> ² |
| 7 th | <i>Sunblade</i> ³ , <i>Wall of Fire</i> ² |
| 9 th | <i>Conjure Elemental (Sun), Sun Stroke</i> ³ |

¹The color is the red of the Athasian sun.

²Sun fire.

³See spell write up below.

1st Level – Blessing of Our Creator – When you choose this domain at 1st level, you may choose one of the following powers:

- **Sun Flare:** You automatically succeed on Constitution saves against heat caused by natural weather; your water consumption is treated as if you were continually in the shade.
- **Light's Revelation:** Once per day as an action you can burn all creatures within 20 ft. who intentionally tell a lie (it must be a falsehood, not a half-truth or incomplete information), dealing 1d6 fire damage/3 cleric levels. This power lasts for 1 minute. Each creature can only be damaged once, regardless of how many lies they tell.
- **Fiery Wrath:** You gain your cleric level in fire resistance.
- **Burning Eyes:** You cannot be stunned or blinded by light effects, magical or otherwise. During the day when outside, you gain a bonus on Perception checks equal to your cleric level/3.

1st Level – Warding Flare – You can interpose the sun's radiance between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

2nd Level – Channel Divinity: Crimson Smite – You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present a symbol of the sun, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

6th Level – Improved Flare – You can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

8th Level – Potent Spellcasting – you add your Wisdom modifier to the damage you deal with any cleric cantrip.

17th Level – Corona of the Sun – You can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60 foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

New Cleric Spells

Sunblade

4th–level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

A brilliant sword of fiery sunlight appears in your hands when this spell is cast. It acts as a magical weapon of which you are proficient with and grants a +2 to attack rolls and deals an extra 1d4 radiant damage when it hits. Additionally, blinding rays emanate from the blade, which causes attack rolls against your enemy to have advantage for as long as the opponent remains in melee with you.

At Higher Levels. When you cast this spell a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

Sun Stroke

5th–level evocation

Casting Time: 1 action

Range: 90 feet

Components: M, V

Duration: Instantaneous

You use a small crystal to aim a brilliant beam of sunlight at your target. Your target must make a Constitution saving throw. On a failed save the targeted creature takes 1d6 heat damage, gains 3 Levels of Exhaustion, and becomes *Blinded* (Constitution save at the end of their turn to regain vision).

On a successful saving throw the target takes 1d6 heat damage, gains 1 Level of Exhaustion, and grants advantage on attack rolls against the target until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the heat damage increases to 3d6, the target gains 5 Levels of Exhaustion, and is *Blinded* (Constitution save at the end of their turn to regain vision).

Druid

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

—Sutura, half-elven druid

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Organizations: Ever since the Eradication, a n anti-druidic jihad led by sorcerer-kings more than 1,500 years ago, no specific druidic organization exists, although some form temporary alliances with Veiled Alliance members from time to time. Legends say that the druids who remained after the Eradication gathered on a high mesa somewhere in the northern Tablelands. It was there they decided that they should scatter to the most remote reaches and farthest regions of Athas, there to bide their time, waiting for the day when they were powerful enough to challenge the sorcerer-kings again. This was a long time ago, and the druids have yet to return to the cities of the defilers. Some say that they will never return and that their seclusion and isolation have destroyed whatever power they once wielded as a circle. Others say that the druid's long wait is indicative of their cunning, and that their plan is to insure that the next confrontation with the kings won't end in defeat.

NPC Reactions: Druids are natural loners, and usually avoid social interactions unless they have to. In such cases, those who are directly benefited from the druid's work of tending the land begin two steps nearer helpful, while defilers and evil paraelemental clerics begin two steps nearer hostile.

Class Changes: Druid

Under Proficiencies: Weapons add alak and blowgun.

Under Proficiencies: Skills add Stealth.

Wild Shape

Beast Shapes

The same limits apply from the PHB. See the following table for available beast CRs, which are derived from the [The Burnt World of Athas](#) product [Terrors of Athas](#), a 3.5 document.

Any Athasian appropriate Monster Manual entry is still available, such as Giant Lizard or Giant Scorpion.

| CR | Beasts |
|-----------|--|
| ¼ or less | Boneclaw (Lesser), Dustgull, Erdland, |
| ½ | Aprig, Conashellae, Gorak, Jankx, Kes'trekel, Rasclinn, Sygra, Z'Tal |
| 1 | Carru, Erdlu, Jhakar, Kank (Worker), Zhackal |
| 2 | Antloid (Worker), Carru (Bull), Cave Fisher, Dune Crab, Dust Glider, Kank (Soldier), Kluzd |
| 3 | Cha'thrang, Crodlu, Crodlu (Heavy), Inix, Jaguar, Lirr, Pterrax, Takis |
| 4 | Antloid (Soldier), Crodlu (Heavy Warmount) |
| 5 | Id Fiend, Lizard (Minotaur), Scorpion (Barbed), Tembo |

Druid Circles

Circle of the Land

Remove the following Circles: Arctic, Coast, Swamp, and Underdark.

Change of name: Desert to Sandy Wastes

Add the following Circles:

Salt Flats

| Druid Level | Circle Spells |
|-----------------|--|
| 3 rd | Blur, Hold Person |
| 5 th | Blink, Slow |
| 7 th | Freedom of Movement, Hallucinatory Terrain |
| 9 th | Mislead, Scrying |

Scrub Plains

| Druid Level | Circle Spells |
|-----------------|-------------------------------------|
| 3 rd | Darkness, Pass without Trace |
| 5 th | Glyph of Warding, Plant Growth |
| 7 th | Grasping Vine, Greater Invisibility |
| 9 th | Commune with Nature, Insect Plague |

Silt

| Druid Level | Circle Spells |
|-----------------|---|
| 3 rd | Gust of Wind, Mirror Image |
| 5 th | Call Lightning, Gaseous Form |
| 7 th | Freedom of Movement, Greater Invisibility |
| 9 th | Awaken, Cloudkill |

Stoney Barrens

| Druid Level | Circle Spells |
|-----------------|----------------------------------|
| 3 rd | Shatter, Web |
| 5 th | Meld into Stone, Nondetection |
| 7 th | Fabricate, Stone Shape |
| 9 th | Conjure Elemental, Wall of Stone |

Fighter

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

—Nikolos, human fighter

From the small forts in sandy wastes of Athas to the guards of the merchant houses in the city-states, fighters are Athas' most common sight. Whether it is as mercenaries for the sorcerer-kings or as hired guards protecting the wealth of the nobility, fighters can be found everywhere in the Tablelands. Athas' fighters are trained to fight in small groups or huge units. Those that have proven themselves become the commanders in the city-states' armies, commanding hundreds or even thousands of men into war.

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

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

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

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

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

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

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

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

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

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

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

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

Daily Life: A fighter adventures to prove his superior skill at arms, to advance the cause of whatever master he might serve, and to further his own aims. Once he has reached a respectable level of accomplishment, a fighter might take the Leadership feat and start building his own army. As word spreads, less experienced warriors who are eager to fight for the same causes seek him out as the desperate peoples of Athas constantly look for great commanders, warriors who will lead them.

Notables: Fighters can notoriety for their deeds, whether triumphs in combat, selfless acts of great honor, or great tyranny. Many an adventurer grew up on stories such as that of about the rise and fall of General Zanthiros, the leader of the Balican army who managed to save the city from an onslaught of beast-headed giants more than once, and after losing the elections, left the city with hundreds of soldiers loyal to him and formed a raiding tribe.

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

NPC Reactions: Individuals react to fighters based on their previous interactions with other members of the class. A brave

fighter meets cold silence and contempt around the Barrier Wastes where evil fighters oppress the populace. Gladiators usually talk down on fighters, saying that gladiators are the true masters of combat. Fighters usually reply that gladiators are nothing without a crowd looking. Because of that, their initial reaction is one step towards unfriendly than normal. A fighter who has lived long enough to retire from adventuring typically acquires some position of authority, with commensurate political power, whether as a caravan leader, army general, or ruler of a raiding or slave tribe.

Class Changes: Fighter

Removal

The Eldritch Knight martial archetype is no longer available.

Add

Add the Psychic Warrior martial archetype, which replaces the Eldritch Knight's spellcasting with psionics with a few other changes.

Psychic Warrior

One who turns the mind's potential to the warrior's art is known as a psychic warrior. Where psions devote themselves wholly to the development of the mind-engendered abilities, psychic warriors give emphasis to the development of the body. With mental and physical energy working in union, the psychic warrior strives toward martial perfections.

The sword, axe, and bow are physical tools that the psychic warriors embrace along with their psionic abilities. Well trained in both physical and psionic matters, the psychic warrior is a formidable adversary.

Psionic Powers

When you reach 3rd level, you augment your martial prowess with the ability to manifest psionic powers.

Talents. You learn two psionic talents of your choice from the psionic powers list. You learn an additional psionic talent of your choice at 7th level and again at 12th level.

Psi Points. You have a pool of Psi Points you use to manifest your powers. You expend a number of Psi Points to create, essentially, a spell slot of a given level, and then use that slot to manifest a power (cast a spell). You can't reduce your Psi Point total to less than 0, and you regain all spent Psi Points when you finish a long rest. See the Psionics Powers list (*at the end of the Psion class description*) for available Powers, which correlate with the spells listed in the PHB, unless otherwise noted.

The number of Psi Points you have to spend is based on your level as a Psychic Warrior, as shown in the Psychic Warrior Psionic Powers table. Your level also determines the maximum-level Power (spell) slot you can create. Even though you might have enough points to create a slot above this maximum, you can't do so.

| Power Level | Psi Point Cost |
|-----------------|----------------|
| 1 st | 2 |
| 2 nd | 3 |
| 3 rd | 5 |
| 4 th | 6 |
| 5 th | 7 |

Psionic Powers manifest in a manner similar to casting spells using Spell Point variant rules in the DMG, but do not require any spell components. Chapter 10 of the PHB outlines the general rules for spellcasting.

Powers Known of 1st-Level and Higher. You know three 1st-level psionic powers of your choice. The Powers Known column of the Psychic Warrior Psionic Powers table shows when you learn more psionic powers of 1st level or higher.

Psychic Warrior Psionic Powers

| Fighter Level | Talents Known | Powers Known | Psi Points | Power Level |
|------------------|---------------|--------------|------------|-----------------|
| 3 rd | 2 | 3 | 6 | 1 st |
| 4 th | 2 | 4 | 8 | 1 st |
| 5 th | 2 | 5 | 13 | 2 nd |
| 6 th | 2 | 6 | 16 | 2 nd |
| 7 th | 3 | 6 | 17 | 3 rd |
| 8 th | 3 | 7 | 22 | 3 rd |
| 9 th | 3 | 8 | 26 | 3 rd |
| 10 th | 3 | 8 | 32 | 4 th |
| 11 th | 3 | 9 | 36 | 4 th |
| 12 th | 4 | 10 | 36 | 4 th |
| 13 th | 4 | 10 | 41 | 5 th |
| 14 th | 4 | 11 | 41 | 5 th |
| 15 th | 4 | 11 | 47 | 5 th |
| 16 th | 4 | 11 | 47 | 5 th |
| 17 th | 4 | 12 | 53 | 5 th |
| 18 th | 4 | 13 | 57 | 5 th |
| 19 th | 4 | 13 | 61 | 5 th |
| 20 th | 4 | 13 | 66 | 5 th |

Whenever you gain a level in this class, you can replace one of the psionic powers you know with another power your choice from the psionic powers list. The new power must be of a level for which you can manifest according to the Power Level column.

Psionic Power Manifestation Ability. Wisdom is your power manifestation ability for your psionic powers, since you learn your powers through practice and meditation. You use your Wisdom whenever a power refers to your power manifestation ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

Psionic Power save DC = 8 + your proficiency bonus + your Wisdom modifier

Psionic Power attack modifier = your proficiency bonus + your Wisdom modifier

Weapon Bond

At 3rd level, you learn to focus your mind to create a psionic bond between yourself and one weapon. You meditate over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout your meditation, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on

the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

Battle Psionics

Beginning at 7th level, when you use your action to manifest a talent, you can make one weapon attack as a bonus action.

Metapsionics

At 10th level, you gain the ability to augment your psionic powers. You gain two Metapsionic options of your choice (see *Metapsionics* under the Psion).

You can use only one Metapsionic option on a power when you manifest it, unless otherwise noted.

Psionic Charge

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Improved Battle Psionics

Starting at 18th level, when you use your action to manifest a power, you can make one weapon attack as a bonus action.

Psion

“Resist all you like. I have ways of making you think.”

—Dechaes, Dwarven interrogator

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Organizations: Psions don’t organize together, but they often join other organizations, specially psionic academies and monasteries.

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

The Psion

| Level | Proficiency Bonus | Features | Talents Known | Powers Known | Psi Points | Power Level |
|-------|-------------------|----------------------------|---------------|--------------|------------|-----------------|
| 1 | +2 | Psionics | 3 | 2 | 4 | 1 st |
| 2 | +2 | Psionic Discipline | 3 | 4 | 6 | 1 st |
| 3 | +2 | Metapsionics | 3 | 5 | 15 | 2 nd |
| 4 | +3 | Ability Score Improvement | 4 | 6 | 18 | 2 nd |
| 5 | +3 | - | 4 | 7 | 28 | 3 rd |
| 6 | +3 | Psionic Discipline feature | 4 | 8 | 33 | 3 rd |
| 7 | +3 | - | 4 | 9 | 39 | 4 th |
| 8 | +3 | Ability Score Improvement | 4 | 10 | 45 | 4 th |
| 9 | +3 | Metapsionics | 5 | 11 | 58 | 5 th |
| 10 | +4 | Psionic Discipline feature | 5 | 12 | 66 | 5 th |
| 11 | +4 | - | 5 | 13 | 75 | 6 th |
| 12 | +4 | Ability Score Improvement | 5 | 13 | 76 | 6 th |
| 13 | +5 | - | 5 | 14 | 86 | 7 th |
| 14 | +5 | Psionic Discipline feature | 6 | 14 | 87 | 7 th |
| 15 | +5 | Metapsionics | 6 | 15 | 95 | 8 th |
| 16 | +5 | Ability Score Improvement | 6 | 15 | 96 | 8 th |
| 17 | +6 | - | 6 | 16 | 109 | 9 th |
| 18 | +6 | Discipline Finesse | 6 | 16 | 116 | 9 th |
| 19 | +6 | Ability Score Improvement | 6 | 17 | 125 | 9 th |
| 20 | +6 | Lord of the Way | 6 | 18 | 136 | 9 th |

Class Features

As a Psion, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Psion level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Psion level after 1st

Proficiencies

Armor: None

Weapons: Simple Weapons

Tools: None

Saving Throws: Intelligence, Constitution

Skills: Choose three from Arcana, History, Insight, Intimidation, Investigation, Perception, Psionics, and Persuasion.

Psionics

You have learned to shape portions of your own psyche to attack other psyches, to defend your 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.

Psionic Powers manifest in a manner similar to casting spells using Spell Point variant rules in the DMG, but do not require any spell components. Chapter 10 of the PHB outlines the general rules for spellcasting. See the Psionics Powers list for available Powers, which correlate with the spells listed in the PHB, unless otherwise noted.

Psi Points

You have a pool of Psi Points you use to manifest your powers. You expend a number of Psi Points to create, essentially, a spell slot of a given level, and then use that slot to manifest a power (cast a spell). You can't reduce your Psi Point total to less than 0, and you regain all spent Psi Points when you finish a long rest.

Powers rated of 6th level and higher are particularly taxing to manifest. You can use Psi Points to manifest one power of each level of 6th or higher. You can't manifest another power of the same level until you finish a long rest.

The number of spell points you have to spend is based on your level as a Psion, as shown in the Psi Points by Level table. Your level also determines the maximum-level Power (spell) you can manifest. Even though you might have enough points to create a power above this maximum, you can't do so.

| Power Level | Psi Point Cost | Power Level | Psi Point Cost |
|-----------------|----------------|-----------------|----------------|
| 1 st | 2 | 6 th | 9 |
| 2 nd | 3 | 7 th | 10 |
| 3 rd | 5 | 8 th | 11 |
| 4 th | 6 | 9 th | 13 |
| 5 th | 7 | | |

Talents

At 1st level, you know three talents of your choice from the psionic powers list. You learn additional psionic talents of your choice at higher levels, as shown in the Talents Known column of the Psion table. Talents don't require slots and therefore don't require Psi Points.

Powers Known of 1st Level and Higher

You know two 1st-level powers of your choice from the psionic powers list, at the end of this class description.

The Powers Known column of the Psion table shows when you learn more Psionic Powers of your choice. Each of these powers must be of a level for which you can manifest. For instance, when you reach 3rd level in this class, you can learn one new power of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the psionic powers you know and replace it with another power from the psionic powers list, which also must be of a level for which you are able to manifest per the Power Level column of the Psion table.

Psionic Power Manifestation Ability

Intelligence is your power manifestation ability for your psionic powers, since you learn your powers through practice and meditation. You use your Intelligence whenever a power refers to your power manifestation ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a psionic power you manifest and when making an attack roll with one.

Psionic Power save DC = 8 + your proficiency bonus + your Intelligence modifier

Psionic Power attack modifier = your proficiency bonus + your Intelligence modifier

Psionic Discipline

At 2nd level as a psion you must decide psionic discipline you will specialize in, shaping your practice of psionics through one of six disciplines: Clairsentience, Metacreativity, Psychokinesis, Psychometabolism, Psychoportation, and Telepathy, all detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Metapsionics

At 3rd level, you gain the ability to augment your psionic powers and psychic discipline features (where appropriate) to suit your needs. You gain two of the following Metapsionic options of your choice. You gain another one at 9th and 15th level.

You can use only one Metapsionic option on a power or feature when you manifest it, unless otherwise noted.

Careful Power

When you manifest a power that forces other creatures to make a saving throw, you can protect some of those creatures from the power's full force. To do so, you spend 3 power points and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the power.

Chain Power

When you manifest a power that affects a single target that deals acid, cold, fire, lightning, or thunder damage you can cause the power to arc and hit other targets.

After the primary target is struck, you may spend 6 Psi Points to arc the power against secondary targets up to a maximum of your Intelligence modifier (minimum of one).

The secondary arcs each strike one target and deal half as much damage as the primary one did (round down). Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once.

Delay Power

When you use an action manifest a power or discipline feature, you can spend 6 Psi Points to delay the power, up to 5 rounds, from manifesting immediately.

You may choose to use an action to activate the power on another turn, within 5 rounds of the initial delaying of the power, or designate its activation when a creature enters the area the power will affect, or the power will activate on your turn after 5 rounds have passed.

For an additional 3 Psi points you can use Delay Power even if you have already used a different Metapsionic option during the manifesting of the power.

Only area and personal powers can be delayed.

Empower Power

When you roll damage for a power or discipline feature, you can spend 3 Psi Points to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

You can use Empowered Power even if you have already used a different Metapsionic option during the manifesting of the power.

Enlarge Power

When you manifest a power that has a range of 5 feet or greater, you can spend 3 Psi points to double the range of the spell. Additionally, when you manifest a power that has a range of touch, you can spend 3 Psi Points to make the range of the power 30 feet.

Extend Power

When you manifest a power or discipline feature that has a duration of 1 minute or longer, you can spend 3 Psi Points to double its duration, to a maximum duration of 24 hours.

Heighten Power

When you manifest a power or discipline feature that forces a creature to make a saving throw to resist its effects, you can spend 9 Psi Points to give one target of the spell disadvantage on its first saving throw made against the power.

Quicken Power

When you manifest a power that has a manifesting (casting) time of 1 action, you can spend 6 Psi Points to change the manifesting time to 1 bonus action for this manifestation.

Discipline Finesse

When you reach 18th level you gain have become highly proficient manifesting powers within your psychic discipline. Powers from your discipline as described in your 2nd level psychic discipline feature now cost 4 Psi Points less to manifest, to a minimum of 1.

Lord of the Way

When you reach 20th level you gain mastery over powers within your psychic discipline. Powers from your discipline from as described in your 2nd level psychic discipline feature now cost 6 Psi Points less to manifest, to a minimum of 1.

Psionic Disciplines

A discipline is one of six groupings of powers, each defined by a common theme. On Athas these disciplines are often literally schools, where students study particular aspects of the Will and the Way. Psions are able to manifest all of the powers listed in the Psionic Powers list, if known, but each Psion also specializes in a discipline as well.

Clairsentience

Clairsentience enables you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable.

Seer

At 2nd level when you manifest *Divination* powers reduce the Psi Point cost by 2, to a minimum of 1.

Foresight

Beginning at 2nd level, once per day you may take a re-roll, with advantage, for one attack roll, saving throw, or ability check. This ability renews after a long rest.

Remote Viewing

Beginning at 6th level, once per long rest, you can send your mind over long distances which you can see and hear a creature located at any physical distance from you. The subject of this viewing may make a Wisdom saving throw against your power save DC to prevent this viewing.

If your target fails, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings for a number of rounds equal to your psion level.

At 12th level you may use this ability a number of times per day equal to your Intelligence modifier.

The Third Eye

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a rest.

- *Darkvision*. You gain darkvision out to a range of 60 feet.

- *Ethereal Sight*. You can see into the Ethereal Plane within 60 feet of you.

- *Greater Comprehension*. You can read any language.

- *See Invisibility*. You can see invisible creatures and objects within 10 feet of you that are within line of sight.

Greater Foresight

Starting at 14th level, the visions in your dreams intensify and paint a more accurate picture in your mind of what is to come. You may use your *Foresight* feature twice between long rests, rather than once.

Metacreativity

With metacreativity the psionist has abilities to create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands.

Shaper

Beginning when you select this school at 2nd level, manifesting *Conjuration* powers cost 2 Psi Points less, to a minimum cost of 1.

Minor Creation

Starting at 2nd level when you select this discipline, you can use your action to manifest an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a non-magical object that you have seen. The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

Quintessence

Starting at 6th level, you collapse a bit of time from the continuum, forming a dollop of thick, gooey material called quintessence. You can then take this sometimes shimmering, sometimes transparent substance and smooth it around a small object, no larger than a ½ foot cube.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. You may only have a number of pieces of quintessence in existence equal to your Intelligence modifier (minimum of one). If you exceed this number then the first created piece of quintessence ceases to exist.

Crystalize

At 10th level, you gain the ability to seed a target with supersaturated crystal. The target must make a Constitution save against your power save DC or become instantly crystalized, appearing lifeless. Any living target is not dead, but is encased in crystal and *Paralyzed*. The target is crystalized for 1 minute or if the target takes damage before the minute is up the crystal shatters and frees the target.

Resistant Creation

Starting at 14th level, any creature or object that you summon or create with a conjuration power has resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

Psychokinesis

With psychokinesis you can manipulate energy or tap the power of the mind to produce a desired end. Often psychokinesis powers deal large amounts of damage.

Kineticist

At 2nd level when you manifest *Evocation* powers reduce the Psi Point cost by 2, to a minimum of 1.

Energy Missile

Beginning at 2nd level, as an action you can manifest a missile of acid, cold, fire, lightning, or thunder of your choice. You can use this feature a number of times each day equal to your Intelligence modifier (a minimum of once) and regain these uses after a long rest. This missile deals 3d6 points of damage to the creature or object you target.

At 10th level the damage increases to 4d6 and at 18th level to 5d6.

Inertial Barrier

Starting at 6th level, once per day, as an action you create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons for a number of rounds equal to your Psion level. *Inertial barrier* also absorbs half the damage you take from any fall.

You regain the use of this feature after a long rest. At 12th level you can use this feature a number of times each day equal to your Intelligence modifier (a minimum of once).

Null Psionics Field

At 10th level, as an action you can create a 15 foot radius invisible barrier centered on you, that will move with you. The space within this barrier is impervious to psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it.

Dispel Psionics does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other.

Mind Blast

At 14th level, once per day you can harness raw psychic energy and release it in a 60 foot cone. Each creature in that area must succeed at an Intelligence saving throw against your power save DC or take 13d6 psychic damage (save for half) and be stunned for 1 minute. If stunned, a creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At 18th level you can use this feature twice a day.

Psychometabolism

With this discipline you can change the physical properties of creatures or things.

Egoist

At 2nd level when you manifest *Transmutation* powers reduce the Psi Point cost by 2 points, to a minimum of 1.

Empathic Transfer

At 2nd level you can use psionics to heal another creature's wounds, transferring some of their damage to yourself. The target regains 1d8 + your Intelligence modifier in hit points as you transfer the same amount as damage to yourself. This damage ignores resistance and immunity.

Alternatively, you can use this ability to absorb one poison or one disease afflicting the target creature into yourself. When you do so, you do not take any of the damage previously inflicted to the target creature, but you assume the burden of making any saving throws to combat the affliction.

The die increases to 2d8 at 10th level and 3d8 at 18th level.

Body Manipulation

Starting at 6th level, as an action you can enhance a creature for a short amount of time. Once per long rest you may grant one of the following abilities to yourself or another creature:

- *Darkvision* out to a range of 60 feet
- An increase to speed of 10 feet while the creature is unencumbered
- Proficiency in Strength, Constitution, or Dexterity saving throws (choose one)
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

This effect lasts up to 24 hours or until the end of a long rest.

Psychofeedback

At 10th level you can readjust your body to boost one physical ability score at the expense of one or more other scores. You select one ability score to boost, and increase it by the same amount that you decrease one or more other scores. The score remains improved for up to 1 hour and once it wears off you cannot use this ability again until you have completed a short or long rest. Additionally, the decreased score or scores only return to normal after a long rest.

You can boost your Strength, Dexterity, or Constitution by an equal amount to one half your Psion level, or lower, to a maximum score of 26. For example, as a 10th level Psion you could boost your Strength up to 5 points if you reduce one or more of your other abilities by 5 points.

Fission

At 14th level you gain the ability to divide yourself, creating a duplicate that comes into existence 5 feet away and remains for number of rounds equal to your Psion level. This duplicate thinks and acts exactly as you do and follows your orders, but will not do anything you wouldn't do yourself. Your duplicate has all of your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment,

clothing, armor, and implements, as well as mundane versions of your psionic or magical equipment).

You and your duplicate split your Psi Points, remaining usages of special abilities, and so on. Treat your duplicate as one level lower than you for the purpose of determining the powers your duplicate has access to.

When the duration expires or when you dismiss this feature, you and your duplicate rejoin, no matter the distance between you. You gain back any Psi Points your duplicate has remaining and you take half the damage your duplicate may have taken. Any ongoing effects the duplicate may have initiated end when the duplicate rejoins you.

If your duplicate dies before the duration expires, you must make a Constitution saving throw of DC 15 or become *Stunned* for 1d4 rounds. If you die, your duplicate remains, and for all intents and purposes, is you, but one level lower. After a long rest you are restored to your full level. You may only have one *Fission* duplicate at any time and your duplicate cannot use this ability.

Psychoportation

A psionicist who chooses psychoportation can teleport one or more creatures or objects a great distance.

Nomad

At 2nd level when you manifest powers which involves teleportation (DMs discretion) reduce the Psi Point cost by 2, to a minimum of 1.

Dimension Swap

Beginning at 2nd level, once per long rest, as an action you can instantly swap positions between your current position and that of a designated ally within 30 feet. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

At 12th level you can use this feature a number of times each day equal to your Intelligence modifier (a minimum of once) and regain these uses after a long rest.

Baleful Teleport

Beginning at 6th level, as an action you may psychoportively disperse minuscule portions of the subject, dealing 6d10 points of damage if the target fails a Constitution saving throw. If the target saves they take half damage.

Once you use this feature, you can't use it again until you finish a long rest or you manifest a power involves teleportation of 1st level or higher.

Flight

Beginning at 10th level, you gain the ability to fly, as per the power (spell) on page 243 of the PHB.

You may use this feature once per long rest and at 18th level a number of times each day equal to your Intelligence modifier (a minimum of once) and regain these uses after a long rest.

Walk the Gray (Ethereal Jaunt)

At 14th level, once per day, you may physically bring your body into the Gray (the ethereal plane). While you are in the Gray and for a number of rounds equal to your psion level, you are under the same effects as the *Etherealness* spell on page 238 of the PHB.

At 18th level you may bring one willing creature with you to the Gray.

Telepathy

Telepathy powers grant the ability to spy on and affect the minds of others, influencing or controlling their behavior.

Telepath

At 2nd level when you manifest *Enchantment* powers reduce the Psi Point cost by 2, to a minimum of 1.

Mind Trick

At 2nd level you gain proficiency in Deception and Persuasion. Additionally you are granted advantage on checks with both skills.

Modify Memory

Beginning at 6th level, you can reach into a creature's mind and modify up to 5 minutes of its memory.

With this ability you can remove a memory, but cannot negate the effects of spells or powers. You can also force your target to remember with perfect clarity an event it experienced, change the details of a memory, or implant a memory.

To successfully modify a creature's memory, your target must fail an Intelligence saving throw against your power save DC.

You may manifest this ability once per long rest.

Split Compulsion

Starting at 10th level, when you manifest an enchantment power of 1st level or higher that targets only one creature, you can have it target a second creature.

Crisis of Life

At 14th level, you gain the ability to interrupt the subject's autonomic heart rhythm. Your target must make a Constitution saving throw against your power save DC or suffer 11d10 points of damage. On a successful save your target still suffers half damage.

You may manifest this ability once per long rest.

Psionic Powers (Spells) List

([Caoimhe Ora Snow](#))

Talents

Blade Ward
Dancing Lights
Friends
Light
Mage Hand
Mending
Message
Minor Illusion
True Strike

1st Level

Animal Friendship
Charm Person
Command
Cure Wounds
Detect Evil and Good
Detect Poison and Disease
Disguise Self
Feather Fall
Heroism
Healing Word
Jump
Mage Armor
Magic Missile
Shield
Silent Image
Sleep
Speak with Animals
Tasha's Hideous Laughter
Tenser's Floating Disk
Unseen Servant

2nd Level

Augury
Beast Sense
Blindness/Deafness
Calm Emotions
Darkness
Detect Thoughts
Enthrall
Find Traps
Hold Person
Knock
Levitate
Locate Object
Mirror Image
Misty Step
Phantasmal Force
See Invisibility
Suggestion

3rd Level

Blink
Clairvoyance
Daylight
Fear
Fly
Haste
Hypnotic Pattern
Lightning Bolt
Major Image
Mass Healing Word
Nondetection
Psychic Drain*
Sending
Slow
Tongues
* Vampiric Touch reskinned as Transmutaion

4th Level

Arcane Eye
Compulsion
Confusion
Dimension Door
Dominate Beast
Fabricate
Hallucinatory Terrain
Locate Creature
Otiluke's Resilient Sphere
Phantasmal Killer

5th Level

Bigby's Hand
Contact Other Plane
Creation
Dominate Person
Dream
Geas
Hold Monster
Modify Memory
Rary's Telepathic Bond
Scrying
Seeming
Telekinesis
Wall of Force

6th Level

Find the Path
Magic Jar
Mass Suggestion
Otto's Irresistible Dance
Programmed Illusion
Teleport
True Seeing

7th Level

Forcecage
Mirage Arcane
Mordenkainen's Sword
Project Image
Regenerate
Reverse Gravity

8th Level

Antipathy/Sympathy
Dominate Monster
Feeblemind
Mind Blank
Power Word Stun
Telepathy

9th Level

Astral Projection
Foresight
Power Word Kill
Time Stop
Weird
Wish

Ranger

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

—Sudatu, Elven scout

The wastes of Athas are home to fierce and cunning creatures, from the bloodthirsty tembo to the malicious gaj. Because of that, Athasians have long learned how to adapt and survive even in the most inhospitable and savage environments.

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

Making a Ranger: Rangers are capable in combat, although less so in open melee than the fighter, gladiator, or barbarian. His skills allow him to survive in the wilderness, to find his prey and to avoid detection. The ranger has the ability to gain special knowledge of certain types of creatures or lands. Knowledge of his enemies makes him more capable of finding and defeating those foes. Knowledge of terrain types or of specific favored lands makes it easier for him to live off the land, and makes it easier for him to take advantage of less knowledgeable foes. Rangers eventually learn to use the lesser spirits that inhabit Athas in order to produce spell-like effects. These lesser spirits inhabit small features of the land – rocks, trees, cacti and the like. These spirits are relatively powerless, and cannot manifest themselves. Their awareness is low, and their instincts are of the most primitive sort. The relationship between these lesser spirits and the creatures known as Spirits of the Land is unknown.

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

Elves frequently become rangers, serving as scouts and hunters for their tribes, but elves are not as naturally drawn to the wilderness as they are to magic. Half-elves are the race most compellingly drawn to the ranger class, since their isolation and natural gift with animals gives them a head start above rangers of other races.

Half-Elven rangers sometimes seek to impress their Elven cousins with their desert skills, and when they are rejected, the wilderness often becomes the half-elf's only solace. A few half-elves turn to bitter hatred of the parent races that rejected them, and become merciless slave-hunters.

Although ranger skills do not come to naturally humans, their famous adaptability wins out in the end, and many humans make

fine rangers. A few muls take up the ranger class while surviving in the wilderness after escaping slavery. Dwarves who become rangers find that their focus ability combines powerfully with the abilities of favored enemy and favored lands, but such characters rarely become adventurers since they tend to master wilderness skills in order to guard Dwarven communities.

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.

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

Playing a Ranger: As a ranger, you nurture a close, almost mystical connection to the deadly terrain of Athas. To you, the burnt landscape is not a friend, but a well-respected adversary. Danger is always present, yet you understand it and even find a certain succor in living alongside it.

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

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

Good rangers tend to hate defilers, although many rangers are ignorant of the distinction between preserving and defiling and hate wizards of all stripes. Strangely, many rangers have little

objection to taking a companion who is of a favored enemy race, so long as that they are convinced that the companion is trustworthy and loyal.

Combat: Although you are a formidable warrior, you usually prefer not to stand against the sheer might of Athas' fighter, barbarians and gladiators. Your greatest ally is the environment itself. While in your favored terrain, you have a clear advantage over your adversaries. Try choosing favored enemies that are more common in your favored terrain.

As you advance, you are well served to invest in spells that have an effect other than dealing damage. If you can't drop a foe in one or two attacks, you can use entangle, snare, sting of the gold scorpion, or the like to make your opponents less dangerous in a prolonged fight.

Rangers on Athas: The Athasian wilderness is harsh and unforgiving, calling for skilled and capable men to master its ways—the ranger answers that challenge, living a rugged life through clever mastery of his surroundings. The ranger has a potent combination of stealth, woodcraft, magic, and fighting skill, making him the master of the wilderness.

Daily Life: A ranger adventures to learn about Athas, to protect nature, and to prove his superior hunting skills. Rangers spend their days in contemplation of nature, and tending their animal companions.

The Athasian ranger is a wanderer who hunts down a defiler to avenge himself for having his village destroyed, or a mercenary hunter for both monsters and humanoid creatures, or even a loner who simply prefers the company of animals.

Notables: Tales of halfling snipers are among the common Athasian legends. Any traveler to the Forest Ridge should rightfully fear the cannibals that move without a sound and strike without being seen. Thri-kreen are fabled for their rangers, as they are fast-moving relentless natural hunters, and their unarmed combat abilities become even more deadly when applied to subduing a quarry.

Organizations: There is no organized ranger organization; you are most likely to be a loner—or at best the leader of a group of raiders or renegades—than you are to gather with other rangers. Often merchant houses are eager to employ you as a caravan guide through the most dangerous trade routes, or a city-state's templar might hire you to provide a safe path to a templar patrol.

NPC Reactions: Within a city-state or large settlement, you find that you are either ignored or regarded with some small amount of curiosity. It is only after a city-dweller finds himself outside the boundaries of his city-state that he truly appreciates you. Indeed, he holds you in the highest of regards, knowing that you are all that stands between him and a horrible death in the wastes.

Class Changes: Ranger

None.

Rogue

"Marek, always helpful, said that the Under Tyr catacombs are supposed to be haunted. Think I'll go make some inquiries about where a 'heretic' like me can get some holy earth. Always go prepared...."

—Janos, human rogue

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

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

Making a Rogue: A rogue can't stand up face to face with a mul warrior as well as a fighter or gladiator can. With his cunning and your various skills, however, he excels at taking the slightest opportunity and turning to his advantage. His ability to slip under the notice of an observer makes him a capable lone hunter, but his greatest strength are found through interaction with allies and foes, inside or outside, a battle—he can use his enemy's slightest distraction to deliver a lethal blow, or ensure his party's safe passage through a templar patrol.

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

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

Playing a Rogue: Rogues run the gamut of society. Athasian rogues range from gutter snipes who prey upon the merchants and free citizens of the cities to vagabonds who steal what they can from passing caravans or merchant trains. At their best, rogues can be in the employ of the nobility, plying their trade by contract in the name of a royal household, or they can be men or women of principle and honor who steal only from the corrupt and wealthy.

There is no thieves' guild on Athasian cities. However, most Athasians rogues attempt to attract a patron. A patron is a noble or senior templar who will sponsor the rogue and protect him under his house and name. The rogue is then expected to

perform certain tasks for his new master in return—including theft, spying, and even assassination.

You might adventure because you desire excitement. Someone with your smarts get bored with ordinary pursuits. Alternatively, you might have set off a life of adventure after your big heist or some political manipulation gone wrong. For some reason, you have to keep moving, and a life of adventure offers you a regular change of scenery.

All seek to exercise their abilities to grow to even greater levels of power. You are clever enough to know that there's always more to learn. Although you tend to be (dangerously) self-reliant, you understand the value of having "friends" and allies in your pursuits, so try to not entangle them in your web of lies and trickery until you no longer need them.

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

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

Combat: You are at your best when you catch foes unaware. Use your skills to hide yourself so that you can employ surprise tactics. In melee, move into flanking position or use the Bluff skill to feint in combat and drop a powerful sneak attack.

Rogues on Athas: The rogue class gives a player a chance to play the archetypical trickster or scoundrel. Rogues also make great villains. By manipulating NPCs and situations the PCs encounter, or by being employed by a rival noble, an evil rogue can operate behind the scenes and trick the adventurers to his own ends.

Daily Life: The way a rogue behaves depends largely on his sense of morality. Some think nothing of adopting false identities or working as assassins for their noble patrons in exchange for silver, relying on their skills and charms to get through anything. A few other rogues find themselves driven to use their powers to help people.

Organizations: Rogues don't organize together, but they often linger around the same places, such as the Bard's Quarter, the Elven Quarter, or Merchant House's Emporiums. A rogue joining an organization probably has a specific goal (or target) in mind and rakes a position that best allows him to attain it. A long-term commitment to such a group rarely appeals to a rogue.

NPC Relations: Rogues make a good job about hiding their true motives and identities. Individuals who know about a rogue's true colors begin with an attitude one step more hostile than normal. Lawful clerics and templars in particular look poorly upon rogues, as does anyone who puts importance in forthrightness.

Class Changes: Rogue Removal

The Arcane Trickster roguish archetype is no longer available.

Warlock (Templar)

"Against the law? The law is a convenience, a tool for us to use as we will, not a yoke bound to our necks. Laws are guidelines, not rules cast in iron. Stretching them is not the same as breaking them, my young apprentice. Take that to heart, for if you accuse me again, I will have your heart served cold."

—Zelgado De'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.

Making a Templar: Templars can cast a number of 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.

Races: While the need for religion and divine magic is nearly universal on Athas, the need for specialized militant priest-bureaucrats is peculiar to large city-states dominated by sorcerer-kings. While in theory, no sentient race is precluded from the templar class, in practice, a sorcerer-king grant spells only to those who he wants to represent him. Humans dominate the templar priesthoods of all city-states, while dwarves, muls, and half-elves commonly become templars in many cities, with elves less commonly accepted. Templars of other races are rare or unheard of in most cities.

Alignment: A templar's alignment must be within one step of his sorcerer-king's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). Because of that, templars are almost never good. The laws they uphold are corrupt; the monarchs they serve are arguably the vilest creatures on the face of Athas, and often the templars are cruel and unjust themselves. However, many templars take considerable pride in the prosperity and magnificence of their city-state, and in the well-oiled machine of their order. Templars are most commonly lawful neutral or lawful evil.

Playing a Templar: A templar can take the fighter's place in the front ranks of a party or ensorcel his foes from a distance like a cleric. While you aren't quite as good as either a dedicated fighter or a dedicated cleric or psion in those roles, you're reasonably effective in either, and you can change roles on a round-by-round basis as needed.

As a templar, you believe the acquisition of power and influence is a worthy end in itself. By having power, you can effect your will in the world, be it good or bad. Those who have or seek power deserve your respect, while those who have power but fail to use it deserve your derision.

You adventure out of a desire to gain more power and influence in every quest. Drawn by your power, others follow your lead, and you are happy to command them.

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

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

Combat: Most of a templar's spells target a single target or have a range of touch, so you are most effective when you single out and focus upon defeating a single opponent. Your spells that affect areas are limited mostly to cones, which means you need to be on or near the front lines to get the greatest effect from them. Even if you come close to being effective as a fighter or cleric in his chosen field, you're certainly not as effective as a fighter *and* a cleric.

Outside combat, use your secular authority to its greatest advantage, securing troops and resources for when it happens. If you have a cleric or other healer in the group, save your cures for emergency healing, since a cleric can spontaneously convert their spells into healing ones. If no other healer is present, save it to heal yourself and your allies after combat.

Templars (Warlocks) on Athas: Templar duties typically prevent them from adventuring in the standard sense. They often serve missions for their superiors, typically to recover an important item, assassinate a troublemaker, force the hand of a merchant house or barter with an elf tribe. But that is not to say that templars cannot pursue their own interests.

While all templars are technically bound to their civil service positions on a daily basis, a sufficient bribe can buy them a few days of freedom and adventure, as long as they do not get caught going against the interests of their temple or sorcerer-king. Most templars who do adventure, do so for personal power, seeking to acquire items of great power, or for money or fame to impress their lord or superiors.

Daily Life: A templar remains ever ready to face the challenges of the Athasian life. Without the need to rest, study or pray for their powers, templars can leap up in pursuit of whatever their templatate requires them to do.

Templars often possess the charisma and take-charge attitude required of great leaders, but many suffer from an inability to empathize with those they lead. Templars respect the pursuit of might and its use, and they often minimize the value of those who adhere to other philosophies. Even among themselves, templars tend to be contentious, battling for power over the cost of another one.

Organizations: While not all templars are members of the same bureau or even the same city-state, they all have the same basic organization. These organizations vary dramatically from one place to the other, however. The city-state of Kurn, for instance, only employs those who genuinely wish to protect and serve the people, whereas the members from Eldaarich are chosen only from the most brutal, cruel, and vicious members from the templar's families.

Regardless, a templar's daily life allows little free time. Waking hours not spent in direct service to the templarate, on patrol, or on the field of battle are filled with martial training, divine study, and bureaucratic activities.

NPC Relations: Templars who do not show affiliation with their city-state's templarate rarely elicit an unusual reaction from others. To most they might seem as a fighter or perhaps a cleric. Those who know or their connection or see evidence of it, such as their sigil or typical clothing react depending on their attitude toward the templar's sorcerer-king (or bureau). This reaction is one step closer to hostile if the sorcerer-monarch is feared or hated by that individual (which is the most likely scenario). The reaction is one step closer to friendly if that individual is directly associated with that sorcerer-monarch. Clerics, druids, and others who are deeply entrenched with a moral outlook view the templar's choice with great suspicion, and their reaction is one step closer to hostile regardless of the templar's sorcerer-monarch.

Class Changes: Warlock

Thanks to [Cyber-Dave](#) for the Athasian Warlock (Templar) Sorcerer King Patron write-up.

<http://community.wizards.com/forum/dark-sun/threads/4134136>

The Warlock may only make a pact with a Sorcerer King. Warlocks do not preserve or defile, but rather draw magic from another entity (much like an elemental cleric).

The Sorcerer King (Patron)

Warlock's who swear an oath to a sorcerer king are called templars and serve as priests to the sorcerer king to whom they have sworn the oath. Templars do not preserve or defile when they cast warlock spells, as they draw their magic directly from their sorcerer king.

Extended Spell List

A sorcerer king allows you to choose from an extended spell list when you learn a warlock spell. Each sorcerer king holds slightly different magical strengths and as a result grants slightly different powers to their templars. Depending on which sorcerer king a templar serves, they receive a unique extended spell list (as shown below).

Bride of Nibenay Extended Spell List

| Spell Level | Spells |
|-----------------|---|
| 1 st | Detect Magic, Shield of Faith |
| 2 nd | Blindness/Deafness, Blur |
| 3 rd | Blink, Counterspell |
| 4 th | Evard's Black Tentacles, Greater Invisibility |
| 5 th | Mislead, Circle of Power |

Disciple of Abalach-Re Extended Spell List

| Spell Level | Spells |
|-----------------|--|
| 1 st | Dissonant Whispers, Tasha's Hideous Laughter |
| 2 nd | Alter Self, Phantasmal Force |
| 3 rd | Clairvoyance, Gaseous Form |
| 4 th | Phantasmal Killer, Polymorph |
| 5 th | Modify Memory, Seeming |

Moon Priest of Draj Extended Spell List

| Spell Level | Spells |
|-----------------|-----------------------------------|
| 1 st | Bane, Wrathful Smite |
| 2 nd | Moonbeam, Warding Bond |
| 3 rd | Elemental Weapon, Haste |
| 4 th | Death Ward, Staggering Smite |
| 5 th | Destructive Wave, Banishing Smite |

Nganga of Lalali-Puy Extended Spell List

| Spell Level | Spells |
|-----------------|---------------------------------|
| 1 st | Entangle, Purify Food and Drink |
| 2 nd | Enhance Ability, Barkskin |
| 3 rd | Bestow Curse, Conjure Animals |
| 4 th | Confusion, Dominate Beast |
| 5 th | Contagion, Insect Plague |

Praetor of Andropinis Extended Spell List

| Spell Level | Spells |
|-----------------|----------------------------------|
| 1 st | Heroism, Sanctuary |
| 2 nd | Aid, Zone of Truth |
| 3 rd | Beacon of Hope, Spirit Guardians |
| 4 th | Compulsion, Guardian of Faith |
| 5 th | Geas, Dominate Person |

Yellow Cloak of Hamanu Extended Spell List

| Spell Level | Spells |
|-----------------|-----------------------------------|
| 1 st | Command, Divine Favour |
| 2 nd | Scorching Ray, Warding Bond |
| 3 rd | Beacon of Hope, Crusader's Mantle |
| 4 th | Aura of Life, Compulsion |
| 5 th | Geas, Flame Strike |

Priestly Duty

The sorcerer kings, elemental forces, and natural spirits are the closest entities to gods on Athas, but the sorcerer kings tend to be jealous beings; the sorcerer kings usually distrust elemental clerics and druids. Such distrust, in turn, often leads to persecution. This situation is exacerbated by the fact that many elemental clerics and druids view the sorcerer kings as abominations responsible for the devastation of the world. Still, the populations of the city states need tending. The sorcerer kings devised rituals to create templars for that very reason. The templars act as priests or disciples of the sorcerer king to whom they have sworn an oath, and as such templars fill many of the same functions as the clerics of organized religions on other planes of existence.

Starting at 1st level, you gain the following bonus spells known: *cure wounds*, *healing word*, *prayer of healing*, *mass healing word*, *mass cure wounds*. Note that you must still have a spell slot of the appropriate level in order to cast any of these spells. In other words, you cannot cast *mass cure wounds* (a 5th level spell) until you are 9th level.

Divine Physician

Starting at 6th level, you gain two bonus spell slots. These two slots may only be used to cast one of the spells granted by the priestly duty class feature. You regain these slots just like any of your other spell slots.

Fealty of the Flock

Starting at 9th level, your patron's blessing is so strong that those under his or her authority recoil from your person and answer to your command, and those you tend end up (through metaphysical feedback) tending to you. This has three effects:

1. All creatures loyal to the city state controlled by your patron take disadvantage on attacks against you. You gain advantage against spells or effects created by loyal denizens of that city state.
2. You gain advantage during any social interaction with creatures from the city state controlled by your patron.
3. When you cast a spell of 1st level or higher that restores hit points to an ally of your sorcerer king (other than you), you regain hit points equal to the level of the spell cast as well.

The Will of the God-King

At 14th level, you gain the ability to infect a humanoid's mind with the will of your sorcerer king. You can use your action to touch a humanoid that has been incapacitated. The creature is then charmed by you until a remove curse is cast on it or until you use this feature on someone else. You can communicate telepathically with the creature so long as the two of you are on the same plane of existence.

Wizard

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

—Datuu Dawnchaser, elf defiler

Athasian wizards drain energy from the surrounding soil. The method used labels the wizard as a defiler or a preserver. Preservers have the self-control to gather energy without destroying plants. Those who do not, or who feel no remorse about the damage caused, become Defilers. Defilers leave behind sterile soil and infertile ash when they cast spells. Because of this, most wastelanders blame wizards for the desert landscape that dominates the Tablelands today, and their hatred extends to defilers and preservers alike. In the seven cities, arcane magic is outlawed and feared.

Writing is also illegal in the Tablelands, thus wizards have to go to great lengths to conceal their spellbooks, and they have refined this art to the point where even fellow wizards can be hard pressed to identify a spell book. When found, they are precious resources, hoarded and studied by wizards thirsty for knowledge or power.

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

Races: Elves and humans are the most likely to be wizards. Elves are more tolerant of the faults of magic, even at its worst, due to their nomadic nature. Defiling simply isn't as much of a concern if the ruined land is fifty miles behind you by the end of the next day. The solitary life lead by most half-elves makes it easier for them to conceal their wizardry, should they choose to follow that path. Some rare halflings and pterrans will take up the arts of wizardry, but these races are so closely tuned to flow of life on Athas that they will never willingly defile. Half-giants, trusting and slow-witted, rarely become wizards, and those that do rarely survive for long. Dwarves rarely take to the magic arts, though their focus allows those that do to become exceptionally skilled. Thri-kreen and muls almost never become wizards.

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

Playing a Wizard: You are a master of arcane secrets. You have learned, either on your own, or from someone in your family, how to draw on vegetable life in order to power your spells. But such power comes with a caveat, arcane magic is universally feared and hated. You might be inclined to see conspiracies and

enemies where none exist, so accustomed are you to being hunted and persecuted by the general populace and sorcerer-king's templars because of your talents.

Mostly, you adventure to perfect your understanding and mastery of magic. You likely prefer endeavors that allow frequent use of your abilities, or those that promise access to ancient lore. You might have personal goals as well, and it's not uncommon for an Athasian wizard to adventure for the sake of riches, power, eternal life, or any other "standard" adventurer motive.

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

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

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

One major difference from standard wizards is that secrecy is a major component, even more so if you are a defiler. Casting even of the simplest of arcane spells can focus all of your enemies' attention to you, even more so if you are a defiler. Be prepared to run or fly away in such cases.

Wizards on Athas: On Athas, the energy for wizardly magic doesn't come from some extradimensional source as it does on other worlds, but from the living environment itself. It provides great power to those who can gather and shape it, though the cost to Athas can be beyond measure. In recent times wizards have emerged who have learned to draw energy from alternate sources that have no impact on the environment.

Daily Life: The kinds of activities that appeal to wizards depend largely on their alignment and energy gathering method. Good wizards spend their time trying to restore the devastation of Athas and fighting against the forces of the sorcerer-kings, while evil preservers or defilers are interested in helping themselves. When not adventuring, Athasian wizards spend the majority of their time in study and in hiding. Much like wizards from other settings, they must constantly research new spells and study ancient arcane texts so thoroughly that they have little time to devote to other endeavors.

Notables: Usually wizards try to stay incognito for as long as they can, since their survival depends on it. However, a few wizards manage to become quite famous on Athas. Royal defilers and arena necromancers, such as Dote Mal Payn, even though

hated by the general populace are sponsored by their sorcerings and do not need to hide their skills. The most famous wizards are the Sorcerer Kings, of course, who can destroy both plant life and living creatures to power their spells.

Organizations: Wizardly magic on Athas isn't as codified and formal as it is in other campaign settings. For example, there are no academies or colleges for teaching the wizardly arts. Instead, a wizard-in-training must find a teacher, which isn't very easy in a world where wizards must hide their profession in order to survive. For protection from nearly universal hatred, the good wizards of Athas and their allies have formed secret societies, collectively known as the Veiled Alliance.

However, each city-state holds a different Alliance, they do not cooperate, and they share no leaders. Members of one Alliance do not automatically become members of another. At best, the different groups respect each other, and may offer courtesy assistance to a foreign member who arrives in town. Defilers don't usually organize together, but they often join organizations, especially Merchant Houses and raiding tribes.

NPC Reactions: Arcane magic in Athas is viewed as more dangerous and destructive than helpful, so general NPC attitudes towards someone suspected to be a wizard range from indifferent to unfriendly. If a NPC actually witness a wizard drawing magical energy or casting a spell, the resultant fear and hatred shifts the NPC's attitude toward hostile. Arcane magic is banned in all known city-states. Templars constantly patrol the streets searching for wizards and arcane items.

Class Changes: Wizard

Under Proficiencies: Skills add Deception. Additionally, Wizards can Read and Write any languages they know.

Spellbook

In most places on Athas, reading is illegal and the practice of magic even more so. Wizards must develop ways to hide their spellbooks from curious eyes or likely face certain discovery and death. Athasian wizards write their spells on paper or papyrus scrolls, weave them into small tapestries or the fringes of their robes, carve them into bone staves, or—in extreme cases— use complicated knot and string patterns or stone tablets. All of these collections of spells are referred to as “spellbooks” and function accordingly.

Familiar

Athasian wizards may choose from all familiars listed in the Player's Handbook, with the exception of toad and weasel, as these animals do not exist on Athas. In addition, Athasian wizards may also choose from the following familiars.

| Familiar | Special Ability |
|-----------------|---|
| Critic Lizard | Master gains a +2 bonus on Persuasion checks |
| Floater | Master gains a +2 bonus on Perception checks |
| Kes'trekel | Master gains a +2 bonus on Dex saving throws |
| Speckled Hurrum | Master gains a discount when trading with Merchant Houses |
| Jankx | Master gains a +2 bonus on Stealth checks |
| Z'tal | Master gains a +2 bonus on Acrobatics checks |

Spellcasting

Wizard Feature: Arcane Defiling

All wizards, regardless of their path, must draw the energy of the land in order to cast spells. A wizard who does so without care *defiles* the land, withering plants and ruining soil. The power of the land however, can strengthen spells.

Wizards who choose to *defile* when they cast a spell treat those spells as if cast with a spell slot one level higher than actually spent. Also a wizard adds their spell casting ability modifier to any damage dealt by the spell, and the saving throw DC of any such spell is increased by one.

When the land is defiled in this way, it leaves a ring of lifeless earth and ashen plant remains for a radius (in feet) around the based on the amount of vegetation and power of the spell. Defiling with a cantrip leaves a barren area of half the radius of a 1st level spell, based on environment, with a minimum of a 5 foot space, centered on the caster.

| Terrain Type | Spell Level | | | | | | | | |
|-----------------------|-------------|----|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Stony Barrens | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Sandy Wastes | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Rocky Badlands | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Salt Flats | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Boulder Fields | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Silt | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Mountains | 35 | 45 | 50 | 60 | 65 | 70 | 80 | 85 | 90 |
| Scrub Plains | 15 | 20 | 20 | 25 | 25 | 25 | 25 | 30 | 30 |
| Verdant Belts | 10 | 10 | 10 | 15 | 15 | 15 | 20 | 20 | 20 |
| Forest | 5 | 5 | 10 | 10 | 10 | 10 | 10 | 15 | 15 |

Casting Multiple Spells from the Same Location:

If a defiler casts more than one spell from the same location, the radius of destroyed vegetation expands around him. Consult the Defiler Magical Destruction Table (above) for the highest level spell cast from that location, then add five feet for every other spell cast. (Spells equal to the highest level spell are treated as additional spells).

For example, the defiler Grifyan casts a lightning bolt, a 3rd-level spell, while in the scrub plains. The area of ash around him will be 20 feet. In the next round, he casts a magic missile spell, expanding the radius of ash by 5 feet, bringing the total of burnt earth to 25 feet. In the third round, Grifyan decides to unleash *Cloudkill*, a 5th-level spell. Since this is the highest-level spell cast from this location, the area of ash is recalculated; 25 feet for the 5th-level spell, plus 5 feet each for the two lower-level spells cast, for a total radius of ash of 35 feet.

Arcane Recovery

As per the PHB, but you may choose to defile to recover expended spell slots, reducing the time to 1 action rather than a short rest. The land is defiled as if you cast spells of the same levels as the slots recovered.

Arcane Traditions

Wizards on Athas cannot choose from any of the normal arcane traditions at second level. They must instead choose from either the **Path of the Defiler** or the **Path of the Preserver**.

Path of the Defiler

Agonizing Raze

Starting at 2nd level, when you use the *Arcane Defiling* feature, each creature within your *Arcane Defiling* radius needs to make a Constitution saving throw with a DC equal to 10 + the level of the spell cast or become *Stunned* until the start of your next turn.

Efficient Raze

Beginning at 6th level, your attack rolls for spells, if required, have advantage against creatures within the radius of your *Arcane Defiling*. If the spell does not require an attack roll, creatures inside the *Arcane Defiling* radius have disadvantage on their saving throws.

Empowered Raze

Beginning at 10th level, when you use the *Arcane Defiling* feature, you add +1 damage per damage die and reroll any 1s.

Destructive Raze

Starting at 14th level, when you use the *Arcane Defiling* feature, you may increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 1d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

Path of the Preserver

Arcane Ward

Starting at 2nd level, you can weave magic around yourself for protection. When you cast any spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your Intelligence modifier. When you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

Additionally, you may use the ward to protect yourself against an *Agonizing Raze*. If you fail your Constitution saving throw against an *Agonizing Raze* you may have the ward take damage equal to the amount by which you failed to prevent becoming *Stunned*.

Once you create the ward, you can't create it again until you finish a long rest.

Backlash

Beginning at 6th level, you can imbue an area of land and plants with protective magic. By expending a 1st level spell slot, you can ward a circular area centered on yourself with a 30 foot radius against Defiling. A Defiler who attempts to draw the energy of this land must make a Constitution saving throw. The defiler suffers 2d6 radiant damage on a failed saving throw, and half damage on a successful save. If you expend a higher spell slot than 1st level, the radius increases by 10ft and the damage increases by 1d6 for each level above 1st.

Preserving Ward

Beginning at 10th level, when you use *Backlash*, you and creatures within your *Backlash* radius have advantage on saves against *Agonizing Raze* and defiler cast spells.

Spell Resistance

Starting at 14th level, you have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

Backgrounds and Wild Talent

“Traders cooperate for Profit. Templars form allegiances for Domination. Psions join schools to gain Knowledge. And raiders band together for Strength. Power comes in many forms, but all who band together seek it - intentionally or unknowingly. Those who join them are caught in a web, for all organizations are tainted with corruption. The Veiled Alliance seeks to overthrow the Sorcerer-Kings and justifies murder in its ranks out of fear for discovery. The elitist Order would deny all other beings the use of psionic power and drive tens of thousands of beings insane. And the first generation dray believes they are children of a god, who has banished them from their homes. Once you realize the secrets of your organization, it is too late, for you are shackled to it. You realize you have traded your freedom for power.”

—The Oracle, Blue Shrine Scrolls

Use any Athasian appropriate backgrounds from the PHB or one of the following backgrounds, which were taken from:

[Dark Sun 5th Edition Player's Handbook V2.0.](#)

Thanks to [Achtung56](#)

On Athas, people come in a variety of shapes, colors and sizes. All, however, have been shaped and molded by the crimson sun. Those that survive and remain to be met are certainly interesting indeed, with stories and lore all to their own.

Caravan Guard

You decided that joining the caravan would be an easy way to get outside of the city, make a few coins, and be back by supper. Little did you know that the wastes were crawling with things that would make good of you as supper.

Skill Proficiencies: Animal Handling, Perception

Tool Proficiencies: Skilled in riding one animal of your choosing (Kank, Inix, Mekillot, etc)

Equipment: A bag of spice, robes with a veil, a rudimentary spyglass, and a belt pouch containing 20 Cp

Feature: You are skilled in desert travel and know where safe places to rest are. When travelling along a trade route you can find a cave, crevasse or otherwise sheltered area to rest within a day's travel.

City-State Militia

You applied to join the militia and were accepted. You underwent the basic training and have been stationed in (insert city-state name) ever since. You walk a beat and have quickly learned a few of the local undesirables, the smart ones give you regular payouts to look the other way while you get to shake those who aren't smart enough down for any contraband they might have.

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Forgery kit, one type of artisan's tools

Equipment: An obsidian spear, loose guard robes, a pair of spiked gloves, and a belt pouch containing 20 Cp

Feature: You know the underground pretty well and have often had to frequent fencers in order to transform the stolen goods you receive into cold, hard coin. In cities or large towns you are able quickly to find a fencer and sell and buy goods that would otherwise be illegal. Such fencers may also be able to put you into contact with shady types for a price.

Gladiator

You were either born into slavery or more likely captured at a very young age. You were sold into the Arena where you've learned your whole life how to fight. You have been trained to go up against large dangerous beasts from the wilds as well as other slaves or even criminals.

Skill Proficiencies: Intimidate, Perception

Weapon Proficiencies: One type of exotic weapon

Equipment: Tattered gladiators robes, a chitin chip, a bottle of Tembo blood, and a leather sack containing 15 Cp

Feature: When in a settlement you are able to earn a small amount of coin using your fighting skills. You are either able to fight other creatures for sport or train others in how to fight. You gain enough coin to feed you and put you up somewhere marginally comfortable to sleep during the night. Additionally, soldiers and mercenaries might be willing to share information with you.

Scribe

You were either born into slavery or captured at a very young age. Luckily for you, your fate wasn't to end up in the obsidian mines, but instead, to live a life of relative luxury. You could be owned by a merchant house, the templarate or a noble house. Recently, you either escaped, were released, or your merchant passed away, granting you freedom.

Skill Proficiencies: Persuasion, History

Languages: Read and Write Cavilish (merchant's tongue) and Common.

Equipment: A bottle of lead ink, a quill, a merchant's robes, and a belt pouch containing 15 Cp

Feature: As a former slave, you are easily overlooked. You are able to slip into crowds without notice unless you draw attention to yourself. You're also able to hide yourself in large groups of slaves with the masters being unaware and the slaves being disinclined to rat you out.

Untrained Escaped Slave

You were either a worker in the slave pits, worked in the fields or another labor intensive job. Your life has been hard and unforgiving with those all around you succumbing to disease and weakness while you struggled to survive until your recent escape or release.

Skill Proficiencies: Athletics, Medicine

Tool Proficiencies: One type of musical instrument

Equipment: Tattered robes, a chunk of obsidian, and a cloth bag containing 10 Cp

Feature: You can gain valuable information by speaking with slaves, who will be more than willing to help you in exchange for their freedom.

Wild Talent

All players know at least one psionic power as a wild talent. To determine this psionic power roll percentile dice on the following table:

| Roll | Result |
|-------|--|
| 1-50 | One roll on the Talent Table |
| 51-75 | One roll on the 1 st Level Power Table |
| 76-85 | One roll on the 2 nd Level Power Table |
| 86-90 | Two rolls on the Talent Table |
| 91-94 | Two rolls on the 1 st Level Power Table |
| 95-97 | One roll on the both the 1 st & 2 nd Level Power Tables |
| 98-99 | Two rolls on the 1 st Level Power Table & One roll on the 2 nd Level Power Table |
| 100 | One roll on the 3 rd Level Power Table |

Talent Power Table (Roll 1d10)

| Roll | Talent | Roll | Talent |
|------|----------------|------|-----------------|
| 1 | Dancing Lights | 6 | Friends |
| 2 | Mending | 7 | Minor Illusion |
| 3 | True Strike | 8 | Light |
| 4 | Mage Hand | 9 | Message |
| 5 | Blade Ward | 10 | Player's Choice |

1st Level Power Table (Roll 1d20)

| Roll | Power | Roll | Power |
|------|--------------------------|------|-------------------------|
| 1 | Detect Evil & Good | 11 | Mage Armor |
| 2 | Heroism | 12 | Sleep |
| 3 | Magic Missile | 13 | Command |
| 4 | Tasha's Hideous Laughter | 14 | Speak with Animals |
| 5 | Charm Person | 15 | Feather Fall |
| 6 | Disguise Self | 16 | Unseen Servant |
| 7 | Healing Word | 17 | Detect Poison & Disease |
| 8 | Silent Image | 18 | Cure Wounds |
| 9 | Tenser's Floating Disk | 19 | Shield |
| 10 | Animal Friendship | 20 | Jump |

2nd Level Power Table (Roll 1d20)

| Roll | Power | Roll | Power |
|------|------------------|------|--------------------|
| 1 | Find Traps | 11 | Darkness |
| 2 | Calm Emotions | 12 | Player's Choice |
| 3 | Misty Step | 13 | See Invisibility |
| 4 | Phantasmal Force | 14 | Detect Thoughts |
| 5 | Augury | 15 | Suggestion |
| 6 | Player's Choice | 16 | Mirror Image |
| 7 | Knock | 17 | Enthrall |
| 8 | Hold Person | 18 | Player's Choice |
| 9 | Locate Object | 19 | Blindness/Deafness |
| 10 | Beast Sense | 20 | Levitate |

3rd Level Power Table (Roll 1d12)

| Roll | Power | Roll | Power |
|------|------------------|------|----------------|
| 1 | Major Image | 7 | Psychic Drain* |
| 2 | Nondetection | 8 | Sending |
| 3 | Fear | 9 | Slow |
| 4 | Blink | 10 | Fly |
| 5 | Tongues | 11 | Clairvoyance |
| 6 | Hypnotic Pattern | 12 | Haste |

*Vampiric Touch reskinned as Transmutaion

Wisdom is your power manifestation ability for your Wild Talent(s). In addition, you use your Wisdom modifier when setting the saving throw DC for your Wild Talent(s) and when making an attack roll, if required.

Wild Talent save DC = 8 + your proficiency bonus + your Wisdom modifier

Wild Talent attack modifier = your proficiency bonus + your Wisdom modifier

You can use your Wild Talent a number of times each day equal to your Wisdom modifier (a minimum of once) and regain these uses after a long rest.

Equipment

"I have heard tales that suits of clothing fashioned from metal have even been found from time to time. It is generally agreed that these were worn by warriors to protect against the blows of enemy weapons. I can only speculate that the climate must have been far cooler in those ancient days. Any fool that would wear such clothing now would die faster from heat stroke than he would have from the weapons of his foes. Still, the idea that there was once enough metal in the world to allow such a garment to have been manufactured astounds me. There are even rumors that mounds of steel, silver, and gold lie hidden in the deepest tunnels of certain forlorn cities. I have never seen such a thing myself, but if such treasures exist, they will reward those who find them most handsomely. Those who control such stores of metal can buy food, power, influence, and sometimes even the sorcerer-king's protection."

—The Wanderer's Journal

Characters in Dark Sun receive the same starting packages as their Player's Handbook and Expanded Psionic Handbook counterparts. This means they receive the same starting funds, converted to ceramic pieces:

On Athas, 100 cp (ceramic pieces) = 10 sp = 2 ep = 1 gp = 1/5 pp.

Ceramic Pieces and Bits: The most commonly used coin throughout Athas is the ceramic piece (cp). Ceramic coins can be manufactured from the most common clay of Athas, then glazed in specific colors and kilned to discourage forgery. The molded shape of ceramic pieces allows them to be broken into 10 separate pie-shaped pieces. Each of these "bits" is worth 1/10 of a ceramic piece.

Once again, thanks to [Cyber-Dave](http://community.wizards.com/comment/51179611#comment-51179611) for the following.
<http://community.wizards.com/comment/51179611#comment-51179611>

1. Use the currency and price conversion rules from the original 2e AD&D boxed set, found on page 51, "Chapter 6: Money and Equipment."
2. Use the Monetary System rules from the original 2e AD&D boxed set, found on page 51, "Chapter 6: Money and Equipment."
3. Use the Common Wage rules from the original 2e AD&D boxed set, found on page 52, "Chapter 6: Money and Equipment."
4. All characters gain starting wealth in CP (ceramic pieces) instead of GP (gold pieces).

Weapons that are normally made out of metal (or have key metal components) have their price, weight, damage, and hit probability modified based on the material they are made out of, as noted on the table below.

Weapon Materials Table

| Material | Cost | Weight | Damage ¹ | Hit Probability ² |
|-----------------------|------|--------|---------------------|------------------------------|
| Metal | 100% | 100% | - | - |
| Stone/Obsidian | 5% | 75% | - | -1 |
| Bone | 3% | 50% | -1 | -1 |
| Wood | 1% | 50% | -2 | -1 |

¹The damage modifier subtracts from the damage dealt with the weapon; your minimum damage on a hit cannot be less than 1

²The hit probability modifier is subtracted from your attack roll

5. Nonmagic stone, obsidian, bone, and wooden weapons are prone to breaking. Whenever a successful attack scores a critical hit on the roll of a natural 20, you must choose whether you wish to deal a critical hit or a normal hit. If you choose to deal a critical hit, after the attack deals its damage the weapon breaks.
6. At first level, when choosing your equipment packages/buying your items, you may choose 1 weapon to be made of stone and one weapon to be made of bone, or you may choose 3 weapons to be made of bone. All of your ammunition is considered to be made of stone. You pay for those weapons as if they were made of wood. All other weapons in your equipment packages are made of wood. Half-giants start with the bone or stone simple weapons offered to them in their equipment package. All their other weapons are made of wood, as is any ammunition they start with. If you wish to purchase any more bone or stone weapons, you must pay full price.
7. In any daytime situation, if a character in metal armor makes a Strength, Dexterity, or Constitution check or saving throw, or makes an attack roll, they must make a DC 15 Constitution saving throw or suffer a level of exhaustion; this saving throw does not provoke another Constitution saving throw.
8. Some types of armor in Athas can be constructed out of alternate materials.
9. While it is theoretically possible to replace the studs in studded leather with bone or chitin rivets, the practical result has the same stats as hide armor. In order to produce a suit of armor that has the same flexibility and functionality as studded leather, metal rivets must be used. For the purpose of the exhaustion rules above, however, such armor is not considered to be "metal armor" (though it does cost a full 45gp).
10. The following armors must be constructed out of metal and are considered to be metal armors (making them both extremely rare and dangerous to use): chain shirt, breastplate, half-plate, chainmail, splint, and plate.
11. See the 2e AD&D boxed set, "Chapter 6: Money and Equipment," page 52 for new equipment.

Armor

| Medium Armor | Cost | Armor Class | Strength | Stealth | Weight |
|---------------------|--------|-------------------------|----------|--------------|---------|
| Kank Vest | 50 cp | 13+Dex modifier (max 2) | - | - | 20 lbs. |
| Tortoise shell vest | 400 cp | 14+Dex modifier (max 2) | - | - | 20 lbs. |
| Heavy Armor | | | | | |
| Kank hide | 150 cp | 16 | Str 13 | Disadvantage | 55 lbs. |
| Tortoise plate | 500 cp | 17 | Str 15 | Disadvantage | 60 lbs. |

Weapons

| Name | Cost ¹ | Damage ² | Weight ¹ | Properties |
|--------------------------------|-------------------|---------------------------|---------------------|---|
| Simple Melee Weapons | | | | |
| Hunting Boomerang ³ | 5 cp | 1d6 slashing | 1 lbs. | Light, thrown (20/60) |
| Talid | 5 cp | 1d6 bludgeoning | ½ lbs. | Light, special |
| Quabone | 1 cp | 1d4 slashing | 2 lbs. | Light |
| Widow's Knife | 2 cp | 1d4 slashing | ½ lbs. | Finesse, light, thrown (range 20/60) |
| Martial Melee Weapons | | | | |
| Alhulk | 10 cp | 1d8 piercing | 1 lbs. | - |
| Bard's friend/Puchik | 6 cp | 1d4 piercing | ¾ lbs. | Defensive, finesse, light |
| Cahulaks | 12 cp | 1d8 piercing | 4½ lbs. | Heavy, reach, special, thrown (range 15/30), two-handed |
| Carrikal | 40 cp | 1d8 slashing ⁴ | 2 lbs. | Heavy, versatile (1d10), special |
| Datchi club | 10 cp | 2d6 bludgeoning | 5 lbs. | Heavy, two-handed |
| Dragons paw | 15 cp | 1d6 piercing | 4½ lbs. | Defensive, heavy, special, two-handed |
| Gauntlet axe | 10 cp | 1d8 slashing | 2 lbs. | Defensive, special |
| Gouge | 35 cp | 1d12 piercing or slashing | 3½ lbs. | Heavy, two-handed |
| Gythka/Lotulis | 30 cp | 1d8 piercing | 3½ lbs. | Heavy, finesse, reach, special, two-handed |
| Impaler | 9 cp | 1d8 piercing | 2 lbs. | Heavy, versatile (1d10) |
| Singing sticks ³ | 6 cp | 1d6 bludgeoning | 1½ lbs. | Finesse, light |
| Tortoise blade | 25 cp | 1d6 piercing | 7 lbs. ⁵ | Heavy, light, special |
| Trikal | 20 cp | 1d10 slashing | 3 lbs. | Heavy, reach, two-handed |
| Wrist razors | 15 cp | 1d6 slashing | 1½ lbs. | Finesse, light, special |
| Martial Ranged Weapons | | | | |
| Chatkcha | 1 cp | 1d6 slashing | ½ lbs. | Finesse, light, special, thrown (range 30/120) |

¹ These stats assume that the components that would normally made out of metal in other planes of existence are made out of wood.

² Damage if made from metal unless otherwise stated.

³ Always made out of wood, but they suffer no penalty to hit or damage.

⁴ Always made out of bone, but they suffer no penalty to hit or damage.

⁵ Six pounds of the tortoise blade comes from the fact that it is also a shield; one pound of the tortoise blade comes from its wooden blade component. When upgrading the weapon component of the tortoise blade, only increase the weight of the blade.

Alhulak: The alhulak is primarily a rope with a four-bladed grappling hook on one end. The other end of the 5-foot rope is secured to a 2-foot long handle which can also be used to block attacks from other weapons. The four-bladed head of the alhulak is commonly carved from mekillot ribs (the price given here is for a wood set of blades). The haft securing it to the rope is usually of wood or bone.

Bard's friend: Popularized by the bard's of Balic, this weapon completely covers the hand in a hardened leather basked hilt that sports several blades and prongs. Bards frequently coat the blades with poison.

Cahulaks: This weapon features two four-bladed, hafted heads separated by a 12-foot length of rope. The entire weapon can be thrown much like an oversized bola. When this weapon is thrown, the bola rules from the Players Handbook apply. Anyone other than a half-giant throwing this weapon, however, takes disadvantage on

their attack roll. A half-giant can throw cahulaks without suffering from disadvantage on their attack roll.

Carrikal: The carikkal is made by lashing a length of mekillot bone to the jawbone of a jozhal. The sharp ridges of teeth run down half the length of the bone handle while the hinges of the jaw are sharpened to a keen edge. This makes the carikkal resemble a battle axe with both heads pointing in the same direction. After successfully hitting an opponent with the carrikal, you may use a bonus action to saw at your opponent with the sharp serrated teeth on the handle as you pull away the weapon: deal 1d4 extra damage to the target you just hit.

Chatkcha: This three-bladed throwing wedge, made of of dasl, is a thri-kreen invention. If you are proficient with the weapon and you miss with a thrown attack, the weapon returns to your hand after the ranged attack is resolved.

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

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

While wielding the dragon's paw, you are considered to be wielding a shortsword in each hand, and you may use the two-weapon-fighting rules as if such were the case. You cannot benefit from the shortsword's finesse quality while wielding the dragon's paw. You do, however, benefit from any two-handed weapon abilities when attacking with the weapon.

Gauntlet Axe: This heavy bracer holds two light crescent blades, turning the forearm into an axe while keeping the hand free. This weapon cannot be disarmed.

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

Gythka: Each end of the gythka (a thri-kreen staff) has a small, crescent-shaped blade with a centered stabbing tine. These blades are only made out of dasl (a crystalline substance formed from the hardened mixture of thri-kreen venom and sand); dasl is treated as stone/obsidian (meaning that the weapon takes no damage penalty and weighs 5.25 lbs instead of the listed weight). Thri-kreen do not sell dasl to non-thri-kreen. A thri-kreen merchant, however, will sell a dasl gythka to a thri-kreen for the same price as a wooden weapon.

The Polearm Master feat may be applied to this weapon. Additionally, when using that feat to attack with the opposite end of the gythka, the attack deals 1d6 slashing damage instead of 1d4 bludgeoning damage.

Hunting boomerang: Functionally, hunting boomerangs are very similar to handaxes, except that they are carved entirely from a single piece of wood, bone, or obsidian. The halfling's of the Forest Ridge sometimes build smaller versions of this weapon that are statistically identical to widow's knives.

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

Lotulis: The lotulis is functionally the same as the gythka but is far more common outside of thri-kreen communities. The lotulis features larger crescent blades (usually made of wood, bone, or obsidian) with barbed spikes near the points, but it lacks the centered stabbing tine of the gythka.

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

Quabone: This weapon is constructed from four identical reeds of wood or shanks of bone lashed together to form a radially symmetrical, longsword-length rod. With its lightness and crudely sharpened end, the quabone is a fairly ineffective weapon. The quabone is used in arena situations where combat is intended to draw out for a long period of time.

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

Talid: Made from leather, chitin, and shards of wood, bone, or obsidian, the talid is a spiked "gladiator's gauntlet." Additionally, as the weapon is primarily crafted from leather, and as the bits of the weapon that can break are already little more than shards, the talid does not break like other weapons with wood, bone, or obsidian components.

Tortoise Blade: This bony or chitinous plate is affixed with a short blade that points forward from the wielder's hand. While wielding a tortoise blade, a character is simultaneously considered to be using a shield and wielding a shortsword. If the character uses the tortoise blade to attack, however, his AC drops by 1 point until the start of his next turn. This weapon cannot be disarmed.

Trikal: This small polearm is a 6-foot-long, mostly wood shaft that is virtually identical in functionality to a halberd. The uppermost 12 inches consist of three blades projecting from a central shaft. Beneath the blades is a series of serrations, generally extremely sharp. The other end of the shaft is weighted to increase the momentum of the weapon. This weapon may be used with the Polearm Master feat.

Widow's knife: Originally a harvesting tool used in the verdant belts, this weapon has a wide blade on one end of a wood or an ivory handle. Some versions of the weapon are built with a classic dagger on the other end, or a pair of spring-loaded prongs hidden in the handle; a thumb latch on the handle releases the prongs. It takes an action to reload them. If a version has a wooden dagger opposite its wide blade, the widow's knife costs 3 cp instead of 2 cp. If a version has hidden wooden prongs inside its handle, the widow's knife costs 5 cp instead of 2 cp. In either case, whether the knife has a dagger or withdrawn prongs, such versions of the weapon can be used to deal piercing or slashing damage (and weigh an extra ¼ pound).

Wrist Razors: Wrist razors consist of a trio of blades that protrude from a heavy arm band. The razors project out over the back of the hand, are extremely sharp, and can be up to 6 inches long. This weapon leaves your hand free and cannot be disarmed.

New Weapon Property

Large: Large weapons are designed specifically for half-giants. The large property may be applied to any weapon. A large weapon weighs four times its normal weight and costs triple its normal price. In return, it deals double the normal damage dice. For example, a large dagger deals 2d4 damage, and a large greatsword deals 4d6 damage.