

DARK SUN™

CAMPAIN SETTING

D&D Fifth Edition Rules

Version 1.0

Kiel Chenier

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This PDF includes links to the D&D Basic Rules, as well as blogs by Courtney Campbell, Jeff Rients, Zak S.

Dark Sun™ was created by Troy Denning and Timothy B. Brown. This supplement is a non-profit fan creation. Please support the official release

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Character Creation

This game requires either a fifth edition **Player's Handbook**, or the [Basic Rules PDF](#). You can play a FLAILSNAILS character, however some spells, mechanics, and items don't work the same way on Athas. Be sure to check out the FLAILSNAILS section (Page 10). *Only use the **Starting GP** table if you're not taking the starting equipment provided by your class.

Roll	Races (d12 or Human)	Backgrounds (2d8)	Classes (d10)	Body Skills (d4)	Mind Skills (d8)	Charm Skills (d6)	*Starting GP (d6)
1	City Dwarf (PHB p20, BR p13) *Con +2, Wis +1 *Speed 25ft *Darkvision 60ft		Barbarian (PHB p46) *Hit Die 1d12 *Saves: Str, Con *x2 skills *Light/med armor, shields, all weapons	Athletics (Str)	Arcana (Int)	Animal Handling (Wis)	5d4 gp
2	Dune Dwarf (PHB p20, BR p13) *Con +2, Str +2 *Speed 25ft *Darkvision 60ft	Charlatan (PHB p128) *Deception, Slight of Hand *Disguise Kit, Forgery Kit	Bard (PHB p51) *Hit Die 1d8 *Saves: Dex, Cha *x3 skills *Musical Instrument (x3) *Light armor, simple weapons, hand crossbows, rapiers, short/longswords	Acrobatics (Dex)	History (Int)	Insight (Wis)	2d4 x 10gp
3	City Elf (PHB p23, BR p15) *Dex +2, Int +1 *Speed 30ft *Darkvision 60ft	Criminal (PHB p129, BR p38) *Deception, Stealth *Gaming Set, Thieves' Tools	Fighter (PHB p70, BR p24) *Hit Die 1d10 *Saves: Str, Con *x2 skills *All armor, shields, all weapons	Sleight of Hand (Dex)	Investigation (Int)	Deception (Cha)	3d4 x 10gp
4	Desert Elf (PHB p23, BR p15) *Dex +2, Wis +1 *Speed 35ft *Darkvision 60ft	Entertainer (PHB p130) *Acrobatics, Performance *Disguise Kit, Musical Instrument (x1)	Druid (PHB p64) *Hit Die 1d8 *Saves: Int, Wis *x2 skills *Herbalism Kit *Light/med armor, shields, simple weapons, scimitars (all non-metal)	Stealth (Dex)	Nature (Int)	Intimidation (Cha)	4d4 x 10gp
5	Jungle Halfling (PHB p23, BR p16) *Dex +2, Cha +1 *Speed 25ft *Size small	Gladiator (PDF p5) *Acrobatics, Performance *Healer's Kit, Exotic Weapon (x1)	Monk (PHB p76) *Hit Die 1d8 *Saves: Str, Dex *x2 skills *Artisan's Tools (x1) or Musical Instrument (x1) *Simple weapons, short swords		Religion (Int)	Performance (Cha)	5d4 x 10gp
6	City Halfling (PHB p23, BR p16) *Dex +2, Con +1 *Speed 25ft *Size small	Guild Artisan (PHB p132) *Insight, Persuasion *Artisan's Tools (x1), One language of your choice	Ranger (PHB p89) *Hit Die 1d10 *Saves: Str, Dex *x3 skills *Light/med armor, shields, all weapons		Medicine (Wis)	Persuasion (Cha)	5d6 x 10gp
7	Half-Elf (PHB p38) *Cha +2, two other scores +1 *Speed 30ft *Darkvision 60ft	Hermit (PHB p134) *Medicine, Religion *Herbalism Kit, one language of your choice	Rogue (PHB p94, BR p26) *Hit Die 1d8 *Saves: Dex, Int *x4 skills *Thieves' Tools *Light armor, simple weapons, hand crossbows, rapiers, short/longswords		Perception (Wis)		
8	Mul (PDF p2) *Str +2, +2 Con *Speed 30ft *One extra Hit Dice at 1st level	Noble (PHB p135) *History, Persuasion *Gaming Set, one language of your choice	Psionicist (PHB p99/PDF p4) *Hit Die 1d6 *Saves: Con, Cha *x2 skills *Daggers, darts, slings, quarterstaves, light crossbows		Survival (Wis)		
9	Warrior Thri-Kreen (PDF p2) *Dex +2, Str +1 *Speed 35ft *Darkvision 60ft	Outlander (PHB p136) *Athletics, Survival *Musical Instrument (x1), one language of your choice	Wizard (PHB p112, BR p29) *Hit Die 1d6 *Saves: Int, Wis *x4 skills *Daggers, darts, slings, quarterstaves, light crossbows				
10	Clutch-guard Thri-Kreen (PDF p2) *Dex +2, Wis +1 *Speed 35ft *Darkvision 60ft	Psionic Adept (PDF p5) *Insight, History *Wild Talents (x3), one language of your choice					
11	Half-Giant (PDF p3) *Str +3 *Speed 30ft *Resistant to non-magical piercing damage	Sage (PHB p137, BR 40) *History, Arcana *Two languages of your choice					
12	Wasteland Mutant (PDF p3) *Abilities are random. *Proficient with Water Dowsing Rod	Soldier (PHB p140, BR p41) *Athletics, Intimidation *Gaming Set, Vehicles (land)					
13	OR	Templar (PDF p5) *Insight, Intimidation *Templar's Fist, one language of your choice					
14	Human (PHB p29, BR p17) *All scores +1 *Speed 30ft	Urchin (PHB p141) *Sleight of Hand, Stealth *Disguise Kit, Thieves' Tools					
15		Veiled Alliance (PDF p6) *Arcana, Stealth *Forgery Kit, Thieves' Tools					
16		Wilder (PDF p5) *Athletics, Survival *Water Dowsing Rod					

Instructions:

1. Roll 3d6 in order for **ability scores**.

2. Roll for your **race**. Make a note of what ability scores get adjusted.

3. Roll for your **background**. Backgrounds provide you with skills, proficiencies, and some starting equipment.

4. Roll for/choose your **class**. Write down all your skills and proficiencies.

5. Roll for your **skills**. You can choose one from each column (Body, Mind, Charm) provided your class gives you that many.

5. Determine your starting **equipment, weapons, and armour**. These things can be found in the sections to the left.

6. Choose your **spells** (if any).

7. Fill in the remaining details (HP, AC, Attack Bonuses, Speed, etc).

Your Proficiency Bonus at 1st level is +2

Roll Again

Trinket table:
(PHB p159, BR p54)

Starting money:
(PHB p143)

Armor:
(PHB p144, BR p44)

Weapons:
(PHB p146, BR p45)

Other gear:
(PHB p148, BR p47)

Spells:
(PHB p207, BR p82)

XP Table:
(PHB p15, BR p10)

The New Races of Athas

Dark Sun™ introduces four new playable races. Muls, Thri-Kreen, Half-Giants, and Wasteland Mutants.



Mul

These broad-shouldered, bald-headed humanoids are the children of dwarves and humans; granted the strengths of both and the weaknesses of neither.

- Strength +2, Constitution +2
- Size: Medium
- Speed: 30ft
- Vision: Normal
- Incredible Toughness: You start play with two hit dice at first level instead of one. So a 1st level Mul Barbarian has 2d12 hit dice instead of 1d12.
- Dwarven Resilience: You have advantage on saving throws against poison, and have resistance against poison damage.
- Languages: You start play knowing common and dwarven.



Thri-Kreen

Strange mantis-people, the Thri-Kreen are intelligent, four-armed, bipedal insects that roam the deserts of Athas in familial tribes and clutches.

- Dexterity +2
- Size: Medium
- Speed: 35ft
- Vision: Darkvision
- Natural Jumper: A thri-kreen is always considered to have a running start when jumping.
- There are two subclasses of Thri-Kreen in the Tablelands region: Warriors and Clutch-Guards.
 - **Warrior Thri-Kreen:** Strength +1, warriors are more formidable in appearance and have harder carapaces. They develop in order to be the hunters and fighters of their tribes. Their claws can be used instead of weapons, dealing 1d8 + Strength modifier damage.
 - **Clutch-Guard Thri-Kreen:** Wisdom +1, clutch-guards are more nurturing and matronly than their warrior kin, tending to take leader roles when possible. Once per day, as an action they can secrete a 'healing fluid' that acts as a healing potion (heals 2d4+ wisdom or constitution modifier). This fluid is viable for 1 hour, afterwards it spoils.
- Languages: You start play knowing common and Thri-Kreen.



race, there are more human nobles than nobles of every other race combined. Most of humanity views itself as superior to all other peoples.

Dwarves are short and stocky, but unlike their vanilla fantasy counterparts, dwarves on Athas are always bald of head and without beards. Dwarves have an innate calling in their lives called a 'Focus'; a goal or task they devote their entire lives to achieving. When a dwarf dies before completing her/his focus, the dwarf becomes a wraith.

City Dwarves = Hill Dwarves.

Dune Dwarves = Mountain Dwarves.

Elves are generally not well thought of by other people; a race of thieves, scavengers, and killers. Elves are tall, long-legged desert rovers whose tribes wander the face of Athas. They feel it is shameful to ride upon a beast. Each of the great city-states hosts a branch of the Elven Market, a never-ending bazaar where the elves (and others who deal in goods of dubious origin) sell their wares.

City Elves = High Elves.

Desert Elves = Wood Elves.

Half-Elves are still considered children of two worlds, but unlike in vanilla fantasy, this means they are often killed as infants. To be a half-elf is to be the byproduct of a shameful pairing, hated by both elves and humans. Most half-elves within the city-states are slaves.

Halflings are the oddest of all the races. Found predominantly in the dense jungles beyond the Ringing Mountains, halflings are savage cannibals known for feasting on their enemies while they still live. Some believe that druidic magic is a halfling invention, but most are quick to dismiss halflings as tiny uncivilized brutes.

Jungle Halflings = Lightfoot Halflings.

City Halflings = Stout Halflings

Dragonborn, Drow, Gnomes, Half-Orcs, and Tieflings have all been hunted to the point of extinction. There are fewer than thirty of each on the entire planet, making them especially rare adventurers. While playing one of these races isn't against the rules, you should keep their rarity in mind. If you play one of these races and that character dies, you cannot roll up another character of that same race.

Half-Giant

These grey-skinned, eight foot tall brutes are the backbone of slave encampments and armies across Athas; strong, dim-minded, and able to withstand any punishment.

- Strength +3
- Size: Medium
- Speed: 30ft
- Vision: Normal
- Powerful Athlete: You have advantage on all Athletics checks (climbing, jumping, lifting, pulling, etc).
- Stone's Endurance: Your skin is that of a giant's hide. You have resistance to non-magical piercing damage.
- Languages: You start play knowing common.

Other Races (and how they're different)

Humans remain the most abundant people in the Tyr region; diverse in both appearance and social status. While human slaves and beggars are as abundant as any other

Wasteland Mutant

The dark sun's rays not only burn, but mutate those seared by its heat and light. Those who emerge from a life in the great wastes are something new and unique. Unless stated otherwise in the table below, you have the following statistics:

- Size: Medium
- Speed 30ft
- Vision: Normal
- You have proficiency with the Survival skill and Water
- Dowsing Rod tool.
- Languages: You start play knowing common.

Roll a d20 twice, referencing the table below. Your character is some kind of combination of the two. The more unique and weird your description is, the better.

- Felinoid:** You are a furry, bipedal cat person. +1 Dexterity, you have claws that deal 1d6 slashing damage and can be used in place of a melee weapon, you have advantage on Perception checks. You are easily distractible, and take disadvantage on any/all concentration checks.
- Seismic:** You are some kind of living rock creature. +1 Constitution, you have resistance to all non-magical piercing, slashing, and bludgeoning damage. Your speed is reduced by 10 feet.
- Cockroach:** You are an exoskeletal insect. +1 Dexterity, small size, you have darkvision, you have resistance to poison damage and advantage on all saving throws against poison. You're vulnerable to bludgeoning damage.
- Electrokinetic:** Electricity runs through your veins. +1 Intelligence, you are resistant to lightning and thunder damage, your attacks deal 1d6 extra lightning damage on critical hits. You are vulnerable to damage from metal weapons.
- Empath:** You are gifted with the power of reading people's emotions and thoughts. +2 Charisma, has advantage on all Insight and Persuasion checks, once per day can cause an ally to reroll a natural 1, using the second result. You are vulnerable to psychic damage.
- Giant:** You are absolutely huge! +1 Strength, large size, you have advantage on all strength based skill checks, but disadvantage on all dexterity based skill checks.
- Hawkoid: You are feathered and have wings and a beak.** +1 Wisdom, able to fly up to 30 feet as a move action, you have bird talons that deal 1d6 piercing damage and can be used in place of a melee weapon. You are vulnerable to piercing damage.
- Plant:** You are a living plant creature. +1 Constitution, as an action you can expend one of your hit dice, producing a curative fruit that can either heal hit points equal to the original hit dice, or remove one status ailment. You are vulnerable to fire damage.
- Pyrokinetic:** Fire dances around your very skin. +1 Constitution, you are resistant to fire damage, Once per day, as an action you can conjure a small flame equivalent to that of a torch within 5 feet of yourself. Your attacks deal 1d6 extra fire damage on critical hits. You are vulnerable to cold damage.
- Swarm:** You are one normal sized thing made up of dozens/hundreds of smaller things. +1 Wisdom, you can treat a part of your body as a whole, sending one or more smaller parts of you away up to 100 feet. You have resistance to bludgeoning damage, but are vulnerable to area of effect attacks (bursts, blasts, cones, etc).
- Speedster:** You move so much quicker than the world around you. +1 Dexterity, your base movement is 40ft. Once per day, as a move action you can move twice your speed. You take a -2 penalty to all Wisdom checks.
- Telekinetic:** You can move things with the power of your mind, independent of Psionics. +1 Intelligence, you naturally gain the Mage Hand cantrip. If you are a spellcasting class and get this cantrip as a class feature, its range/power is doubled. You are vulnerable to psychic damage.
- Arachnoid:** You have the body of some kind of spider. +1 Dexterity, you have multiple limbs, advantage on all checks related to climbing, once per day you can cast the 'Web' spell as a 2nd level spell. This effect is organic and does not count as arcane spellcasting. You are vulnerable to fire damage.
- Entropic:** Everything you touch seems to age and turn to dust. +1 Intelligence, you are resistant to necrotic damage, your unarmed touch deals necrotic damage equal to half your level, rounded down (minimum of 1 point of damage). You cannot wear armour for more than 1d4 + your level rounds, as it rots away on your body.
- Fungoid:** You are some kind of strange mushroom creature. +1 Strength, once per day, as an action you can cast the Poison Spray cantrip. Your speed is reduced by 10 feet.
- Gelatinous:** Your body is made up of gel-like acidic ooze. +1 Constitution, your unarmed melee attacks deal an additional 1d4 acid damage. You are immune to being magically charmed. You take a -4 penalty to Dexterity.
- Reanimated:** You are dead, but not quite 'undead'. +1 Constitution, Once per day, when you are reduced to 0 or fewer hit points by an attack, you are instead reduced to 1 hit point. You are vulnerable to radiant damage.
- Shapeshifter:** Your body is formless...until you choose what shape to give it. +1 Charisma, you can imperfectly imitate other humanoid creatures, granting disadvantage on all checks to recognize you. If you stay in a different guise for more than 1 hour, the guise becomes permanent.
- Simian:** You are a descendant of a race of intelligent apes. +1 Strength, when you score a critical hit in melee combat you deal an additional 1d8 damage from your simian rage. You do not start play knowing common, communicating instead with grunts and sign language.
- Saurian:** There is something decidedly lizardlike about you. +1 Intelligence, you have a strong and wide tail, and when you score a critical hit on an enemy you can use it to knock that enemy prone (no save). You are vulnerable to cold damage.

Classes of Athas (and what's different)

Dark Sun™ is a world without divine powers and deities. **Clerics, Paladins, and Warlocks** (who rely on otherworldly supernatural patrons) do not exist as of yet, and are unavailable to play. The current playable classes are as follows:

Barbarians, Fighters, Rangers, and Rogues are largely unchanged in Dark Sun; hardened combatants and specialists of the desert wasteland that is Athas. If one of these classes offer a spellcasting option, then **arcane defiling** is an option (see page 8).

Bards are no mere performers in Dark Sun. More often than not they work as spies, informants, and assassins who dabble in poisons. Instead of being proficient with three types of instrument, Dark Sun bards are proficient with one instrument and poisons (Poisoner's Kit). Bard spells are also subject to **arcane defiling**.

Druids are masters of primal magic, tapping into the life force of Athas in a way that runs counter to wizards and the sorcerer-kings. Druidic spells are not subject to the rules of arcane defiling and preserving, as their powers draw from a druid's personal grove, or the grove of her/his master.

- A druid has a hidden grove somewhere on Athas, where they were trained. This grove can be as simple as a farmer's faro needle field or a large thicket of spindle-bushes, or as complex as a mountain jungle or secret oasis. Your choice of grove ties into which *Druidic Circle* you choose.
- A druid's *Wild Shape* power is influenced by the ecology of Athas. Animals like bears, wolves, eagles, and rats went extinct centuries ago, but there are equivalent animals and beasts that live in the wasteland with similar statistics.

Monks are similar to how they're normally depicted, except now their power comes from Psionics, rather than Ki. Their mechanics are largely unchanged. If a monk *Monastic Tradition* gives access to spellcasting, the spells are not subject to arcane defiling, because they are psionically powered.

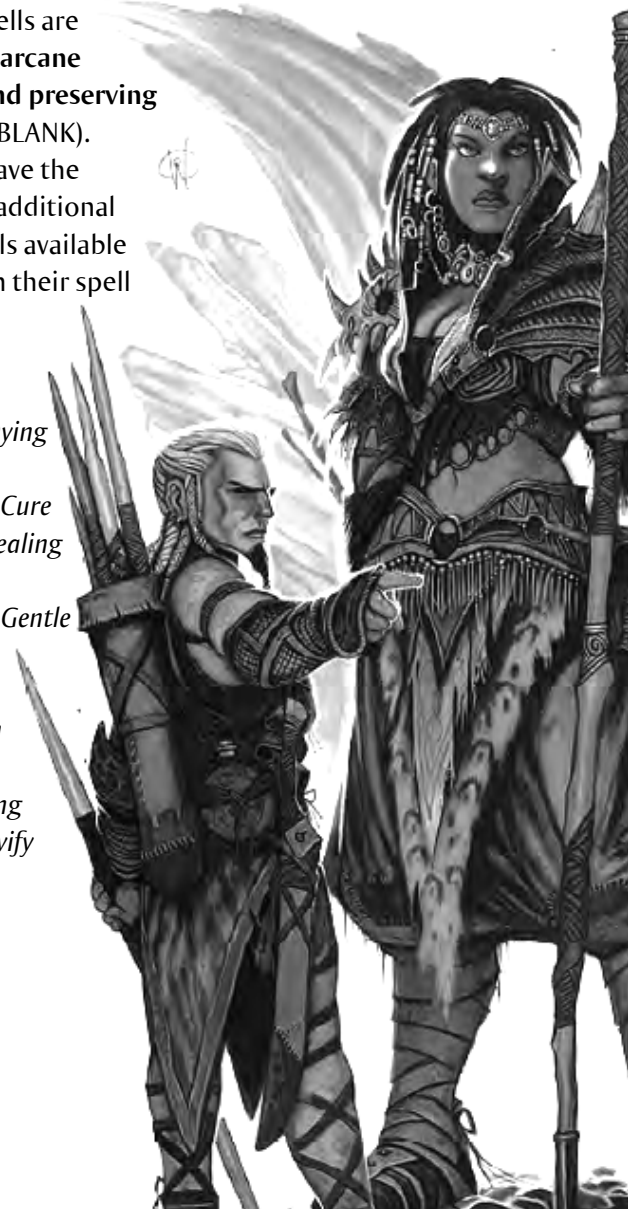
Psionicists (Sorcerers) are trained in ways of channelling and focusing psychic energy into causing change in the physical world, or change solely in the minds of the slow of thinking. Psionicist spells are not subject to

the rules of defiling and preserving, as their power is drawn solely from the mind of the caster.

- Only the **Wild Magic Sorcerous Origin** is available to Psionicists, as dragon blood powers are the purview of sorcerer-kings.
- All Psionicist spells deal Psychic damage, rather than the damage type originally associated with them. This is because the spell effects (and damage) occur only in the target's mind. Having the spell manifest change in the physical world, IE, cause its normal type of damage, costs 1 additional Sorcery Point.
- Alternatively, you can use the [Psionicist by Courtney Campbell on Hack & Slash](#).

Wizards are the most hated and feared group of individuals on Athas. Their arcane power has caused the planet to wither and die, becoming the vast desert that it is today. While a few virtuous wizards exist, even their powers can lead to defilement.

- Wizard spells are subject to **arcane defiling and preserving** (See page BLANK).
- Wizards have the following additional Cleric spells available to them on their spell list.
- Cantrips: *Spare the Dying*
- 1st Level: *Command, Cure Wounds, Healing Word*
- 2nd Level: *Gentle Repose, Lesser Restoration*
- 3rd Level: *Mass Healing Word, Revivify*



New Backgrounds

Templar

You've spent most of your adult life in the service of a sorcerer king or queen, and in return for your faithful and unyielding service, you have access to some of their sorcerous might.

- Skill Proficiencies: Intimidation, Insight
- Languages: One of your choice.
- Equipment: a bronze templar emblem (given to you when you entered into service), a clay tablet and stylus, templar robes/sash/cossack, a belt pouch containing 15gp.
- Feature: **Templar's Hands/Templar's Fist.**
- This feature is similar to a Paladin's Lay on Hands power (PHB pg 84). You can also use this power to harm an enemy creature for an amount of hit points from your pool. The targeted creature must make a Constitution saving throw against your Spell Save DC (8 + proficiency bonus + your Wisdom modifier). Failure causes them to take that amount of necrotic damage. Success equals half damage. Regardless of how much damage is taken, the amount of hit points you specified before the enemy creature rolls its saving throw is used up.



Gladiator

You're a masterful combatant, trained to fight in arenas and pits for money and glory (or perhaps your eventual freedom). You're the best at working a crowd and sizing up your enemies.

- Skill Proficiencies: Performance, Acrobatics
- Tool Proficiencies: One exotic weapon of your choice (trident, net, etc), Healer's Kit.
- Equipment: One exotic weapon of your choice, the favour of an admirer or fan, a belt or sash awarded to you for a prior victory.
- Feature: **The People's Champion.**
- You can use your fame and renown to win common people and slaves over to your side, or win the affection of nobles if it suits you. If people have heard of your combat exploits, they will act more favorably towards you, or will tune into your sense of menace. You can also easily find places where people will pay to watch you fight.

Psionic Adept

You were trained to master 'the way' and its gifts, influencing the world using the power of your mind. Perhaps you've turned away from this path, but the knowledge of its uses remains with you.

- Skill Proficiencies: Insight, History
- Languages: One of your choice.
- Equipment: Clay seal of graduation from a Psionic School (or similar diploma), a small leather pouch of obsidian beads, a belt pouch containing 10gp.
- Feature: **Wild Talents.**
- You have mastered the use of three wild talent cantrips. You can choose the ones you want.

Wilder

You have developed a number of psionic powers naturally, honing them through practice rather than formal training. Your powers are wild and often unpredictable, but always useful in the vast desert that you call home.

- Skill Proficiencies: Survival, Athletics
- Tool Proficiencies: Water Dowsing Rod
- Equipment: a weather-worn cloak, a water dowsing rod, a ceramic talisman (used to focus psionic power), rations and water jug (5 water points).
- Feature: **Random Wild Talent**
- You know enough psionic skills to generate a random wild talent. At the start of each new day (in game), roll on the Wild Talents table. You are able to use that one random wild talent cantrip for that day. You only get to roll again for a new wild talent cantrip after completing a long rest.

Veiled Alliance

You work for a secret organization that is devoted to overthrowing the sorcerer-kings and ending their defilement of the planet. You know that arcane magic can be used for good as well as evil, and make preservation your goal.

- Skill Proficiencies: Arcana, Stealth
- Tool Proficiencies: Forgery kit, Thieves' tools
- Equipment: a set of fine clothes, a forgery kit, an obsidian token used to magically communicate with your veiled contact, a list of recent orders and pass-phrases, a belt pouch with 15gp.
- Feature: **Veiled Contact.**
- You have a superior contact within one of the major city states of Athas. This contact can shelter you from harm and reprisal, help hide your deeds and recent actions, and offer counsel when needed. In exchange, this contact will provide you with missions and directives from those who wear the veil. This contact can help you in a moment's notice, but will abandon you if you take action that the veiled alliance disapproves of.

Wild Talents Table (d20)

The following powers are cantrips that can be used as either an action or a reaction, once per round if in combat. Any existing cantrips that are found in the **Player's Handbook** deal Psychic damage instead of their original type of damage.

1. **Guidance:** As an action, you touch a willing creature, granting them a bonus 1d4 to the next ability check of their choice. Lasts up to 1 minute with concentration (PHB pg. 248).
2. **Resistance:** As an action, you touch a willing creature, granting them a bonus 1d4 to the next saving throw of their choice. Lasts up to 1 minute with concentration (PHB pg. 272).
3. **Spare the Dying:** As an action, you touch a living creature that has 0 or fewer hit points. That creature becomes stable (PHB pg. 277).
4. **Blade Ward:** As an action, you grant yourself resistance against bludgeoning, piercing, and slashing damage during the next round (PHB pg. 218).
5. **Friends:** As an action, you grant yourself advantage on all charisma checks directed at one non-hostile creature. Lasts for 1 minute with concentration (PHB pg. 244).
6. **Mage Hand:** As an action, you create a spectral hand that can reach out up to 30 feet, manipulating objects around it up to 10 pounds. The hand lasts for up to 1 minute (PHB pg. 256).
7. **Minor Illusion:** See PHB entry for full details, pg. 260.
8. **Prestidigitation:** See PHB entry for full details, pg. 267.
9. **True Strike:** As an action, you choose a target within 30 feet of you. On your next turn you have advantage against that target (PHB pg. 284).
10. **Chill Touch:** As an action, make a ranged attack roll against a

target within 120 feet. On a hit, that target takes 1d8 psychic damage and can't regain hit points until the start of your next turn (PHB pg. 221).

11. **Body Equilibrium:** You ignore speed penalties on difficult terrain, and have advantage on Athletics and Acrobatics checks based on balancing.
12. **Far Hearing:** Choose a point within 50 feet of you that you can see (or otherwise sense). For 1 minute you can now hear that point perfectly.
13. **Know Direction:** For 1 hour you know which direction north is, and have advantage on all Perception and Nature checks that relate to navigation.
14. **Mental Tools:** For 1 minute multiplied by your level, you create the mind projection of a simple tool that you can use to aid yourself. This tool is insubstantial when used against other creatures.
15. **Object Projection:** As an action, you teleport an object you are holding in one hand to a space within 50 feet of you or to a willing creature within 50 feet of you.
16. **Psionic Spark:** As an action, you cause a single object or creature within 25 feet of you to catch on fire. The target takes fire damage equal to that of being hit with a torch.
17. **Sensing Eye:** As a bonus action, you choose a space you can see that is within 25 feet of you. Until the end of your next turn, you can determine your line of sight from that space.
18. **Thought Projection:** As a bonus action, you convey either an image or a message of 10 words or fewer to each target within a 15 foot radius centred on you.
19. **Reroll.** The second result's range/duration/effect is doubled. Casting time and required action remains the same.
20. **Reroll.** The second result's range/duration/effect is doubled. Casting time and required action remains the same.



New Rules

Arcane Defiling and Preserving

Dark Sun is a setting that's defined by its complex relationship with sorcery and the character classes who use it. Magic spells come from the life force of plants and animals around the caster. Preservers do their best to return this energy back to the land, and Defilers selfishly take it, causing living things around them to die.

This makes for a lot of interesting flavour and roleplaying, but is harder to pin down mechanically. Should preserving be a slower process? Should defiling be mechanically incentivized? Which of the two is considered the default? Can a person do both? Is defiling the 'easier' path, or is it more harmful to those around a caster?

In the past, the difference between defilers and preservers was class based. They leveled up at different speeds, and their bonuses/penalties to spellcasting was influenced by their terrain. This kind of play doesn't work well with fifth edition D&D, which evens the XP playing field by having all classes level up at the same rate.

In the end, the following system for 'Arcane Defilement' is the way it is primarily for ease of use. It stacks on top of the existing magic system with as few changes to the rules as possible, while being impactful to players in a mechanical way, as opposed to just in terms of flavour and story.

- **Spellcasters are considered to be *Preserving* by default.**
- **Personal Arcane Defiling:** When you miss with a spell roll, or an enemy succeeds on a saving throw against a spell you cast, you can choose to reroll (or have them reroll), using the second result. In addition, each ally (willing or unwilling) within 100 feet of you takes necrotic damage equal to their maximum hit dice value (a rogue takes 6, a fighter takes 10, etc) + the spell's level. This damage ignores immunities and cannot be reduced in any way. If no allies are present, you take the damage instead.
- **Environment Arcane Defiling:** This form of defiling can only be used when you are within 100 feet of healthy, lush plant life or water (scrub grass, farmland, jungle,

oasis, ponds or wells, mud fields, gardens, etc) When you miss with a spell roll, or an enemy succeeds on a saving throw against a spell you cast, you can choose to reroll (or have them reroll), using the second result. In addition, all terrain around you withers and cracks, becoming difficult terrain.

Weapon Breakage

When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete.

A metal weapon, however, breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.

Sun Sickness and Desert Travel

The extreme temperatures caused by Athas's sun are relentless. Precautions mitigate this danger for a time, but can never eliminate it.

- Each daylight period that an unsupplied character or mount travels through the wilderness, Athas makes an attack against their Constitution score. On a hit, the target contracts sun sickness. If a creature suffering from sun sickness is hit again, it loses 1 hit die or hit points equal to its hit die value if it has no hit dice left.
- If hit, a character must make a Constitution saving throw every hour (DC 10).
- These saving throws work just like death saves. You need three successes to recover. After three failures, the character dies.
- A character suffering from sun sickness has disadvantage on all attack and skill rolls.
- Expending 2 uses from a healer's kit is enough to cure sun sickness, as is any restoration spell.

Resting by Day: Adventurers who take long rests during the day remain subject to contracting sun sickness, but Athas' attacks have disadvantage.

Night Travel: Travelling by night is easier in terms of avoiding exposure to Athas' sun, but the chances of random encounters are doubled.

Equipment, Survival Days, and Patronage

Unless otherwise stated, or mentioned by a dungeon master, all equipment rules and costs are the same as they are in the Player's Handbook.

Currency in Dark Sun is made up of minted ceramic bits, embossed with the symbol of the sorcerer-king of the city the bit was minted in. These bits are used in place of metal coins, but are equivalent in worth.

All armours found in the Player's Handbook are usable in Dark Sun. However, the materials they're made of are different, as Athas is a metal-poor world.

- **Cloth:** strange sentient bird feathers, crystal spider silk, giant's hair, wool, etc.
- **Leather and Hide:** giant bug and baazrag skins, sometimes flying mantaray and roc hides as well.
- **Chain and Splint mail:** sewn together scales from lizards and mutants, segments of carapace and shell.
- **Full plate:** whole pieces of carapace and shell, chitinous materials, some crystal.

All weapons are subject to Weapon Breakage. When you choose or buy a weapon from the PHB, roll on the table below to see what material it's made from.

Weapon Material Table (d6):

1. Obsidian
2. Bone
3. Shaped Carapace
4. Treated Wood
5. Crystal
6. Hardened Stone

All other items in the Player's Handbook and Basic Rules are available for purchase. If an item mentions that it's made of

metal, the item is actually comprised of different materials (crystal, obsidian, bone, etc).

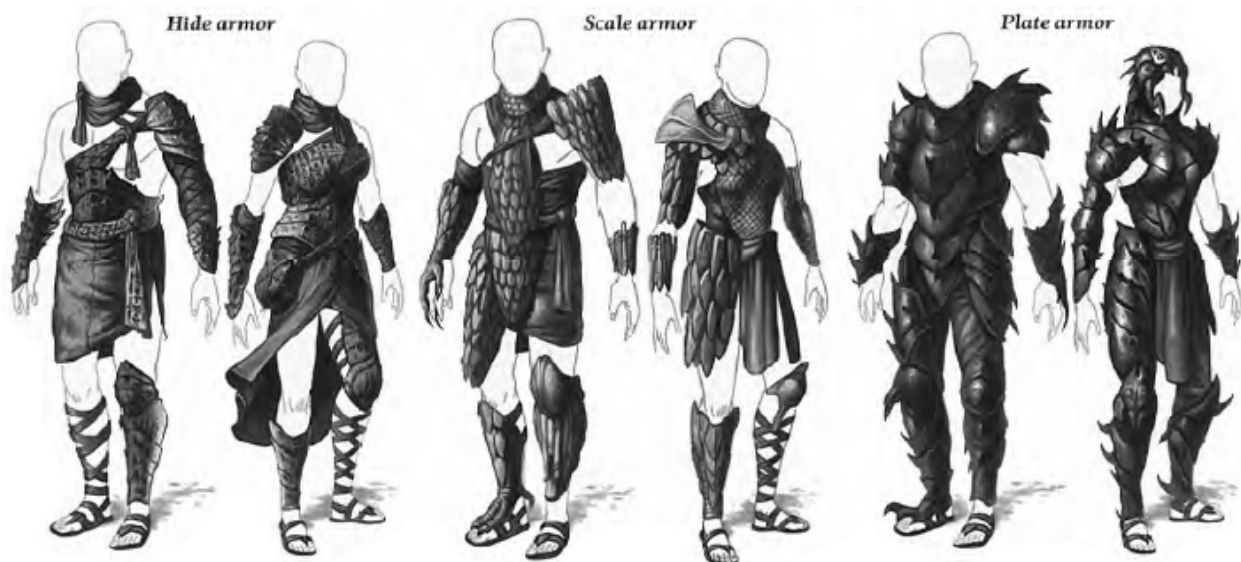
Metal items, weapons, and armour can be sold to nobles, trade houses, and wealthy individuals for 1d8+1 times what their original selling price is.

Survival Days

Physical coinage cannot immediately solve a parched throat or a hungry belly. Treasure and wealth mean little in desert, which is where **Survival Days** come in.

Survival Days are an abstract point system that tracks what a PC will need in order to survive in the harsh world of Athas. A single Survival Day (1 SD) amounts to enough food, water, and everyday materials needed for a PC to survive in the desert or on the streets of a city-state without refuge.

- Survival Days can be purchased in major settlements for 10gp each.
- A Survival Day can be made by combining a half-gallon of water with food sufficient for 1 day (gathering such supplies might carry no cost in an area where water is available and food can be hunted).
- Survival Days can be sold for a minimum of 5gp each, though many may be desperate enough to pay more.
- After each long rest, a character can expend a Survival Day to become supplied until the next extended rest or until 24 hours pass, whichever occurs first. Supplied characters are not susceptible to sun sickness (see Page BLANK).
- Taking more than 1 short rest in a single day consumes a Survival Day, or similar resources.



Patronage

Patronage represents the favour of an important and affluent individual or organization. Nobles, sorcerer-kings, trade houses, cults, the Veiled Alliance, etc.

- Patronage is measured in gp, but typically is given in the form of an abstraction: a royal favour, a letter of patronage, a house seal, etc.
- Patronage is rewarded as set amounts of gp, but can sometimes be exceeded (getting a merchant to sell you something that's cost exceeds what your patronage allows). Doing so is a risky proposition.
- Patronage is not accepted everywhere. Finding vendors who will accept your patron may take longer than if you were to use coinage.

New Items, Mounts, and Pets

Items:

- **Desert Survival Clothing (10gp):** Gives +1 bonus to Constitution checks and saves while in the desert.
- **Distillation Kit (50gp):** Extracts water from wastes and toxic fluids. Using a distillation kit for 6 hours produces 1 day's worth of "clean" water.
- **Dowsing Rod (20gp):** Grants advantage on Nature and Survival checks to find water. You must have proficiency with dowsing rods in order to use them.
- **Filter Mask (1gp):** Affixing this mask to the face allows the wearer to breathe normally during dust storms.
- **Rope, giant hair (10gp):** This strong cord has resistance to slashing, piercing, and bludgeoning damage.
- **Sun Balm (50gp):** Has 10 uses. Each use makes the wearer immune to Sun Sickness for 5 hours.
- **Survival Day (10gp):** Enough food, water, and specific supplies needed to survive a day in the harsh desert.

Mounts:

- **Crodlu:** A mix between an ostrich and a salamander. Stats equivalent to *Draft Horse* (Monster Manual p321) except replace 'Hooves' with 'Peck'. War Crodlu have stats equivalent to *War Horse* (Monster Manual p340).
- **Erdlu:** Smaller version of the Crodlu. Has useless wings instead of arms. Ideal for smaller riders. Stats equivalent to *Pony* (Monster Manual p335).
- **Inix:** Also called a dune behemoth, it's like a giant komodo dragon. Stats equivalent to *Giant Crocodile* (Monster Manual p324).
- **Kank:** They're basically giant ants. Stats equivalent to *Giant Spider* (Monster Manual p328).
- **Mekillot:** This huge beast of burden is like an enormous slug but with elephant skin and legs. Stats equivalent to *Elephant* (Monster Manual p322).

Pets:

- **Kivit (50gp):** These green furred, six-legged kittens are popular with roaming elven children. They have small poison glands that are capable of producing a lethal venom.
- **Gem Twirler (150gp):** Sentient, moving gem stones. These creatures communicate psionically and are favoured by Balican nobles and spies. They remember every thought of their owners, and can sometimes share those thoughts.
- **Stunted Drakes (100gp):** These miniature reptiles are slow and clumsy, but are sometimes capable of breathing fire or poison gas.
- **Spiderhead (60gp):** The product of a parasitic lifeform, these are halfling heads that have sprouted spiderlegs from their neck stumps. They mimic sounds like parrots.
- **Gasbag (100gp):** Floating sacs of gas and energy held together by a thin, waxy membrane. These psionically sensitive creatures produce a euphoric feeling in those it comes into contact with. This effect is dangerous in large doses.

MOUNTS

Mount	Cost (gp)	Speed per Hour	Speed per Day	Normal Load (lb.)	Heavy Load (lb.)	Push/Drag (lb.)
Crodlu	75	4 miles	40 miles	190	380	950
Crodlu, war	450	4 miles	40 miles	200	400	1,000
Erdlu	45	4 miles	40 miles	160	320	800
Inix	800	3 miles	30 miles	220	440	1,100
Kank	60	4 miles	40 miles	180	360	900
Mekillot	1200	3½ miles	35 miles	260	500	1,300

FLAILSNAILS

Character Conversion

Important Setting Considerations

- **Metal is scarce**, so your metal items could sell for a small fortune (or make you the target of thieves).
- **Magic is considered evil**. Even small cantrips often carry a death penalty in most city-states.
- **Divine powers don't work**. If you're playing a cleric or a paladin, things are gonna be tough for you.

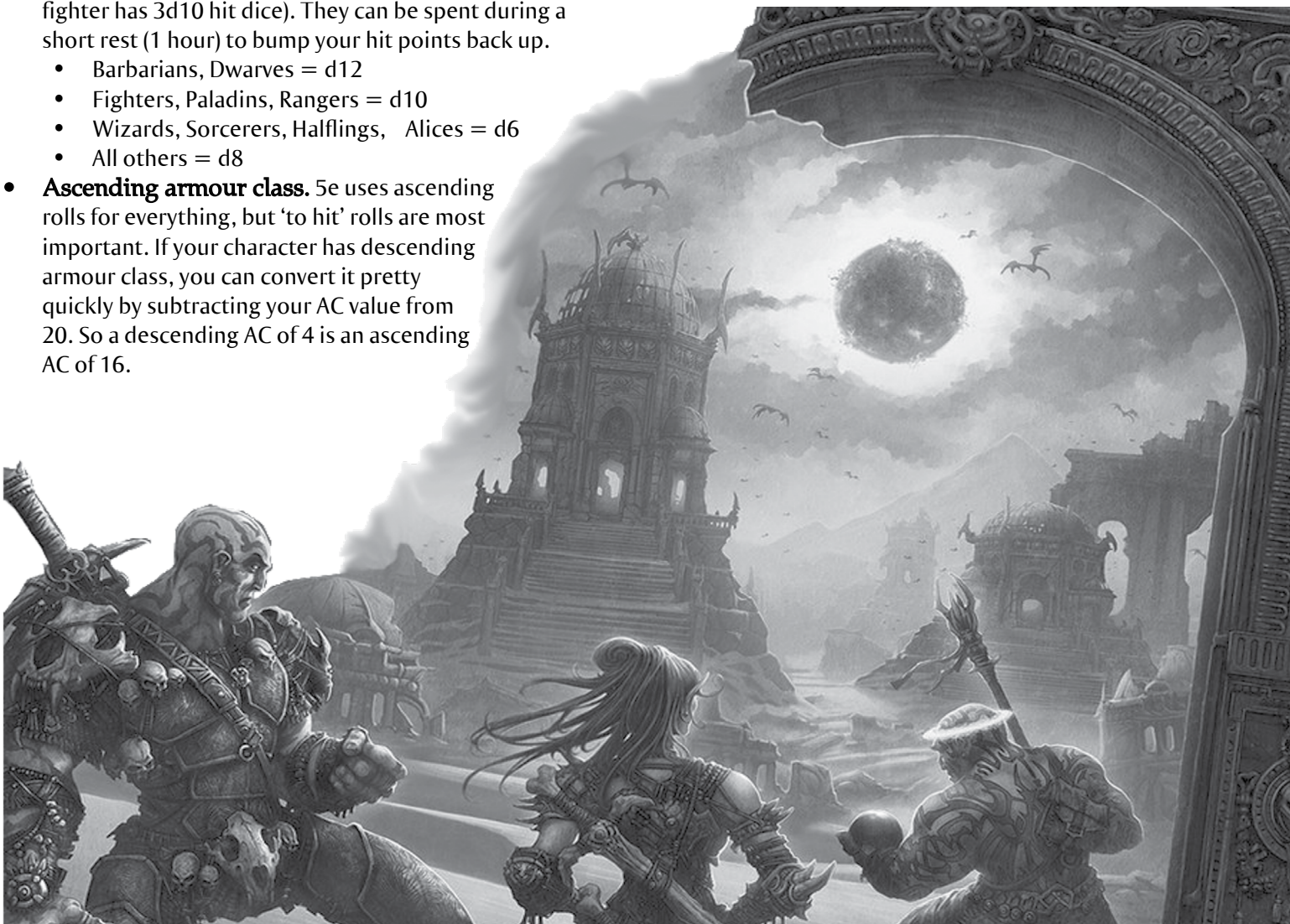
You can play a FLAILSNAILS character, but she/he is subject to the following easy changes:

- **The gods cannot see (or choose not to see) Athas**. Cleric and Paladin spells have a 15 + your level percent chance of success. Any time you want to cast a spell, you must make a percentile roll. Success means the spell is cast normally. Failure means the spell doesn't work (but the spell slot isn't used up).
- **Your character has Hit Dice**. This is a mid-game healing mechanic from fifth edition. Every class has a number of hit dice equal to their level (A 3rd level fighter has 3d10 hit dice). They can be spent during a short rest (1 hour) to bump your hit points back up.
 - Barbarians, Dwarves = d12
 - Fighters, Paladins, Rangers = d10
 - Wizards, Sorcerers, Halflings, Alices = d6
 - All others = d8
- **Ascending armour class**. 5e uses ascending rolls for everything, but 'to hit' rolls are most important. If your character has descending armour class, you can convert it pretty quickly by subtracting your AC value from 20. So a descending AC of 4 is an ascending AC of 16.

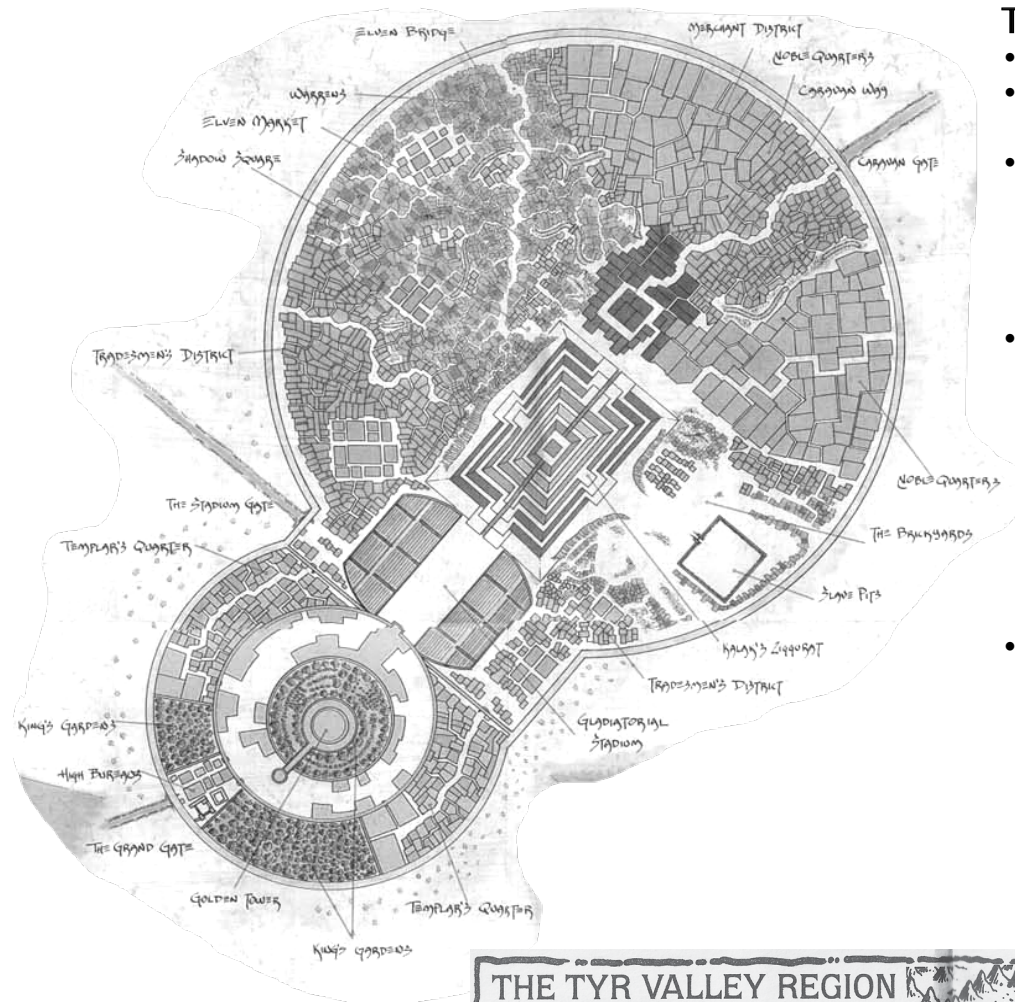
- **Non-unique items**. Some games handle things like shields, plate mail, crossbow reloading, and polearms differently. All these items and their bonuses/drawbacks conform to 5e rules unless otherwise stated by the GM.

There's also the following general guidelines:

- Firearms and magic items are permitted. All work as their original system describes. However, it's your responsibility as a player to have those rules available and ready to share with the GM if asked. Otherwise, their effects, random quirks, and rates of failure or mishap are up to the GM.
- Characters of a level higher than that of the group must roll on the Default FLAILSNAILS High-Level PC Handicapping Rules For D&Dish Games. [Click Here for the Table](#).
- All other conventions fall in line with the Flailsnails Convention articles passed down from **Jeff Reints, Zak S, Calithena**, and others. [Articles available HERE](#). This includes leveling up/experience points and high-level PC handicapping.



Maps of Tyr and Tyr Region



Tyr at a glance

- Population: Just over 30'000
- There are 17 public city wells, all guarded.
- Shops: You can conceivably buy anything in Tyr, with illegal items sometimes found in the Elven Markets (magical components, slaves, ancient relics).
- Unexplored Dungeons:
 - **Under-Tyr:** a system of tunnels, caves, and sewers.
 - **Golden Palace:** the sorcerer-king Kalak's home and lair.
 - **Kalak's Ziggurat:** megadungeon filled with traps and treasures.
- Quest Givers:
 - **Agis of Asticles:** noble, senator, deposer of Kalak.
 - **Lady Penumbra:** noble, enormous dark elf, exceedingly wealthy.
 - **Sub-matron Galash:** noble, head of a trade house from Altarak, is a severed head.

Random Encounters

Sandy Wastes (d6)

1. Desert Marauders (2d4)
2. Evil Vultures (1d6)
3. Ransacked caravan, chance of survivors
4. Silt Runners (1d4)
5. Sarlac Pit
6. Giant ants (kanks) confused and angry (1d6)

Stony Barrens (d8)

1. Evil Vultures (1d8)
2. Zombie Cactus
3. Zombie Cactus devouring a lost group of nobles
4. Elf Runners (2d6)
5. Baazrag Swarm (1d4)
6. Urikite Slavers (1d6 slavers and 1d4 templars)
7. Giant Trapdoor Spider
8. Thri-Kreen tribe (2d6)

