

Dark Sun 3



Credits

Project Manager

Chris Flipse

Rules Development

Jon Sederqvist, Nels Anderson, Chris Flipse

Authors:

Peter Nuttall, Jon Sederqvist

Editors:

Chris Flipse, Gabriel Cormier, Peter Nuttall

Rules Assistance and Review:

Gabriel Cormier, Paul Liss, Nathan Guest

Editorial Assistance:

Nels Anderson, Paul Liss, Jon Sederqvist

Layout:

Chris Flipse

Background Graphic:

Dan Eveland

Thanks to:

Jan Groeneveld, Mark Hope, Michael Ring, David Schwarz, Andrej Damjanovic, Alexis Gervais, Yanick Moreau (and the hordes of the Dark Sun message boards.)

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CHAPTER 1: INTRODUCTION

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

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

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

And yet I fear the worst is yet to come. Change is in the air, and change has never come gently to Athas.
-- Oronis, sorcerer-king of Kurn

Dark Sun 3 is a new edition of the Dark Sun campaign setting, written using the Dungeons and Dragons: v3.5 rules. In order to run Dark Sun 3, you will need the three Core Rulebooks: the Player's Handbook, (PHB) the Dungeon Master's Guide, (DMG) and the Monster Manual (MM), and the non-core Expanded Psionics Handbook (XPH). You will also need access to the Dark Sun Campaign Setting boxed set, or the Dark Sun Campaign Setting: Expanded and Revised boxed set for setting information. Players will need access to the Player's Handbook and the Psionics Handbook.

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

All Dark Sun products published by TSR may be purchased from RPGNow! (The full link to their Dark Sun section is currently: http://www.rpgnow.com/default.php?manufacturers_id=4&filter_id=306 but might change) as PDF downloads.

Behind the Veil: Introduction

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

CHAPTER 2: RACES

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

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

The racial descriptions and statistics given in the Player's Handbook do not apply to the Dark Sun campaign setting, unless otherwise mentioned below.

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

Aarakocra

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

-- Kekko Cloud-Brother, aarakocra 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: Aarakocra stand 6 ½ to 8 feet tall, with a wingspan of about 20 feet. They have black eyes, gray beaks, and from a distance they resemble lanky disheveled vultures. Aarakocran plumage ranges from silver-white to brown, even pale blue. Male aarakocra weigh around 100 pounds, while females average 85 pounds. An aarakocra's beak comprises much of its head, and it can be used in combat. At the center of their wings, aarakocra have three-fingered hands with an opposable thumb, and the talons of their feet are just as dexterous. While flying, aarakocra can use their feet as hands, but while walking, they use their wing-hands to carry weapons or equipment. Aarakocra have a bony plate in their chest (the breastbone), which provides protection from blows. However, most of their bones are hollow and brittle and break more easily than most humanoids. The aarakocra's unusual build means they have difficulty finding armor, unless it has been specifically made for aarakocra. Aarakocra usually live between 30 and 40 years.

Relations: Aarakocra zealously defend their homeland. They are 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,

Behind the Veil: Attributes

In Dark Sun 3, attributes are generated using the same methods as standard D&D: Either the 4d6 drop one method described in the Player's Handbook, or the point buy method described in the Dungeon Master's Guide.

Previous editions of Dark Sun used a rolling method that produced, on average, higher stats: 4d4+4. This was supposed to convey that Athas was a much harsher world than normal D&D campaign worlds, and that its denizens had adapted to compensate.

However, the meaning of an attribute has changed in 3e, and attributes start having a positive effect much sooner than they did in AD&D2. Whereas many stats in AD&D2 didn't start having a positive effect until they were at least 14, in 3e stats as low as 12 have a positive effect. Using higher overall attributes for characters in Dark Sun actually makes it easier for characters to survive and overcome obstacles that should be challenging, which would mean that the effective difficulty of a Dark Sun campaign would actually be lower using this stat generation method.

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.

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.

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

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

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

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

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

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

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

Adventurers: Adventuring aarakocra are usually young adults with a taste for the unknown. They are usually curious, strong-minded individuals that wish to experience the lives of the land-bound peoples. Good tribes see

Table 2-1: Racial Ability Adjustments

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

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

² Some races start with a base number of Hit Dice. Add the character's level adjustment to his starting Hit Dice and class levels in order to get his equivalent character level, used for determining experience requirements and starting funds.

these young ones as undisciplined individuals, but can tolerate this behavior. Evil tribes may view this sort of adventurous behavior as treacherous, and may even hunt down the rogue member.

Role-playing Suggestions

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

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

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

Aarakocra Traits

- -2 Strength, +4 Dexterity, -2 Constitution: Aarakocra have keen reflexes, but their lightweight bones are fragile.
- Type: Monstrous Humanoid. Aarakocra do not begin play with any extra Hit Dice.
- Medium: As Medium creatures, aarakocra have no special bonuses or penalties due to their size.
- Low-light vision: Aarakocra can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Aarakocra base land speed is 20 feet, and can fly with a movement rate of 90 feet (average).
- +6 racial bonus to Spot checks in daylight. Aarakocra have excellent vision.
- Natural Armor +1. An aarakocra's bone chest plate provides some protection from blows.
- Natural Weaponry: An aarakocra can rake with its claws for 1d3 points of damage, and use its secondary bite attack for 1d2 points of damage.
- -2 morale penalty on all rolls when in an enclosed space. Aarakocra are claustrophobic, and being underground or in enclosed buildings is extremely distressing.
- Aerial Dive: Aarakocra can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. Aarakocra may make claw attacks, or attack with a lance held in both claws. These attacks deal double damage.
- Automatic Languages: Aarakocra and common. Bonus languages: Auran, Elven, Gith, Pterran and Ssuran. Aarakocra often learn the languages of their allies and enemies.
- Favored Class: Cleric.
- Level Adjustment +1. Aarakocra are slightly more powerful and gain levels more slowly than most of the humanoid races of the Tablelands.

Dwarf

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

-- Sha'len, Nibenese trader

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

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

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

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

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

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

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

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

Religion: Dwarven communities are ruled by their elders; dwarves are particularly devoted to their community leader, the 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.

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

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

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

Male Names: 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.

Role-playing Suggestions

Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. 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.

Sidebar: The Dwarven Focus

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

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

Dwarf Traits

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

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

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

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

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.

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.

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

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

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

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

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

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

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

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

Role-playing Suggestions

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

Elf Traits

- +2 Dexterity, -2 Constitution. Elves are agile, but less resilient than humans.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elven base land speed is 40 feet.
- Low-light vision: Elves can see twice as far as a human in moonlight and similar conditions of poor illumination, retaining the ability to distinguish color and detail.
- Proficient with all bows.
- Weapon Familiarity: Elven Longblade. All elves treat the elven longblade as a martial weapon.
- +2 racial bonus to Listen, Perform, Search and Spot checks. Elves have keen senses.

- Elves have a natural resistance to extreme temperatures and aren't adversely affected by the heat of the day or the chill of the night. They treat extreme heat or cold as if it were only very hot or cold, (see DMG for rules on temperature effects) but suffer normally from abysmal heat, or from magical supernatural heat and cold.
- Elf Run: After a minute of warm-up and a Concentration check (DC 10), elves can induce an elf run state. This state allows elves to hustle for long distances as easily as a human can move normally, and run for long distances as easily as a human can hustle. Each day that elves continues the elf run, they must make additional Concentration skill checks to maintain their elf run state: A trivial check (DC 10) on the second day, an easy check (DC 15) on the third day, an average check (DC 20) on the fourth day, a difficult check (DC 30) on the fifth day, and an heroic check (DC 40) on the sixth day. Once the elf fails a Concentration skill check, he loses elf run benefits and suffers normal penalties for extended hustling and running as described in chapter 9 of the Player's Handbook. After a full day's rest, the elf may attempt again to induce an elf run state. With a group of elves, runners add their leader's Charisma bonus both to their movement rate and to any Fortitude checks related to movement.
- Automatic Languages: Common and Elven. Bonus Languages: Dwarven, Gith, Jozhal, Pterran, Scrab, Slig, Tari and Thri-Kreen.
- Favored Class: Rogue.

Half-Elf

People are no good. You can only trust animals and the bottle.
-- Delmao, half-elven thief

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

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

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

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

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

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

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

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

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

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

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

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

Role-playing Suggestions

Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self-reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self-reliance,

refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously.

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

Half-Elf Traits

- +2 Dexterity, -2 Charisma. Half-elves are limber like their elven parents, but their upbringing leaves them with a poor sense of self, and affects their relations with others.
- Medium: As Medium creatures, half-elves have no bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Half-elves have low light vision as described in the Player's Handbook.
- Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.
- +1 racial bonus on Listen, Search and Spot checks. Half-elves have keen senses, but not as keen as those of an elf.
- +2 racial bonus on all Survival and Handle Animal checks. Half-elves spend a lot of time in the wilds of the tablelands.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus languages: Any.
- Favored Class: Any.

Half-Giant

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

-- Daro, human trader

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

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

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

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

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

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

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

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

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

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

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

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

Role-playing Suggestions

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

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

Half-Giant Traits

- +8 Strength, +4 Constitution, -2 Dexterity, -4 Intelligence, -4 Wisdom, -4 Charisma: Half-giants are renowned for their great strength and dull wits.
- Large: As Large creatures, half-giants receive a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They must use much larger weapons than humans would, and their lifting and carrying limits are double those of a Medium character. In addition, half-giants have an increased reach of 10 feet in melee combat as described on page 132 of the Player's Handbook.
- Giant type: Half-giants are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Half-giants have darkvision to a range of 60 feet.
- Half-giant base land speed is 40 feet.
- Natural Armor: Half-giants gain a +2 natural armor bonus to AC.
- Axis Alignment: One aspect of the half-giant's alignment must be fixed, and chosen during character creation. The other half must be chosen when they awake each morning. They are only bound to that alignment until they sleep again. For example, a half-giant may have a fixed lawful alignment. Every morning, he must choose to be lawful good, lawful neutral or lawful evil. This alignment change is not mandatory.
- Racial Hit Dice: Half-giants begin play with 2 Hit Dice, giving them 2d8 hit points, a +1 Base Attack Bonus, base saves Fort +3, Ref +0, Will +0, and one starting feat of choice.
- Racial Skills: A half-giant's giant-type levels give him skill points equal to 5x(2 + Int modifier). His class skills are Climb, Jump, Listen and Spot. Note that the half-giant does not receive the x4 multiplier starting skill points when he takes his first class level.
- Racial Proficiencies: A half-giant is proficient with all simple and martial weapons.
- Favored Class: Barbarian.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gith, Giant, Tarek. Half-giant will often pick up a race's tongue if imitating them for long enough.
- Level Adjustment +1: Half-giants are more powerful than the other races of the Tablelands and gain levels accordingly. A half-giant is a two Hit Die monster and may be played without class levels as the equivalent of a third level character.

Halfling

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

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

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

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

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

Relations: Halfling's culture dominates their relations with others. 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.

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

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

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

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

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

Names: Halflings tend to have only one given name.

Male Names: Basha, Cerk, 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.

Role-playing Suggestions

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

Halfling Traits

- -2 Strength, +2 Dexterity: Halflings are quick and stealthy, but weaker than humans.
- Halflings receive a -2 penalty to all Diplomacy skill checks when dealing with other races.
- Small: Halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump and Move Silently checks: Halflings are agile.

- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial attack bonus with a thrown weapon: javelins and slings are common weapons in feral halfling society, and many halflings are taught to throw at an early age.
- +4 racial bonus on Listen checks: Halflings have keen ears. Their senses of smell and taste are equally keen - they receive a +4 to all Wisdom checks that assess smell or taste.
- Automatic Languages: Halfling. Bonus languages: Common, Dwarven, Elven, Gith, Rhul-Thaun, Thri-Kreen, Yuan-ti.
- Favored Class: Ranger

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 dominate the Tablelands.

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

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

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

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

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

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

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

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

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

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

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

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

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

Human Traits

- Same as PHB.

Mul

See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don't want them trying to escape every other day. 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, Urικite arena trainer

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

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

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

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

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

Lands: As a collective group, muls have no lands to call their own. Occasionally, escaped 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.

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

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

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

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

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

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

Role-playing Suggestions

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

Mul Traits

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

Ptterrann

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

-- Keltruch, pterrann ranger

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

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

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

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

Ptterranns that choose the path of the mind are most interested in befriending and understanding other individuals and societies; these telepaths take greatest satisfaction from intellectual accomplishments such as

solving mysteries, exposing deception, resolving quarrels between individuals, and establishing trade routes between communities.

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

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

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

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

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

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

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

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

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

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

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

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

Tribe or Village Names: Pterrann Vale, Lost Scale

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

Role-playing Suggestions

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

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

Pterrann Traits

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

Thri-Kreen

This one does not speak with the quivering soft shells 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 kreen's life is simple: hunt prey. Kreen live for the hunt, and own only what they can carry.

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

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

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

Lands: No thri-kreen settlements exist in the Tyr region; kreen encountered there are either small packs of kreen, or else adventuring with humanoids. To the north of the Tyr region, beyond the Jagged Cliffs, past the

Misty Border, lies the Kreen Empire. This great nation of kreen rules the Crimson Savanna, forming great city-states that rival the humanoid city-states of the Tyr region.

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

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

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

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

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

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

Role-playing Suggestions

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

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

Thri-Kreen Traits

- +2 Strength, +4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma. Thri-kreen are fast, but their alien mindset makes it difficult for them to relate to humanoids; furthermore, their "clutch-mind" instincts leave them with a poor sense of themselves as individuals.
- Monstrous Humanoid: Thri-kreen are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: Thri-kreen receive no advantages or penalties due to their size.
- Thri-kreen base land speed is 40 feet.
- Darkvision out to 60 feet.
- Sleep Immunity. Thri-kreen do not sleep, and are immune to sleep-inducing magic and effects. Thri-kreen spellcasters and manifesters still require 8 hours of rest before preparing spells.
- +3 Natural Armor: Thri-kreen are covered in a naturally tough and resistant chitin.
- Multiple Limbs: Thri-kreen have four arms, and thus can take the Multiweapon Fighting feat instead of the Two-Weapon Fighting feat. Thri-kreen can also take the Multiattack feat. (These are not bonus feats).
- Natural Weapons: Thri-kreen may make bite and claw attacks as a full round action. Their primary claw attack does 1d4 points of damage for each of their four claws. Their secondary bite attack, deals 1d4 points of damage, and has a chance to poison. A thri-kreen can attack with a weapon (or multiple weapons) at its normal attack bonus, and make either a bite or claw attack as a secondary attack.
- Leap (Ex): Thri-kreen are natural jumpers, gaining a +30 racial bonus to all Jump checks.

- Deflect Arrows: Thri-kreen gain the benefit of the Deflect Arrows feat.
- Poison (Ex): A thri-kreen delivers its poison (Fortitude save DC 11 + Con modifier) with a successful bite attack. The initial damage is 1d6 Dex, and this secondary damage is paralysis. A thri-kreen produces enough poison for one bite per day.
- Weapon Familiarity: To thri-kreen, the chatkcha and gythka are treated as martial rather than exotic weapons. These weapons are more common among thri-kreen than among other races.
- Thri kreen have a +4 racial bonus on Hide checks in sandy or arid areas.
- Racial Hit Dice: Thri-kreen begin play with 2 Hit Dice, giving them 2d8 hit points, a +2 Base Attack Bonus, base saves Fort +0, Ref +3, Will +3, and one starting feat of choice.
- Racial Skills: A thri-kreen's monstrous humanoid levels give him skill points equal to 5x(2 + Int modifier). His class skills are Balance, Climb, Hide, Jump, Listen and Spot. Note that the thri-kreen does not receive the x4 multiplier starting skill points when he takes his first class level.
- Racial Proficiencies: Thri-kreen are proficient with all simple weapons.
- Automatic Languages: Thri-kreen. Bonus Languages: Common, Dwarven, Elven, Jozhal, Scrab, Tari and Tohr-kreen.
- Favored Class: Psychic Warrior.
- Level Adjustment +1: Kreen characters start play as a 2-Hit Die monster without class levels, but in terms of gaining experience, they are treated as 3rd level characters. Kreen with class levels add 3 to their class level for experience purposes.

Table 2-1: Random starting ages and Aging Effects

Race	Adulthood	Brute, Psychic Warrior, Rogue	Bard, Fighter, Ranger	Cleric, Druid, Psion, Wizard	Middle Age ¹	Old Age ²	Venerable ³	Maximum Age
Human	15 years	+1d4	+1d6	+2d6	35 years	53 years	70 years	+2d20 years
Aarakocra	8 years	+1d4	+1d6	+2d4	-	-	36 years ⁴	+1d10 years
Dwarf	30 years	+2d6	+4d6	+6d6	100 years	150 years	200 years	+4d20 years
Elf	20 years	+1d4	+1d6	+2d6	50 years	75 years	100 years	+3d20 years
Half-elf	15 years	+1d6	+2d6	+3d6	45 years	60 years	90 years	+2d20 years
Half-giant	25 years	+1d6	+2d6	+4d6	60 years	90 years	120 years	+1d100 years
Halfling	20 years	+2d4	+3d6	+4d6	50 years	75 years	100 years	+5d10 years
Mul	14 years	+1d4	+1d6	+2d6	30 years	45 years	60 years	+2d10 years
Pterran	10 years	+1d6	+1d6	+1d6	-	-	40 years ⁴	+1d10 years
Thri-kreen	4 years	+1d4	+1d4	+1d4	-	-	25 years ⁴	+1d10 years

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis and Cha

² At old age, -2 to Str, Dex and Con; +1 to Int, Wis and Cha

³ At venerable age, -3 to Str, Dex and Con; +1 to Int, Wis and Cha

⁴ Aarakocra, Pterran and Thri-kreen do not suffer aging penalties or gain aging bonuses until they reach venerable age, at which point all cumulative effects apply

Table 2-2: Height and Weight

Races	Base height	Height modifier	Base weight	Weight modifier
Human, male	4'10"	+2d10	120 lb	x(2d4) lb
Human, female	4'5"	+2d10	85 lb	x(2d4) lb
Aarakocra, male	6'4"	+2d8	70 lb	x(1d4) lb
Aarakocra, female	6'2"	+2d8	60 lb	x(1d4) lb
Dwarf, male	4'3"	+2d4	130 lb	x(2d6) lb
Dwarf, female	4'1"	+2d4	100 lb	x(2d6) lb
Elf, male	6'8"	+2d6	130 lb	x(2d4) lb

Elf, female	6'5"	+2d6	110 lb	x(2d4) lb
Half-elf, male	5'	+2d10	130 lb	x(2d4) lb
Half-elf, female	4'10"	+2d10	90 lb	x(2d4) lb
Half-giant, male	10'	+2d12	1400 lb	x(3d4) lb
Half-giant, female	10'	+2d12	1350 lb	x(3d4) lb
Halfling, male	2'8"	+2d4	30 lb	x1 lb
Halfling, female	2'6"	+2d4	25 lb	x1 lb
Mul, male	4'10"	+2d10	130 lb	x(2d6) lb
Mul, female	4'6"	+2d10	100 lb	x(2d6) lb
Pterrann, male	4'10"	+2d10	130 lb	x(2d6) lb
Pterrann, female	4'7"	+2d10	110 lb	x(2d6) lb
Thri-kreen	6'10"	+1d6	450 lb	x(1d4) lb

CHAPTER 3: CLASSES

Dark Sun 3 uses several variations on the standard classes from core Dungeons and Dragons, with minor changes to enhance setting flavor. As well, three new classes are introduced to the setting. The Gladiator and Templar fill roles that are largely unique to Athas, while the Bard is so heavily modified that it should be considered a new class as well.

Class Skills

The following notes apply to all classes in Dark Sun 3:

Literacy: All characters on Athas start unable to read. In order to become literate with a language, they must acquire ranks in the *Literacy* skill. Only Templars, Wizards and the NPC Aristocrat class have *Literacy* as a class skill.

Swim: Athas is a desert world; most inhabitants would never have access to any sort of large body of water to swim in. As a consequence, Swim (Str) is a cross-class skill for all classes, with the exception of some clerics of elemental water.

Barbarian

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

– Borac, *mul brute*

Brutality is a way of life in Athas, as much in some of the cities as in the dwindling tribes of Athas' harsh wastes. Cannibal headhunting halflings (who occasionally visit Urik from the Forest Ridge) sometimes express shock at the savagery and bloodshed of the folk that call themselves "civilized" and live between walls of stone. They would be more horrified if they were to see the skull piles of Draji, 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.

Adventures: Barbarians are poorly suited to the monotony of guard duty or other mundane tasks; when they fight in war, it is usually on the attacking side, as mercenaries whose loyalty can be bought for the highest offer. On rare occasions when they fight for principle or in self-defense, they fight without fear to the last man. Barbarians take naturally to the adventuring life, since danger, uncertainty and reward are part of their everyday lives. Barbarians adventure to defeat hated enemies, for glory, for wealth, to express their pent-up rage, or simply for the excuse to smash things. Barbarians dislike that which they consider "unnatural", including undead,

Behind the Veil: Class Selections

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

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

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

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

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

Trader: The trader class, present in previous editions of the Dark Sun campaign setting is not included here because its benefits and traits are nearly all encompassed in the standard set of 3e skills. Reproducing a Trader character is easily done using a standard skill-focused class, like the Rogue or Bard, or using the NPC Expert class. Membership in the great trading houses may be covered by Prestige Classes.

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

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

psionics, and magic. Most barbarians also have distaste for the New Races, although members of New Races who are barbarians obviously have no such distaste.

Characteristics: 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.

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.

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.

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

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.

Other Classes: Barbarians are most comfortable in the company of gladiators, and of clerics of wind and fire. Enthusiastic lovers of music and dance, barbarians admire bardic talent, and some barbarians also express fascination with bardic poisons, antidotes and alchemical concoctions. With some justification, barbarians do not trust wizardry. Even though many barbarians manifest a wild talent, they tend to be wary of psions and Tarandan psionists. 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.

Game Rule Information

As in the Player’s Handbook, with the following exceptions:

Class Skills

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

Bard

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

-- Cabal, half-elven bard

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

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

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

Characteristics: Bards receive numerous abilities they can use to survive. Many become masters of poisons, selling their illegal substances to anyone. 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.

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

Table 3-1: The Bard

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

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.

Religion: No central bardic organization exists, and more often than not bards have no particular penchant for religion. Some may worship the elements, fearing the power of the elemental forces, but bards that worship sorcerer-kings are rare. A lifestyle of breaking the

rules of the city-states does not lend one to worship the lawgivers.

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

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

Game Rule Information

Alignment: Any

Hit Die: d6

Class Skills

True to her reputation of being a dabbler in everything but a master of nothing in particular, the Athasian bard has an extraordinary array of class skills to choose from.

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

Skill points at first level: (6 + Int modifier) x4.

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the bard.

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

Bardic Music: As PHB bard benefit.

Bardic Knowledge: As PHB bard benefit.

Smuggler: At 1st level and every odd level thereafter, the bard receives a +1 insight bonus to Bluff and Sleight of Hand checks.

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

Streetsmart: When a bard reaches 2nd level, he gains a +2 competence bonus to Gather Information and Intimidate checks.

Quickdraw: Bards learn to strike quickly and without warning. At 3rd level, he gains the benefit of the quickdraw feat.

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

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

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

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

Smokestick application: You can combine inhaled poisons with smokesticks. All creatures within the area the smokestick covers (10 ft cube) are affected by the poison you applied to the smokestick. The effectiveness of the smokestick poison depends on the amount of poison applied to the smokestick. If one dose is applied, the save

DC is reduced by 4. If two doses are applied, the save DC is reduced by 2. If three doses are applied, the save DC is unaffected. No more than three doses can be applied to one smokestick.

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

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

Poisonbane: +4 insight bonus to Craft (Alchemy) checks when creating antitoxin and poison antidotes.

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

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

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

Mental Resistance: 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 a bard's mind unreliable to those who would seek to mentally affect it. At 5th level a bard receives a +2 morale bonus to saves made against telepathic powers and enchantment/charm spells.

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

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

Speed Reactions: When a bard of 9th level or higher uses the attack action or full attack action in melee, he may subtract a number from all melee attack rolls and add the same number to her initiative. This number may not exceed the bard's base attack bonus. The bard may not make ranged attacks this round. The initiative increase takes effect on the next round. The new initiative is the bard's initiative for the remainder of the combat, unless he were to use Speed reactions again, which would increase her initiative further.

Slippery Mind: At 10th level, the bard receives the Slippery Mind ability, as the rogue special ability in the Player's Handbook.

Defensive Roll: A bard of 15th or higher level learns how to avoid a potentially lethal blow. He gains the ability to reduce damage from a knockout blow, as described in the rogue *Defensive Roll* ability.

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

Cleric

Without destruction, there is nothing to build.

-- *Credo of the fire cleric*

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

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

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

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

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

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

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.

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

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

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

Other Classes: In an adventuring party, the cleric often fills the role of advisor and protector. Clerics often possess an unshakable distrust of wizards and their arcane spells. Most clerics are well aware of the danger that sorcery represents to the dying planet, and watch those who wield such power carefully. Generally speaking, the

Table 3-2: The Elements

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

elemental clerics are all on friendly terms with each other, recognizing an ancient pact made by their ancestors to put aside their differences in the opposition of Athas' destruction. However, clerics whose elements are diametrically opposed often clash regarding the means used in furthering their goals, and at times this has led to bloodshed.

Game Rule Information

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

Class Features

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

Element of Worship, Domains, and Domain Spells: Instead of choosing a deity, Athasian clerics choose an element to worship. A list of elements is provided in Table 3-2: The Elements. The cleric's element influences what spells he can cast, his supernatural abilities, and might, to some extent, influence his personal values, and how others perceive him outwardly.

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

Ex-Clerics

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

Clerics may multiclass freely, but there are some restrictions on their behavior. Cleric/wizards that are defilers are extremely rare, as their classes are antithetical if the character is a cleric of air, earth, fire, or water, and the existence of such a character is grounds for the loss of class abilities as described above. Such cleric/wizards who practice defiling are most likely followers of magma, silt or sun.

Druid

A spirit took me in, when neither of my parents would accept me. Athas provides for 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.

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

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

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

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

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

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

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

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

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

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

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

Game Rule Information

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

Class Skills

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

Class Features

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

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

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

Ex-Druids

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

Fighter

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

-- Nikolos, human fighter

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

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

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

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

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

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

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

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

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

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

Game Rule Information

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

Class Skills

Knowledge (Warcraft) (Int) is a class skill for fighters. Swim (Str) is a cross-class skill for fighters.

Class Features

All of the following are class features of the fighter.

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

Gladiator

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

-- Jarek, arena champion

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

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

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

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

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

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

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

usually as fodder for the most successful gladiators, though those demonstrating excellent combat prowess receive formal training.

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

Table 3-3: The Gladiator

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Mercy, Exotic Weapon
2	+2	+3	+0	+0	Unarmed Strike, Arena guile +1
3	+3	+3	+1	+1	Improved Feint
4	+4	+4	+1	+1	Uncanny Dodge, Arena guile +2
5	+5	+4	+1	+1	Armor optimization, Exotic weapon
6	+6/1	+5	+2	+2	No mercy, Arena guile +3
7	+7/2	+5	+2	+2	Insightful feint +2
8	+8/3	+6	+2	+2	Improved uncanny dodge, Arena guile +4
9	+9/4	+6	+3	+3	Exotic weapon
10	+10/5	+7	+3	+3	Armor optimization, Arena guile +5
11	+11/6/1	+7	+3	+3	Insightful feint +4
12	+12/7/2	+8	+4	+4	Arena Guile +6
13	+13/8/3	+8	+4	+4	Exotic weapon
14	+14/9/4	+9	+4	+4	Parry, Arena guile +7
15	+15/10/5	+9	+5	+5	Armor optimization, Superior feint
16	+16/11/6/1	+10	+5	+5	Arena guile +8
17	+17/12/7/2	+10	+5	+5	Exotic weapon
18	+18/13/8/3	+11	+6	+6	Arena guile +9
19	+19/14/9/4	+11	+6	+6	Improved parry
20	+20/15/10/5	+12	+6	+6	Armor optimization, Arena guile +10

Game Rule Information

Gladiators have the following game statistics.

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

Alignment: Any

Hit Die: d12

Class Skills

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

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

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

Class Features

All of the following are class features of the gladiator.

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

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

Exotic Weapon: The gladiator receives a free Exotic Weapon Proficiency feat at 1st level and every four levels thereafter.

Unarmed Strike: A gladiator of 2nd level or higher gains the benefit of the Improved Unarmed Strike feat.

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

Improved Feint: The gladiator is adept at deceiving his opponents. At 3rd level, he gains Improved Feint as a bonus feat.

Uncanny Dodge (Ex): At 4th level, a gladiator retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a gladiator already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Armor Optimization: At 5th level, and every 5 levels thereafter, choose one type of armor you are proficient in (e.g. scale mail or breastplate). When wearing that armor type, your armor check penalty is reduced by one

and maximum dexterity bonus increased by one. Each time this benefit is gained it must be applied to a different armor type.

No Mercy: A 6th level gladiator can perform a coup de grace as a standard action rather than a full-round action.

Insightful Feint: At 7th level, the penalties for feinting against non-humanoids and intelligent creatures are reduced by 2. At 11th level the penalties are reduced by an additional 2.

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

Parry: A gladiator of 14th level gains a +2 bonus to opposed rolls to avoid being tripped or disarmed.

Superior Feint: At 15th level the gladiator can use Improved Feint as a free action, but only once per round.

Improved Parry: The bonus from Parry increases by 2 at 19th level, to a total bonus of +4.

Psion

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

-- Dechaes, dwarven inquisitor

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

Adventures: Many psions initially take up adventuring to obtain money to further their education in the Tarandan psionic academies. Others seek to hone their talents through the rigors of combat, preferring the extremes of physical exertion and the pressures of life and death situations to focus their will. A few psions adventure seeking knowledge; old nomads in the abandoned ruins of the wastes may hold ancient knowledge of new powers, of manifestations of the Will that few have the chance to learn: the psion may seek to learn these techniques of the Way.

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

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

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

Background: Psions come from all walks of life; however, those who can afford the training of a master have a much greater chance of becoming psions. Some rare individuals, through great force of will, may learn to discover their inner talents on their own, but these are rare. Slaves born into captivity who display a capacity for the Way may be sent to academies for training, in the hopes that the owner may use his slave to greater advantage. If the slave proves unable to control, though, he is simply eliminated before becoming a problem.

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

Other Classes: Psions tend to be drawn to those like themselves. Lower-level psions tend to 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.

Game Rule Information

As in the Expanded Psionics Handbook.

Psychic Warrior

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

-- Tharkar, psychic sensei

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

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

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

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

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

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

Game Rule Information

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

Class Skills

Like most other classes in Dark Sun, Swim (Str) is a cross-class skill. Intimidate (Cha) is a class skill for psychic warriors.

Ranger

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

-- Sudatu, elven scout

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

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

Characteristics: 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.

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

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.

Background: In Kurn, Eldaarich, Gulg, and the halfling villages of the forest ridge, most rangers gain their training as part of special military teams, but elsewhere, rangers tend to learn their skills on their own, or from solitary teachers in the wastes.

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

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.

Game Rule Information

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

Class Features

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

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

Rogue

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

– Marek, human trader

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

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

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

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

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

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

Game Rule Information

As in the Players Handbook, except where noted below.

Class Skills

Swim (Str) is now a cross class skill. Use Psionic Device (Cha) is now a class skill for rogues.

Class Features

Weapon and Armor Proficiency: As in the PHB. Rogues are additionally familiar with the bard's friend, blowgun, garrote, small macahuitl, puchik, tonfa, widow's knife and wrist razor.

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

Dune Trader: You gain +4 competence bonus to Diplomacy checks with regard to buying or selling goods. Furthermore, Speak Language becomes a class skill.

False Vulnerability (Ex): While lying prone, you are not as helpless as you appear. Opponents do not get +4 to hit you while you are prone, and you can "kip up," or leap from a prone position as a free action. You do not provoke an attack of opportunity when standing up. If this ability is used with a Feint action, you gain a +4 circumstance bonus to your opposed Bluff roll.

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

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

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

Templar

Against the law? The law is a convenience, a tool 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.

Adventures: 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.

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

Table 3-4: The Templar

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

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

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

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

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

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

Game Rule Information

Alignment: Any.
Hit Die: d8.

Class Skills

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

Skill Points at 1st level: (4 + Int modifier) x 4.

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

Class Features

All of the following are class features of the templar.

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

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

A templar may contest another templar's use of Secular Authority and move to have the action reversed. The two templars in question make opposed Diplomacy checks. If the challenger wins the opposed roll, the defending templar's action is reversed (for example an imprisoned freeman is set free). If the defender wins the opposed roll nothing happens. A templar can only contest another templar's use of Secular Authority in a particular case once. A defending templar who loses the opposed roll may not contest the result. Nor can he use Secular Authority to repeat the action that was contested against the same target.

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

There are four types of actions that a templar may take: *Requisition, Intrude, Accuse* and *Judge*. As the templar gains more diplomacy ranks, he gains the authority to take these actions against progressively higher social rankings, as described in Table 3-6: Secular Authority.

Table 3-5: Templar Spells Known

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

Table 3-6: Secular Authority

Diplomacy Ranks	Ability
2	Requisition Slave
3	Intrude on Slave
4	Accuse Slave
5	Requisition Troops
6	Intrude on freeman
7	Judge slave
8	Accuse freeman
9	Requisition gear
10	Intrude on noble
11	Judge freeman
12	Accuse noble
13	Requisition Spellcaster/Psion
14	Intrude on templar
15	Judge noble
16	Accuse templar
17	Requisition property
18	Judge templar

for starting wealth values) checked out from the armory at any time. The templar is responsible for this equipment, and must replace it if consumed or damaged in any way.

Requisition Spellcaster/Psion: A templar gains the services of a spellcaster or psion. This character follows the rules for Cohorts given in the *Dungeon Master's Guide*.

Requisition Property: A templar may gain the use of any city property, for any purpose, for as long as the templar desires.

Spells: A templar can cast divine spells according to Table 3-4: The Templar. A templar knows a limited number of spells per level, provided he can cast spells of that level and meets the Charisma requirement (10 + spell level). Spells per day are listed in Table 3-5: Templar Spells Known. A templar gets bonus spells based on Charisma. The Difficulty Class for a saving throw against a templar's spell is 10 + the spell's level + the templar's Charisma modifier. Templars need not prepare spells prior to casting them. They request the spell they need in a given situation from their sorcerer-king and it is granted as part of the casting process.

Upon reaching 4th level, and at every even-numbered level after that, a templar can choose to learn a new spell in place of one he already knows. In effect, the templar "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being replaced, and it must be at least two levels lower than the highest level spell the templar can cast. A templar may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

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

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

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

Intrude: A templar may, at any time, search the home, person or possessions of a slave, person, freeman or noble. He may search and impound any evidence of wrongdoing, if found. The templar's authority does not extend to confiscating items for personal use.

Accuse: A templar may have a suspect imprisoned indefinitely, awaiting the gathering of evidence against him. The templar may only imprison one suspect in such a manner.

Judge: A templar may pass judgement on a suspect. This includes setting fines, prison sentences, death sentences or anything else the templar wishes, within the laws of his city state.

Requisition: A templar can draw upon the resources of his city, as described below:

Requisition Slave: A templar can gain the use of any slave within his city state, overriding the wishes of its owner.

Requisition Troops: A templar can gain the use of a small force of warriors. Consult the Leadership feat in the *Dungeon Master's Guide* to find the number of troops that the templar can command. All troops are of the NPC warrior class.

Requisition Gear: A templar may draw upon the city armory for gear. At any time, he may have up to 5% of the starting gold value for his level (see Chapter 5 of the *Dungeon Master's Guide*

Dealing with Templar Characters

Some of the secular authority features may appear to allow templars to be quite arbitrary in the execution of their powers. This is because they *are* quite arbitrary in the use of their authority. For characters, this may be problematic if the DM does not keep in mind that these authorities are designed to play out amongst a highly charged political environment. Remember that the templar's powers do not extend beyond his City-State. Remember that templars have the authority to contest one another's rulings. Remember to apply situational modifiers: A well connected nobleman is going to be much harder to imprison than a pottery slave. The organizations of the templars are highly competitive and fraught with infighting and backstabbing. This can be used to keep templar characters from running amok in their city, and can provide the motivation for numerous adventure hooks.

The sigil uses a magic item slot.

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

Turn or Rebuke Undead: When a templar reaches 3rd level, she is granted the supernatural ability to turn or rebuke undead by her sorcerer-king. The templar may use this ability a number of times per day equal to three plus her Charisma modifier. She turns undead as a cleric of two levels lower would (See Turn and Rebuke Undead in chapter 8 of the Player's Handbook). Templars in the service of an evil sorcerer-monarch rebuke undead, while those templars serving a good-aligned sorcerer-monarch turn undead. To turn/rebuke undead the templar presents his sorcerer-king's sigil.

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

Ex-Templars

A templar who displeases or abandons his sorcerer-monarch, or one whose sorcerer-monarch dies, loses all templar spellcasting abilities. An ex-templar is treated as a member of an NPC class (commoner, expert, etc) for purposes of determining CR. If the templar later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Wilder

"Power flows through my veins, beckoning to be released. But if I do, it burns!"

-- Garath, gith Wilder

For most wilders, psionic power is not a choice, but a discovery. Some wilders discovered their mental powers in childhood or puberty. While psions train in the academies to harness their abilities, wilders tend to discover their powers accidentally and without training. Most wilders never work to harness their powers, lacking the time, inclination or will to further their training. Low-level wilders often think of their power as a handy "gift" or "knack", rather than a trait that defines them. Generally, only the more focused and powerful will actually identify themselves as "wilders".

Wilder often first release their abilities while under great stress. Even as they progress, stress or excitement can flood through a wilder, allowing displays of power beyond his normal range of ability.

Adventurers: Wilders have many reasons for adventuring. Some, seen as reckless and erratic, have been pushed out of their homes. Others believe that, just as a stressful situation first brought out their powers, further stresses will help to hone their abilities. Other wilders adventure as an excuse to use their power.

Characteristics: Through experience, the wilder discovers supernatural powers that are an extension of his personality. Wilders know fewer powers than other manifesting classes, but their wild surge ability gives their powers greater flexibility. These surges are not without cost, however, and can have a great toll on the careless wilder.

Alignment: Though wilders have no inclinations towards good or evil, as a whole they tend to be chaotic.

Religion: Although wilders, like psions, draw their energies from within, wilders powers require less focus and discipline, so wilders are as likely as any other Athasian to be religious. A wilder's religion can have a great impact on his power selection. A wilder who worships fire, for example, often discovers powers that involve light, heat or flame.

Background: Wilders are usually self-taught, coming into their power through experimentation and happenstance. They are most frequently found among the slave classes, and among the free tribes of the wastes, as neither group tends to have the means or connections to train within the Tarandan academies.

Races: Psionic talent is common in the tablelands. Because of the limited access to psionic instruction, humans, elves, halflings, and to a lesser extent, muls, are much more likely to be wilders than psions. Races that are less charismatic, less individualistic, and less prone to emotion, such as thri-kreen and dwarves rarely become wilders; more of them become psions or psychic warriors. The pterran culture glorifies the path of the psion, so wilders are rare. Half-giants tend to become wilders rather than psions, because even with psionic training, many half-giants lack the wit, Will, or focus to excel as psions.

Athasian travelers learn to expect psionic powers among everything from plants and insects to immense cloud rays. Savage humanoids, such as Gith often become wilders because they lack access to the psionic academies, although those who do obtain psionic training often become powerful psions.

Other Classes: Wilder's opinions vary wildly. Some wilders view psions with awe, respecting the psion's greater knowledge and control, others chafe under the psion's perceived superiority complex.

Role: A wilder's chosen powers influences his role in a party. Wilders with aggressive, destructive powers often serve on the front lines; wilders with powers that augment others' abilities serve in support roles, like a cleric; wilders with abilities that emphasize stealth and surprise often work in rogue-like capacities.

Game Rule Information

As in the Expanded Psionics Handbook.

Wizard

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

– *Datuu, 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.

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

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

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

Alignment: Overall, most wizards display a tendency towards lawfulness. The self-control and restraint necessary to keep oneself secret, as well as the disciplined need for long days of studying take their toll on many of the less careful wizards. Most wizards of good alignment have developed the skill and control necessary to master preserving, and only in the 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.

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

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

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

Defilers have no such support structure; once they leave their master, they are left to their own means for survival. Some learn enough of preserving that they can practice some of the secrecy that preservers enjoy. Others enter the employ of the sorcerer-kings. Most live the hunted life of a fugitive with no one to turn to.

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

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

Game Rule Information

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

Class Skills

Bluff (Cha), Disguise (Cha) and Literacy (None) are now class skills for wizards.

Class Features

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

Familiars: Athasian wizards may choose from 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.

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

Table: Athasian Familiars

Familiar	Special Ability
Dustgull	Master gains a +3 bonus on Spot checks
Kes'trekel	Master gains +2 bonus to Reflex saves
Skyfish	Master gains a +3 bonus on Swim checks
Sygra	Master gains +3 hit points

Behind the Veil: Defilers and Preservers

Unlike previous editions of Dark Sun, defilers and preservers are not implemented as separate classes. Instead, the labels “defiler” and “preserver” refer to how an arcane spellcaster chooses to gather energy for his spells. Whether to defile or not is a choice faced by all Arcane Spellcasters, though some defilers are so far gone that they can no longer *not* defile when spellcasting.

For the full rules on defiling and preserving, see Arcane Spells in Chapter 7: Magic and Psionics.

CHAPTER 4: SKILLS AND FEATS

New and Updated Skills

Bluff (Cha)

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

Situation	Modifier
-----------	----------

Bluff Check Modifiers

The spellcaster is defiling	-20
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Spellcraft or Sense Motive modifiers

Target is closely observing spellcaster	+5
---	----

Target knows the character is a spellcaster	+5
---	----

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

Craft (Int)

Special: To determine how much time it takes to make an item, find the item's price or have the DM set the price for an item not listed. Put the price in bits for non-metal items. Unless you have the Metalsmith feat, you suffer a -5 penalty to Craft checks made to create metal items, and it takes 10 times longer to craft metal items (put the price in ceramics for metal items). 1 gp = 10 sp = 100 Cp = 1,000 bits.

A masterwork component's price is put in bits regardless of material used (metal or non-metal).

Craft (Alchemy) (Int; Trained Only)

To make an item using Craft (Alchemy), you must have alchemical equipment and be a bard (as opposed to generic D&D where the requirement is being a spellcaster).

Special: A character with 5 or more ranks in Heal gains a +2 synergy bonus when attempting to manufacture antidotes.

A character with 5 or more ranks in Craft (Alchemy) gains a +2 synergy bonus to Craft (poisonmaking).

Knowledge (Ancient History) (Int; Trained Only)

This is a very unusual skill, and the DM should take great care to see that this skill is not treated casually. While most people have heard legends of a better time, to most they are simply disregarded as fanciful mythology. Knowledge of the Green Age, the Cleansing Wars, the Champions, and of Rajaat is shrouded in mystery and peppered with disinformation. The sorcerer-kings have destroyed most written records of the history of Athas, and what little remains is plagued with half-truths and outright lies.

Knowledge (Warcraft)(Int)

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

Literacy (None; Trained Only)

The ability to read has been outlawed for thousands of years by the Sorcerer Kings. All characters in a Dark Sun campaign start without the ability to read or write, and must take ranks in Literacy in order to read anything.

Action: none

Try Again: Not applicable. There are no Literacy checks to fail.

The Literacy skill works like the Speak Languages Skill. Buying a rank in Literacy grants the ability to read and write a single language. Note that the ability to speak the language is not required.

Swim (Str)

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

New and Updated Feats

Active Glands [General]

Your venom glands are particularly active.

Regions: Thri-kreen

Benefit: You can use your poisonous bite two additional times per day.

Normal: You can use your poisonous bite once per day.

Agonizing Radius [Special]

Your defiling techniques are particularly painful.

Prerequisites: Defiler

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

Artisan [General]

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

Regions: Nibenay, Raam, Urik

Benefit: You gain a +3 bonus to one certain Craft skill and Concentration checks.

Astrologer [General]

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

Regions: Draj, Nibenay

Benefit: You gain a +3 bonus to Knowledge (astronomy) and a +5 bonus to Survival checks made to avoid getting lost when able to see the sun, moon or stars.

Brew Potion [Item Creation]

Special: On Athas, potions take many different forms. The most common form is an enchanted fruit, often called a potionfruit. Also common items for enchantment are obsidian orbs, packs of herbs, and bone fetishes. The potion, regardless of material used to make it, is consumed or destroyed when used.

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

Companion [General]

You excel in collaborative efforts.

Regions: Kurn, Tyr

Benefit: When assisting on skill checks and using the Aid Another action you grant a +3 bonus.

Normal: When assisting on skill checks and using the Aid Another action you grant a +2 bonus.

Concentrated Fire [General]

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

Prerequisites: Base attack +1

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

Controlled Raze [Special]

You increase your defiling radius and may specify unaffected squares.

Benefit: Your defiling radius increases by 5 feet.

You can specify one 5 ft. square per 5 ft. radius of your defiling circle that is unaffected by your energy gathering. Creatures in unaffected squares do not suffer the adverse effects of being caught in the defiling circle, nor is vegetation turned to ash.

Normal: All squares in your defiling circle are affected by your energy gathering.

Destructive Raze [Special]

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

Prerequisites: Defiler

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

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

Disciplined [General]

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

Regions: Dwarf, Urik

Benefit: You gain a +1 bonus to Will saves and a +3 bonus to Concentration checks.

A note on feats:

Regions: Regional feats are feats that require that a character belongs to a certain culture, either a race or a specified area. The exact requirements for belonging to a culture are for the DM to decide, but a suggested minimum requirement is that a character lives with and is exposed to a culture for at least five years. Note that a character can only take *one* single regional feat. This is because most regional feats are more powerful when compared to other feats.

Raze feats: Raze feats are [Special] feats that require an arcane spellcaster to be a defiler. They can only be applied when *defiling*. Multiple raze feats can be applied simultaneously. For example, a defiler wizard who has Distance Raze, Destructive Raze and Fast Raze can benefit from all of them when casting a single spell. A wizard's bonus feats can be used to acquire Raze feats if the wizard fulfills the feat prerequisites.

Distance Raze [Special]

You can gather energy for spells at a distance.

Benefit: You can move the center of your defiling circle (on the ground) up to 10 feet per caster level, in effect moving the entire circle of defiling.

Normal: Your defiling circle is centered on you.

Drake's Child [General]

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

Prerequisites: Str 13+, Wis 13+

Benefit: You gain a +1 bonus to Will Saves and a +1 bonus to Fortitude Saves. You gain an additional +1 bonus to saving throws against ability drain, ability damage, energy drain and death effects.

Efficient Raze [Special]

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

Prerequisites: Defiler

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

Exterminating Raze [Special]

Your defiling techniques are particularly damaging to plant creatures.

Prerequisites: Defiler

Benefit: Plant creatures caught in your defiling

radius suffer 4 points of damage per spell level.

Normal: Plant creatures caught in your defiling radius suffer 2 points of damage per spell level

Fast Raze [Special]

You can gather energy faster.

Prerequisites: Defiler

Benefit: When defiling, you can spend a move action to gain a +1 caster level bonus. Spells with a normal casting time of 1 round or longer still require an extra round to be cast in this manner. Your defiling radius increases by 5 ft. when using Fast Raze.

Normal: It takes an entire full round to gain the caster level benefit.

Freedom [General]

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

Region: Tyr

Benefit: Once per day, you may take an extra move-equivalent action on your round before or after your normal actions. Alternatively, when taking a full attack action, you may make one single extra attack using your highest base attack bonus.

Hidden Talent [General]

This feat is described in the Expanded Psionics Handbook. Athas is a high-psionic world. If the DM allows it, this feat replaces the Wild Talent feat.

Improved Familiar [General]

This feat allows an Athasian wizard to acquire a new familiar from a nonstandard list, but only when they

Table 4-1: Improved Familiar

Familiar	Condition	Arcane Spellcaster Level
Black/Gray Touched ¹	Ability to channel energy from the Black or the Grey	3rd
Boneclaw, Lesser	Neutral Alignment	3rd
Pterrax	Reptilian subtype, or ability to manifest psionic powers	3rd
Elemental Incarnation	Matching Element ² or preserver (for elements) or defiler (for paraelements)	5th
Tagster	Preserver	5th
Dagorran	Neutral alignment	5th
Small elemental	Preserver or matching element ²	5th
Small paraelemental	Defiler or matching element ²	5th
Boneclaw, greater	Neutral alignment or ability to manifest psionic powers	7th
Tigone	Neutral alignment or preserver	7th
Tembo	Defiler or ability to manifest psionic powers	7th
Wall walker	Neutral alignment or defiler	7th
Psionocus ³	Ability to manifest psionic powers	7th

¹ Apply the appropriate template to a familiar from the standard list

² Character must possess the appropriate elemental subtype or patron element

³ The master must first create the psionocus

could normally acquire a new familiar (see Familiars in the *Player's Handbook*). The feat presents a way to obtain familiars more in line with the power level of the master.

Prerequisite: Ability to acquire a new familiar, meet appropriate condition, sufficiently high level (see below)

Benefit: When choosing a familiar, the creatures listed below are also available, in addition to those listed in the *Player's Handbook*. A spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes. The list below presents only a few possible improved familiars.

Improved Familiars otherwise used the rules presented in the *Player's Handbook*, with two exceptions: If the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind.

Familiar Abilities: In addition to the special abilities presented in the player's handbook, familiars are immune to the effects of their master's defiling.

Kiltektet [General]

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

Benefit: All Knowledge skills are class skills.

Legerdemain [General]

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

Regions: Elf, Salt View

Benefit: You gain a +3 bonus to Open Locks and Sleight of Hand checks.

Linguist [General]

You have an ear for language.

Benefit: Speak Languages is a class skill to you.

You can also speak 2 additional languages.

Special: This feat must be selected at 1st level.

Mansabdar [General]

You belong to the Mansabdar, the feared corrupt public police force of Raam.

Region: Raam

Benefit: You gain a +3 bonus to Intimidate checks and a +1 bonus to Fortitude saves.

Mekillothead [General]

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

Regions: Draj, Mul

Benefit: You gain a +1 bonus to Will saves and a +3 bonus to Intimidate checks.

Metalsmith [General]

You have learned how to work with iron and other metals to full effect.

Regions: Dwarf, Tyr

Benefit: You suffer no penalty to Craft checks when crafting items from metal. Put the item's price in silver pieces when calculating creation time.

Normal: You suffer a -5 penalty to Craft checks when crafting items from metal. Put the item's price in ceramic pieces when calculating creation time.

Nature's Child [General]

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

Regions: Gulg, Halfling

Benefit: You gain a +3 bonus to Knowledge (nature) and Survival checks.

Paranoid [General]

Your culture is xenophobic and mistrusting, always expecting the worst.

Regions: Eldaarich

Benefit: You gain a +3 bonus to Sense Motive checks and a +1 bonus to Reflex Saves.

Path Dexter [Special]

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

Prerequisites: Preserver

Benefit: Choose two spells at every spell level.

These spells must be selected from the Abjuration and/or Divination schools. You gain +1 caster level when casting the chosen spells.

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

Path Sinister [Special]

Defilers tend to lean towards spells of a darker nature.

Prerequisites: Defiler

Benefit: Choose two spells at every spell level.

These spells must be selected from the Necromancy and/or Conjuraction schools. You gain +1 caster level when casting the chosen spells.

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

Performance Artist [General]

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

Regions: Nibenay, Balic, Salt View

Benefit: You gain a +3 bonus to a specific type of Perform checks and Knowledge (local) checks for your region.

Protective [General]

You know that your gear could save your life, and you will do anything to protect it.

Benefit: Gear on your person gains a +4 bonus to saving throws. If an item takes damage while you're holding it in your hands, you may make a Reflex save DC 10 + the amount of damage the item takes (after subtracting hardness) to transfer the damage to yourself.

Psionic Schooling [General]

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

Benefit: Psion is now a favored class for you, in addition to any other favored class you already possess. It does not count when determining multiclass XP penalties.

Normal: One may only have one favored class.

Special: This feat must be selected at 1st level.

Rotate Lines [General]

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

Prerequisites: Base attack +3

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

Scribe Scroll [Item Creation]

Special: On Athas, scrolls take many different forms. Common forms include paper or papyrus sheets, clay tablets, and woven cloth.

Shield Wall [General]

You are trained in defensive infantry formation.

Prerequisites: Base attack +2, Shield proficiency

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

Sniper [General]

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

Prerequisites: Dex 13+, Hide skill

Benefit: You receive a +5 competence bonus to your Hide check when firing missiles while trying to stay hidden.

Spear Wall [General]

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

Prerequisites: Base attack +1

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

Teamwork [General]

You are trained in group combat. You have an easier time protecting your allies, and for creating openings in an enemy's defense for others to exploit.

Prerequisites: Base attack +1 or higher

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

Normal: Aid an ally is a standard action.

Trader [General]

Your tongue is glib, and you know how to tell treasure from rubble.

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

Wastelander [General]

You are an experienced survivor of the wastes.

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

Wild Talent [General]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

CHAPTER 5: EQUIPMENT

Equipping a Character

Characters in Dark Sun receive the same starting packages as their PHB and XPH counterparts. This means they receive the same starting funds (converted to ceramic pieces; see below for more information on the currency of Athas), have access to the same weapons, armor, and equipment that their funds allow. For new character classes, Table 6-1: Starting Money lists the starting funds for those classes.

Table 5-1: Starting Wealth

Class	Amount (average)
Gladiator	4d4 x 10 (100 Cp)
Templar	5d4 x 10 (125 Cp)

Wealth and Money

All prices in Dark Sun are given in terms of ceramic pieces. 10,000 bd = 1,000 bits = 100 Cp = 10 sp = 1 gp. Prices for goods and equipment in the Player's Handbook, except as stated here, convert directly from gold to ceramic. For example, rather than costing 10 gp, a suit of leather armor would cost 10 Cp. Items that must be made using metal components, however, retain their full Players' Handbook cost. Note: Cp (ceramic pieces) must not be confused with cp (copper pieces).

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

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

Table 5-2: Currency Conversions

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

Item Creation

Bone and wood weapons weigh ½ of their metal equivalents, but stone weapons weigh twice as much. The hardness and hit points for non-metal weapons is listed in Table 6-3: Inferior Material Hardness and Hitpoints.

For purposes of creating and pricing magical and psionic items, simply change the market price entries from the Dungeon Master Guide from gp to Cp.

Weapons

Inferior Materials and Athasian Weapons

Metal is rare on Athas, and many weapons ordinarily crafted using metal components are extremely expensive. Unworked iron is worth 100 Cp per pound on average, but can cost much, much more in some places. Worked metal is even more expensive, as craftsmen who actually know how to craft metal items are rare at best. Most

metal weapons are items dating back to the Green Age, or have been crafted from the meager resources of Tyr's iron mines.

Due to the rarity of metal, weapons and other items constructed primarily from metal are priced at their PHB listed cost in gp – they are not converted to Cp. For example a metal longsword costs 15 gp (or 1,500 Cp). Weapons and items containing only small quantities of metal are priced at half their Player's Handbook listed cost in gp. Divide the listed Player's Handbook price by 2. For example, 20 metal-tip arrows cost 50 Cp.

Due to the extremely high cost of metal weaponry, most weapons from the Player's Handbook are constructed from inferior, but functional, materials instead on Athas. Most common are bone and stone such as flint or obsidian, but treated wood is sometimes used as well. Weapons constructed from inferior materials, such as bone longsword or an axe with a head made from stone, suffer a -1 penalty to attack and damage rolls. This penalty cannot reduce damage dealt below 1. These weapons cost 0.5% of the listed price in the Player's Handbook. Convert the listed Player's Handbook price to Cp, then divide the cost by 2. For example a bone shortsword costs 5 Cp.

The following weapons from the Player's Handbook can be constructed from non-metal materials *without* penalty: Bolas, all bows (and arrows), club, all crossbows (and bolts), dart, dagger, greatclub, javelin, all lances, all maces, net, nunchaku, quarterstaff, sai, sap, sling (and bullets), all spears. They weigh the same as listed in the Player's Handbook. These weapons cost 1% of the listed price in the Player's Handbook. Simply convert the listed price in the Player's Handbook to Cp. For example, a spear listed at 2 gp in the Player's Handbook costs 2 Cp.

Furthermore, due to the rarity of metal, Athas has its share of unique weapons designed to be constructed from non-metal materials; as such, they do *not* suffer from the inferior materials penalties described above. These athasian weapons are listed in Table 5-4: Athasian Weapons.

Table 5-4: Athasian Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Simple Weapons							
<i>Light Melee Weapons</i>							
Puchik	2 Cp	1d3	1d4	x3	--	1 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Quabone	1 Cp	1d4 ³	1d6 ³	x2	--	4 lb.	Piercing
Tonfa	3 Cp	1d3	1d4	x2	--	2 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Blowgun	5 Cp	1	1d2	x2	10 ft.	4 lb.	Piercing
Needles, Blowgun (20)	1 Cp	--	--	--	--	--	--
Pelota	1 Cp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning and piercing
Martial Weapons							
<i>Light Melee Weapons</i>							
Forearm Axe	20 Cp	1d3	1d4	x3	--	6 lb.	Slashing
Macahuitl, Small	10 Cp	1d4	1d6	19-20/x2	--	2 lb.	Slashing
Slodak	10 Cp	1d4	1d6	19-20/x2	--	4 lb.	Slashing

Table 5-3: Inferior Material Hardness and Hitpoints

Weapon	Hardness	HP ¹
Light bone blade	6	1
Light stone blade	8	1
Light wood blade	5	1
One-handed bone blade	6	2
One-handed stone blade	8	3
One-handed wood blade	5	2
Two-handed bone blade	6	4
Two-handed stone blade	8	5
Two-handed wood blade	5	4
Light bone-hafted weapon	6	2
Light stone-hafted weapon	8	3
Light wood-hafted weapon	5	2
One-handed bone-hafted weapon	6	5
One-handed stone-hafted weapon	8	8
One-handed wood-hafted weapon	5	5
Two-handed bone-hafted weapon	6	10
Two-handed stone-hafted weapon	8	15
Two-handed wood-hafted weapon	5	10

¹ The hp value given is for Medium weapons. Divide by 2 for each size category of the item smaller than Medium or multiply it by 2 for each size category larger than Medium.

One-Handed Melee Weapons

Alak	7 Cp	1d4	1d6	x3	--	6 lb.	Piercing
Alhulak ⁴	9 Cp	1d4	1d6	x3	--	9 lb.	Piercing
Carrikal	10 Cp	1d6	1d8	x3	--	6 lb.	Slashing
Impaler	8 Cp	1d4	1d6	x4	--	5 lb.	Piercing
Macahuitl	15 Cp	1d6	1d8	19-20/x2	--	5 lb.	Slashing

Two-Handed Melee Weapons

Crusher, Fixed ⁴	20 Cp	1d10	1d12	x2	--	12 lb.	Bludgeoning
Datchi Club ⁴	5 Cp	1d6	1d8	x3	--	10 lb.	Bludgeoning
Gouge	20 Cp	1d8	1d10	x3	--	12 lb.	Piercing
Macahuitl, Great	50 Cp	1d10	2d6	19-20/x2	--	12 lb.	Slashing
Maul	15 Cp	1d10	1d12	x2	--	10 lb.	Bludgeoning
Tkaesali ⁴	8 Cp	1d8	1d10	x3	--	15 lb.	Slashing
Trikal	10 Cp	1d6	1d8	x4	--	7 lb.	Slashing

Ranged Weapons

Atlatl	25 Cp	1d4	1d6	x3	40 ft.	6 lb.	Piercing
Javelin, Atlatl	2 Cp	--	--	--	--	2 lb.	--
Fixed Crossbow	200 Cp	1d12	2d8	19-20/x2	150 ft.	100 lb.	Piercing
Bolts (10)	3 Cp	--	--	--	--	3 lb.	--

Exotic Weapons*Light Melee Weapons*

Bard's Friend	15 Cp	1d3	1d4	18-20/x2	--	1 lb.	Piercing
Garrote, Bard's	200 Cp	1d6 ³	2d4 ³	x2	--	1 lb.	Bludgeoning
Handfork	10 Cp	1d4	1d6	x3	--	2 lb.	Slashing
Ko-	4 Cp	1d3	1d4	x4	--	3 lb.	Piercing
Lajav	8 Cp	1d3	1d4	x4	--	8 lb.	Bludgeoning
Singing Stick	8 Cp	1d4	1d6	x2	--	1 lb.	Bludgeoning
Talid	20 Cp	1d4	1d6	19-20/x2	--	4 lb.	Piercing
Tortoise Blade	20 Cp	1d3	1d4	x2	--	2 lb.	Piercing
Widow's Knife	10 Cp	1d3	1d4	x3	--	2 lb.	Piercing
Wrist Razor	15 Cp	1d4	1d6	18-20/x2	--	2 lb.	Slashing

One-Handed Melee Weapons

Heartpick	15 Cp	1d6	1d8	x4	--	2 lb.	Piercing
Longblade, Elven	100 Cp	1d6	1d8	18-20/x2	--	3 lb.	Slashing
Master's Whip ⁴	12 Cp	1d2	1d3	x2	--	5 lb.	Slashing

Two-Handed Melee Weapons

Cahulak ³	55 Cp	1d4/1d4	1d6/1d6	x3	--	12 lb.	Piercing
Crusher, Free ⁴	18 Cp	1d8	1d10	x2	--	12 lb.	Bludgeoning
Dragon's Paw ⁵	50 Cp	1d4/1d4	1d6/1d6	19-20/x2	--	9 lb.	Piercing
Gythka ⁵	60 Cp	1d8/1d8	1d10/1d10	x2	--	25 lb.	Slashing
Lotulis ⁵	90 Cp	1d6/1d6	1d8/1d8	19-20/x2	--	9 lb.	Slashing
Mekillot Sap ⁴	50 Cp	1d10 ³	2d6 ³	x2	--	30 lb.	Bludgeoning
Spear, Double-Tipped ³	20 Cp	1d6/1d6	1d8/1d8	x3	20 ft.	6 lb.	Piercing
Swatter	85 Cp	1d12	2d8	x2	--	35 lb.	Bludgeoning
Thanak	75 Cp	1d10	2d6	x3	--	10 lb.	Slashing
Weighted Pike ⁵	60 Cp	1d6/1d4	1d8/1d6	19-20/x2	--	15 lb.	Bludgeoning and Piercing

Ranged Weapons

Blowgun, greater	10 Cp	1d3	1d4	x2	10 ft.	4 lb.	Piercing
Darts, blowgun (10)	1 Cp	--	--	--	--	1 lb.	--
Chatkcha	20 Cp	1d4	1d6	18-20x2	20 ft.	3 lb.	Piercing
Kyorkcha	50 Cp	1d6	1d8	18-20x2	20 ft.	4 lb.	Piercing
Dejada	12 Cp	1d4	1d6	x2	30 ft.	2 lb.	Piercing

Pelota, Dejada	2 Cp	--	--	--	1 lb.	Piercing
Lasso	2 Cp	--	--	x2	10 ft.	2 lb. Bludgeoning
Skyhammer	35 Cp	1d8	1d10	x2	10 ft.	6 lb. Bludgeoning
Splashbow	150 Cp	1d3	1d4	x2	60 ft.	60 lb. Bludgeoning
Pelota, Hinged	5 Cp	--	--	x2	15 ft.	2 lb. Bludgeoning
Zerka	70 Cp	1d6	1d8	18-20/x2	30 ft.	9 lb. Piercing

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much and a Large weapon weights twice as much.

² When two types are given, the weapon is both types if the entry specifies "and", or either type (player's choice at the time of attack) if the entry specifies "or."

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.

Large Weapons

Half-giants use larger weapons than the other races. A damage conversion table can be found on page 114 of the Player's Handbook.

Weapon Descriptions

Alak: An alak consists of a 2-foot long shaft of bone or wood, with four serrated bones tied to the sharp end, like the four prongs of a grappling hook. When using an alak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

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

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

Bard's Friend: This weapon is crafted with several obsidian blades and wooden prongs, which are fastened to a handle. Several small spikes jut out from where the knuckles hold the weapon. Bards are known for smearing these spikes with injury poison. The bard's friend can be coated with three charges of poison, but only one may be delivered per attack made with the weapon.

Blowgun: The blowgun is a long tube through which you blow air to fire needles. The needles don't deal much damage, but are often coated in poison.

Blowgun, Greater: The greater blowgun fires blowgun darts, which are slightly smaller than thrown darts, and are capable of delivering poison as well.

Cahulak: A cahulak consists of two alaks (see above) joined by a 5-foot rope. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon fighting, PHB Chapter 8). A creature using a double weapon in one hand, such as a half-giant using a set of cahulaks, can't use it as a double weapon. When using a cahulak, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). Because the cahulak can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the cahulak to avoid being tripped. If you strike at an opponent 10 ft. away, you cannot use the cahulak as a double weapon unless you possess natural reach.

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

Chatkcha: The chatkcha returns to a proficient thrower on a missed attack roll. To catch it, the character must make an attack roll against AC 10 using the same bonus they threw the chatkcha with. Failure indicates the weapon falls to the ground 10 ft. in a random direction from the thrower. Catching the chatkcha is part of the attack and does not count as a separate attack.

Crossbow, Fixed: This version of the crossbow can be fired by any capable of using it, but cannot be carried like a conventional crossbow. It is fixed in place, i.e. mounted on top of a wall, pole, or vehicle, and swivels so that you can aim the shot. Crossbows at the edge of a caravan, cart, or wall tend to offer cover, but limit your

range of firing to a cone shape directly in front of the weapon. It is possible to mount a fixed crossbow on top of a pole but inside a shallow pit, giving you a 360-degree range of motion, while giving you cover. In any case, it is impossible to swivel a fixed crossbow in order to attack upwards (your upward angle is limited to 45 degrees). Reloading a fixed crossbow is a full-round action.

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

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

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

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

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

Dragon's Paw: Popular in the arenas, the dragon's paw consists of a five or six-foot long pole, with a blade on either end. A basket guards your hands from attack, granting a +2 bonus on all attempts to defend against being disarmed. A dragon's paw is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon fighting, PHB chapter 8). A creature using a double weapon in one hand, such as a half-giant using a dragon's paw, can't use it as a double weapon.

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

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

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

Gouge: Worn in an over-the-shoulder harness, the gouge is commonly found in the Nibenese infantry. A wide blade of bone, obsidian or chitin is mounted to a three-foot long shaft of wood. Your opponent cannot use a disarm action to disarm you of a gouge while you are wearing the harness. Donning the harness is a full-round action. Removing it is a move action.

Gythka: A gythka is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon fighting, PHB chapter 8). A creature using a double weapon in one hand, such as a half-giant using a gythka, can't use it as a double weapon.

Handfork: The handfork, most popular among tareks, is a slicing weapon with a handle-grip and obsidian blades that join above the knuckles in an "M" shape.

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

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

Ko•: The Ko• combines a jagged blade that has been carved from a roughly oval stone. This exotic weapon of kreen manufacture is typically used in matching pairs. The ko• is designed to pierce chitin, shells and tough skin. If a ko• is used against a creature with natural armor, the attacker gets a +1 bonus to attack rolls.

Kyorkcha: The kyorkcha is a more dangerous variant of the chatkcha. This tohr-kreen weapon consists of a curved blade, much like a boomerang, with several protrusions along the edge, as well as jutting spikes near each end.

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

Lasso: This weapon consists of a rope that you can throw and then draw closed. The total range of your lasso depends on the length of the rope. Throwing a lasso is a ranged touch attack. If you successfully hit your opponent, make a grapple check. If you succeed at the grapple check, then your opponent is grappled, and you can continue the grapple contest by continuing to pull on the rope. You can make trip attacks with a lasso against a grappling opponent. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

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

Lotulis: Two barbed, crescent shaped blades adorn either end of the lotulis, a double weapon once popular in the arena of Tyr. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Attacking with Two Weapons, PHB chapter 8). A creature using a double weapon in one hand, such as a half-giant using a lotulis, can't use it as a double weapon.

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

Mekillot Sap: The mekillot sap is a soft but tough large leather bag filled with fine gravel or sand, stitched together with giant's hair, and tied to the end of a five-foot rope. The throwing sap is swung overhead with both hands. A mekillot sap has reach, so you can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can grip the rope higher, and use the mekillot sap against an adjacent foe. You can make trip attacks with the mekillot sap. If you are tripped during your own trip attempt, you can drop the sap to avoid being tripped. You gain a +2 bonus to your opposed Strength check when attempting to trip your opponent.

Master's Whip: The master's whip is usually braided from giant hair or leather, and has shards of chitin, obsidian or bone braided into the end of the whip. Unlike normal whips, the master's whip deals damage normally, has only a ten-foot range, and you apply your Strength modifier to damage dealt. In all other respects, it is treated as a normal whip.

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

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

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

Puchik: A bone or obsidian punching dagger.

Quabone: Four jawbones are fastened around a central haft, at right angles to one another. The quabone is often used in the arenas. The wounds it inflicts are non-lethal, yet have entertainment value, as the quabone tends to open up many small cuts that bleed freely – for a brief time.

Singing Stick: A singing stick is a carefully crafted and polished club, often used in pairs. Singing sticks draw their name from the characteristic whistling sound they make when used. A character proficient with singing

sticks may use a pair of singing sticks as if he had the Two-Weapon Fighting feat. In the hands of a non-proficient character, singing sticks are nothing more than light clubs.

Skyhammer: The sky hammer consists of a 10-foot length of rope with a large hammer-like object at one end. Its rope is coiled and swung around the body two-handedly until enough momentum is gained to hurl the hammer at a target. A successful hit grants a free trip attempt, and the attacker gains a +4 bonus to his opposed Strength roll due to the momentum of the skyhammer.

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

Spear, Double-Tipped: A double-tipped spear is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a double-tipped spear in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.

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

Swatter: The swatter is a popular name for a half-giant weapon consisting of a heavy spiked club made from hardwood, with a bronze or lead core in the tip for added weight. The swatter got its name from the tales of a half-giant soldier who reputedly used a similar weapon to defeat an entire thri-kreen hunting party.

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

Thanak: The thanak is a chopping weapon of pterran manufacture resembling a jagged sword or sawblade. It consists of a pair of hardwood strips bound together, with a row of pterrax teeth protruding from between them along one edge of the weapon particularly capable of slicing through muscle and sinew. On a critical hit, the thanak inflicts one point of Strength ability damage in addition to triple normal damage.

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

Tonfa: The tonfa is a stick with a short handle, and is popular among street-patrolling Nibenese templars and their guards. You can deal nonlethal damage with a tonfa without taking the usual -4 penalty.

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

Tortoise Blade: The tortoise blade consists of a foot-long dagger mounted to the center of a shell. The tortoise blade is strapped over the wearer's hand, preventing them from holding anything but the tortoise blade. The tortoise blade also functions as a buckler, granting a +1 armor bonus, inflicting a -1 armor check penalty and incurring a 5% arcane spell failure chance. A masterwork tortoise blade either functions as a masterwork shield or a masterwork weapon (or both, for twice the normal masterwork cost).

Weighted Pike: A solid head, generally stone or baked ceramic, is mounted on the end of a spear or a pike. A weighted pike is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see *Attacking with Two Weapons*, PHB page 124). A creature using a double weapon in one hand, such as a half-giant using a weighted pike, can't use it as a double weapon.

Widow's Knife: Two prongs are hidden within the hilt of a widow's knife. On a successful hit, you may trigger the prongs by releasing a catch in the hilt as a Free Action. The prongs do an additional 1d3 points of damage (1d2 for a Small widow's knife) when sprung, and take a standard action to reload.

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

Zerka: The zerka is a javelin with short barbs that cover two feet of the bone shaft. These barbs point away from the zerka's tip, causing the weapon's head to snag against its target's flesh and bone as it is removed. If a

zerka hits, it lodges in the victim if he fails a Reflex save (DC equal to 5 + damage inflicted). A failed check means the zerka is stuck and the victim moves at half-speed, cannot charge or run, and must make a Concentration check (DC 10 + spell level) in order to cast a spell with somatic components. The victim can pull the zerka from his wound with a move action if he has at least one hand free, but suffers an additional 1d4 damage. A Heal check DC 13 allows the zerka to be removed without further injury.

Unusual Materials

Adamantine: While weapons and armor made from adamantine, also called “Dwarven Steel”, can be found on Athas, they are quite rare. Nearly all items made from adamantine are relics from a long past age, scavenged from ruins by elves and treasure hunters. Raw adamantine cannot be bought on the market, and weapons and armor constructed from adamantine are considered priceless relics. Adamantine has the same qualities as listed in the DMG.

Agafari: Agafari is the Athasian equivalent of darkwood (see DMG Chapter 7). For weapons affected by the inferior material rule, agafari is considered an inferior material.

Dasl: Dasl is a special kind of crystalline material created by thri-kreen and often used to manufacture their weapons. An item made from dasl is treated as if it was made from iron and is not considered to be made from inferior materials. However, for purposes of harming creatures with damage reduction, a dasl weapon is not treated as being made from metal. An item made from dasl costs ten times what it normally would. Thus, a dasl chatkcha costs 200 Cp instead of the 20 Cp a stone or bone chatkcha would.

Dasl has a hardness of 7 and 15 HP per inch of thickness.

Drake Ivory: Drake ivory is an extraordinarily strong and easy to work compared to the bone that most weaponsmiths use. Since it can only be obtained from the claws and teeth of deadly drakes, it is both rare and expensive. Weapons made from drake ivory inherit the drake’s natural spell resistance, and cost an additional 2,000 Cp to enchant. Weapons crafted from drake ivory cost twice what they normally would. A double weapon that is only half crafted using drake ivory increases its cost by 50%. For purposes of damage reduction, drake ivory is considered equivalent to cold iron. For weapons affected by the materials rule, drake ivory is considered inferior.

Drake ivory has a hardness of 10 and 30 HP per inch of thickness.

Giant Hair: Giant hair is very strong and frequently woven together to form a very strong cord. While sometimes used in armor, it is most frequently used to create rope. This rope costs 50 Cp for 50 ft., has a hardness of 5 and 2 HP per inch of thickness.

Iron: Iron (and most other metals) are rare on Athas, but weapons and armor made of iron can still be found. In all of the city-states, there are at least a few craftsmen that are able to work iron. The only fresh source of iron is the mines in the city-state of Tyr. Many of the iron weapons and armor available for sale have been scavenged from ruins. Weapons made of iron (including iron-based compounds like steel) can bypass the damage reduction possessed by some Athasian monsters.

Silver, Alchemical: The process of binding silver to weapons has been greatly refined on Athas. Very little silver is actually needed in the process, and it can be bound to weapons crafted from dasl, obsidian and bone, as well as those made from iron. Athasian alchemical silver otherwise has the same qualities as alchemical silver in the DMG.

Armor

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

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

Breastplate, Full Plate and Half Plate are constructed using choice

Table 5-5: Athasian Armor Equivalants

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

plates taken from shelled animals, such as mekillots or braxat.

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

Shell Armor: Shell armor is made by weaving giant's hair around the shells of various small creatures such as an aprig.

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

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

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

Mounts and Related Gear

Chariot: A chariot is a two-wheeled vehicle used for transportation, racing, war and processions. Transport chariots are very small and simple, requiring only a single animal to draw it. A war chariot built for two riders is slightly larger, but significantly better constructed. Generally one person will drive the chariot while the other uses a bow or other ranged weapon. A war chariot built for four is much larger than the other two kinds of chariots and requires at least two mounts to drive it. A war chariot offers cover to its occupants.

Crodlu: A crodlu is a large bipedal lizard mount, resembling a scaled ostrich.

Erdlu: Erdlus are large, flightless birds used as herd beasts. They stand 7 feet tall and weigh around 200 lbs.

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

Inix: The inix is a large, 16-foot long reptile commonly used for riding and as a beast of burden. An inix can be trained to carry a howdah or bear a half-giant (or other Large rider) with a specially constructed saddle.

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

Mekillot: A mekillot is a huge, 6,000 lbs lizard, used for hauling large cargo or serving as transportation for troops. These beasts are hard to control and usually require a psionic handler in addition to a tremendous amount of food and water.

Wagon: Wagons are an essential part of Athasian economy, as they facilitate the caravans that make life in the wastes possible. Open wagons are basic, open-topped wagons that can carry a certain amount of cargo. As Athasian wagons are built using little or no metal, there's a limit to how much cargo they can carry. Open wagons generally require two beasts to draw them, but sometimes a single inix will work.

Enclosed wagons are more commonly used to transport people or fragile cargo that would otherwise be damaged by exposure to the elements.

Armored wagons are primarily used by caravans traveling through areas plagued by dangerous monsters or raiders. It is an enclosed wagon with agafari wood used to strengthen the wagon throughout. There are also mount points for fixed crossbows on each side of that wagon that can swivel 180 degrees. Anyone using the crossbows or firing out of the rear of the wagon (when it is open) receives cover. Armored wagons require at least four smaller mounts to draw it, two inixes or one mekillot.

Table 5-6: Mounts

Mount	Cost (Cp)
Chariot	
Two-Person, Transport	50
Two-Person, War	125
Four-Person, War	250
Howdah	
Inix	10
Inix, war	100
Mekillot	20
Mekillot, war	500
Wagon, open	
1,000 lbs capacity	20
2,500 lbs capacity	35
5,000 lbs capacity	50
10,000 lbs capacity	100
Wagon, enclosed	
1,000 lbs capacity	40
2,500 lbs capacity	70
5,000 lbs capacity	100
10,000 lbs capacity	200
Wagon, armored caravan	1000
Animal	
Crodlu, riding	200
Crodlu, warmount	400
Erdlu	10
Inix	100
Kank, herding	50
Kank, riding	125
Kank, warmount	250
Mekillot	200

Black Market Equipment

The following items are often, but not always available for sale in the Bard's Quarter of most city-states. Contacting someone willing to sell these and

other associated goods usually requires proficient use of the Gather Information, Diplomacy and/or Bluff skills.

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

Hypnotic Brew: This is a tasteless, odorless mixture of herbs commonly peddled in Bard's Quarters. It is typically used by bards and mindbender to "soften up" a target before attempting to manipulate or manifest a power. When a hypnotic brew is imbibed, the drinker's Will saves suffer a -2 circumstance penalty for 1 hour if they fail a Fortitude save (DC 15).

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

Splash-globes: Splash-globes are spherical glass jars containing contact poison or up to half a pint of some alchemical fluid. In addition to bursting on impact like any grenade, splash-globes can be placed in hinged pelota, thus giving the grenade additional range when fired through a splash-bow or dejada. The following types of splash-globes are available:

Acid: Standard flask acid can be placed in splash-globes.

Contact Poison: Any contact poison can be placed in a splash-globe.

Liquid Darkness: Anyone struck directly by liquid darkness must make a Reflex save (DC 15) or be blinded for one minute. Those splashed with liquid darkness have their vision blurred for one minute if they fail a DC 15 Reflex, granting their opponents concealment. In addition, all natural fires within the splash area are instantly extinguished. Liquid darkness immediately extinguishes liquid light.

Liquid Dust: The liquid from this splash-globe turns into dust on contact with the air. You can use this liquid to cover up to 20 5-foot squares of tracks. On impact, liquid dust forms a 15-foot diameter cloud, ten feet high that lasts one round. Alternately, liquid dust can be launched via splash-globes. Anyone struck directly by liquid dust must make a DC 15 Fortitude save each round for one minute; failure dictates that they are nauseated for that round. Those splashed with liquid dust suffer the same effect for one round if they fail a DC 15 Fortitude save.

Liquid Fire: Alchemist's fire can be placed in splash-globes.

Liquid Light: This splash-globe contains two liquids that mix together when the splash-globe is ruptured. The resulting mixture glows for eight hours. If you break the liquid light globe while it is still in its pouch, the pouch can serve as a light source just like a sunrod. Anyone struck directly by liquid light must make a DC 20 Fortitude save or be temporarily dazzled (-1 on all attack rolls) for 1 minute, and will glow in darkness for eight hours unless they somehow cover the effect areas. Creatures splashed with liquid light (see grenade rules) also glow in the darkness, but are not blinded.

Table 5-7: Special Substances and Items

Special Substances and Items	Cost (Cp)	Craft (Alchemy)
Esperweed	250	-
Hypnotic Brew	30	DC 15
Pre-poisoned Darts	Poison cost + 10	DC 20
<i>Splash-Globes</i>		
Acid	10	DC 15
Liquid Darkness	35	DC 15
Liquid Dust	25	DC 20
Liquid Fire	20	DC 20
Liquid Light	40	DC 15
Poison	Poison Cost x 1.5	

CHAPTER 6: ADVENTURING

Athasian Heat

Athasian resistance to temperatures

Over generations, Athasians have developed a tolerance for high temperatures, and have learned to protect themselves effectively from the sun's blistering rays. The information in Table 6-1: Extreme Temperatures replaces the heat categories from Chapter 8, Glossary (under The Environment), in the Dungeon Master Guide.

Resistant to temperature extremes, Athasian elves suffer no effects from very hot temperatures, and extreme heat affects them only as very hot temperatures affect other races. Cold temperatures likewise do not affect elves, and extreme cold affects them merely as others by are cold.

Table 6-1: Extreme Temperatures

Heat Category	Temperature	Fortitude Save Frequency ¹	Damage
Cold	Below 40°F (4°C)	1 save/hour	1d6 nonlethal
Very hot	Above 120°F (49°C)	1 save/hour	1d4 nonlethal
Extreme heat	Above 140°F (60°C)	1 save/10 minutes	1d4 nonlethal
Abysmal heat	Above 160°F (71°C)	1 save/5 minutes ²	1d4 nonlethal

¹ The DC of the Fortitude save vs. heat is 15 + previous amount of saves.

² Being exposed to Abysmal heat automatically inflicts 1d6 fire damage/minute (no save) regardless to and in addition to the nonlethal damage suffered by failed Fortitude Saves.

Average and Hot days

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

- Durag, dwarf overseer

Table 6-2: Heat and cold dangers

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

mountains, see night temperatures as low as 0° F (-18° C).

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

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

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

Shade

"A few words of advice, traveler. Traverse the desert with one hand firmly placed on the hilt of your sword and the other on your waterskin. Keep one eye on the ground, and the other on your surroundings. Dead men keep their purses tight

to their chests with their eyes locked ahead of them. Any wastelander can tell you that. But your true enemy is not treacherous footing, nor the savage creatures of the wastes. It is the crimson sun that will do you in, unless you treat it as respectfully as you would any other unbeatable foe. Seek shelter at midday and during the afternoon hours, when the sun is most furious. The only way to overcome an invincible opponent is to avoid facing it.”

– Sorsha, half-elfen scout

As per the Dungeon Master Guide (Chapter 3, The Environment), shade negates the effects of very hot and extreme temperature, but not abysmal heat. Apply the following criteria to determine what constitutes shade:

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

Often, the DM must resolve these issues on a case-by-case basis. For example, howdahs, tents, parasols, buildings and wagons grant shade. Shields, backpacks, clothes and armor do not grant shade.

Shade and terrain

Certain terrains make it more difficult to protect oneself effectively from the sun's blistering rays, substantially reducing the benefits of shade.

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

Obsidian Plains: Shade does not negate or reduce the effects of heat.

Heat and Armor

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

Movement

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

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

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

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

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

Table 6-3: Terrain

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

Salt Flats: A flat plain of white salt crust stretches out to the horizon. Salt flats offer so little variation that you can actually observe the curvature of the planet. The perfect flatness makes travel fast and easy. Very rarely, a dwarf cactus or small bush juts out from the hard ground.

Travelers should bring their own supplies while traveling

this almost lifeless land. Water sometimes puddles up in small brackish holes after a storm; it often contains a slow-acting poison.

Stony Barrens: The most common type of terrain in the tablelands, stony barrens consist of large sheets of orange-colored rock exposed to the harsh wind. Stones range from small pebbles to boulders weighing in the tons. The wind sometimes forms small dunes of orange and yellow sand out of the overlying dust.

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

Stony barrens contain little vegetation other than abundant cacti, ranging from small rock cacti to dangerous hunting cacti. These provide a source of food and water, or of pain and death. Some cacti grow as high as 20 feet or grow in tangles that resemble trees.

Cacti draw animals to the barrens, including wild herds of erdlu, mekillot, crodlu and inix. These herd creatures in turn draw predators such as braxat, tembo and belgoi. While most predators come to the barrens in search of dumb herds, they prefer to dine on unwary travelers if the opportunity arises.

Mounts and Vehicles

Use Table 6-4: Travel Times to calculate how far and how fast you can travel with mount.

Table 6-4: Travel Times

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

CHAPTER 7: MAGIC AND PSIONICS

Arcane Spells

On Athas a single arcane spellcaster core class exists: the wizard. Arcane magic draws on life energy from plants. All arcane spellcasters must choose whether to be defilers or preservers.

Defilers and Preservers

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

The Corruption of Power

Defilers leave behind an ashen circle when casting spells. The radius is 5 ft. x spell slot level expended (A 0-level spell defiles a single 5-ft. square occupied by the caster). Creatures except the defiler caught within the defiling radius at casting time experience pain and suffer a -1 penalty to attack rolls, skill checks and saves, lasting one round. Plant creatures also suffer 2 hp damage x spell slot level expended (A 0-level spell inflicts 1 hp damage). Defiler's ash is black and totally devoid of life-giving properties. It is the telltale sign of wizardry. Nothing grows in a defiled area for years. Even if the defiler's ash moves with the wind, the ground remains a lifeless scar. A defiler cannot preserve, but a preserver can defile if desperate.

When defiling, a wizard can extend the casting time of her spells to 1 round and gain a +1 bonus to caster level. Her defiling radius increases by 5 ft. Spells with a normal casting time of 1 round or longer require an extra round to be cast in this manner. Experienced defilers often increase their spellcasting power further through Raze feats (see Chapter 5: Feats).

The Road to Corruption ... And Redemption

Preservers who defile must roll a Will Save DC 10 + spell level + amount of times previously defiled. Failing this save, they become defilers. Preservers succeeding the save lose their preserver status and become tainted. Tainted wizards are not defilers, but risk becoming so. Tainted wizards may seek redemption from a druid. The druid, if willing and able, can cast a conversion spell on the tainted wizard, restoring her preserver status (reset the number of times defiled to zero). The wizard loses 100 XP per arcane spellcaster level. Defilers can also seek redemption, but lose 1000 XP per arcane spellcaster level. Usually the defiler must undertake a quest or otherwise demonstrate true willing to redeem herself before the druid casts the conversion spell

Terrain Modifiers

Terrain types affect arcane magic depending on the amount of plant life available. Barren and desolate terrains weaken spells, while fertile and abundant terrains boost spells. Spell Save DCs and Caster Level Checks are affected as indicated in Table 7-1: Terrain Modifiers.

The Obsidian Plains are completely devoid of plant life. If arcane spellcasters have no alternative energy sources, or magical items such as wands, they are unable to cast spells in this terrain.

Table 7-1: Terrain Modifiers

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

Spellbooks

Athasian wizards conceal their “spell books” from templars, rival wizards and others with ability to discern them for what they are. Spell books take many forms, including animal hides, stone and clay tablets, bone staves, knotted giant hair and necklaces of colored beads. Wizards use different, often personalized codes and systems for organizing their spells. The Disguise skill masks a spell book’s true nature. Someone inspecting the spell book must win an opposed Spellcraft vs. Disguise check to identify it as such. Every time a new spell is added, a spell book must be disguised anew. Unless in a hurry, a wizard normally takes 20 on this check.

Divine Spells

Clerics, druids and rangers, like their counterparts on other worlds, cast divine spells. There are no paladins on Athas. Unlike most campaign settings, Athas does not have any gods to grant spells. Instead, clerics forge a pact with a particular element, and draw their power from the elemental planes themselves. Rangers learn to manipulate minor nature spirits, druids are granted their powers directly from the spirits of the lands, while templars are gifted with spell by their sorcerer kings.

Psionics

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

CHAPTER 8: SPELLS

Cleric Spells

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

0-Level Cleric Spells (Orisons)

~~Create Water~~: Replaced by *create element*.
Create Element: Create a small amount of patron element.

1st-Level Cleric Spells

Bless Element^M: Makes holy element.
~~Bless Water~~: Replaced by *bless element*.
Cooling Canopy: Summons a cloud to provide shade and prevent dehydration.
Curse Element^M: Makes unholy element.
~~Curse Water~~: Replaced by *curse element*.
Heat Lash: Creature suffers 1d4+1 damage and is knocked back 5 ft.

2nd-Level Cleric Spells

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

3rd-Level Cleric Spells

Eye of the Storm: Protects 30 ft. radius from effects of storm.
Lighten Load: Increases Strength for carrying capacity only.
Sand Pit: Excavates sand in a 10 ft./level wide and deep cone.
Surface Walk: Subject treads on unstable surfaces as if solid.
~~Water Breathing~~: Replaced by *worm's breath*.
~~Water Walking~~: Replaced by *surface walk*.
Worm's Breath: Subjects can breathe underwater, in silt or earth.

4th-Level Cleric Spells

Control Tides: Raises, lowers, or parts bodies of water or silt.
~~Control Water~~: Replaced by *control tides*.

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

Elemental Armor: Armor or shield gains enhancement bonus and special quality.

Elemental Weapon: Weapon gains enhancement bonus and special quality.

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

5th-Level Cleric Spells

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

~~Flame Strike~~: Replaced by *elemental strike*.

Rangeblade: Can strike with melee weapons at a distance.

6th-Level Cleric Spells

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

Rejuvenate: Increase the fertility of the land.

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

7th-Level Cleric Spells

Infestation: Tiny parasites infect creatures within area.

Lesser Elemental Chariot: Enhances chariot with elemental effects.

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

Unliving Identity^{Mx}: Transform a zombie into a thinking zombie.

8th-Level Cleric Spells

Elemental Storm: Deals 1d6 energy damage/level.

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

9th-Level Cleric Spells

Greater Elemental Chariot: As *lesser elemental chariot*, but with greater effects.

Heartseeker^X: Creates a deadly piercing weapon.

Cleric Domains

Blossom of the Sky

Worshippers: Air, Sun

Class Skill: Spot

Weapons: All ranged martial weapons

Armor: None

Granted Power: You automatically succeed on Fortitude saves against heat caused by natural weather; your water consumption is treated as if you were continually in the shade, i.e. halved.

Blossom of the Sky Domain Spells

- 1. Color Spray:** Knocks unconscious, blinds or stuns 1d6 weak creatures.
- 2. Daylight:** 60-ft. radius of bright light.
- 3. Searing Light:** Ray deals 1d8/two levels, more against undead.
- 4. Rainbow Pattern:** Lights prevent 24HD of creatures from attacking or moving away.
- 5. Air Lens:** Directs intensified sunlight at foes within range
- 6. Sunbeam:** Beam blinds and deals 4d6 damage.
- 7. Prismatic Spray:** Rays hit subject with a variety of effects.
- 8. Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
- 9. Prismatic Wall:** Wall's colors have array of effects.

Broken Sands**Worshippers:** Magma, Silt**Class Skill:** Survival**Weapons:** Alak, light flail, heavy flail**Armor:** Shield**Granted Power:** You continually use *pass without trace* as the spell. This is a supernatural ability.**Broken Sands Domain Spells**

- 1. Sand Pit:** Excavates sand in a 10 ft./level wide and deep cone.
- 2. Curse of the Black Sands:** Subject leaves black greasy footprints when crossing sand.
- 3. Sand Spray:** Sprays sand or silt as an area attack.
- 4. Sand Trap^M:** You entrap an area of sand.
- 5. Sand Flow:** You shift the location of sand dunes.
- 6. Blade Barrier:** Blades encircling you deal 1d6 damage/level.
- 7. Glass Storm:** Creates a whirlwind of broken glass.
- 8. Molten:** Melt sand into glass, or rock into magma.
- 9. Flash Flood:** Conjures a flood.

Clarity of the Light**Worshippers:** Sun**Class Skill:** Knowledge (all skills, taken individually), Sense Motive**Weapons:** Light hammer, warhammer**Armor:** Medium, shield (except tower shields)**Granted Power:** Once per day, as a supernatural ability, you can burn liars with the power of the sun. All those within 30 ft. that intentionally tell you a lie (it must be a falsehood, not a half-truth or incomplete information) suffer 1d6 fire damage plus 1d6 per four levels of cleric. Activating this power is a standard action. The duration of this power is one round plus one round per four levels

of cleric. Any creature within the area of affect can only be damaged once, regardless of how many lies they may tell during the ability's duration.

Clarity of the Light Domain Spells

- 1. Detect Secret Doors:** Reveals hidden doors within 60 ft.
- 2. Zone of Truth:** Subjects within range cannot lie.
- 3. Invisibility Purge:** Dispels invisibility within 5 ft./level.
- 4. Discern Lies:** Reveals deliberate falsehoods.
- 5. True Seeing:** See all things as they really are.
- 6. Find the Path:** Shows most direct way to a location.
- 7. Legend Lore:** Learn tales about a person, place or thing.
- 8. Discern Location:** Exact location of creature or object.
- 9. Foresight:** "Sixth sense" warns of impending danger.

Cold Malice**Worshippers:** Rain**Class Skill:** Intimidate**Weapons:** Garrote, sap**Armor:** None**Granted Power:** You gain your cleric level in cold resistance.**Cold Malice Domain Spells**

- 1. Chill Touch:** 1 touch/level deals 1d6 damage and possibly 1 Str damage.
- 2. Chill Metal:** Cold metal damages those who touch it.
- 3. Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 4. Enervation:** Subject gains 1d4 negative levels.
- 5. Cone of Cold:** 1d6 cold damage/level.
- 6. Cerulean Hail:** A hailstorm appears and does 3d8 damage and causes weak creatures to flee.
- 7. Otiluke's Freezing Sphere:** Freezes water or deals cold damage.
- 8. Horrid Wilting:** Deals 1d6 damage/level within 30 ft.
- 9. Energy Drain:** Subject gains 2d4 negative levels.

Dance of Decay**Worshippers:** Earth, Rain, Silt**Class Skill:** Disguise**Weapons:** Battleaxe, carrikal, handaxe**Armor:** Medium, shield (except tower shields)**Granted Power:** You no longer take penalties to your ability scores for aging and cannot be magically aged. Any such penalties you have already taken before gaining this domain remain in place. Bonuses still accrue and you still die of old age

when your time is up. You gain your cleric level in acid resistance.

Dance of Decay Domain Spells

1. **Return to the Earth:** Turns dead and undead bodies into dust.
2. **Rusting Grasp:** Your touch corrodes iron and alloys.
3. **Contagion:** Infects subject with chosen disease.
4. **Acid Rain:** Conjures an acidic shower.
5. **Sands of Time^F:** Reverses or accelerates aging of a nonliving object.
6. **Disintegrate:** Makes one creature or object vanish.
7. **Destruction:** Kills subject and destroys remains.
8. **Power Word, Blind:** Blinds 200 hp worth of creatures.
9. **Time Stop:** You act freely for 1d4+1 rounds.

Dead Heart

Worshippers: Silt, Magma

Class Skill: Move Silently

Weapons: Scythe, ahulak

Armor: None

Granted Power: When dealing with undead, you gain a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive) and rebuke attempts.

Dead Heart Domain Spells

1. **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 Str and +1 level.
2. **Speak with Dead:** Corpse answers one question/two levels.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Vampiric Touch:** Touch deals 1d6/two caster levels; caster gains damage as hp.
5. **Unliving Identity^{MX}:** Turns a mindless animated undead into a thinking zombie, skeleton, or exoskeleton.
6. **Gray Beckoning:** Summons gray zombies
7. **Finger of Death:** Kills one subject.
8. **Gray Rift:** A hovering rift to the Gray bolsters undead.
9. **Vampiric Youthfulness:** Increase your lifespan at the expense of another's.

Desert Mirage

Worshippers: Water, Sun

Class Skill: Search

Weapons: Sap, scimitar

Armor: Shield

Granted Power: You can use a turn attempt to dispel a figment or glamor. Make a level check against DC 11 + illusion's caster level (as though

you cast *dispel magic*). If you are successful, then the illusion is dispelled.

Desert Mirage Domain Spells

1. **Entropic Shield:** Ranged attacks against you suffer a 20% miss chance.
2. **Glitterdust:** Blinds creatures, outlines invisible creatures.
3. **Curse of the Choking Sands:** Victim's touch turns water to dust.
4. **Coat of Mists^M:** Coalesces a magical mist about the subject's body.
5. **Shining Sands:** Affected sand reflects light, blinding foes.
6. **Create Oasis^{MX}:** Conjures a temporary oasis.
7. **Prismatic Wall:** Wall's colors have array of effects.
8. **Horrid Wilting:** Deals 1d6 damage/level within 30 ft.
9. **Implosion:** Kills one creature/round.

Despair of the Drowned

Worshippers: Water

Class Skill: Escape Artist, Swim

Weapons: Net

Armor: Medium

Granted Power: You do not suffer armor check penalties and encumbrance penalties to Swim checks as long as both of your hands are free. You may use a turn attempt to rebuke, command, or bolster a water creature as an evil cleric rebukes undead.

Despair of the Drowned Domain Spells

1. **Create Element:** Create a small amount of patron element.
2. **Surface Tension:** Affected water acquires rubbery surface
3. **Control Tides:** Raises, lowers or parts bodies of water or silt.
4. **Lungs of Water:** Conjures water inside victim's lungs.
5. **Water Trap:** Body of water becomes death trap.
6. **Drown on Dry Land:** Targets can only breathe water.
7. **Whirlpool of Doom:** You stir the ground into a whirlpool.
8. **Flash Flood:** Conjures a flood.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

Earthen Embrace

Worshippers: Earth

Class Skill: Survival

Weapons: Bolas

Armor: Heavy, medium,, shield (except tower shields)

Granted Power: You can use your Survival ability to assess your depth underground (DC 15). You may use a turn attempt to rebuke, commands, or bolster an earth creatures as an evil cleric rebukes undead.

Earthen Embrace Domain Spells

1. **Magic Stone:** Three stones gain +1 attack, deal 1d6+1 damage.
2. **Bear's Endurance:** Subject gains +4 Con for 1 min./level.
3. **Leomund's Secure Shelter:** Creates sturdy cottage.
4. **Passwall:** Breaches walls 1 ft. thick/level.
5. **Stoneskin^M:** Ignore 10 points of damage per attack.
6. **Stone to Flesh:** Restores petrified creature.
7. **Whirlpool of Doom:** You stir the ground into a whirlpool.
8. **Iron Body:** Your body becomes living iron.
9. **Imprisonment:** Entombs subject beneath the earth.

Fire Eyes

Worshippers: Fire
Class Skills: Spot
Weapons: Atlatl

Armor: Medium, shield (except tower shields)
Granted Power: You cannot be dazzled or blinded by light-based spells or abilities. In flat barren plains (sandy wastes, salt flats, stony barrens, and obsidian wastes), when in the full blazing sun, you gain a competence bonus on Spot checks equal to your level.

Fire Eyes Domain Spells

1. **Faerie Fire:** Outlines subjects with light, canceling blur, concealment, and the like.
2. **Clues of Ash:** You receive a vision of an item's destruction
3. **Continual Flame^M:** Makes a permanent, heatless torch.
4. **Fire Track:** Fiery spark follows tracks.
5. **True Seeing:** See all things as they really are.
6. **Find the Path:** Shows most direct way to a location.
7. **Watch Fire:** Spies through campfires within range.
8. **Confessor's Flame:** Uses threat of flame to extract confession.
9. **Spirit of Flame:** As *watch fire*, plus you can teleport or cast spells through flames.

Fire from the Sky

Worshippers: Fire, Water
Class Skill: Perform
Weapons: Fixed and free crusher
Armor: Heavy, medium

Granted Power: You gain your cleric level in electricity resistance.

Fire from the Sky Domain Spells

1. **Burning Hands:** 1d4 fire damage/level (max 5d4).
2. **Water Shock:** Entraps water with electric charge.
3. **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from the sky.
4. **Quench:** Extinguishes nonmagical fires or one magic item.
5. **Lightning Storm:** As call lightning, but 5d6 damage per bolt.
6. **Control Weather:** Changes weather in local area.
7. **Chain Lightning:** 1d6 damage/level; secondary bolts.
8. **Liquid Lightning:** Lightning strikes victim and first person to touch victim.
9. **Water Light:** Water within range emits light.

Forged Stone

Worshippers: Earth
Class Skill: Search
Weapons: Heavy pick, light pick, heartpick
Armor: Heavy, medium, shield (except tower shields)

Granted Power: If you step within 10 feet of unusual stonework, such as traps or secret doors, you can automatically make a Search check as if actively searching.

Forged Stone Domain Spells

1. **Sandstone:** Your touch packs sand into sandstone
2. **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape:** Sculpts stone into any shape.
4. **Keen Edge:** Doubles normal weapon's threat range.
5. **Transmute Mud to Rock:** Transforms two 10 ft. cubes/level.
6. **Move Earth:** Digs trenches and build hills.
7. **Statue:** Subject can become a statue at will.
8. **Heartseeker^X:** Creates a deadly piercing weapon.
9. **Legendary Stonecraft^X:** Stretches time with respect to stonecraft labor.

Fury of Storms

Worshippers: Air, Rain
Class Skill: Climb, Balance
Weapons: Hand crossbow, repeating crossbow
Armor: None

Granted Power: You gain a +4 bonus to resist being bull rushed or tripped, and are treated as one size larger against wind effects (such as *gust of wind*).

Fury of Storms Domain Spells

1. **Eye of the Storm:** Protects 30 ft. radius from effects of storm for 10 min + 1 min/level.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Sleet Storm:** Hampers vision and movement.
4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
5. **Control Winds:** Change wind direction and speed.
6. **Sirocco:** You conjure a legendary desert wind.
7. **Whirlwind:** Cyclone inflicts damage and can pick up creatures.
8. **Storm Legion:** Transports willing creatures via a natural storm.
9. **Storm of Vengeance:** Storm rains acid, lightning and hail.

Ill Winds**Worshippers:** Air, Magma**Class Skill:** Search**Weapons:** Splashbow**Armor:** None**Granted Power:** You can use *detect poison* as a spell-like ability a number of times per day equal to 1 + your Charisma bonus.**Ill Wind Domain Spells**

1. **Channel Stench:** Emit a vile cone of stench
2. **Pyrotechnics*:** Turns fire into choking smoke.
3. **Breeze Lore:** Gives you temporary scent ability.
4. **Stinking Cloud:** Nauseating vapors, 1 round/level.
5. **Cloudkill:** Kills 3 HD or less; 4-6 HD save or die.
6. **Acid Fog:** Fog deals acid damage.
7. **Poisoned Gale:** Poisonous cloud (10 ft. wide, 10 ft. high) emanating out from you to the extreme of the range
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Wind Trap:** Prepare a magical wind trap to spring on specified conditions.

*Smoke effect only.

Living Waters**Worshippers:** Water**Class Skill:** Swim**Weapons:** Heavy lance, light lance, trident**Armor:** Medium**Granted Power:** Water that you have personally carried continuously for the last 24 hours becomes enhanced: all who drink at least a quart are healed of 1d8 points of damage. Drinking more than one quart per day has no additional effect. You may only enhance 1 + your Wisdom bonus in quarts each day. If the enhanced water leaves your possession, it loses its effect after 24 hours.**Living Waters Domain Spells**

1. **Clear Water:** Doubles the benefit of water.
2. **Fog Cloud:** Fog obscures vision.
3. **Worm's Breath:** Subjects can breath underwater, in silt or earth.
4. **Pact of Water^F:** Seal a pledge between willing creatures.
5. **Sweet Water:** Enhances water with life-preserving properties.
6. **Awaken Water Spirits:** Gives sentience to a body of natural water.
7. **Waters of Life^M:** Absorb another creature's ailments.
8. **Heartseeker^X:** Creates a deadly piercing weapon.
9. **Waterways:** Use natural water sources for supernatural transportation.

Meek of the Land**Worshippers:** Earth**Class Skill:** Handle Animal**Weapons:** Lasso, net**Armor:** None**Granted Power:** You can use a turn attempt to rebuke, command, or bolster a vermin just as an evil cleric rebukes undead.**Meek of the Land Domain Spells**

1. **Animal Messenger:** Sends a Tiny animal to a specific place.
2. **Summon Swarm:** Summons swarm of small crawling or flying creatures.
3. **Repel Vermin:** Insects stay 10ft. away.
4. **Giant Vermin:** Turns insects into giant vermin.
5. **Insect Plague:** Insect horde limits vision, inflicts damage, and weak creatures flee.
6. **Infestation:** Tiny parasites infest creatures within area.
7. **Creeping Doom:** Carpet of insects attacks at your command.
8. **Sympathy:** Object or location attracts certain creatures.
9. **Swarm of Anguish:** Transforms you into a swarm of agony beetles.

Mountain's Fury**Worshippers:** Earth, Fire, Magma**Class Skill:** Climb**Weapons:** All macahuitls**Armor:** Heavy, medium, shield (except tower shields)**Granted Power:** You do not suffer armor check penalties and encumbrance penalties to Climb checks as long as both of your hands are free.

Mountain's Fury Domain Spells

1. **Magic Stone:** Three stones gain +1 attack, deal 1d6+1 damage.
2. **Heat Metal:** Hot metal damages those who touch it.
3. **Spike Stones:** Creatures in area take 1d8 damage, may be slowed.
4. **Oil Spray:** A fountain of flammable oil gushes from the ground.
5. **Repel Metal or Wood:** Pushes away metal or wooden objects.
6. **Flesh to Stone:** Turns subject creature into statue.
7. **Earthquake:** Intense tremor shakes 5 ft./level radius.
8. **Magma Tunnel:** Tunnels through solid rock.
9. **Fissure^M:** Opens a volcanic fissure in natural stone.

Refreshing Storms**Worshippers:** Rain**Class Skill:** Bluff**Weapons:** Longbow, shortbow**Armor:** Shield (except tower shields)

Granted Power: You can conjure a miniature storm whose rain is imbued with light healing magic. All creatures within 60 ft. of you that are currently at negative hit points and dying, become stabilized, just as if they had succeeded a stabilization check. This affects all creatures within range, friend or foe. The rain conjured from this ability disappears as soon as it makes contact with anything. This ability can be used once per day and only functions outdoors.

Refreshing Storms Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp.+1/level (max +10)
3. **Gust of Wind:** Blows away or knocks down smaller creatures.
4. **Restoration:** Restores level and ability score drains.
5. **Sleet Storm:** Hampers vision and movement.
6. **Heroes' Feast:** Food for one creature/level cures and blesses.
7. **Control Weather:** Changes weather in local area.
8. **Wind Walk:** You and your allies turn vaporous and travel fast.
9. **Whirlwind:** Cyclone inflicts damage and can pick up creatures.

Rolling Thunder**Worshippers:** Air**Class Skill:** Intimidate, Perform**Weapons:** Maul, skyhammer, warhammer**Armor:** Medium, shield (except tower shields)

Granted Power: You cannot be deafened or stunned by sonic spells or abilities. You may spend a turn attempt to rebuke, control, or bolster air creatures as an evil cleric rebukes undead.

Rolling Thunder Domain Spells

1. **Command:** One subject obeys one-word command for one round.
2. **Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.
3. **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4. **Shout:** Deafens all within cone and deals 2d6 damage.
5. **Command, Greater:** As *command*, but affects one subject/level.
6. **Power Word, Stun:** Stuns creatures up to 150 hp.
7. **Geas/Quest:** As *lesser geas*, plus it affects any creature.
8. **Power Word, Blind:** Blinds 200 hp worth of creatures.
9. **Power Word, Kill:** Kills one tough subject or many weak ones.

Smoldering Spirit**Worshippers:** Fire**Class Skill:** Psicraft**Weapons:** Longbow, shortbow**Armor:** Medium

Granted Power: Free Hidden Talent with *energy ray* (fire only). You can use a turn attempt to rebuke, command, or bolster a fire creature as an evil cleric rebukes undead.

Smoldering Spirit Domain Spells

1. **Burning Hands:** 1d4 fire damage/level (max: 5d4).
2. **Pyrotechnics:** Turns fire into blinding light or choking smoke.
3. **Flaming Sphere:** Rolling ball of fire, 2d6 damage, lasts 1 round/level.
4. **Blindscorch:** Your fire burns the faces of one opponent.
5. **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
6. **Elemental Storm:** Deals 1d6 energy damage/level.
7. **Delayed Blast Fireball:** 1d6 fire damage/level; you can postpone blast for 5 rounds.
8. **Incendiary Cloud:** Could deals 4d6 fire damage/round.
9. **Blazing Wreath:** Shrouds you in elemental flame.

Soaring Spirit**Worshippers:** Air

Class Skill: Balance, Climb

Weapons: Bolas, light hammer, throwing axe

Armor: None

Granted Power: For a total time per day of 1 round per cleric level, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.

Soaring Spirit Domain Spells

- Feather Fall:** Objects or creatures fall slowly.
- Spider Climb:** Grants ability to walk on walls and ceilings.
- Fly:** Subject flies at speed of 60 ft.
- Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- Teleport:** Instantly transports you as far as 100 miles/level.
- Wind Walk:** You and your allies turn vaporous and travel fast.
- Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- Reverse Gravity:** Objects and creatures fall upward.
- Astral Projection^M:** Projects you and companions onto the Astral Plane..

Soul Slayer

Worshippers: Silt

Class Skill: Spot

Weapons: Alhulak, whip

Armor: None

Granted Power: Whenever you successfully strike with a whip, you can automatically attempt to grapple with it, as if you had the Improved Grab ability.

Soul Slayer Domain Spells

- Ray of Enfeeblement:** Ray reduces Str by 1d6 points + 1 point/level.
- Death Mark:** Curses a target marked for death.
- Death Whip^F:** Enhances a whip to deal Strength + Dexterity damage.
- Evard's Black Tentacles:** 1d4 +1/level tentacles grapple randomly within 15 ft.
- Slay Living:** Touch attack kills subject.
- Harm:** Deals 10 points/level damage to target.
- Soul Bind:** Traps newly dead soul to prevent resurrection.
- Trap the Soul:** Imprisons subject within gem.
- Clone:** Duplicate awakens when original dies.

Wrath of the Fire Lord

Worshippers: Fire, Sun

Class Skill: Intimidate

Weapons: Alak, heavy flail, light flail

Armor: Heavy, medium, shield (except tower shields)

Granted Power: When holding a burning torch in one hand, you gain a +2 shield bonus to armor class.

Wrath of the Fire Lord Domain Spells

- Burning Hands:** 1d4 fire damage/level (max: 5d4).
- Fire Trap:** Opened object deals 1d4+1/level damage.
- Flame Arrow:** Arrows deal +1d6 fire damage
- Sunstroke^F:** Ray attacks induce sunstroke.
- Elemental Strike:** Smites foes with divine energy (1d6/level).
- Fire Seeds:** Acorns and berries become grenades and bombs.
- Flame Harvest:** Creates a timed fire trap.
- Sunburst:** Blinds all within 10ft., deals 6d6 damage.
- Conflagration:** Incinerates a living creature and animates its remains.

Druid Spells

The spells listed below are added to the Druid spell list given in the *Player's Handbook*.

0-Level Druid Spells (Orisons)

- Defiler Scent:** Smells the presence or absence of defilers.
- Nurturing Seeds:** Makes 10 seeds or cuttings hardy and easy to transplant.

1st-Level Druid Spells

- Black Cairn^F:** Locates a corpse within 1 mile/level.
- Cooling Canopy:** Summons a cloud to provide shade and prevent dehydration.
- Detect Undead:** Reveals undead within 60 feet.
- Plant Renewal:** Brings one plant back from near destruction.
- Proof Against Undeath:** Prevents dead subject from being raised as undead.

2nd-Level Druid Spells

- Clear Water:** Doubles the benefit of water.
- Darkness:** 20-foot radius of supernatural darkness.
- Echo of the Lirr:** Stuns creatures in a cone.
- Gentle Repose:** Preserves one corpse.
- Remove Paralysis:** Frees one or more creatures from paralysis, hold, or slow.
- Sleep:** Put 2d4 HD of creatures into comatose slumber.

Sting of the Gold Scorpion: Enlivens scorpion barb to strike with poison of real scorpion once.

3rd-Level Druid Spells

Boneclaw's Cut^F: Deals damage that continues to cause bleeding damage.
Claws of the Tembo: Deals 1d6+Str damage and transfers hp.
Curse of the Black Sands: Target leaves black oily footprints
Daylight: 60-radius of bright light.
Deeper Darkness: Object sheds absolute darkness in 60-ft. radius.
Eye of the Storm: Protects 30 ft. radius from effects of storm.
Remove Curse: Frees object or person from curse.
Return to the Earth: Turns dead and undead bodies into dust.
Searing Light: Ray deals 1d8/two levels against undead.
Surface Walk: Subject treads on unstable surfaces as if solid.
Water-Walking: Replaced by *surface walk*.
Worm's Breath: Subjects can breathe underwater, in silt, or earth.
Zombie Berry: 1d4 berries from a the zombie plant become attuned to you.

4th-Level Druid Spells

Control Tides: Raises, lowers, or parts bodies of water or silt.
Control Water: Replaced by control tides.
Elemental Strike: Smites foes with divine energy (1d6/level).
Flame Strike: Replaced by elemental strike.
Klar's Heart: Enhances combat abilities of all creatures within range.
Nondetection: Hides subject from divination, scrying.

5th-Level Druid Spells

Braxatskin: Your skin hardens, granting armor bonus and damage reduction.
Coat of Mists^M: Coalesces a magical mist about the subject's body.
Conversion^{FX}: Removes burden of acts of defiling from a wizard.
Mark of Justice: Designates action that will trigger curse on subject.
Rejuvenate: Increase the fertility of the land.
Righteous Might: Your size increases, and you gain +4 Str.

6th-Level Druid Spells

Allegiance of the Land: Grants bonus to AC, temporary hit points, and energy resistance.

Awaken Water Spirits: Gives sentience to a natural body of water.

Raise Dead: Restores life to subject who died up to 1 day/level ago.

Infestation: Tiny parasites infect creatures within area.

7th-Level Druid Spells

Elemental Storm: Deals 1d6 energy damage/level.

Fire Storm: Replaced by elemental storm.

Waters of Life^M: Absorb another creature's ailments.

8th-Level Druid Spells

Flame Harvest: Creates a timed fire trap.

Sirocco: You conjure a legendary desert wind.

9th-Level Druid Spells

Flash Flood: Conjures a flood.

Heartseeker^X: Creates a deadly piercing weapon.

Storm Legion: Transports willing creatures via a natural storm.

Swarm of Anguish: Transforms you into a swarm of agony beetles.

Wild Lands: Attract wild creatures to an area.

Templar Spells

0-Level Templar Spells (Orisons)

(Assigned) Detect Magic: Detects spells and magic items within 60 ft.

Cure Minor Wounds: Cures 1 point of damage.

Defiler Scent: Smells presence or absence of defilers.

Detect Magic: Detects spells and magical items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-Level Templar Spells

(Assigned) Bless: Allies gain +1 attack rolls and +1 on saves against fear.

Black Cairn^F: Locates a corpse within 1 mile/level.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Comprehend Languages: Understand all spoken and written languages.

Cure Light Wounds: Cures 1d8+1/level damage (max +5).

Deathwatch: Sees how wounded subjects within 30 ft. are.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain attack, damage bonus, +1/three levels.

Doom: One subject suffers -2 on attacks, damage, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Hand of the Sorcerer-King: Protects caster from spells.

Hide From Undead: Undead can't perceive one subject/level.

Inflct Light Wounds: Touch, 1d8+1/level damage (max +5).

Magic Weapon: Weapon gains +1 bonus.

Remove Fear: +4 on saves against fear for one subject +1/four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

2nd-Level Templar Spells

(Assigned) Hold Person: Holds one person helpless; 1 round/level.

Battlefield Healing: Heals quickly, but at a risk of damage.

Bear's Endurance: Subject gains +4 Con for 1 min./level.

Bull's Strength: Subject gains +4 Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 Dex for 1 min./level.

Cure Moderate Wounds: Cures 2d8+1/level damage (max +10).

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Enthrall: Captivates all within 100 ft. + 10 ft/level.

Gentle Repose: Preserves one corpse.

Inflct Moderate Wounds: Touch attack, 2d8+1/level damage (max +10).

Rage: Gives +2 Str and Con, +1 on Will saves, -2 to AC

Remove Paralysis: Frees one or more creatures from paralysis, hold, or slow.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magic ability penalty or repairs 1d4 ability damage.

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

Silence: Negates sound in 15-ft radius.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Templar Spells

(Assigned) Dispel Magic: Cancels magical spells and effects.

Animate Dead: Creates undead skeletons and zombies.

Sand Pit: Excavates sand in a 10 ft./level wide and deep cone.

Cure Serious Wounds: Cures 3d8+1/level damage (max +15).

Dedication: Allows target to avoid sleep, consume half food and water, and +1 to attack, damage, saves, ability, and skill checks while pursuing a specified task.

Discern Lies: Reveals deliberate falsehoods.

Glyph of Warding: Inscription harms those who pass it.

Image of the Sorcerer-King: Touched creatures must save or become affected by cause fear.

Inflct Serious Wounds: Touch attack, 3d8+1/level damage (max 15).

Locate Object: Senses direction toward object (specific or type).

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Obscure Object: Masks object against divination.

Prayer: Allies gain +1 on most rolls, and enemies suffer -1.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Disease: Cures all diseases affecting subject.

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

Speak with Dead: Corpse answers one question/two levels.

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

Wind Wall: Deflects arrows, smaller creatures, and gases.

Worm's Breath: Subjects can breathe underwater, in silt, or earth.

4th-Level Templar Spells

(Assigned) Command, Greater: As *command*, but affects one subject/level.

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Cure Critical Wounds: Cures 4d8+1/level damage (max +20).

Dimensional Anchor: Bars extradimensional movement.

Divine Power: You gain attack bonus, 18 Str and 1 hp/level.

Fool's Feast: Enhances food for one creature/level and blesses.

Freedom of Movement: Subject moves normally despite impediments.

Geas, Lesser: Commands subject of 7 HD or less.

Inflct Critical Wounds: Touch attack, 4d8 +1/level damage (max+20).

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison: Detoxifies venom in or on subject.

Pact of Water^F: Seal a pledge between willing creatures.

Sending: Delivers a short message anywhere, instantly.

Status: Monitors condition, position of allies.

Tongues: Speak any language.

Wrath of the Sorcerer-King: Know if a creature has broken the law, and punish him.

5th-Level Templar Spells

(Assigned) Mark of Justice: Designates action that will trigger curse on subject.

Air Lens: Directs intensified sunlight at foes within range.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

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

Fire Track: Fiery spark follows tracks.

Inflct Light Wounds, Mass: Deals 1d8 +1/level damage to many creatures.

Klar's Heart: Enhances combat abilities of all creatures within range.

Lungs of Water: Conjures water inside victim's lungs.

Sandflow: You shift the location of sand dunes.

Scrying: Spies on subject from a distance.

Spell Resistance: Subject gains +12+1/level SR.

Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing: See all things as they really are.

6th-Level Templar Spells

(Assigned) Dispelling, Greater: As *dispel magic*, but up to +20 on check.

Blade Barrier: Blades encircling you deal 1d6 damage/level.

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

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

Forbiddance: Denies area to creatures of another alignment.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th level spell.

Raise Dead: Restores life to subject who died up to 1 day/level ago.

Slay Living: Touch attack kills subject.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Wisdom of the Sorcerer-King: Apply metamagic to one spell of up to 4th level.

Word of Recall: Teleports you back to designated place.

7th-Level Templar Spells

(Assigned) Confessor's Flame: Uses threat of flame to extract confession.

Crusade: Allies receive +3 bonus to attack rolls, damage rolls, and saving throws, 2d8 hit points, and immunity to magical fear.

Elemental Chariot, Lesser: Enhances chariot with elemental effects.

Glass Storm: Creates a whirlwind of broken glass.

Refuge: Alters item to transport its possessor to you.

Repulsion: Creatures can't approach you.

Scrying, Greater: As *scrying*, but faster and longer.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Unliving Identity^{MX}: Turns a mindless animated undead into a thinking zombie, skeleton, or exoskeleton.

8th-Level Templar Spells

(Assigned) Symbol of Death^M: Triggered rune slays nearby creature..

Antipathy: Object or location affected by spell repels certain creatures.

Discern Location: Exact location of creature or object.

Finger of Death: Kills one subject.

Poisoned Gale: Poisonous cloud (10 ft. wide, 10 ft. high) emanating out from you to the extreme of the range

Regenerate: Subject's severed limbs grow back.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

9th-Level Templar Spells

(Assigned) Energy Drain: Subject gains 2d4 negative levels.

- Elemental Chariot, Greater:** As *lesser elemental chariot*, but with greater effects.
- Elemental Storm:** Deals 1d6 energy damage/level.
- Gray Rift:** A hovering rift to the Gray bolsters undead.
- Implosion:** Kills one creature/round.
- Molten:** Melt sand into glass, or rock into magma.
- Power Word Blind:** Blinds 200 hp worth of creatures.
- Soul Bind:** Traps newly dead soul to prevent resurrection.
- Storm of Vengeance:** Storm rains acid, lightning, and hail.

Wizard Spells

The spells listed below are in addition to the spells listed for Sorcerers and Wizards in the Player's Handbook.

0-Level Wizard Spells (Cantrips)

- Div Slave Scent:** Divines target's social class.

1st-Level Wizard Spells

- Conj Cooling Canopy:** Summons a cloud to provide shade and prevent dehydration.
- Ill Illusory Talent:** Provides the appearance of skill.

2nd-Level Wizard Spells

- Abjur Eye of the Storm:** Protects 30 ft. radius from effects of storm for 10 min + 1 min/level.
- Ench Wakefulness:** Target can postpone sleep.
- Necro Death Mark:** Target receives -2 to attack, damage, saving throws, skills and ability checks and loses all Dex bonus to AC.
- Sting of the Gold Scorpion:** Enchants scorpion barb to strike with poison of real scorpion once.
- Trans Boneharden:** Hardens bone, making weapons stronger and impairing living beings.
- Sandstone:** Touch turns sand into sandstone.

3rd-Level Wizard Spells

- Ench Dedication:** Allows target to avoid sleep, consume half food and water, and +1 to attack, damage, saves, ability, and skill checks while pursuing a specified task.
- Necro Boneclaw's Cut^F:** Deals damage that continues to cause bleeding damage.
- Death Whip^F:** Whip deals temporary Strength damage.
- Trans Breathing:** Subjects can breathe underwater, in silt or earth.

Sand Pit: Excavates sand in a 10 ft./level wide and deep cone.

Zombie Berry: Enchants 1d4 berries to act like a berry from the zombie plant

4th-Level Wizard Spells

- Evoc Sand Spray:** Sprays sand or silt as an area attack.
- Necro Claws of the Tembo:** Deals 1d6+Str damage and transfers hp.

5th-Level Wizard Spells

- Conj Cerulean Hail:** A hailstorm appears and does 3d8 damage and causes less than 6 HD creatures to flee.
- Trans Rangeblade:** Can strike with melee weapons at a distance.
- Sand Flow:** You shift the location of sand dunes.
- Sand Trap^M:** You entrap an area of sand.

6th-Level Wizard Spells

- Trans Braxatskin:** Your skin hardens, granting armor bonus and damage reduction.
- Control Tides:** Raises, lowers, or parts bodies of water or silt.
- Control Water:** Replaced by control tides.
- Sands of Time^F:** Reverses or accelerates aging of a nonliving object.
- Shining Sands:** Grains of sand rotate to reflect light where you wish it to go.

7th-Level Wizard Spells

- Conj Infestation:** Tiny parasites infest creatures within area.
- Necro Gray Beckoning:** Summons zombies from the Gray.
- Unliving Identity^{Mx}:** Transform a zombie into a thinking zombie.

8th-Level Wizard Spells

- Abjur Protection from Time^{Mx}:** Makes creature or object immune to aging for 1 month/2 levels.

9th-Level Wizard Spells

- Conj Gray Rift:** A hovering rift to the Gray bolsters undead.
- Necro Vampiric Youthfulness:** Age others to reverse your aging.
- Trans Magma Tunnel:** Tunnels through solid rock

Spells

- Acid Rain**
Conjuration (Creations) [Acid]

Level: Dance of Decay 4
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft. / level)
Target: 20 ft. cube
Duration: 1 minute/level
Savings Throw: Reflex half
Spell Resistance: No

A toxic shower covers all within this spell's area of effect. The droplets are composed of very corrosive acids, and eat through metal, cloth and flesh. Anything caught beneath the rain takes 4d4 points of acid damage + 1 point per two caster levels (maximum +5). It is easy to move out of the cube, but if a creature cannot, it continues to take damage for each round spent in the rain. If a character fails his saving throw, an item he holds also takes damage as if he had rolled a natural 1 (see page 177 of the *Player's Handbook*). Unattended objects also take damage from the falling acid. When the spell expires the acid that had rained down instantly evaporates.

Air Lens

Transmutation [Air]
Level: Blossom of the Sky 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Magical lens
Duration: Concentration, up to 1 round/level (D)
Saving Throw: No
Spell Resistance: Yes

You manipulate a block of air into a magical lens that you can use to direct intensified sunrays. If sunlight becomes unavailable, the spell prematurely ends. You can make attacks with the *air lens* as an attack action, allowing multiple attacks with a full attack. Attacks with the *air lens* are ranged touch attacks. Each hit inflicts 2d6 points of fire damage +1 per level. Creatures that are especially vulnerable to sunlight (such as some undead) take double damage. Alternately, you can use an *air lens* attack to ignite unattended combustible materials such as dry sticks, straw, parchment and cloth

Allegiance of the Land

Evocation
Level: Drd 6
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You call upon the spirits of the land to protect you from harm. A tangible, glowing, white-green aura surrounds you like a sheath of flame as you are infused with the protective powers of the spirits of the land, and your eyes glow with life-giving energy. You receive 1 temporary hit point per caster level, and a +5 enhancement bonus to your natural armor bonus. You ignore the first 10 points of energy damage per round. (For example, if you take 8 points of fire damage and then 5 points of electricity damage, you suffer only 3 points of electricity damage that round.)

Awaken Water Spirits

Transmutation [Water]
Level: Drd 6, Living Waters 6
Components: V, S, DF
Casting Time: 1 hour
Range: See text
Target: 1 body of water; see text
Duration: Permanent
Savings Throw: None
Spell Resistance: No

You give sentience to a natural body of water. To awaken a body of water, you must touch the water's surface while calling on a water spirit. Your casting this spell alerts the water spirit of your intention, your alignment, and your general disposition, but does not compel the water spirit to communicate with you.

You can communicate with any body of water that you have awakened from any distance on the same plane. Awakened water spirits are initially friendly toward you, but not obliged to you.

The awakened water spirit has no offensive or defensive combat ability and cannot move; it has no Strength, Dexterity, or Constitution score. The awakened water spirit has an Intelligence, Wisdom and Charisma of 3d6. The water spirit can sense any creature within 20 ft./caster level of its location. The water spirit can also channel spells cast by the spellcaster that awakened it. Any spell of 3rd level or lower can be cast through the water spirit as if the caster was actually the location of the water spirit. The water spirit must be willing for the spellcaster to use this function of the spell.

Dispel magic and similar spells and powers destroy the water spirit if successful—the water spirit gets no saving throw to resist being dispelled.

Battlefield Healing

Necromancy
Level: Tem 2
Components: V, DF
Casting Time: 1 standard action

Range: Touch
Target: Creatures touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell allows you to use your healing skill quickly and effectively. Your array of tasks available with the Heal skill expands to include a new option, *Patch Together* (DC 10). Patching a wounded creature takes 1 full round and converts 1d6 points of damage into an equal amount of nonlethal damage. If the Heal check fails, no damage is converted and the target suffers 1d4 points of damage. A creature may only be Patched Together once per day.

Black Cairn

Divination
Level: Drd 1, Tem 1
Components: V, S, F, DF
Casting Time: 10 minutes
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level.
Target: One corpse within range
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell allows you to determine the location of one specific corpse (animal or otherwise) within the spell's radius. If you possess an object that belonged to the target, the casting time is halved. If the corpse is within range, you know the direction and distance to the corpse, along with a vision of its location.

Focus: Five smooth black stones, each larger than a fist. The stones must be stacked in a pile as you cast the spell.

Blazing Wreath

Evocation [Fire]
Level: Smoldering Spirit 9
Components: V, S
Casting Time: 1 free action
Range: Personal
Target: You
Duration: 10 minutes/level

Your body is shrouded in flames that damage opponents and protect you. The *blazing wreath* produces light as a *daylight* spell (bright light in a 60-foot radius, shadowy illumination for an additional 60 feet). Any creature within 10 feet of you takes 2d8 points of fire damage each round. Any creature that strikes you with an unarmed

attack or with a natural weapon catches on fire (see the *Dungeon Master's Guide* page 303 for rules on catching on fire). The flames provide you with damage reduction 15/magic, and any nonmagical weapon that hits you but fails to damage you is destroyed if it fails a Reflex save. The flames grant you total immunity to fire, electricity, cold, and poison. Poison of any kind is effectively neutralized as it passes through the flame, so you are also unable to use poison on your own weapons. When you move a *wall of fire* forms in your wake (on one edge of a square you leave). This acts as the spell, except that it projects heat at half range on both sides and lasts for the duration of this spell (unless extinguished).

Bless Element

Transmutation [Good]
Level: Clr 1
Components: V, S, M, DF
Casting Time: 1 minute
Range: Touch
Target: Element touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This transmutation imbues a small amount (no more than 1 lb of solid, or 1 pint of fluid) of your patron element with positive energy, turning it into a holy element. Holy elements deal 2d4 points of damage to creatures vulnerable to them, such as undead and evil outsiders. Using a holy element in this way expends the positive energy. No matter the element, it functions as a grenade-like weapon with a range increment of 10 ft. and deals 1 point of splash damage to creatures within 5 ft. of impact. Specifics for the elements follow:

Air: An air cleric can bless the air around him. After this spell is cast, the air remains blessed for 1d4 minutes. As a standard action, the cleric can direct the blessed air at a creature.

Earth: An earth cleric can bless dirt, soil or sand.

Fire: A fire cleric can bless flames (ranging in size from candles to torches) or obsidian. Blessed fire may deal fire damage in addition to any damage to undead or evil outsiders.

Water: A water cleric can bless water in a flask.

Magma: A magma cleric can bless lava or any igneous rock. Blessed lava may deal fire damage in addition to any damage to undead or evil outsiders.

Rain: A rain cleric can bless rain in a 5-ft.-radius area within 30 ft. that is currently receiving rain. Alternatively, he can throw a small amount of water into the air. This water forms a blessed cloud that lasts 1d4 minutes and can be directed as a standard action.

Silt: A silt cleric can bless silt or dust.

Sun: A sun cleric can bless the light around him.

The light remains blessed for 1d4 minutes. As a standard action, the cleric can direct the blessed light at a creature.

Material Component: A small amount of powdered silver worth 25 Cp.

Blindscorch

Evocation [Fire]

Level: Smoldering Spirit 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (200 ft. + 20 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude save partial

Spell Resistance: Yes

You burn the face of one opponent. The subject takes 1d4 points of fire damage per level (maximum 10d4) and is blinded for 1 hour per level. A successful Fortitude save halves the damage and negates the blindness.

Boneclaw's Cut

Necromancy

Level: Drd 3, Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. per level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The victim of the *boneclaw's cut* suffers wounds as if from a boneclaw's talons. The victim receives one cut per four caster levels (to a maximum of five cuts at 20th level). Each cut inflicts 1 point of damage and continues to bleed, dealing an additional point of damage per round for 10 rounds (for a total of 10 points of damage per cut). A successful Heal check (DC 15) or healing any amount of damage prevents the wounds from bleeding further.

Focus: A knife made from a boneclaw's talon.

Boneharden

Transmutation

Level: Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature or object

Duration: 1 round/level for creatures or 1 minute/level for objects

Saving Throw: Fortitude negates

Spell Resistance: Yes

When this spell is cast, it causes bone to harden and become less brittle. Bones under the affect of this spell are harder to break than normal. If used on a bone weapon, this spell removes the normal penalties to attack and damage rolls. If cast on a creature, the creature's bones harden, causing them to ache and the joints to swell. This gives the creature a -2 penalty on initiative checks, Reflex saves, and attack and damage rolls. However, the creature's natural armor bonus increases by +2, as the bones protect vulnerable areas of the body better. Obviously, the target must have an anatomy that involves bone (and thus, oozes are not affected by this spell).

Material Component: A bit of mortar.

Braxatskin

Transmutation

Level: Clr 6, Drd 5, Tem 6, Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Your skin hardens into chitin plates that grant you natural protection, and spikes grow on your body. You gain a +5 enhancement bonus to natural armor, but you suffer a -2 penalty to Dexterity and an additional 20% chance of arcane spell failure. The spikes act as armor spikes, and you gain proficiency with them. You also gain damage reduction 10/metal.

Material component: A piece of braxat hide

Breeze Lore

Divination [Air]

Level: Ill Winds 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min/level

You gain the Scent ability, allowing you to notice creatures by scent at a 30-foot distance (60 feet if downwind, 15 feet if upwind). In addition, you can track by scent and gain a +4 competence bonus on Survival checks to track. You gain a +4 competence bonus on Craft (poisonmaking) checks to identify poisons. Enhanced scent even gives you a limited reading of the emotions of others—fear has a distinct smell, for example. You gain a +4 competence bonus on Sense Motive checks if you are within 10 feet of the person that you are

observing. With a successful Search check (DC 30) with a +4 competence bonus, you can determine by scent whether a person is a defiler, freeman, slave, escaped slave, templar, or noble. Elemental priests who can cast this spell claim that defilers carry a bitter scent of smoldering flesh, that nobles can be noted by the faint lingering smell of luxurious spices in their skin, etc.

Cerulean Hail

Conjuration (Creation)

Level: Wiz 5, Fury of Storms 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread

Duration: 1 round

Saving Throw: Reflex half and special (see text)

Spell Resistance: No

When you cast this spell, a deep blue-black cloud forms over the area and rains blue hailstones that fall with a piercing scream. The hailstones deal 1d6 points of damage per caster level to all creatures and structures in the area of effect. Half the damage is cold damage, and the other half is bludgeoning damage. The cloud remains for one full round, but the hailstones fall only once. The hailstones evaporate upon impact. Additionally, all creatures with 10 HD or less within 60 feet of the storm must make a Will saving throw (same DC) or become panicked for 1d4 rounds, fleeing from the storm.

Material Components: The material components for this spell are a drop of water mixed with a pinch of dust.

Channel Stench

Conjuration [Air]

Level: Ill Wind 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

You draw in a deep breath and expel it towards your opponents. All noxious odors from up to two miles away are channeled through your breath and ejected in a vile cone of stench. All breathing creatures within the cone must make a Fortitude save. Those who fail become nauseated for 1d6 rounds. Those who succeed instead become sickened for 1d6 rounds. Strong winds or a source of fresh air cut this

time in half. Creatures with more than 5 HD are unaffected by *channel stench*.

Claws of the Tembo

Necromancy

Level: Drd 3, Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You grow vicious claws similar to those of a tembo. You may make two claw attacks per round, each dealing 1d6 (1d8 if you are Large, or 1d4 if you are Small) points of damage plus your Strength modifier. Like the dreaded tembo, your claws can drain a victim's life force and transfer it to you. Every time you hit with a claw, the creature struck must make a Fortitude save. If it fails, it takes an additional 1d4 points of damage, and you heal that many hit points. If the transferred hit points bring your total above your normal maximum, the additional hit points are temporary hit points. You are unable to cast spells with somatic components while this spell is in effect.

Material Component: A scale from a tembo.

Clear Water

Transmutation [Water]

Level: Drd 2, Living Waters 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 gallon of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this spell, you can change normal water into its truer, more elementally pure form. Impurities and imperfections are removed, making it twice as effective at quenching thirst and nourishing plant life.

A creature only needs to drink half as much cleared water as it would need to drink normal water. For example, an active human needs only ½ gallon of cleared water each day to avoid dehydration, instead of the normal one gallon. When used to grow plants, cleared water can double the yield of fruit or grain-bearing plants, but this benefit only comes if cleared water is used to irrigate the crop every day.

Clues of Ash

Divination [Fire]

Level: Fire Eyes 2

Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Ashes touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You receive a smoky vision of the scene before the moment an item was destroyed by touching its ashes. The vision begins from the time the object was destroyed or killed, going backward in time up to 1 minute/level. For example, a 4th-level cleric would see the last 4 minutes of the item's existence. You can also tell whether the object was destroyed by defiler destruction or not. If vegetation destroyed by defiling is tested, you can make a Spellcraft check (DC 15 + spell level) to determine the school of magic cast.

Coat of Mists

Conjuration [Water]
Level: Desert Mirage 4, Drd 5
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: 1 creature
Duration: 1 day
Saving Throw: None
Spell Resistance: No

You coalesce a magical mist about the subject. The mist absorbs the first 5 points of damage from any fire based attacks or effects. It also provides the same protection against hot weather as the endure elements spell. Further castings of *coat of mists* do not have any effect, and *coat of mist's* damage absorption does not stack with any other kind of energy resistance.

Material Component: 1 gallon of water.

Confessor's Flame

Evocation [Fire]
Level: Fire Eyes 8, Tem 7
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 level)
Target: 1 creature/round
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes

This spell allows you to demand questions of any creature within range. If the creature does not reply with what you consider to be the correct answer to the question, within one round, part of the creature's body bursts into flame. While fire clerics

claim that this spell detects falsehoods, in fact the answer is pre-determined by the caster. The only way for subjects to survive the spell unscathed is to tell you exactly what you want to hear. Ignorance or silence is no defense.

The spell is limited to 10 questions or 10 rounds, whichever comes first. You can pose all the questions to one character, or shift your questioning to another creature within range, as suits your whim. All creatures within range hear your questions perfectly.

The first time that a question is answered "incorrectly" (or not answered) the target takes 1d12 of fire damage, the second time, 2d12 damage, the third time, 3d12 damage, and so on. A target must answer your question (correctly) within one round or take damage. Targets can escape by leaving the spell's range or by silencing or killing you, preventing you from asking more questions.

Focus: An open flame.

Conflagration

Evocation [Fire]
Level: Wrath of the Fire Lord 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 2 rounds /level
Saving Throw: None: see text
Spell Resistance: Yes

This gruesome spell sets a living creature on fire, incinerating its hair, clothing, and at least the top layer of its flesh. The target suffers 2d6 points of fire damage each round, with no saving throw allowed (though the creature can make saves for its equipment as normal for catching on fire). Creatures within a 10-ft.-radius-spread of the target are allowed a Reflex save. Failure means that they, too, take 2d6 points of fire damage and catch on fire; success means the damage is halved.

The target of this spell automatically catches on fire (see catching fire in the DMG) and any other creature within 10 ft. must a Reflex save (DC 15) or catch on fire as well. Spraying the target with water or sand only creates a billowing cloud of steam or hot dust out to 20 ft. from the target; instead of the normal damage, creatures within the cloud suffer 1d6 points of fire damage. Complete immersion in a large amount of water, or burial beneath the sand, reduces damage to 1 point per round for both the target and those nearby. A successful *dispel magic* spell also puts out the fire.

Control Tides

Transmutation [Water or Earth]

Level: Clr 4, Drd 4, Wiz 6, Tem 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Water or silt in a volume of 10 ft./level x 10 ft./level x 2 ft./level (S)
Duration: 10 minutes/level (D)
Saving Throw: None: see text
Spell Resistance: No

Depending on the version you choose, the control tides spell raises or lowers the level of water or silt.

Lower Tide: This causes silt (or water or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The surface is lowered within a squarish depression whose sides are up to 10 feet long per caster level. In extremely large and deep bodies of silt, such as deep in the sea of silt, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on water or silt elementals and other water- or silt-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Tide: This causes silt (or water or similar liquid) to rise in height, just as the *lower tide* version causes it to lower. Silt skimmers raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, other land near the raised water or silt, the water or silt can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A pinch of dust.

Note: This spell replaces the *control water* spell in the Player's Handbook.

Conversion

Abjuration
Level: Drd 5
Components: V, S, M, F, XP
Casting Time: 1 hour
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell removes the burden of acts of defiling from an arcane spellcaster. The wizard seeking atonement must be truly repentant and desirous of setting right their destruction of plant life. If the

subject defiled while under some sort of magical or psionic compulsion or was otherwise unwilling, *conversion* operates normally at no cost to you. However, if the defiling was deliberate and willful, you must expend personal energy to cleanse the subject. This costs the caster 500 experience points to expunge the subject's taint of defiling. Naturally, many casters first assign the subject some sort of quest (via *geas/quest*) or similar penance to make sure the creature is truly repentant before casting *conversion* on its behalf. The caster must be at least one level higher than the subject.

Conversion may be cast for one of several purposes, depending on being cast on a preserver or a defiler:

Preserver: This removes all taint of defiling from the spellcaster. Thus, the Will save DC to resist falling to the path of the defiler is now reset to 10 + level of spell cast by defiling.

Defiler: A repentant defiler becomes a preserver and can cast spells without damaging plant life.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP. If the subject is a defiler, this cost is doubled.

Material Components: Burning incense.

Focus: Rare plants and herbs worth at least 500 Cp.

Cooling Canopy

Conjuration (Creation) [Water]
Level: Wiz 1, Clr 1, Drd 1
Components: V, S, M, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 12 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When cooling canopy is cast, a 30-ft.-radius blue cloud gathers in the sky far above the target's head. This cloud blocks the direct rays of the sun and provides shade for anyone within the spell's radius. Those so protected need only one-half their normal water ration (or one-quarter if resting instead of traveling) needed to prevent dehydration. A creature must spend the majority of the 12 hours underneath the cooling canopy to decrease their required water intake.

Material Component: A drop of water.

Focus: A filmy bit of material (anything will do) stretched over the top of a stick or twig.

Create Element

Conjuration (Creation) [see text]
Level: Clr 0

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Element created (see below)
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: No

This spell creates a small amount of the caster's patron element. Specifics for each element follow:

Air: An air cleric can conjure a lungful of pure air. This air can be breathed by any one character within range. If that character is holding his breath or suffocating, he is no longer suffocating and if he must continue to hold his breath, he does so as if he had taken a deep breath of air.. The pure air also invigorates a creature if it is not drowning or suffocating. The creature receives a +4 bonus on any check made for prolonged physical activity (as the Endurance feat), provided the check is made within one minute.

Earth: An earth cleric can conjure a small amount of elemental earth. This earth can weigh no more than 1 lb./level, but can be either loose earth or unworked stone. This conjured earth appears level to the ground.

Fire: A fire cleric can conjure a torch-sized flame in the palm of his hand. (This deals no damage to the cleric and has no danger of setting him or his equipment on fire.) This flame provides light as a torch and lasts 1 round/level. The torch can be used to light flammable objects aflame or as a weapon that deals 1 point of fire damage (like a normal torch). If the flame is used in this way, it dissipates after hitting an object or creature.

Magma: A magma cleric can summon a small amount of red-hot magma. The magma appears anywhere in range at ground level, provided that space is not occupied by a creature. The magma is a 5-ft.-radius circle. It deals 1d6 points of fire damage to any creature or object touching it. It cools after one round into a block of stone that weighs 10 lbs.

Rain: A rain cleric can conjure a small rainstorm. This storm rains 1 gallon of water/level over a 5-ft.-radius circle. It puts out any torch-sized or smaller fires in the area.

Silt: A silt cleric can conjure a cloud of silt that surrounds the head of a creature within range. This silt obscures vision, inflicting a -1 penalty on attack rolls made for 1 round if the target fails a Fortitude save. Sightless creatures are not affected by this cloud.

Sun: A sun cleric can conjure bright light. This functions as the *daylight* spell but lasts only 1 round.

Water: A water cleric can conjure up to 2 gallons of water/level. This function exactly like the *create water* spell from the *Player's Handbook*.

Note: This spell has the same type as the element conjured. This spell replaces the *create water* spell from the *Player's Handbook*.

Create Oasis

Conjuration (Creation)
Level: Desert Mirage 6
Components: V, S, M, DF, XP
Casting Time: 10 minutes
Range: See text
Effect: A magic oasis
Duration: See text
Saving's Throw: None
Spell Resistance: No

You create a lush oasis within the confines of a ring of standing stones of the your creation. The maximum radius of the oasis is 50 feet per caster level beyond 10th; you may create a smaller oasis if desired. Before the spell can be cast, you must erect a circle of stones. Each stone must be at least 12 feet tall and no more than 4 feet wide or thick, rough-hewn and oblong, and set into the ground to stand on end. Four stones must be placed around the area the oasis will fill: one to the north, east, south and west points of the oasis.

Cutting and placing a single stone requires 48 worker-hours, provided stones are readily available in the area and the workers have appropriate tools (chisels, spikes, hammers, rollers). If tools or ready stones aren't available, this time may increase or, at the DM's discretion, the preparation may be impossible. Also, particularly skilled or capable workers may cut the time by as much as half. You can erect the stones yourself through physical or magical labor, or you may enlist the help of any number of other creatures. After the last stone is placed, you must cast *create oasis* from the exact center of the ring. Interruptions during the placement of stones do not negate the spell, provided all the stones are in place at the time of casting.

Once cast, the circle inside the stones is instantly transformed into a plant-filled, water-rich oasis. The trees and bushes are laden with nourishing, delicious fruits, and small game birds and animals appear, supported by springs and pools of fresh, cool water. The oasis can also sustain one Medium creature for every 50 square feet of the oasis. Each night, lost animals, fruits, and water are automatically replenished. Defiling magic still causes permanent damage; subtract the damaged area when considering the oasis' ability to support living creatures.

The oasis remains intact until you physically move beyond the ring of standing stones or until you voluntarily end the spell. Once ended, the oasis and the standing stones vanish, leaving the exact terrain that existed before. The spell also ends if you are slain.

Material Component: Four standing stones.
XP Cost: 100 per 50-ft.-radius of oasis created.

Crusade

Enchantment (Compulsion) [Mind-Affecting]

Level: Tem 7

Components: V, S, DF

Casting Time: 1 round

Range: 20 ft.

Area: The caster and all allies within a 20-ft. burst, centered on the caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

When you cast this spell, you fire your allies with a divine fury. Your allies gain a +4 morale bonus on attack rolls, damage rolls, and saving throws, and they are immune to fear effects. They also receive 2d8 temporary hit points for the duration of the spell.

Curse Element

Transmutation [Evil]

Level: Clr 1

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Element touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a small amount of the caster's patron element with negative energy, turning it into an unholy element. *Curse element* otherwise acts like *bless element*, except that an unholy element damages good outsiders in same way a holy element damages undead and evil outsiders.

Material Component: A small amount of powdered silver worth 25 Cp.

Curse of the Black Sands

Transmutation

Level: Clr 4, Drd 3, Broken Sands 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

When this curse is cast, the target leaves black, oily footprints in the earth or on silt. The prints are easily tracked and cannot be erased or destroyed until the spell expires. Any Survival checks to track the target have the DC reduced by 10. These tracks can be covered, but not by earth. A giant leaf, for example, could hide a few footprints, but this would be a temporary fix at best. The target does not leave these tracks if he flies, teleports, or climbs on a non-earthen surface (such as climbing through trees)..

In areas of silt, a black streak resembling a slow current will follow the cursed character whenever he is in contact with the surface. This includes wading or walking on the top of the silt by spell or magical devices, but not the use of a siltskimmer or floater

Should you cast several of these spells on multiple targets, you will be able to tell the various trails apart, even if they should cross or overlap.

The trail disappears when the spell expires.

Curse of the Choking Sands

Transmutation

Level: Desert Mirage 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Priests of water only use this spell against those that have committed truly outrageous acts. The unfortunate victim of this curse is unable to drink water for the duration of the spell. When he puts a container to his lips, the water inside turns to sand, usually pouring down the unfortunate victim's throat. If the victim hasn't died from dehydration (see the *Dungeon Master's Guide* page 304) when the spell ends, he may begin to drink normally. Of course, everything that had turned to sand remains sand. The spell terminates if the cursed person is completely immersed under water, and can also be broken by spells that end other divine curses.

Death Mark

Necromancy [Mind-Affecting]

Level: Wiz 2, Soul Slayer 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates
Spell Resistance: Yes

This spell marks the target for death. When cast, it creates a gray pall to the skin, which feels clammy and rubbery, as if the target were in severe shock. The target feels hopeless and ill, feeling as if it had one foot in the grave. The target becomes sickened and loses its Dexterity bonus to armor class.

Material Component: A small shard of obsidian.

Death Whip

Necromancy

Level: Wiz 3, Soul Slayer 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Whip touched

Duration: Concentration, up to 1 round/level; see text (D)

Saving Throw: None

Spell Resistance: Yes

This spell uses a whip as a conduit for negative energy from the Gray. A creature damaged by the whip takes 1d2 points of temporary Strength damage. The damage is also dealt if the wielder trips a creature with the death whip. You must maintain concentration on the whip to sustain this spell, but if you wield the whip yourself, you may attack with the whip as normal while maintaining concentration.

Focus: The target whip.

Dedication

Enchantment (Compulsion)

Level: Wiz 3, Tem 3

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This potent spell provides benefits to a single creature that is engaged in an ongoing activity, which must be named at the time the spell is cast. Any activity that requires focus or exertion can be named, such as digging a large trench, repairing a wall, or reading a lengthy tome. While engaged in this activity, the target needs no sleep for the duration of the spell, needs only one-half of the food and water it normally would, and cannot become exhausted or fatigued. The target also receives a +1 morale bonus on all attack rolls, damage rolls, saving throws, ability checks, and skill

checks, provided that it relates directly to the aforementioned task. At the end of the spell's duration, the creature must rest for eight hours or become exhausted and suffer 1d4 points of temporary Constitution damage. This spell can only be cast on a creature once every 72 hours. If *dedication* is cast on a creature more than once in a single 72-hour period, it suffers 1d4 points of temporary Constitution damage, and the spell has no other effect.

Material component: A small piece of baked clay wrapped in cloth.

Defiler Scent

Divination

Level: Drd 0, Tem 0

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can smell the presence of defilers within the spell's area of effect. This spell does not reveal the number of defilers, their locations, or their strength; just their presence or absence. If there are defilers in the spell's area of effect, you smell the very strong odor of smoldering meat.

Drown on Dry Land

Transmutation

Level: Despair of the Drowned 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Target: One air-breathing creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject gains the ability to breathe water, but loses the ability to breathe in air. This spell can be used to make a creature "drown on dry land," i.e. suffocate unless it finds sufficient water to breathe in. See suffocation rules in the *Dungeon Master's Guide* for details.

Echo of the Lirr

Evocation [Sonic]

Level: Drd 2

Components: V, S, F

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You mimic the forceful roar of the lirr with great effect. Creatures caught in the cone of sound you emit must make a successful Will save or be stunned for 1d3 rounds. Creatures that cannot hear are not stunned.

Focus: A lirr scale.

Elemental Armor

Transmutation [see text]

Level: Clr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Your shield or armor

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You imbue a suit of armor or a shield with the powers of your patron element or paraelement. The armor gains a +1 enhancement bonus for the duration of the spell, and an additional special quality depending on your patron element or paraelement (see the list below). You become proficient in the armor this spell is cast upon for the duration of the spell. Creatures other than you wearing the armor enjoy no benefits from the spell's effects. At 9th level and every 3 levels thereafter, the enhancement bonus of the armor or shield increases by 1, to a maximum of +5 at 18th level.

Air: Arrow catching*

Earth: Light fortification

Fire: Fire resistance

Magma: Fire resistance

Rain: Electricity resistance

Silt: Acid resistance

Sun: Blinding*

Water: Cold resistance

*These properties can be applied to armor with *elemental armor*.

This spell has the appropriate energy type or types.

Elemental Chariot

Transmutation [see text]

Level: Clr 7, Tem 7

Components: V, S, F, DF

Casting Time: 1 standard action

Range: Touch

Target: Chariot touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell imbues a masterwork chariot with elemental magic. The caster must provide a crodlu and a driver with the Handle Animal skill (though the caster may be the driver). The crew (crodlu, driver, and passengers) all gain damage reduction 10/magic against ranged weapons. All ranged weapons fired from the chariot gain a +4 enhancement bonus and deal an additional 5 points of elemental damage based on the element imbued (see below). Clerics must choose the energy type that corresponds their patron element. The chariot may make horizontal "jumps" using the driver's Handle Animal skill in lieu of a Jump roll (but the chariot's ground speed still affects the check).

Air: Electricity

Earth: Acid

Fire: Fire

Magma: Fire

Rain: Electricity

Silt: Acid

Sun: Fire

Water: Cold

This spell has the appropriate energy type or types.

Focus: The masterwork chariot.

Elemental Chariot, Greater

Transmutation [see text]

Level: Clr 9, Tem 9

Duration: 1 hour/level

This spell functions as *elemental chariot*, except as noted above and as follows. The spell provides the following additional benefits depending on the element imbued:

Air: The chariot and crodlu gain a fly speed equal to the crodlu's base land speed (poor maneuverability).

Earth: The chariot and crodlu can burrow through earth or solid rock at the crodlu's base land speed. The chariot leaves no tunnel.

Fire: You can concentrate to make the chariot leave a *wall of fire* in its wake (on one edge of each square it leaves). This fire acts as the spell, except that it emits heat at half range on both sides and lasts 1 round per caster level. The chariot cannot leave a wake two rounds in a row.

Magma: You can concentrate to make the chariot leave molten lava in its wake (on one edge of each square it leaves) that takes 1 round per caster level to cool. Heat rising from the lava has the same effect as a *wall of fire*, as the spell, except it emits heat at half range on both sides. The chariot cannot leave a wake two rounds in a row.

Silt: You can concentrate to make the chariot leave a wake of *cloudkill*. This wake acts as the

spell, except that it only fills each square the chariot leaves, the cloud doesn't move, and it lasts 1 round per caster level. The chariot cannot leave a wake two rounds in a row.

Sun: The chariot shines with such dazzling brightness that anyone within 60 ft. that looks directly at the chariot must make a Fortitude save or be blinded for 1d4 rounds. Those who succeed at the save are instead dazzled for the same duration.

Water or Rain: The chariot, crodlu, and crew all enjoy the benefits of the *displacement* spell, and the chariot may pass underwater for up to 1 round per caster level at a time without the animals or passengers needing air. The chariot and crodlu have a swim speed equal to the crodlu's base land speed.

This spell has the appropriate energy type or types.

Elemental Storm

Evocation [see text]

Level: Clr 8, Drd 7, Tem 9

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When an elemental storm spell is cast, the whole area is shot through with sheets of destructive elemental energies. The energies do not harm natural vegetation, ground cover, and plant creatures in the area you wish to exclude. Any other creatures within the area take 1d6 points of energy damage per caster level (maximum 20d6). The type of energy damage, as well as the energy descriptor of the spell, is chosen at the time of casting. Clerics must choose the energy type that corresponds to their patron element.

Air: Electricity

Earth: Acid

Fire: Fire

Magma: Fire

Rain: Electricity

Silt: Acid

Sun: Fire

Water: Cold

This spell has the appropriate energy type or types.

Note: This spell replaces the *fire storm* spell in from the *Player's Handbook*.

Elemental Strike

Evocation [see text]

Level: Clr 5, Drd 4, Tem 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

An elemental strike produces a vertical column of divine energies roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). The type of energy damage, as well as the energy descriptor of the spell, is chosen at the time of casting. Clerics must choose the energy type that corresponds to their patron element.

Air: Electricity

Earth: Acid

Fire: Fire

Magma: Fire

Rain: Electricity

Silt: Acid

Sun: Fire

Water: Cold

This spell has the appropriate energy type or types.

Note: This spell replaces the *flame strike* spell from the *Player's Handbook*.

Elemental Weapon

Transmutation [see text]

Level: Clr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Your weapon

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You imbue a melee weapon with the powers of your worshipped element. The weapon gains a +1 enhancement bonus to attack and damage rolls for the duration of the spell, and an additional special ability depending on your patron element. You are treated as being proficient with the enchanted weapon. Creatures other than you wielding the enchanted weapon do not benefit from the spell. If the weapon is a double-weapon, only one end is affected. At 9th level and every 3 levels thereafter, the enhancement bonus of the armor or shield increases by 1, to a maximum of +5 at 18th level.

Air: Throwing

Earth: Mighty cleaving

Fire: Flaming

Magma: Flaming

Rain: Shock

Silt: Keen
Sun: Spell storing
Water: Frost

This spell has the appropriate energy type or types.

Eye of the Storm

Abjuration

Level: Wiz 2, Clr 3, Drd 3, Fury of Storms 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 10 minutes + 1 min./level.

Saving Throw: None

Spell Resistance: No

You create a pocket of calm in a 30 ft. radius centered on you. The circle moves with you. Within the circle, the air is calm, and people may converse at a normal volume. Outside the circle, there may be a raging sand storm or a terrifying Tyr-storm. Like the eye of a hurricane, the area affected by the spell remains unharmed. The storm roars by but has no effect on those within the sheltered eye. *Eye of the storm* does not exclude storms created by spells or the storm-like abilities of creatures.

Material Component: A few grains of sand thrown into the wind.

Fire Track

Divination [Fire]

Level: Fire Eyes 4

Components: V, S, M, DF

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

A fire track is a fiery spark that follows the path of a creature as doggedly as a desert hound follows a scent. The caster identifies the target when casting the spell, either by name or by physical description (e.g., “the man who stole the high templar’s purse today,” or “the woman I saw wearing the gray eye patch”). A spark of flame appears harmlessly at the caster’s fingertip—the faithful “hound” ready for the hunt.

If the target has not been within range during the last 24 hours, then the flame leaps off the caster’s finger, lands on the ground nearby, and extinguishes itself. If the target has been within range, the flame leaps off the caster’s fingertip and flies toward the target’s trail, striking the ground as soon as it “picks up the scent.”

The *fire track* is like a brilliant flame traveling along a fuse. In its wake is a faint line of scorched earth and dust, marking the path of its prey. (The scorch marks are easily swept clean.) The flame moves from 0 to 240 feet per round, at a speed chosen by the caster, which can be changed as a free action once per round. The *fire track* burns with the strength and brightness of a torch. It inflicts 1d6 points of damage upon those who get in its way and sets combustible materials aflame. (A wise spellcaster does not use this spell to investigate burglaries in a cotton warehouse.)

The *fire track* can be foiled in a number of ways. It cannot cross water and is extinguished by doing so, but it can cross silt. It can be snuffed out while in motion by strong breezes, blowing sand, and heavy rain. If the pursued individual takes to the air or teleports, the *fire track* circles in place until its time expires. Mere climbing, leaping, or jumping (even across a chasm), however, cannot foil the *fire track*, which always pursues in the correct direction.

Material Components: A fragment of antennae from a cilops, wrapped in wax. The wax is melted to cast the spell.

Firewater

Transmutation

Level: Fire from the Sky 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One gallon of water/level

Duration: 1 hour/level

Saving Throw: None; see text

Spell Resistance: No

You give water the intoxicating properties of brewed spirits, such as wine or broy. A cup of this water acts as a poison (the Fortitude save DC is equal save DC this spell would have) that deals no initial damage, and 1 point of Dexterity damage, as secondary damage.

Detect poison positively detects *firewater*, but the water tastes and smells like normal water.

Fissure

Evocation [Earth]

Level: Mountain’s Fury 9

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Effect: See text

Duration: Permanent until closed

Saving Throw: See text

Spell Resistance: No

You open a fissure in natural earth or stone; you can seal the fissure with a word (a free action). You can leave a fissure open for rounds, minutes, or decades, but you can only have one fissure open at a time—until you close a fissure that you created, you cannot create another. *Fissure* offers several possible variant effects:

Aqueous Fissure: You crack open the ground in a cylinder with 5 ft. radius and up to 200 ft. deep. The fissure stops when it reaches underground water, if any exists. In all but the wettest areas of Athas, that ground water will not rush up to the surface of the new well; someone needs to climb down into the fissure to retrieve the water.

Billowing Fissure: You cause the earth to first burst in an immediate shower of rocks, then, the next round, to belch a gout of flame from the fissure, and afterward to emit nauseating gasses until sealed. The initial burst of rocks inflicts 8d6 points of bludgeoning damage to creatures within 40 feet (Reflex save for half damage). Treat the gout of flame as an *elemental strike (fire)*, and the nauseating gasses that follow as a *stinking cloud* that persists until 1d6 rounds after you seal the fissure.

Cavernous Fissure: This variant effectively opens a jagged cave or tunnel into the rock, 10 feet long per caster level.

Gaping Fissure: You open a crack in the ground in the shape of a cylinder with 5 ft. radius and depth 5 ft. per caster level. Creatures standing in the fissure or within 5 ft. take 8d6 points of bludgeoning damage (no saving throw), and must make a Reflex save or fall into the crack. Until you seal the crack, trapped creatures can attempt to climb out (the fissure walls are natural rock).

Oily Fissure: Like with a billowing fissure, you cause a burst of stones (8d6 points of bludgeoning damage within 40 ft., Reflex save for half damage), but in the second round, a double-radius *oil spray* issues from the ground, covering everything within a 40-ft. radius with flammable oil. In the third and subsequent rounds, oil continues to seep from the earth, but at an almost imperceptible rate. Until you seal the fissure, the ground within 40 feet of the fissure will remain oily.

Steaming Fissure: Like with a billowing fissure, you cause a burst of stones (8d6 points of bludgeoning damage within 40 ft., Reflex save for half damage), but in the second and following rounds, scalding steam bursts from the ground, continuing to issue from the fissure until you seal it. The steam cloud has a 10-ft. radius and is 40 ft. high. A creature that starts his turn within the cloud takes 4d6 points of fire damage.

Volcanic Fissure: Like with a billowing fissure, you cause a burst of stones (8d6 points of

bludgeoning damage within 40 ft., Reflex save for half damage). In the second round, magma issues in a spurt from the fissure, inflicting 10d12 points of fire damage to those still within 40 ft. Each subsequent round, victims take an additional 1d12 points of fire damage for 10 rounds as the magma cools. Each gallon of water used to cool the magma on one victim reduces the magma cooling time by 1 round, preventing 1d12 points of damage.

Material Components: A sculpture made of igneous rock worth at least 50 Cp. You dash this sculpture against the ground at casting time.

Flame Harvest

Evocation [Fire]

Level: Drd 8, Wrath of the Fire Lord 7

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

Area: Up to 36 5-ft. by 5-ft. squares (S)

Duration: See text

Saving Throw: Reflex half

Spell Resistance: Yes

You create a trap in a large field, copse of wood, or other flammable area, to be triggered by predefined conditions. You slowly walk the area to be trapped for an hour, envisioning the rising flames and setting on the conditions that will trigger its activation. When the meditation period ends, you may leave the area, and the trap remains set for 1 month.

The trigger conditions may be as simple or as complex as you like, but they cannot be changed once the spell is placed. You should be careful about the wording, lest the trap trigger unintentionally. Some possible conditions are: whenever anyone sets foot in this grove, or whenever a templar draw his or her weapon.

When the trap triggers, the area is engulfed in flames, dealing 8d8 points of fire damage to creatures and objects in the area. The site continues to burn normally, and creatures in the area takes 1d6 points of fire damage until the fire burns itself out.

Flash Flood

Conjuration (Creation) [Water]

Level: Despair of the Drowned 8, Drd 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: One mile upstream and downstream of a chosen point, or a 100-ft.-radius circle

Duration: Instantaneous or 1 min./level

Saving Throw: None

Spell Resistance: No

This spell is most effective in a river or stream's flood plain, or another contained area, such as a twisted canyon in a mountain pass, in rocky badlands terrain, or even a dried-out riverbed.

Flood Plain: If cast in a river or stream's flood plain, *flash flood* causes the river to overflow its banks as its level rises 40 feet from the current level with fast-moving water. You choose a point of the river. From that point to a mile upstream and a mile downstream, the river's flood plain becomes full with water. All creatures caught in the flood must make successful Swim checks (DC 20) or go under. Each round underwater, a victim suffers 1d8 points of nonlethal damage from battering.

If a creature stays afloat, it must continue to make a Swim check every round. After 5 successful Swim checks, the creature successfully reaches the bank of the fast-flowing river.

The flood carries creatures along with it downstream until it empties into a larger channel, or a distance of 10 miles (in which case the flood has run its limit), whichever occurs first. Creatures caught in the flood are carried at a speed of 90 feet per round.

Outside a Flood Plain: This spell is far less devastating in an open plain. Water pours from the sky, seemingly out of nowhere, absolutely drenching a 100-foot-radius area and reducing visibility to 10 feet. Tiny creatures are swept off their feet and must make a Swim check (DC 10) each round to stay afloat; Small and Medium creatures are checked, and verbal communication is impossible for the duration of the storm (1 minute per caster level). All fires within the area of effect are instantly quenched, and fire spells such as *fireball* are impeded (as if underwater).

Fool's Feast

Transmutation

Level: Tem 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Medium (100 ft. +10 ft./level)

Target: Feast for one creature/level

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

Spell Resistance: Yes (harmless)

You turn an ordinary banquet into a nourishing feast with the same 12-hour blessing effect as the food and drink provided by the *heroes' feast* spell. In addition, you receive a +4 circumstance bonus to interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive) when dealing with those who have consumed the feast. This spell can only be cast on a sufficient supply of clean,

unpoisoned, edible food and wine. This spell enhances the food's appearance, flavor, and texture to resemble the ambrosia and the sumptuous food available through *heroes' feast*.

Glass Storm

Evocation [Air, Earth]

Level: Broken Sands 6

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Area: Sphere with 50-ft.-radius minus 10-ft.-radius eye

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

This powerful version of the *sand spray* spell not only lifts and separates tiny crystal shards from sand or silt, it creates a 100 mph wind to propel them. The particles whip about the storm's area, leaving a 10-ft. diameter eye where you and your companions may stand unharmed. In addition to the effects of hurricane force winds (see the *Dungeon Master's Guide* page 94), creatures and unattended objects take 2d8 points of damage per round until they leave the area. All unprotected flames in the spell's area are extinguished. Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

Gray Beckoning

Conjuration (Summoning) [Evil]

Level: Dead Heart 6, Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more summoned zombies

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell briefly opens a conduit to the Gray, allowing negative energy to slip through and form Gray zombies (see **Terrors of the Dead Lands**). You may summon one Gray zombie per caster level.

Summoned zombies attack you unless you promise them payment for their services; the undead can be satisfied by devouring living victims with total HD equaling the number of zombies summoned. When destroyed or when the spell ends, the summoned zombies become insubstantial and melt back into the Gray.

Material Component: A gray cloth and a piece of bone.

Gray Rift

Conjuration (Creation) [Evil]

Level: Dead Heart 7, Tem 9, Wiz 9

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. +10 ft./level)

Effect: Diamond-shaped rift 30 ft. high and 15 ft. wide in the middle

Duration: Concentration + 1d6 rounds

Saving Throw: None; see text

Spell Resistance: No

This spell tears and holds open a rift between Athas and the Gray, also known as the world of the dead. The rift itself is a two-dimensional, diamond-shaped plane 30 feet high and 15 feet wide in the middle. Any creature that touches the rift is affected as if you cast *harm* on it. A character that attempts to dispel the rift and fails is also subjected to *harm*.

Once per round as a move action, you can move the rift 30 feet in any direction within range. If you cease concentration or are slain, the rift lingers for 1d6 rounds without moving and then dissipates.

All undead creatures within range gain a +4 profane bonus to Strength, 3 bonus hit points per hit die, and fast healing 1.

Hand of the Sorcerer-King

Abjuration

Level: Tem 1

Components: V, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You call upon your sorcerer-king's protection to shield you from malignant spells. You receive a +2 sacred or profane bonus to all saving throws against spells and spell-like abilities, depending on the alignment of your sorcerer-king.

Heartseeker

Transmutation

Level: Clr 9, Drd 9, Forged Stone 8

Components: V, S, XP

Casting Time: 1 minute

Range: Touch

Target: One piercing weapon

Duration: Permanent

Saving Throw: None; Fortitude partial

Spell Resistance: No

This terrible spell is cast on a piercing weapon made partially of wood, usually a spear or an arrow. When the weapon damages a creature, the wooden shaft of the weapon begins to sprout as if growing.

The roots and branches seek out vital organs as a source of nutrients. If the creature fails a Fortitude save, the vines burst through the victim's vital organs, killing him instantly. If the save is successful, the creature manages to pull the weapon out but takes 10d8 points of damage. The weapon is destroyed after being used.

Creatures immune to critical hits automatically make their Fortitude save.

XP Cost: 100 XP.

Heat Lash

Evocation [Fire]

Level: Clr 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. per level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The target suffers 1d4+1 points of fire damage and is knocked back 5 feet by the sudden heat. A successful save reduces the damage by half and prevents the creature from being knocked back.

Image of the Sorcerer-King

Necromancy [Fear, Mind-Affecting]

Level: Tem 3

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or creatures touched (up to one/level)

Duration: 10 minutes; see text

Saving Throw: Will negates

Spell Resistance: Yes

This spell protects the sorcerer-king's agents from aggressors. You may make a melee touch attack with your sigil up to one time per caster level. A touched creature must succeed on a Will save or become frightened. On a successful save the target is shaken for one round. Creatures with more than 10 Hit Dice are unaffected by the spell.

Infestation

Conjuration (Summoning)

Level: Clr 7, Drd 6, Meek of the Land 6, Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures in a 10-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes

Tiny parasites take root in the clothes, hair, and skin of living creatures within the area. The victims rarely realize a spell has been cast on them—they must make a Wisdom check (DC 20) to sense the parasites—so the symptoms are usually the first sign of the spell's effects. It takes 1 day before infestation sets in. A *remove disease* or *heal* spell removes the parasites, as do spells that repel or destroy insects.

Even if the *infestation* is removed, a creature must heal its effects separately. Those who have lost their sight to eye mites, for example, need a spell that could restore vision, such as *remove blindness/deafness*. A *heal* spell, however, cures all injuries.

You choose the type of parasite from the following list:

Ear Mites: These microscopic creatures cause permanent deafness in 1d6+6 days.

Eye Mites: Eye mites cause permanent blindness in 1d6+6 days.

Desert Lice: Desert lice cause their host to feel generally unhealthy, uncoordinated, and dizzy. The victims suffer a -4 penalty on all saving throws.

Sand Fleas: While these tiny creatures aren't deadly, they are a source of constant itching and discomfort. Anyone infected by sand fleas cannot heal wounds naturally, due to misery and discomfort. The victim becomes cranky and irritable, resulting in a -2 penalty on all interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive) and initiative rolls. Sand fleas notoriously leap from host to host, almost like a contagious disease. Anyone coming into contact with an afflicted creature must make a Fortitude save or become infested as well.

Mind Worms: These tiny vermin infest a victim's hair and secrete a drug that excites certain portions of the brain, causing hallucinations, delirium, and hysteria. The worms' effects grow in time, so the first few hallucinations are mild and probably undetectable by the victim's companions. Eventually, his condition deteriorates, and it becomes obvious that he is suffering from some mind-altering ailment. Whenever in combat (or other stressful situations) the character becomes *confused* (as the spell). Each day, he must make a Will save or become permanently *confused*.

Illusory Talent

Illusion (Glamer)

Level: Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: You plus up to one willing creature

Duration: 10 min./level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make it seem as though you and a single other willing person possess talent in performance ability. You both receive a +10 bonus on Perform checks. This spell does not actually impart any skill or learning; you do not perform any better than you could before, but it appears to observers that you do. However, simply watching or listening to the performance counts as "interaction," and observers may make a Will save to notice the illusion. Otherwise, the performance appears flawless.

Klar's Heart

Transmutation

Level: Drd 4, Tem 5

Components: V, S, DF

Casting Time: 1 round

Range: 20 ft.

Target: All living creatures within a 20-ft. burst, centered on the caster

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You magically enhance the combat ability of all living creatures, allies and enemies alike, within 20 feet (including you). Subjects of the spell receive a +4 enhancement bonus to Strength and +1d4 temporary hit points per two caster levels. When the spell ends, any remaining temporary hit points from its effect are lost.

Legendary Stonecraft

Transmutation

Level: Forged Stone 9

Components: V, S, XP

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Targets: You and other willing creatures within range

Duration: 12 hours; see text

Saving Throw: None

Spell Resistance: No

This spell can only be cast at sunrise, in an isolated location with no onlookers. *Legendary stonecraft* stretches out the duration of the day with respect to stonecraft—digging ditches, quarrying stone, building masonry, carving stone, etc. While the spell endures, the sun seems to stay still in the sky, and neither you nor your fellow stone workers have need of food, drink, or sleep. The day seems endless, and indeed, for you, it virtually is. You can choose how long to make the day last in terms of

your labor; however, you cannot make creatures work for more than a year.

Every subject must willingly participate in this spell at its casting. If any other creature enters the spell's range, or even views its effects, *legendary stonecraft* abruptly terminates. Similarly, if anyone uses the time to do anything other than stonecraft, the spell terminates.

All subjects age as normal for the number of workdays. For example, if you stretched the day to the maximum one year's worth of work, you and all your co-workers would age one year during this time, even though only a day passed for the rest of the world.

XP Cost: 10 XP per subject per workday. For example, if you have 19 workers (plus you) and wish to stretch the day into 100 work days, it would cost 2,000 XP.

Lighten Load

Transmutation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creatures touched

Duration: 2 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You increase the carrying capacity of up to one creature per caster level. Divide the duration by the number of subjects. The subjects' carrying capacity is quadrupled.

Liquid Lightning

Evocation [Electricity]

Level: Fire from the Sky 8

Saving Throw: Fortitude half; Reflex half; see text;

This spell functions as *water shock*, except as noted above and as follows. An effect similar to *chain lightning* strikes the first creature to touch the water, with secondary bolts striking all creatures within 60 feet. The creature that triggers the trap suffers 1d6 points of electricity damage per caster level (maximum 20d6) and is paralyzed for 1d6 minutes if it fails its Fortitude save. Secondary targets receive half damage and are not paralyzed.

Lungs of Water

Conjuration (Creation) [Water]

Level: Despair of the Drowned 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Target: One breathing creature

Duration: Concentration (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell magically creates water inside a victim's lungs, drowning it if it cannot cough the stuff up. Creatures that do not need to breathe are unaffected by this spell.

If the target succeeds on a Fortitude save when you cast *lungs of water*, it is unaffected. If it fails its save, it can still continue to take choking breaths each round with a standard action.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Fortitude save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it begins to drown (0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it drowns. Curing spells or powers can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Material Components: Your saliva, spat at the intended victim.

Magma Tunnel

Transmutation [Earth, Fire]

Level: Mountain's Fury 8, Wiz 9

Components: V, S

Casting Time: 1 minute

Range: 0 ft.

Area: 10-ft. diameter tunnel

Duration: 1 minute/level

Saving Throw: None; see text

Spell Resistance: No

You can tunnel through solid earth, rock, sand, or silt, by liquefying it into flowing magma. The liquid rock moves out of the way to allow you to pass, and hardens in that position, creating a permanent, nonmagical tunnel. The tunnel forms at a rate of 30 ft./round through sand, silt, or wood, 20 ft./round through solid earth and 10 ft./round through rock or metal.

Any creatures or objects caught in the magma current while the tunnel is being created suffer 10d6 points of fire damage (Reflex save for half damage).

It takes one day for the heat to dissipate enough for the unprotected to enter, although you are magically protected for the duration of the spell. Creatures entering the tunnel unprotected during this time suffer 1d6 points of fire damage per round from the extreme heat.

The tunnel is formed at a rate of 30 ft/round through sand, silt or wood, 20 ft/round through solid earth and 10 ft/round through rock or metal.

Any creatures or objects caught in the magma current while the tunnel is being created suffer 10d6 points of fire damage per round

Molten

Transmutation [Earth, Fire]

Level: Broken Sands 8

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 5-ft. cube/level (S)

Duration: Concentration; see text

Saving Throw: See text

Spell Resistance: No

This spell heats rock or sand to its melting point in a matter of rounds:

Round 1: Earth dries; rock or sand heats up.

Creatures in contact with the ground take 4d8 points of fire damage (Reflex save for half damage).

Round 2: Creatures in contact with earthen ground take 2d6 points of fire damage (Reflex save for half damage). Rock continues to heat up, increasing the damage to 8d6 points of fire damage (Reflex save for half damage). Sand liquefies into glass; any creature still standing in the area falls into the molten glass, taking 16d6 points of fire damage (no save). Creatures outside or above the area but within 10 feet take 1d6 points of fire damage (no save).

Round 3 (and subsequent rounds): Earth bursts into smoky flames, and creatures in area take 10d6 points of fire damage (Reflex save for half damage). Rock melts into magma; any creature still standing in area falls into the lava, taking 20d6 points of fire damage (no save). Molten sand continues to burn immersed creatures. Creatures outside or above the area but within 10 feet take 2d6 points of fire damage (no save).

When you cease concentrating, the spell terminates, and the molten area begins to gradually cool. Every hour that passes, reduce the damage inflicted by stepping into the area by one die of damage. Eventually molten sand cools to solid glass, while scorched earth and molten rock cool into igneous rock and ash.

Material Components: A small piece of obsidian or glass.

Nurturing Seeds

Abjuration

Level: Drd 0

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Up to 10 seeds touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You render up to 10 cuttings or seeds dormant and suitable for transport. The seeds or cuttings can then be taken to an area where inclement weather, lack of moisture, or other problems have kept plants from growing. The dormant seeds or cuttings are planted there and will magically take root and can be used to start new patches of vegetation, anchoring the soil and creating an environment suitable for more plants to survive. This spell protects the transplants from normal weather conditions, but defilers, hungry animals, or unnatural phenomenon (like Tyr-Storms) can still destroy the plants.

Material Components: A tiny bit of dung and a drop of water.

Oil Spray

Conjuration

Level: Mountain's Fury 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

When you cast this spell over rough earth or sand, fountains of flammable oil spout up from the ground, covering everything within a 20-foot radius. Creatures in the area must make a Reflex save or be covered in oil. The spell effectively causes the area to suffer the effects of a *grease* spell.

The oil itself isn't particularly dangerous unless ignited. Burning oil inflicts 2d8 points of fire damage + 2 points per caster level its first round, and 1d8 points of fire damage + 1 point per caster level in the second round. The oil burns off by the third round, but creatures that were covered in oil still burn, as they have caught fire, suffering 1d6 points of fire damage per round until the fire is put out.

If the oil isn't ignited, it will remain until removed by no less than 30 minutes of scrubbing or washing. Thus, any creature that is covered with the oil is at risk of being ignited by as little as a spark. A

creature that enters the oil-covered area after the initial gush is not at risk of being ignited because it was not doused by the oil, but it still takes damage if it enters the area when it is aflame.

Pact of Water

Necromancy

Level: Living Waters 5, Tem 5

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Targets: Two creatures touched

Duration: 1 year

Saving Throw: None

Spell Resistance: No

You formalize a pledge between two living creatures, one of which can be yourself. You must clearly recite the terms of the pact, and you fill a silver cup with water. Both subjects entering the pact drink one half of the cup, and the last few drops of the cup are poured into the dust. A creature that violates the terms of the *pact of water* is struck with a *curse of the choking sands* (no save).

Both subjects of the water pact must be willing and fully informed of the terms of the pact; otherwise the spell has no effect. No creature can be coerced or deceived into making a *water pact*, but the terms themselves may be coercive—for example, party A pledges not to kill party B or any of his tribe, as long as party B delivers 10 silver pieces per month to party A. There is an old story of the desert in which a water cleric offers a *water pact* to a wanderer dying of thirst, in which the wanderer pledges himself into slavery in exchange for the half-cup of water.

Focus: The silver cup (worth at least 50 Cp), which is ornamented with drawings of rain.

Plant Renewal

Transmutation

Level: Drd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One plant

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You revive a single plant that has been mostly wilted or dried out, but not completely turned to ash. The plant may have suffered from a lack of water, partial defilement, or insect predation that has left it on the verge of destruction. This spell revives it and makes it hardy enough to transplant

elsewhere. If the plant then receives proper care, it will survive and thrive, living out its appointed time and possibly leaving seeds from which other plants may grow. If neglected or misused, the plant does not remain artificially alive. This spell has no effect on plant creatures.

Material Component: A drop of water.

Poisoned Gale

Conjuration (Creation) [Air]

Level: Ill Winds 7, Tem 8

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

EffectArea: Line-shaped gust of poisoned wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

This spell resembles *gust of wind*, except that the range is shorter and the wind is filled with inhaled poison. You choose the ability score you would like the poison to damage. *Poison gale* creates a poison that deals 2d8 points of temporary ability damage as primary and secondary damage. The exception is Constitution, which is damaged 1d8 points. The ability score damaged does not have to be the same for the primary and secondary damage. For example, you could create a *poisoned gale* that deals 2d8 points of primary Wisdom damage and 1d8 points of secondary Constitution damage. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis or Cha modifier).

Material Component: The stinger or fang of a poisonous creature.

Protection from Time

Abjuration

Level: Wiz 8

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One creature or object touched

Duration: 1 month/2 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You protect the target from the adverse effects of aging. This spell makes a living creature immune to natural, magical, and psionic aging. This spell continues on beyond the creature's death, and time limits for spells like *speak with dead* or *raise dead* do not count the time that *protection from time* is in effect. This spell can be cast on a dead creature.

The target moves through time at the same rate as other beings. A living subject must still eat, drink and rest as usual; it simply does not age. This spell does not affect the duration of other spells.

Material Components: An hourglass.

XP Cost: 3,000 XP.

Rangeblade

Illusion (Shadow)

Level: Clr 5, Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

One melee weapon touched by you takes on a ghostly, ethereal gray hue. For the duration of the spell, the wielder of the weapon can strike opponents at a distance, just as if he was standing directly next to them. The maximum range for attacks with the *rangeblade* is 5 ft. + 5 ft. per 2 caster levels. Creatures struck by the *rangeblade* see a faded, ghostly image of the weapon strike them, but the damage dealt to them is real. A *rangeblade* threatens no area and cannot provide a flanking bonus. This spell does not grant the wielder proficiency in the weapon.

Rejuvenate

Transmutation

Level: Clr 6, Drd 5

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Circle of ground extending out to range

Duration: Instantaneous

Savings Throw: None

Spell Resistance: None

You grant the ability to support vegetation to an area of ground. In the case of ground made sterile by defiler magic, *rejuvenate* dispels the ground's sterility, making it immediately capable of supporting vegetation. A circle of ground extending out from you is enriched and moistened, and a blanket of fine grass appears instantly. The soil and grass are not magical, however, and are subject to normal weather conditions. However, the grass will survive for at least a week, even in the worst of weather.

The spell may also be cast on any ground short of solid rock. If cast on an area that can already support plant life, *rejuvenate* increases the ground's

fertility as the enrichment effect of the spell *plant growth*, and the range is a half mile.

Material Components: A seed (any kind) and a drop of water.

Return to the Earth

Necromancy

Level: Clr 2, Drd 3, Dance of Decay 1, Tem 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Corpses or corpse-like creatures

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You can decompose a body just by casting dust or earth at it. You need to spend 4 rounds to decompose a Medium corpse. (Double the time required for each size category larger than Medium; halve the time for each size category less than Medium, to a minimum of 1 round). Corpses decomposed by this spell can still be restored to life, but cannot be turned into undead.

You may throw earth or dust as a ranged touch attack (maximum range 10 ft., no range increment); the earth deals 1d12 points of damage to corporeal undead and constructs that are composed of dead flesh or bones.

Sandflow

Transmutation [Earth]

Level: Broken Sands 5, Tem 5, Wiz 5

Components: V, S

This spell functions like *move earth*, except that this spell can only be used to move sand.

Sand Pit

Transmutation [Earth]

Level: Wiz 3, Clr 3, Broken Sands 1, Tem 3

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cylinder (30 ft. radius, 50 ft. high)

Duration: Concentration (D)

Saving Throw: None

Spell Resistance: No

This spell only works in silt, sand, or loose gravel; it has no effect on rock, rich soil, or tightly packed earth. As you cast this spell, sand and dust within the circle is randomly dispersed, and an indentation appears in the sand. Any objects other than dust and sand that were in the excavated area become visible, lying at the bottom of the pit. This spell lasts as long as you concentrate; when concentration

ceases, silt immediately collapses into the empty area, while sand takes 1d6 minutes to do so.

This spell is particularly useful in excavating ruins that have fallen beneath silt or sand, or for retrieving companions that have been buried by sand storms or have fallen into the silt.

Sand Spray

Evocation [Earth]

Level: Wiz 4, Clr 4, Broken Sands 3, Tem 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Small, glassy particles of sand or silt spray towards your opponents' eyes. Creatures within the area are blinded for 1d6 minutes and take piercing damage: 2d6 nonlethal and 2d6 lethal. A successful Reflex save halves the damage and blinds a creature for only one round. Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

Sand Trap

Transmutation [Earth]

Level: Wiz 5, Broken Sands 4

Components: V, S, M

Casting Time: 1 minute

Range: Long (400 ft. + 40 ft./level)

Area: Sand up to 100 ft. + 10 ft./level in radius

Duration: 1 day/level

Saving Throw: See text

Spell Resistance: Yes

You trap an area of sand. You must designate a 30-foot radius "trigger area" somewhere within the larger area. When a creature sets foot inside the trigger area, the trap is sprung, and all of the entrapped area is affected with one of the following effects (your choice):

Drum Sand: Every footstep taken within the entrapped area of sand is amplified so loudly that it

can be heard for miles, typically attracting predators.

Sand Spikes: Treat the entire entrapped area as though affected by *spike stones*.

Slip Sand: The entire area of sand becomes difficult to travel. Treat the area as if affected by the *grease* spell.

Material Component: A paper map of the area affected.

Sands of Time

Transmutation

Level: Clr 7, Dance of Decay 5, Wiz 6

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Target: Item touched up to 10 cubic ft./level

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell has two modes:

Restoration: You can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be reversed depends on your caster level, according to the following table.

Erosion: You to speed up erosion dramatically on any nonliving object. The table also indicates the average effects of time and the elements on various materials (items protected from the elements may take longer to erode, but use these times for all restoration). Papyrus and wooden objects fade over time, making it difficult, but not impossible, to read or identify surface features. Fragile objects only possess half of their original hardness and hit points. Crumbled items are unusable but still identifiable as papyrus or wood; dust is completely unidentifiable and unusable. Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; etching means carved letters or pictures are worn away; relief indicates that deeply carved letters or images are severely eroded; form indicates that time has eroded away all but the

Table: *Sands of Time*

Level	Time Reversed	Papyrus	Wood	Soft Stone	Hard Stone	Metal
9	30 days	Faded				
10	1 year	Fragile				
11	2 years	Brittle	Faded			
12	5 years	Crumbled	Fragile			
13	10 years	Dust	Brittle			
14	20 years		Crumbled	Paint		
15	50 years					
16	100 years		Dust	Etching		
17	200 years			Relief	Paint	
18	500 years			Form		Paint
19	1,000 years			½	Etching	
20	2,000 years			¾		Etching

basic form of the original stone or metal. The fractions 1/2 and 3/4 tell when the item has lost that amount of its original mass (and also means the item's present hardness and hp total). Dust means the original item is completely gone, eroded away to nothing.

A 15th-level cleric could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion. Use the above table as a guide for other objects that don't exactly fit into these categories.

Focus: A tiny hourglass (during the spell, the sands run upward), if restoring, or a miniature sundial that has timed the passage of at least one year, if eroding

Sandstone

Transmutation [Earth]

Level: Forged Stone 1, Wiz 2

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: 5-ft. square/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Sand and gravel clumps into sandstone at your touch. By touch alone, you can transform into sandstone one 5-foot block of sand or gravel per level. This spell allows you to reinforce ditches made in sand, building makeshift walls. Sandstone does not have the resilience of normal stone: It has a hardness of 6 and only 10 hit points per inch of thickness. A 1-foot-thick wall of sandstone created

by this spell has hardness 5, 25 hit points, and a break DC of 30. Sandstone is useless for the purpose of making weapons.

Shining Sands

Transmutation [Light]

Level: Wiz 6, Desert Mirage 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Sphere (20 ft. radius)

Duration: 1 hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

This spell can only be cast outside, in sand, during the daytime. *Shining sands* causes every single grain of sand within range to rotate slightly so as to reflect sunlight to your convenience, and to the great inconvenience of your foes. This spell can be cast one of two ways:

Reflected Outward: All creatures outside the area but within 60 feet of its center are blinded for 1 round unless they make a Fortitude save. A creature must save each round it remains in the area.

Reflected Inward: All creatures within the area are blinded unless they make a Fortitude save, but creatures outside the area can look into it with no risk of being blinded.

Sirocco

Evocation [Air]

Level: Drd 8, Fury of Storms 6

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

e Cylinder (1,000 ft. radius, 400 ft. high)

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You create a raging storm over a vast area. To cast this spell, you must be able to see the sky, and you must be in an area covered with sand or loose stone. Calling up a sirocco is perilous, since you cannot control it, and you are as affected by the storm as anyone else.

Once formed, the sirocco sweeps along the ground, whipping up small objects, dust, and sand, and carrying them along with terrific speed. Each round of exposure to the storm inflicts 2d8 points of piercing and bludgeoning damage to all creatures and objects in the area. Creatures with total cover take no damage. In addition, winds of windstorm force buffet the area.

Slave Scent

Divination

Level: Wiz 0**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

This spell reveals whether or not the target is a slave, runaway slave, freeman, or noble. If the target is from a classless society (such as an elf tribe or a small village), the spell reveals him as a freeman.

Spirit of Flame

Divination (Scrying)

Level: Fire Eyes 9**Duration:** 1 hour/level

This spell functions like the *watch fire* spell, except as noted above and as follows. In addition to being able to observe and communicate from any fire within range, you can cast spells as if you were actually within the flames. Spells cast through the fire cannot require somatic components. The risk of this spell is that creatures can target you through the fire with light- and sonic-based attacks, and with mind-affecting effects.

In addition, you can walk into a fire and *greater teleport* to any other fire up to the limit of your range. If you choose to go blindly, you will appear by the nearest fire within range.

If the original fire that you used to scry is put out, you can still use other fires within range.

Sting of the Gold Scorpion

Necromancy

Level: Drd 2, Wiz 2**Components:** V, S, M**Casting Time:** 1 action**Range:** Touch**Target:** Living creature touched**Duration:** Instantaneous**Saving Throw:** Fortitude negates; see text**Spell Resistance:** Yes

You magically enliven the barb of a gold scorpion's tail and immediately make a normal melee attack against a living creature. (You are considered armed and do not provoke an attack of opportunity.) If you hit the target with the scorpion barb, the victim suffers as if he had been stung by a real gold scorpion. He must make a Fortitude save immediately or suffer 1d6 points of temporary

Strength damage. The victim must make a second Fortitude save 1 minute later. If the secondary save fails, the victim suffers 1d4 points of temporary Strength damage. This spell does not affect creatures immune to natural venoms or poisons. The barb becomes useless once it is used.

Material Component: The barb of a gold scorpion.

Storm Legion

Transmutation [Air]

Level: Drd 9, Fury of Storms 8**Components:** V, S, F, DF**Casting Time:** 1 minute**Range:** Touch**Targets:** You and other creatures with total Hit Dice 5/caster level**Duration:** 1 hour/level**Saving Throw:** None**Spell Resistance:** No

You transport willing corporeal creatures via a storm system. The storm may not be created magically; it must be a natural storm, such as a dust storm, sandstorm, windstorm, or lightning storm produced by natural weather. Note that Tyrron storms are magical in origin and thus cannot be used for *storm legion*.

The storm dissolves the subjects of the spell and all of the possessions that they were carrying. Only you retain consciousness, and you control the storm's direction. The storm moves at 8d6 miles per hour and cannot be affected by any further weather-affecting magic, including another *storm legion* spell.

Once you travel the desired distance, or if the storm legion is dispelled or the duration expires, you and the other traveling creatures begin to rain down from the sky as fragments of bone, tissue, and blood. This lasts for 1 minute, as the fragments reassemble into the transported creatures. A creature is helpless as its body is reassembled.

Focus: A storm in the sky overhead.

Sunstroke

Evocation [Light]

Level: Wrath of the Fire Lord 4**Components:** V, S, F**Casting Time:** 1 standard action**Range:** Medium (100 ft. + 10 ft. / level)**Effect:** Rays**Duration:** 1 round/level**Savings Throw:** Fortitude half**Spell Resistance:** Yes

Casting this spell allows you to fire rays of brilliant sunlight that cause the creatures struck by a ray to

overheat as if suffering from sunstroke or fever. You may fire one ray per round. With a successful ranged touch attack, each sun ray strikes for 4d4 points of nonlethal damage and causes the target to become fatigued. A successful Fortitude save halves the damage and negates the fatigue. Creatures immune to heat effects or nonlethal damage (such as constructs) are unaffected, except for undead, who suffer lethal damage from the sun rays.

This spell can only be cast in the sunlight.

Focus: A small mirror worth 1 sp.

Surface Tension

Transmutation [Water]

Level: Despair of the Drowned 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Area: Water in a 20-ft.-radius circle

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

You greatly increase the surface tension of water within the affected area. This change has different effects, depending on the size and shape of the affected water.

Bodies of water become cohesive and resilient, allowing creatures to walk on the water at half speed (as the water surface bends under their weight). However, if a creature is already running when it reaches the water's surface, it can continue running at the same speed, much as some tiny insects can run across the surface of normal water.

A swimmer can move from the spell's area underwater, but the water's surface proves difficult to breach. A creature attempting to break through the water's surface must make a Strength check (DC 5 + caster level); a creature without a swim speed takes a -5 penalty on this check.

You may affect smaller amounts of water with *surface tension*, creating balloon-like containers that can be burst with the same Strength check. You can carry gallons of water without a water skin, or bounce them like a ball. A creature could even wield a water bubble as an improvised sap. Drinking the water, on the other hand, becomes virtually impossible.

Surface Walk

Transmutation

Level:Clr 3, Drd 3, Tem 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: 1 touched creature/level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on an unstable surface as if it were firm ground. Mud, oil, silt, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat.) The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater or under silt (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Note: This spell replaces the *water walking* spell from the *Player's Handbook*.

Swarm of Anguish

Transmutation

Level: Drd 9, Meek of the Land 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Your body and equipment transform into a swarm of agony beetles with a collective will. This spell functions as *shapechange*. You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. If the swarm disperses, you die.

Agony Beetle Swarm: CR 13; Medium vermin (swarm); HD 16d8+64; hp 136; Init +3; Spd 5 ft., fly 20 ft. (good); AC 21, touch 21, flat-footed 18; Base Atk +12; Grp -9; Atk Swarm (4d6 plus agony); Full Atk Swarm (4d6 plus agony); SA agony, distraction; SQ darkvision 60 ft., immune to weapon damage, vermin traits; AL N; SV Fort +14, Ref +13, Will +5; Str 1, Dex 17, Con 19, Int —, Wis 10, Cha 1.

Skills: Move Silently +8.

Feats: —.

Agony (Su): Agony beetles attach painful tendrils to their victims. A creature that takes damage from an agony beetle swarm also suffers indescribable pain, causing 2d6 points of temporary Constitution damage.

Distraction (Ex): Any living creature that begins its turn with an agony beetle swarm in its space must succeed on a DC 22 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Sweet Water

Transmutation [Water]

Level: Living Waters 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Areae Cylinder (15-ft. radius, 20 ft. high)

Duration: 1 day

Saving Throw: None

Spell Resistance: No

You neutralize all poisons, diseases, curses, or other maladies in water in the spell's area, but water leaving the area becomes as foul as before. Any breathing creature can breathe normally in the water. Creatures who drink a gallon of *sweet water* gain a +4 resistance bonus on saves against poisons for the duration of the spell, and they heal 1d8 hit points. A creature can benefit from this healing only once per single casting of *sweet water*.

Unliving Identity

Necromancy [Evil]

Level: Clr 7, Dead Heart 5, Wiz 7

Components: V, S, M, XP

Casting Time: 1 round

Range: Touch

Target: One zombie

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You recall a mindless zombie's consciousness from the Gray, transforming it into a thinking zombie (see **Terrors of the Dead Lands**).

This spell restores personality, memory, identity, skills, class levels—everything but life. The creature remains undead, and if you previously controlled the zombie, you may elect to retain control of it, but its HD count against the total you can control with *animate dead*; if you exceed that number, excess undead from previous castings become uncontrolled.

Many creatures prefer not to return from the Gray to inhabit an undead body. If the creature is unwilling to return, it can make a Will save using its save bonus from life (not that of the target zombie). The spirit's spell resistance, if any, also applies.

Some clerics and all druids transformed into thinking zombies become ex-members of their class. The "good vs. evil" component of the

thinking zombie's alignment becomes evil, but creatures who were nonevil in life usually gain the death wish weakness described in Chapter 3 of **Terrors of the Dead Lands**.

Material Components: An item significant to the zombie's former life, such as an article of clothing, a favorite piece of equipment, etc.

XP Cost: 20 XP per HD of the thinking zombie to be created.

Vampiric Youthfulness

Necromancy [Evil]

Level: Wiz 9, Dead Heart 9

Components: V, S

Casting Time: 1 hour

Range: Touch

Target: Living, corporeal creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell makes you younger at the expense of another creature. The victim must have Hit Dice equal or greater than your character level and must be at full hit points when you cast the spell. The caster and the victim must be in continuous contact throughout the casting of this spell; any interruption negates the spell. At the completion of this spell, the victim ages ten years while you become one year younger. Outsiders and plants are immune to this spell.

Wakefulness

Enchantment

Level: Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell cannot naturally fall asleep. When this spell ends, the subject becomes exhausted.. Another *wakefulness* cast before the previous expires allows the subject to stave off exhaustion, but the subject must afterwards get eight hours of sleep for each casting to remove exhaustion or fatigue. This spell counters, and is countered by, spells that induce magical slumber (such as *sleep*).

Watch Fire

Divination (Scrying)

Level: Fire Eyes 7

Components: V, S, DF

Casting Time: 1 round
Range: 10 miles/level
Effect: Fiery sensor
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You use a small fire to scry through other fires within range. You know how many fires burn within range and the approximate location of each. Once per minute, you may choose one of these fires and peer out of it as if you were actually within the flames. Anyone watching the fire sees a dark face within but can only dispel the visage by extinguishing the flame or casting some form of protection from scrying. You may communicate through the flames but cannot cast spells or use other abilities. If your flame is put out, then the spell ends prematurely.

Focus: A fire as small as a candle flame that you light yourself.

Water Light

Transmutation [Electricity]
Level: Fire from the Sky 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Area: 30-ft.-radius emanation
Duration: 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

With the exception of you and everything that you are carrying, all living creatures and objects that contain more than one gallon of water glow as if affected by a *light* spell. Once per round, as a free action, you may cause an affected creature or object to emit lightning. The affected creature or object takes 5d8 points of electricity damage. Creatures within 10 feet of the target also take 5d8 points of electricity damage (Reflex save for half damage).

Water Shock

Evocation [Electricity]
Level: Fire from the Sky 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: A quantity of water between 1 and 100 gallons
Duration: 1 hour/level or until discharged
Saving Throw: Reflex half
Spell Resistance: Yes

This spell entraps a small body of water (ranging from 1 pint to 100 gallons) with an electric charge.

The first creature to touch the water receives a shock that inflicts 1d6 points of electricity damage per two caster levels (maximum 5d6). The water instantly evaporates when the spell discharges.

Water Trap

Transmutation [Water]
Level: Despair of the Drowned 5
Components: V, S
Casting Time: 1 round
Range: Touch
Target: Body of water up to 20 ft. in diameter
Duration: 1 day/level (D)
Saving Throw: Reflex negates
Spell Resistance: Yes

When a creature of Large size or smaller (but no larger than the body of water) touches the pool, oasis, or watering hole altered by this spell, it must make an immediate Reflex saving throw. Failure indicates that the victim is instantly pulled under the surface and trapped. Creatures pulled under by this spell will find that the surface of the water now has a tough, rubbery consistency that makes escape very difficult. Treat the water's surface as if affected by the *surface tension* spell.

Waters of Life

Transmutation [Water]
Level: Druid 7, Living Waters 7
Components: V, S, M, XP
Casting Time: 8 hours
Range: Touch
Target: One gallon of liquid
Duration: See Text
Saving Throw: None; see text
Spell Resistance: No

You create an elixir of potent herbs that heals wounds and other ailments. You transform one gallon of any liquid into sweet-smelling serum that cures hit point damage, blindness, disease, poisoning, and fungal growth (such as the transformation of flesh into green slime), regenerates lost organs and limbs, and ends magical enchantments.

You give half of the potion to the subject and drink the rest yourself. Drinking the half gallon requires one minute. If the subject is unconscious, then you can wet the subject's lips with the elixir and anoint its face and body with the rest of its share. Once you drink your half, the subject is healed as though it received the spells *heal*, *break enchantment*, and *regenerate*.

The subject's ailments transfer to you. You suffer all hit point damage, ability damage, poisons, curses, and diseases—everything that previously

afflicted the subject. You fall into a near-comatose state for 1 hour while your body fights off infections and repairs the damage. At the end of the hour, you awaken and must make a Fortitude save (DC 20). If you succeed, you are healed as the subject was, and all is well. If you fail, you retain every injury and ailment the subject had suffered, and you are exhausted.

You can use rare and expensive herbs to reverse even death itself, as long as the subject could be raised by the *raise dead* spell. On drinking the elixir, the subject suffers a loss in level. Raising the dead with this spell brings your Fortitude save DC to 25; you die if you fail the save.

As a third option, you may instead divide the *waters of life* into 8 pint-sized flasks, which require only a standard action to drink. The flask heals 3d8 points of damage and cures one of the conditions listed above. These smaller doses do not require you to drink them and do not cause a coma.

XP Cost: 1,000 XP.

Material Components: Local herbs with a value no less than 100 Cp. If you wish to raise the dead, you must use rare herbs costing 5,000 Cp.

Waterways

Conjuration [Teleportation, Water]

Level: Living Waters 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You plus 1 creature/level (see text)

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You can use natural water sources (such as wells, springs, lakes, or rivers) as conduits for teleportation. This spells functions as *greater teleport*, except you must leave from and arrive at a body of water.

While using the waterway, all subjects must make a successful Swim check each round (DC 10). Every 10 miles between the body of water that you are entering, and the one that you are trying to exit requires 1 round of swimming time and a DC 10 Swim check. Those that fail the Swim check take 1d6 points of nonlethal damage and are shunted from a random pool of water in the general area.

Note that you actually travel underwater and must hold your breath; to travel more than 200 miles or so, it is generally wise to have a *worm's breath* spell available. As long as this spell endures, water does not adhere to any of the spell subjects, so you step out of the water as dry as a bone.

The *waterways* spell does not terminate when you reach your destination. As long as the spell

duration persists (see above), you can reenter any natural water source and attempt to travel again. Thus, you could use this spell to travel from an oasis pool to a noble's private well, rescue a prisoner from the noble's dungeons, dive back into the noble's well, and "swim" to yet another body of water far away.

Whirlpool of Doom

Transmutation [Earth]

Level: Earthen Embrace 7

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 50 ft. deep)

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell turns earth or sand into a swirling sea of rock and earth. Anyone standing in the area must make a Reflex save. Failure indicates that they have been sucked into the center of the whirlpool and must make a Swim check (DC 20) each round. Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free. Failing a single skill check means that the creature is pulled below the surface (and must hold its breath) until it succeeds at a Swim check. Failing two Swim checks in a row means that the character has been pulled 1d6x5 feet under the earth.

Wild Lands

Enchantment [Mind-affecting]

Level: Drd 9

Components: V, S

Casting Time: 4 hours

Range: 1/2 mile/level

Area: Emanation with radius 1/2 mile/level, centered on a natural object

Duration: Permanent

Savings Throw: None

Spell Resistance: No

An object you designate attracts wild animals and magical beasts. It must be a natural object, such as a tree or boulder, of at least Medium size. Wild animals and magical beasts gravitate slowly over several weeks to occupy the area of effect. Druids use this spell to protect their guarded lands. Each week, creatures with total HD equal to the caster's level are attracted to the site and remain if the environment can support them. If there is not sufficient plant and animal life to support the creatures, they will leave.

Wild lands can be dispelled by destroying the object that serves as the focal point of the spell.

Wind Trap

Conjuration (Creation)

Level: Ill Winds 9

Components: V, S, M

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (50-ft. radius, 30 ft. high)

Duration: 1 year or until discharged (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell traps a large area, and the trap is triggered by certain conditions that you must define ahead of time. When the conditions that you specify are met, the trap discharges, creating a cloud of fumes 30 feet high. You can designate these fumes to duplicate *stinking cloud*, *cloudkill*, *acid fog*, or *incendiary cloud*, or you can use this cloud to distribute a contact or inhaled poison used as a material component.

Casting this spell is a largely mental process; you slowly walk the area to be trapped for ten minutes, envisioning the rising fumes and deciding on the conditions that will trigger its activation. When the meditation period ends, you may leave the area and the trap remains set for 1 year.

You set the conditions under which a creature in the area will trigger the trap. The conditions may be as simple or as complex as you like, and they cannot be changed once the spell is placed; the caster should be careful about the wording lest the trap trigger unintentionally. Some possible conditions are: whenever anyone steps foot in this grove., whenever a templar draw his or her weapons.

When the condition is met, the area is engulfed in fumes, and everyone inside is affected. The fumes dissipate after 1 round per caster level. A moderate wind (11+ mph), such as from the *gust of wind* spell, disperses the trap in 4 rounds. A strong wind (21+ mph) disperses the trap in 1 round.

Material Components: A bronze sundial and the dried yolk of an erdlu egg. If the cloud duplicates a poison, you also need a dose of that poison.

Wisdom of the Sorcerer-King

Transmutation

Level: Tem 6

Components: DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell grants spellcasting power directly from the sorcerer-king. You may apply one of the following metamagic feats to a spell of 4th level or lower you cast this turn: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Silent Spell, or Still Spell

Worm's Breath

Transmutation

Level: Clr 3, Drd 3, Tem 3, Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe freely regardless of being submerged in water, silt, or earth. Divide the duration evenly among all the creatures you touch. The subjects can breathe normally in silt-filled air (commonly known as the gray death), but otherwise get no benefits against inhaled poisons or gaseous contact poisons of any sort.

This spell does not make creatures unable to breath air.

Arcane Material Component: A worm.

Note: This spell replaces the *water breathing* spell in the *Player's Handbook*.

Wrath of the Sorcerer-King

Divination

Level: Tem 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None; Will negates (see text)

Spell Resistance: Yes

With this spell, you know whether creatures in the spell's area have broken the laws of your city-state, and you can exact punishment on them if they have. You instantly know what crimes the creatures committed, when, and under what circumstances. There is no save to avoid the divination.

If you have one of the following spells available, you may immediately cast it at a creature within the area. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may choose from *cause fear*, *command*, *dispel magic*, and *hold person*. The target can make a Will save

to avoid the effect (except for *dispel magic*), and the spell functions normally in all other ways.

Zombie Berry

Transmutation

Level: Drd 3, Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1d4 berries from a zombie plant

Duration: 1 day/level; see text

Saving Throw: None; see text

Spell Resistance: No; see text

Casting *zombie berry* on a handful of berries from a zombie plant temporarily alters them so that instead of becoming enslaved by the zombie plant, the one who consumes such a berry becomes your loyal servant instead. You can always tell which berries you have affected. Any humanoid eating one of the berries must succeed at a Will save or be affected as by the *charm person* spell (this is a mind-affecting effect).

Material Component: The berries to be enchanted.

CHAPTER 9: POWERS

Psion/Wilder Powers

The following powers are in addition to the powers listed in the *Expanded Psionics Handbook*, and may be taken by any Psion or Wilder, regardless of discipline.

1st-Level Psion/Wilder Powers

- Aura Reading:** Reveal personal details about the target.
- Bioflexibility:** You gain a bonus to Escape Artist checks.
- Cast Missiles:** You can launch missiles without a bow or other weapon.
- Deflect Strike:** You psychokinetically deflect the next attack of a creature within range.
- Detect Poison: Psionic:** Detects poison in one creature or object.
- Ghost Writing:** Creatures writing on a distant surface or creature touched.
- Psionic Draw:** Instantly draw a weapon.
- Psychic Tracking:** Track a creature using Psicraft.
- Tattoo Animation[®]:** Animates your tattoos or steals another's.
- Trail of Destruction:** Detects recent defiling.
- Wild Leap[®]:** Make an additional leap and gain a bonus to Jump checks.

2nd-Level Psion/Wilder Powers

- Alter Self, Psionic[®]:** Assume form of a similar creature.
- Calm Emotions, Psionic:** Calms creatures, negating emotion effects.
- Concentrate Water:** Collects water from surrounding area.
- Hush:** Silences targets with a total HD equal to yours.
- Locate Object, Psionic:** Sense direction toward object (specific or type).
- Pheromone Discharge:** Vermin react well to you.
- Sensory Suppression:** Victim loses one sense—sight, hearing, smell.
- Watcher Ward[®]:** You are aware of creature within the warded area.
- Weather Prediction:** Predicts weather for next 24 hours.

3rd-Level Psion/Wilder Powers

- Antidote Simulation[®]:** Detoxifies venom in your system.
- Beacon[®]:** Creates a ball of light that can become much larger with concentration.

Lighten Load, Psionic: Increases Strength for carrying capacity only.

4th-Level Psion/Wilder Powers

Detonate[®]: Explode one object.

7th-Level Psion/Wilder Powers

Mindflame: Kills, paralyzes, weakens, or dazes subjects.

Psion Discipline Powers

The following powers are in addition to the discipline powers that are listed in the *Expanded Psionics Handbook*.

Egoist (Psychometabolism) Discipline Powers

7. Complete Healing[®]: Heals all damage.

Seer (Clairsentience) Discipline Powers

9. Cosmic Awareness: You perceive all things in range.

Telepath (Clairsentience) Discipline Powers

4. Hallucination[®]: Phantasm cause psychosomatic damage.

Psychic Warrior Powers

The following powers are available in addition to those listed in the *Expanded Psionics Handbook*.

1st-Level Psychic Warrior Powers

- Bioflexibility:** You gain a bonus to Escape Artist checks.
- Cast Missiles:** You can launch missiles without a bow or other weapon.
- Deflect Strike:** You psychokinetically deflect the next attack of a creature within range.
- Psionic Draw:** Instantly draw a weapon.
- Tattoo Animation[®]:** Animates your tattoos or steals another's.
- Wild Leap[®]:** Make an additional leap and gain a bonus to Jump checks.

2nd-Level Psychic Warrior Powers

Antidote Simulation[®]: Detoxifies venom in your system.

Powers

Alter Self, Psionic

Psychometabolism

Level: Psion/wilder 2

Display: Auditory

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Power Points: 3

As the spell *alter self*, except as noted here.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Antidote Simulation

Psychometabolism

Level: Psion/wilder 3, Psychic Warrior 2

Display: Auditory and visual

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You instantly neutralize any sort of venom in your body. You suffer no additional damage or effects from the poison, and any temporary effects are ended, but the power does not reverse any hit point or ability score damage already dealt.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 4 additional power points, this power can affect any willing creature or object of up to 1 cubic ft./level touched.
2. If you spend 6 additional power points, you can manifest this power as an immediate action, quickly enough to negate initial poison damage. You cannot be flat-footed to use this option.

Aura Reading

Clairsentience

Level: Psion/wilder 1

Display: Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/round

Duration: Concentration, up to 1 minute/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You learn details about the target's social status by examining the psychic aura that surrounds her. You can focus on one target within range per round. The amount of information you discern about the target depends on how long you focus on her.

1st Round: Social class of the target, such as slave, freeman, templar or noble. If the target is from a classless society (such as an elf tribe or a small village), the spell reveals him as a freeman.

2nd Round: Primary allegiance of the target, such as a patron element, sorcerer-monarch, a slave's master, or a druid's guarded lands (reveals a brief glimpse of the land, not its specific location). This doesn't need to be an allegiance the character embraces, such as a slave, only the primary one in her life. This only reveals the allegiance the character regularly projects, not any hidden or secret allegiances.

3rd Round: Most commonly used name of target.

4th Round: Profession of the target. Again, this only reveals information the target openly projects. So if a wizard masquerades as a bricklayer, this power reveals that they are a bricklayer.

5th+ Round: Any additional professions held by the character, currently or previously.

Beacon

Psychokinesis [Light]

Level: Psion/wilder 3

Display: Visual

Manifestation Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Light the size of a torch

Duration: 10 minutes/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

With this power, you create a bright colored ball of light (the exact color is your choice) that you can direct anywhere within range. The sphere normally emits as much light as a torch, but by concentrating on this power (as a standard action), you can increase the light to the level of a *daylight* spell.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Bioflexibility

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Material

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You become extremely flexible and malleable, almost fluidic in form. You can manifest this power to escape a grapple, manacles, ropes or other restraining effects. This grants you a +10 competence bonus to Escape Artist checks.

Augment: For every 4 additional power points spent, you gain an additional +10 bonus to Escape Artist checks.

Calm Emotions, Psionic

Telepathy (Compulsion) [Mid-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifestation Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread.

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As the spell *calm emotions*, except as noted here.

Cast Missile

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You can cast sling stones without a sling, launch arrows without a bow, or launch bolts without a crossbow. The ammunition travels as if it had been fired from a sling, shortbow, or light crossbow (as appropriate) using that weapon's damage, critical, and range. As long as you have the ammunition at hand, you can fire one missile per attack without needing to reload. You can even apply feats from the Point Blank Shot tree to these attacks. Alternatively, you can throw objects you hold as an improvised ranged weapon without suffering the normal -4 penalty.

Augment: If you spend 2 additional power points, you may fire ammunition as if using a longbow or heavy crossbow (as appropriate).

Complete Healing

Psychometabolism

Level: Egoist 7

Display: Auditory and visual

Manifestation Time: 24 hours

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13

This power allows you to heal yourself completely of all ailments, wounds, and normal diseases. You must place yourself in a trance for 24 hours to accomplish the healing. At the end of this manifesting, you are restored to full hit points, no longer suffer from any temporary ability damage, are no longer exhausted or fatigued, and lose any negative levels you had. You also return to full power points, less the cost of this power.

Augment: For every 2 additional power points you spend, the manifesting time is decreased by 2 hours (minimum 2 hours).

Concentrate Water

Psychokinesis

Level: Psion/Wilder 2

Display: Material and visual

Manifestation Time: 1 round

Range: 30ft

Area: 30-ft radius burst centered on you

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

You draw all moisture within the area of effect as water in a single container. The amount collected depends on the local terrain type.

Sandy wastes, dust sink, or salt flats: 1d3 -2 gallons (minimum 0).

Rocky badlands, stony barrens, or boulder fields: 1d4 -1 gallons (minimum 1).

Mountains or scrub plains: 1d6 -1 gallons (minimum 1).

Verdant belts or forest: 1d8 +1 gallons.

The manifester must hold the container while manifesting this power. If the container is too small to hold the water collected, or if it is leaky, the excess spills onto the ground.

The power only collects uncollected vapor and droplets around the caster. Free standing water in a glass, pool, or other container is not collected. It does not adversely affect plants or animals in the area. The drying effect on any local flora becomes evident in the next few days, but most plants can survive the temporary loss of ground moisture.

Cosmic Awareness

Clairsentience

Level: Seer 9

Display: Visual

Manifestation Time: 1 minute

Range: 60 ft.

Area: 60-ft. radius emanation centered on you
Duration: Concentration, up to 1 minute/level
Saving Throw: None
Power Resistance: No
Power Points: 17

You perceive all things within the area of effect, including the shallow Gray. The amount of information revealed by this power depends on how long you study a particular area.

1st Round: You see all inanimate features and unattended objects within the area of effect; you can see what is on the other side of a hill, detect hidden caves, see secret doors and traps, and even detect lodes of unusual minerals or other geological phenomena. You also hear all sounds and detect all smells within the area.

2nd Round: You perceive forces – winds, water currents, or any free standing spell effects such as *glyphs of warding*, areas of *reversed gravity*, *null psionics fields*, and so forth.

3rd Round: You perceive all creatures within the area, ignoring effects such as *blur*, *displacement*, and *invisibility*, as well as any significant pieces of equipment they carry. Creatures who are shapechanged or polymorphed are noted and their true forms understood. Illusions are perceived for what they are.

Deflect Strike

Psychokinesis
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifestation Time: 1 standard action
Range: Close (25 ft +5 ft./2 levels)
Target: 1 creature
Duration: 1 round
Saving Throw: None
Power Resistance: Yes
Power Points: 1

This power psychokinetically deflects the next attack of a creature within range. The target's next melee, missile, or ranged touch attack that round suffers a -20 penalty to the attack roll.

Detect Poison, Psionic

Clairsentience
Level: Psion/Wilder 1
Display: Auditory and olfactory
Manifestation Time: 1 standard action
Range: 20 ft.
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None
Power Resistance: No
Power Points: 1

As the spell *detect poison*, except as noted here.

Detonate

Psychokinesis
Level: Psion/Wilder 4
Display: Auditory, material, and visual
Manifestation Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Target: One object
Duration: Instantaneous
Saving Throw: Fortitude negates and Reflexes half
Power Resistance: Yes
Power Points: 7

You cause an object to explosively release the latent energy stored within it. This power affects a single object or a section of a larger object (such as a wall) no larger than a 10 foot cube. This power can also be used against mindless constructs and undead (those with no intelligence score). The target takes 7d6 points of damage; creatures, and held or magical items can negate this with a successful Fortitude save. An object or creature reduced to 0 hit points is completely destroyed, reduced to a residue of fine dust. In addition all creatures and objects within 10 feet of the target take an equal amount of damage (Reflex save for half damage); but not more than twice the hit point total of the target.

Augment: For every additional power points you spend, this power's damage increases by 1d6 points. For each extra two dice of damage, this power's save DC (for both saves) increases by 1.

Ghost Writing

Metacreativity
Level: Psion/wilder 1
Display: Material and visual
Manifestation Time: 1 minute
Range: 10 miles/level
Target: One sheet of paper or parchment
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates (object)
Power Resistance: Yes
Power Points: 1

You can write messages on blank paper or parchment at a distance. The sheet can lie by itself, among others, rolled into a scroll, etc. You must know of the sheet's existence and its present location (if the sheet is no longer where the psionist remembers it, the power automatically fails). You mentally darken the sheet in a thin continuous line, forming, with time and effort, letters, words, and sentences. You can form up to five words per round. This power does not confer

the ability to write, if the character is illiterate. You receive no clairvoyance during the power's use--he does not get any impression of whether or not the intended people read his message, only that it has been so written, Anyone can read the message once transmitted.

Hallucination

Telepathy [Mind-Affecting]

Level: Telepath 5

Display: Mental

Manifestation Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Power Resistance: Yes

Power Points: 9

You can project visions or images in the subject's mind. This acts as *major image*, except the illusion is only visible to the target. In addition, if the phantasm attacks the target, and is not disbelieved, the victim believes she is taking real damage appropriate to the illusion. However, the physical effects of the *hallucination* are psychosomatic--the victim may believe she is being mauled by a tembo, but she is not really being harmed physically. Whatever the victims believes she's experiencing, the illusionary damaged is nonlethal and is at most 9d6 points of damage.

Augment: For every additional power point you spend the maximum amount of nonlethal damage increases by one die (d6). For every extra two dice of potential damage, this power's save DC increases by 1.

Hush

Telepathy [Compulsion, Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Living creatures within range

Duration: 1 round//level (D)

Saving Throw: Will negates

Power Resistance: Yes

You send out a subconscious twinge that causes one or more living creatures to be as silent as possible for a round if they fail a Will save. They cannot speak, intentionally pound on something to make a loud noise, etc. Creatures affected by this power cannot cast spells with verbal components nor use bardic music. You can affect a total number of creatures whose HD do not exceed your manifester level. Creatures with the fewest HD are

affected first. Among creatures with equal HD, those who are closest to you are affected first.

Lighten Load, Psionic

Psychometabolism

Level: Psion/Wilder 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Touch

Target: Creatures touched

Duration: 2 hours/level

Saving Throw: No

Power Resistance: Yes (harmless)

Power Points: 5

This power increases the recipients' carrying capacity for the power's duration (divide the duration by the number of recipients). For purposes of carrying capacity only, treat the power's recipients as though their Strength were increased by 10 points.

Locate Object, Psionic

Clairsentience

Level: Psion/Wilder 2

Display: Visual

Manifestation Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 minute/level

Saving Throw: None

Power Resistance: No

Power Points: 3

As the spell *locate object*, except as noted here.

Mindflame

Telepathy [Mind-Affecting]

Level: Psion/Wilder 7

Display: Mental

Manifestation Time: 1 standard action

Range: 40ft.

Area: Creatures in a 40-ft. radius centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You project a wave of mental force. All creatures within the area of affect who fail their save suffer the following ill effects:

The effects are cumulative and concurrent.

Dazed: The creature takes no action for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die.

Table: Mindflame

Hit Dice	Effect
Equal to manifester level	Dazed
Up to manifester level -1	Weakened, dazed
Up to manifester level -5	Paralyzed, weakened, dazed
Up to manifester level -10	Killed, paralyzed, weakened, dazed

Pheromone Discharge

Psychometabolism

Level: Psion/Wilder 2

Display: Olfactory

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Power Points: 3

Your skin emits a pheromone that vermin recognize as their own species. Vermin and swarms of vermin react as though they were two steps more friendly in attitude. This allows you to make a single request of a vermin or swarm of vermin. The request must be brief and reasonable. Even after this power ends, the creature retains its new attitude toward you, but only with respect to that particular request.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour/level.

Psionic Draw

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifestation Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

An item on your person is telekinetically drawn into your hand. You must have a free hand to use this power.

Psychic Tracking

Clairsentience

Level: Psion/wilder 1

Display: Auditory

Manifestation Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 1

You can track a creature by the mental "footprints" left behind by its thoughts. You can only track creatures with an Intelligence score of 3 or greater. *Pass without Trace* and similar effects provide no protection from this power; however, creatures that are immune to mind-affecting effects (such as someone under the effects of *mind blank*) do not leave psychic tracks and cannot be tracked in this way. To find tracks or to follow them for 1 mile requires a successful Psicraft check. You must make another Psicraft check every time the tracks become difficult to follow, such as when other tracks cross them, or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your speed with a -20 penalty on your check). The base is DC 15. Several modifiers may affect the Psicraft check as given on the table below:

Table: Psychic Tracking

Condition	Psicraft DC Modifier
Every three thinking creatures in the group being tracked	-1
Every 24 hours since the trail was made	+1
Tracked party using <i>conceal thoughts</i>	+10

If you fail your Psicraft roll you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Sensory Suppression

Telepathy [Mind-Affecting]

Level: Psion/Wilder 2

Display: Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 living creature

Duration: Concentration + 1d6 rounds

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You cause a creature to lose one of its senses—causing it to be blinded, deafened, or to lose its sense of smell, as you choose. A creature that loses its sense of smell cannot use the Scent ability.

Tattoo Animation

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Visual

Manifestation Time: 1 standard action

Range: Personal or touch (see text)

Target: One or more touched tattoos

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No
Power Points: 1

This power allows you to take control of various tattoos. There are two uses for this power:

Alter Tattoo: You can make one tattoo on your body per manifester level move across your body as if they were a psionic tattoos. You can even transfer a tattoo to another being with a successful melee touch attack. An unwilling recipient receives a Will save to negate the transfer of the tattoo.

Steal Tattoo: You can attempt to “steal” a single tattoo (mundane or psionic) from another creature’s body. You must either be able to see the tattoo you intend to steal or have seen it previously. If you make a successful melee touch attack, the target must make a successful Will save or the tattoo crawls from their body to yours. If the tattoo is psionic, the target receives a bonus to the Will save equal to the level of the tattoo’s power.

Augment: For each additional 4 power points you spent, you can transfer or steal an additional tattoo.

Trail of Destruction

Clairsentience

Level: Psion/Wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Emanation, centered on you to extent of range

Target: You

Duration: 1 round/level

You can detect the past use of defiling magic in the area. The winds and sands can blur the ash of defiler destruction in a matter of hours, but the power shows where defiling magic has been used within the past month. The sites illuminate for your eyes only. You gain an accurate impression of the magic’s power (the level of the defiler spell cast) and how long ago it was cast (to the nearest day). This power does not reveal information about the spell or the caster.

Watcher’s Ward

Clairsentience

Level: Psion/Wilder 2

Display: Mental

Manifesting Time: 2 rounds

Range: Close (25 ft. + 5 ft./2 levels)

Area: Sphere, up to 25 ft. + 5ft./2 levels-radius, centered on you

Duration: 1 hour/level (D); see text

Power Points: 3

You attune yourself to the area of this power and become extremely sensitive to any disturbances within it. You know if a creature enters or leaves the warded area, although no other insight is provided. You cannot be caught flatfooted and can always act in the surprise round of combat. If you leave the warded area, this power ends prematurely.

Augment: If you spend 3 additional power points you know the exact location of all creatures within the area (although you know where they are this power does not enable you to see hidden or invisible creatures).

Weather Prediction

Clairsentience

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 1 mile/level

Target: You

Duration: Instantaneous

Power Points: 5

You can accurately predict the weather conditions for your present location. The forecast reaches 24 hours into the future, gives you precise knowledge of temperature, wind speed and direction, cloud cover, and any natural storms. You also become aware of any changes in the weather pattern during that period. This power only predicts naturally occurring weather, not magically induced conditions such as Tyr-storms.

Wild Leap

Psychoporation

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifestation Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

This power allows the manifester, to catch a foothold in the fabric of the universe for a fraction of a second. This foothold does not last long enough for you to stand on, but it does last long enough for you to leap off of. You are able make a Jump check, jump that distance, catch yourself for a second and then make a second Jump check and leap the distance indicated. You also receive a +5 competence bonus on Jump checks made in conjunction with this power.

Augment: For each additional 4 power points you spend, you gain an additional +5 bonus to the Jump check.