

DARK SUN

A WORLD OF SAVAGE SURVIVAL IN A BROKEN LAND OF SORCERER-KINGS

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RACES

DRAGONBORN, DRAY

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

Age. You grow quickly, able to walk mere hours after hatching and attaining the size and mental faculties of a human of 10 years old by the time you reach your third year. You are considered an adult at 15, and live to be around 80 years old.

Size. You stand between 6 and 7 feet tall and weigh around 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Breath Weapon. You can use your action to exhale a gout of flame in a 15 foot cone. Each creature in the area of effect must make a Dexterity saving throw or suffer damage. The DC for this saving throw is 8 + your proficiency bonus + your Constitution modifier. A creature takes 2d6 fire damage on a failed save, and half as much on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. Once you use this ability, you cannot use it again until you complete a long or short rest.

Fire Resistance. You are resistant to fire damage.

Devious Plotter. You are proficient in the Deception skill.

Languages. You speak Draconic and Common. Your literacy is determined by a roll made at character creation.

DWARF, ATHASIAN

Ability Score Increase. Your Strength and Constitution scores each increase by 2.

Age. Dwarves mature at the same rate as humans, but they are considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

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

Darkvision. Accustomed to dark places, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

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

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Focused Mind. You have advantage on saving throws against being charmed by spells and effects.

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

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You speak Common and Dwarvish. Your literacy is determined by a roll made at character creation.

ELF, ATHASIAN

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

Age. You reach maturity at the same rate as a human, but are still considered an inexperienced youth until you reach the age of 100. Elves may live to be around 750 years old.

Size. You are tall and lithe, standing well over six feet tall and possessing a slender build averaging 170 pounds. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Darkvision. Accustomed to traveling at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Elf Weapon Training. You are proficient in the longsword, shortsword, shortbow, and longbow.

Keen Senses. You have proficiency in the Perception skill.

Natural Athlete. You are proficient in the Athletics skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Runner's Endurance. If you travel overland alone or with a group consisting only of elves, you can travel at twice the speed of a normal travel pace without incurring a penalty to Perception skill checks.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You speak Common and Elvish. Your literacy is determined by a roll made at character creation.

HALF-ELF

Ability Score Increase. Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-elves mature at the same rate as humans and reach adulthood around the age of 20. You live much longer than humans, often exceeding 180 years.

Size. You stand at approximately the same height as a human, though tend toward a few inches taller due to your elven ancestry. On average, you weigh around 170 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elven blood, you possess superior vision in dim and dark conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

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

Languages. You speak Common, Elvish, and one other language of your choice. Your literacy is determined by a roll made at character creation.

HALF-GIANT

Use the entry for the goliath presented in *Volo's Guide to Monsters*. Replace Mountain Born and the Languages entry with these traits:

Uncannily Observant. If you spend at least 1 minute observing a humanoid creature, you can mimic its behaviors and/or speech patterns (provided you've heard the creature talk and can understand its language), and can appear as though you are a member of its culture, social class, or colleagues provided the circumstances are sound. You have advantage on Insight checks made to determine a creature's mood and demeanor, and advantage on Deception checks made to convince someone that you belong to their group.

Languages. You speak Common. Your literacy is determined by a roll made at character creation.

HALFLING, ATHASIAN

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

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Nature Tender. You know the *druidcraft* cantrip.

Tribal Knowledge. You choose to be proficient in one of the following skills: History, Nature, Performance, Survival.

Languages. You speak Common and one other language of your choice. Your literacy is determined by a roll made at character creation.

HUMAN

Ability Score Increase. Increase all of your ability scores by 1 each.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans vary widely in height and build, from barely 5 feet tall to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You speak Common and one language of your choice. Your literacy is determined by a roll made at character creation.

MUL

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

Age. Muls mature and age at the same rate as humans, though they rarely live longer than 90 years.

Size. Your body is tough, dense, and sinewy. You stand between 6 and 7 feet tall and weigh between 250 and 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Vigorous Body. You are proficient in Constitution saving throws. If your class is already proficient in Constitution saving throws, or if you later gain a feat that gives you proficiency, you have advantage on all Constitution saving throws against effects that apply disease, exhaustion, and poison.

Steadfast. You can fight, travel, and perform heavy labor for long periods of time without tiring and can ignore exhaustion from such endeavors. You can remain awake and active for up to 72 hours without requiring a long rest, after which time you begin to suffer at the same rate as other character races.

Languages. You can speak Common and Dwarvish. Your literacy is determined by a roll made at character creation.

PTERRAN

Use the entry for the lizardfolk presented in *Volo's Guide to Monsters*. Remove its swim speed and Hold Breath traits, and replace its Languages entry with this text:

Languages. You speak Sauric and Common. Your literacy is determined by a roll made at character creation.

THRI-KREEN

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

Age. Thri-kreen mature quickly and are able adults by the time they are 7 years old. They rarely live longer than 30 years.

Size. You stand around 7 feet tall and weigh around 300 pounds of tough chitin and dense flesh. Your size is Medium.

Speed. Your base speed is 40 feet.

Carapace. Your base AC is 13 plus your Dexterity modifier. You cannot benefit from the protection of any armor that grants you an AC of 13 or lower. Due to the shape of your body, armor must be custom-made for your form and costs twice as much.

Desert Adaptation. You require only a half gallon of water each day to avoid exhaustion from dehydration. You do not sleep, and can gain the benefits of a long rest while performing only four hours of light activity.

Powerful Leap. You can perform a running leap to travel a number of feet straight forward equal to three times your Strength score. You can perform a standing vertical jump up to your Strength score in feet.

Multiple Limbs. You possess a second set of arms below your primary limbs. These limbs can hold objects and weapons, but cannot be used to perform more attacks than you normally have at your disposal based on your class and your fighting styles.

Natural Weaponry. You possess sharp claws and a painful bite. As a bonus action, you can make a single claw or bite attack to inflict 1d4 points of slashing (with claw) or piercing (with bite) damage. These are considered weapons with the *finesse* quality, and thus you may use either your Strength or Dexterity modifier to determine the attack roll and damage bonus.

Survivor. You are proficient in the Survival skill.

Languages. Thri-kreen speak Common and Kreen. Your literacy is determined by a roll made at character creation, but thri-kreen are very rarely literate.

LANGUAGES

Though the Common tongue of the Tyr Region possesses a simple written form that is easily understood by those who devote time to learning it, it is not the only spoken or written language known. All of the city-states have dialects of the Common language that, while they may contain a few local idioms or unique

words, are generally interchangeable. If you prefer, instead of listing Common as your language, you can list your specific dialect of the Common tongue; Balican, Drajian, Gulgan, Hinterlander, Nibenese, Raamnian, Tyrian, or Urikite.

Each of the races of Athas has its own tongue and script, though not all of them are known even to the race that created it.

BASIC LANGUAGES

Language	Speakers	Script
Common	Humans, halflings, most speaking creatures	Common
Elven	Elves	Rellanic
Dwarven	Dwarves, muls, hejkins	Davek
Giant	Giants, half-giants, minotaurs, tarek	Barazhad
Thri-Kreen	Thri-kreen	Chachik

It is worth noting that no dwarf alive can read the Davek script. As most dwarves are illiterate, this rarely arises as a problem, but when dwarves are forced to put words to record, they utilize a bastardization of Common and Barazhad scripts to convey meaning using Dwarvish syllables.

Furthermore, few thri-kreen learn the written form of their language, and most that do are from the western Tablelands or the Crimson Savanna, where the nations of the tohr-kreen lie.

Slave tribes and nomadic raiders are also known to have their own dialects, and these are usually less easy to understand without some exposure to it (or a translator to help determine the meaning of a particularly confusing turn of phrase).

Linguists are not common on Athas. This is primarily due to the prevalence of illiteracy in the city-states and among the nomadic tribes of the wasteland, but also the lack of public works that allow the study of languages. Thus, uncommon languages might as well be wholly unavailable to those without special schooling or natural facility with them.

UNCOMMON LANGUAGES

Language	Speakers	Script
Deep Speech	Gith, psurlons, anakores	Rellanic
Draconic	Wizards, dray	Iokharic
Primordial	Clerics, elementals	Barazhad
Sauric	Pterrans	Iokharic

There may be other, lost languages scattered across the face of Athas from civilizations long-extinguished or races driven to extinction during the ancient Cleansing Wars.

LITERACY

The sorcerer-kings deliberately cultivate an illiterate populace, with only wealthy merchants, templars, and nobles having access to proper schooling. Even in free cities, such as Tyr, the populace has yet to create any organized centers of learning for the children of laborers or freemen. As such, player characters may or may not be literate at character creation. At 1st level, the character makes an Intelligence ability check to determine whether they are literate. The DC of this check is equal to 10 minus the character's level. Barbarians suffer disadvantage on this check. Bards, clerics, mystics, sorcerers, and warlocks make this check with advantage. Wizards are automatically literate by necessity.

An illiterate character cannot use scrolls or other magic items that rely on being able to read.

Each level gained after 1st enables the character to make this Intelligence check again to see if they picked it up the ability to read during their travels. If a character is actively being tutored in reading and writing by another character or an NPC, they gain advantage on this check. Should a character become multiclassed, they use the method that is most beneficial to them (becoming literate automatically as a wizard, or checking with advantage as a multiclassed bard, cleric, mystic, sorcerer, or warlock).

LITERACY: CREDIT WHERE CREDIT IS DUE

This is a house rule whose basic concept is based on a similar rule from the 5th Edition version of Primeval Thule, a fantastical pre-historic setting created by Sasquatch Game Studio. It's awesome. Go pick it up and support them for all the great work they do.

CLASS OPTIONS

CLERICS

The clerics of Athas have no gods; as myths tell it, they were slain long ago at the dawn of the world by powerful primordial entities from the Elemental Chaos, a realm of chaotic potentia. Clerics instead pay homage to these elemental entities, who bestow a fraction of their power in exchange for the worship and tribute of their functionaries. When you create a character with the cleric class, or multiclass into cleric, you choose an elemental patron that determines your domain.

These entities are not always benevolent, and some are outright malevolent. You may be called upon to appease their mercurial desires as you reach new levels of power.

AIR DOMAIN

Your patron is a mighty djinn noble, an air elemental lord, or the Elemental Princes of Air, Chayn (good) or Yan-Ce-Bin (evil). The hot gales of the day or the freezing wind of the desert night are a conduit to your master.

AIR DOMAIN SPELLS

Cleric Level	Bonus Spells
1st	<i>feather fall, unseen servant</i>
3rd	<i>gust of wind, silence</i>
5th	<i>gaseous form, wind wall</i>
7th	<i>conjure minor elementals (air only), freedom of movement</i>
9th	<i>cloudkill, conjure elemental (air only)</i>

FANGS ON THE WIND

When you choose this domain at 1st level, you gain proficiency in all martial ranged weapons. You may add your Wisdom modifier as a bonus to damage on ranged weapon attacks.

CHANNEL DIVINITY: REDIRECTION

At 2nd level, the air cleric may use their Channel Divinity as a reaction when they are targeted by a melee or ranged weapon or spell to impose disadvantage upon the attack. If the attack hits regardless, they gain resistance to the damage from the attack as powerful air currents cushion the blow.

CHANNEL DIVINITY: IGNORE AIR

Upon reaching 6th level, the air cleric may expend their Channel Divinity to ignore the presence of air for 1 minute. The cleric is not subject to the effects of high winds or extreme temperatures (though they still suffer damage from fire or supernaturally cold sources) and do not need to breathe for the duration of this effect.

CHARGED STRIKES

At 8th level, the air cleric treats any ranged weapon they use in combat as magical and deals an additional 1d8 points of lightning damage on successful attacks with such weapons.

INESCAPABLE GALE

At 14th level, the air cleric may attack any creature they can see with their ranged weapon attacks, regardless of range, without suffering disadvantage from distance.

FORM OF AIR

When the air cleric reaches 17th level, they may use their bonus action to polymorph into an air elemental. This form lasts for one minute or until the cleric uses a bonus action to return to their normal form. You revert to your normal form if you fall unconscious, drop to 0 hit points, or die. The cleric cannot use this ability again until they complete a short or long rest.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of an air elemental. You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the elemental. If the elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the elemental's bonus instead of yours.
- When you transform, you assume the elemental's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You may cast cleric spells that you have prepared. You can communicate with air elementals even if you do not speak Primordial.
- You retain the benefit of any features from your class, race, or other source and can use them if the elemental is physically capable of doing so. You cannot use any special senses unless the elemental also possesses them.
- You can choose whether your equipment falls to the ground in your space or merges into your new form. The elemental cannot wear armor or wield weapons, or use equipped and attuned magical items. Equipment that merges with your form has no effect until you leave the form.

EARTH DOMAIN

Rocky peaks, stony barrens, and deep caverns are the chosen sites of worship for earth priests. Your patron is either a powerful dao, earth elemental lord, or elemental princes Ogremoch (evil) or Sunnis (good).

EARTH DOMAIN SPELLS

Cleric Level	Bonus Spells
1st	<i>grease, thunderwave</i>
3rd	<i>shatter, spike growth</i>
5th	<i>meld into stone, stinking cloud</i>
7th	<i>conjure minor elementals (earth only), stone shape</i>
9th	<i>conjure elemental (earth only), wall of stone</i>

STRENGTH OF EARTH

When you select this domain at 1st level, you gain proficiency in heavy armor and all martial melee weapons.

CHANNEL DIVINITY: UNSTOPPABLE

At 2nd level, the cleric may use their Channel Divinity as a reaction when struck by any effect that causes them to become paralyzed, prone, or restrained, or when affected by any force or ability that would move them against their will. The cleric immediately shakes off the effect as if it never happened.

CHANNEL DIVINITY: IGNORE EARTH

At 6th level, the cleric may use their Channel Divinity to ignore the presence of earth for 1 minute. They can pass through walls or floors made of dirt, stone, or sand, and ignore damage from non-magical weapons made of any kind of stone or metal.

HEAVY BLOWS

Upon reaching 8th level, the earth cleric treats any weapon made of stone (but not obsidian) that they wield as magical and deals an additional 1d8 points of damage with any attack made while wielding such a weapon. When you reach 14th level, the damage increases to 2d8. This extra damage is of a type corresponding with the weapon's normal damage type.

FORM OF EARTH

When the earth cleric reaches 17th level, they may use their bonus action to polymorph into an earth elemental. This form lasts for one minute or until the cleric uses a bonus action to return to their normal form. You revert to your normal form if you fall unconscious, drop to 0 hit points, or die. The cleric cannot use this ability again until they complete a short or long rest.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of an earth elemental. You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the elemental. If the elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the elemental's bonus instead of yours.

- When you transform, you assume the elemental's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You may cast cleric spells that you have prepared. You can communicate with earth elementals even if you do not speak Primordial.
- You retain the benefit of any features from your class, race, or other source and can use them if the elemental is physically capable of doing so. You cannot use any special senses unless the elemental also possesses them.
- You can choose whether your equipment falls to the ground in your space or merges into your new form. The elemental cannot wear armor or wield weapons, or use equipped and attuned magical items. Equipment that merges with your form has no effect until you leave the form.

FIRE DOMAIN

Fire clerics are sometimes seen as insane and destructive. They give homage to their masters by burning creatures to death or immolating structures, but benign fire elemental patrons might be placated with a simple bonfire. Your master is either a mighty efreet, a powerful fire elemental lord, or the Elemental Princes of Fire, Imix (evil) or Zaaman Rul (good).

FIRE DOMAIN SPELLS

Cleric Level Bonus Spells

1st	<i>burning hands, hellish rebuke</i>
3rd	<i>flame blade, heat metal</i>
5th	<i>fear, fireball</i>
7th	<i>conjure minor elementals (fire only), fire shield</i>
9th	<i>conjure elemental (fire only), flame strike</i>

OBSIDIAN ARMAMENTS

When you select this domain at 1st level, you are considered proficient in any weapon crafted from obsidian.

TOUCH OF FLAME

You know the *produce flame* cantrip, and it does not count against any of your cleric spell selections.

CHANNEL DIVINITY: IGNITE

At 2nd level, the cleric may use their Channel Divinity as a reaction when inflicting fire damage from any spell, weapon attack, or other ability they possess. They may pick any single target affected by one of these sources, and force it to make a Wisdom saving throw against their spellcasting DC or be engulfed in flames. At the beginning of the creature's turn, they suffer 1d8 points of fire damage, and may repeat the saving throw at the end of their turn to end the effect. This damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 16th level.

CHANNEL DIVINITY: IGNORE FLAMES

At 6th level, the cleric can expend their Channel Divinity to ignore the presence of fire for 1 minute. They can stride through flames, walk across the surface of lava (quickly), or stand in the breath of a fire drake and suffer no damage. The cleric and their equipment are immune to all fire damage during this time.

IGNEOUS ARMAMENTS

Upon achieving 8th level, the fire cleric treats any obsidian weapon they wield as magical and deals an additional 1d8 points of fire damage with any attack made while wielding such a weapon. When you reach 14th level, the damage increases to 2d8.

FORM OF FLAME

When the fire cleric reaches 17th level, they may use their bonus action to polymorph into a fire elemental. This form lasts for one minute or until the cleric uses a bonus action to return to their normal form. You revert to your normal form if you fall unconscious, drop to 0 hit points, or die. The cleric cannot use this ability again until they complete a short or long rest.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of a fire elemental. You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the elemental. If the elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the elemental's bonus instead of yours.
- When you transform, you assume the elemental's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You may cast cleric spells that you have prepared. You can communicate with fire elementals even if you do not speak Primordial.
- You retain the benefit of any features from your class, race, or other source and can use them if the elemental is physically capable of doing so. You cannot use any special senses unless the elemental also possesses them.

- You can choose whether your equipment falls to the ground in your space or merges into your new form. The elemental cannot wear armor or wield weapons, or use equipped and attuned magical items. Equipment that merges with your form has no effect until you leave the form.

WATER DOMAIN

Rarest and most beloved of the elemental priests, water clerics are lauded for bringing much-needed rain to the parched soil of Athas. Your patron is either a marid sultan, a water elemental lord, or the Elemental Princes of Water, Ben-Hadar (good) or Olhydra (evil).

WATER DOMAIN SPELLS

Cleric

Level Bonus Spells

1st	<i>purify food and drink, fog cloud</i>
3rd	<i>lesser restoration, protection from poison</i>
5th	<i>sleet storm, water walk</i>
7th	<i>conjure minor elementals (water only), control water</i>
9th	<i>cone of cold, conjure elemental (water only)</i>

FLOW LIKE WATER

When you are unarmored or wearing light armor, you may add your Wisdom bonus to your AC. You may also benefit from the use of a shield.

CHANNEL DIVINITY: DESSICATE

At 2nd level, you may use your bonus action to channel divinity when you hit with a melee or ranged weapon attack. The creature must succeed on a Constitution saving throw or become incapacitated until the end of its next turn as its vital fluids are drained from its body.

CHANNEL DIVINITY: SUSTAIN

At 2nd level, the cleric may use their Channel Divinity to stave off the effects of dehydration for a number of Medium-sized creatures equal to their Wisdom modifier (minimum of 1). The cleric concentrates for one minute and then touches each creature they wish to affect.

The affected creatures are treated as though they received a sufficient quantity of drinking water for the day. You may instead sustain two Small creatures as though they were one Medium creature, one Large creature as though it were two Medium creatures, one Huge creature as though it were three Medium creatures, or one Gargantuan creature as though it were four Medium creatures.

CHANNEL DIVINITY: IGNORE WATER

At 6th level, the water cleric may use their Channel Divinity to ignore the presence of water or silt for 1 minute. During this time, they can ignore the effects of currents and pressure, may breathe while submerged in any liquid that is composed primarily of water or silt, and gain a swim speed of 40 feet.

POTENT SPELLCASTING

At 8th level, the air cleric adds their Wisdom modifier to the damage of any cleric cantrip.

FORM OF WATER

When the water cleric reaches 17th level, they may use their bonus action to polymorph into a water elemental. This form lasts for one minute or until the cleric uses a bonus action to return to their normal form. You revert to your normal form if you fall unconscious, drop to 0 hit points, or die. The cleric cannot use this ability again until they complete a short or long rest.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of a water elemental. You retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the elemental. If the elemental has the same proficiency as you and the bonus in its stat block is higher than yours, use the elemental's bonus instead of yours.
- When you transform, you assume the elemental's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.
- You may cast cleric spells that you have prepared. You can communicate with water elementals even if you do not speak Primordial.
- You retain the benefit of any features from your class, race, or other source and can use them if the elemental is physically capable of doing so. You cannot use any special senses unless the elemental also possesses them.
- You can choose whether your equipment falls to the ground in your space or merges into your new form. The elemental cannot wear armor or wield weapons, or use equipped and attuned magical items. Equipment that merges with your form has no effect until you leave the form.

SORCERER

Certain sorcerers are given their power by exposure to terrible sun storms – gales of supernatural power that strike the surface of Athas as its dying sun lashes out at the world that is killing it.

RADIANT SORCERY

The fire and radiance of the sun is part of you. Whether you were caught outside at a young age during a solar storm or left to die in the desert, the sun did not kill you – it made you stronger.

Defiling radiant sorcerers have a corona that is a dark orange color streaked with black, like the dying Dark Sun itself. Radiant sorcerers who resist the temptation to defile instead have soothing, yellow-white coronas.

CORONA

At 1st level, you are enveloped in a glow whenever you cast a spell from the sorcerer spell list. You become the source of bright light out to 30 feet and dim light for an additional 30 feet until the end of your next turn. At 2nd level, you can spend 1 sorcery point to cause the corona to flare out while it is in effect, dealing your Charisma modifier in fire or radiant damage to enemies within 5 feet of you.

SUN-BASKING VIGOR

The heat and blinding rays of the Dark Sun cause you no discomfort and, in fact, are a boon to you. At 1st level, you do not suffer discomfort from the heat of the day. You must still hydrate properly and can be affected by other sources of heat normally. At 2nd level, you regain 1d4 sorcery points by completing a short rest while in a location of direct sunlight.

RADIANT ASSAULT

Upon reaching 6th level, when you cast a spell that deals damage to an enemy, you may convert the damage it deals to fire or radiant.

SOLAR FLARE

When you achieve 14th level, your corona becomes far more dangerous and all-consuming. When you use the flare effect of your corona bloodline feature, the range is increased to 15 feet. You also gain resistance to fire and radiant damage.

INCANDESCENCE

Once you reach 18th level, you become a vessel for the destructive power of the Dark Sun. By expending 5 sorcery points, you transform into a being of radiance and flame. You are enveloped in an aura of licking flames and searing radiance that deals your sorcerer level in damage to all creatures within 20 feet of you when they start their turn within the aura. Half of this damage is fire, and half is radiant; round fractions in favor of radiant. Flammable objects within the aura catch fire.

This aura lasts for 1 minute or until you suppress it as a bonus action.

PRESERVING AND DEFILING

Whenever you cast a spell of 1st level or higher from the arcane trickster, bard, eldritch knight, sorcerer, warlock, or wizard spell list, you may choose to wrench energy from the ambient plant life around you to fuel its power and restore vigor in the process. To defile, you must be in a region with some measure of plant life. A completely barren desert or salt flat has insufficient life to fuel a defiling attempt.

For each level of the spell you cast, you destroy a 5 foot radius of plant life to empower the spell (thus, a 5th level spell destroys a 25 foot radius of plant life around the caster) if the territory is fertile. If the territory has only sparse vegetation, you double the radius of the defilement.

When you defile, you can perform one of the following effects in conjunction with the casting of the spell.

- You regain a number of hit points equal to the level of the spell you cast (if you boost a spell using a higher level slot, you regain proportionally more hit points).
- You cause the victim(s) of the spell to suffer disadvantage on appropriate saving throws.
- You double the duration of the spell, for spells that have a duration.

The act of defiling is abhorrent in the eyes of most people. By doing so, the ground is rendered infertile and dead for months if not years at a time, and it will almost assuredly make witnesses hostile if they have a stake in the wellness of the land. In the city-states of the sorcerer kings, it is wise to hide the fact that one can cast magic at all if one is not a cleric or druid – most people do not know the difference between a preserver and a defiler.

HOUSE RULES FOR SPELLS

CREATE OR DESTROY WATER

This first level spell's effectiveness is greatly lessened on the burning world of Athas. When used to create water, only one fifth as much water can be created with a given casting (thus, only 2 gallons of water per level).

CREATE FOOD AND WATER

As with the first level spell *create or destroy water*, this spell suffers from the supernatural effects of the world's magic. The spell only creates half as much water when cast, though this is still sufficient to slake the thirst of the target fifteen individuals; there is simply nothing left over.

HEROES' FEAST

Unlike its lower level counterparts, this spell does not suffer a reduction in liquid refreshment due to its high level and valuable material component.

FEATS

HULKING BRUTE

Prerequisites. You must be a half-giant with a Strength score of 20 or greater and you must either imbibe rare alchemical substances or gain the blessing of a sorcerer-king.

Effect. The dark sorcery that created your race reacts to your growing power. You grow an additional 1d4 feet in height and your weight doubles. Your size changes to Large. You gain a natural reach of 10 feet and can wield larger weapons. Armor and equipment made for creatures of your size costs twice as much. You require at least two gallons of water per day to avoid dehydration.

WILD TALENTS

At first level, a new character chooses one innate psionic ability called a wild talent. Wild talents are extremely common among sapient beings on Athas, to the point where someone who lacks them might be treated as though they are deficient in some way. They are “wild” in the sense that they are unpredictable in who manifests what powers, or whether they manifest them at all.

Wild talents are innate and do not consume resources of any kind, only actions or bonus actions as described for each. They do not function in places where all psionic abilities would be suppressed, and their use might trigger powers or the senses of creatures keyed in to psychic abilities.

BIOFEEDBACK

You may use a bonus action to activate your biofeedback, granting a +1 bonus to AC for 1 minute as you psychometabolically redistribute your blood flow, adjust the density of your muscle tissue, and harden your bone structure. You may use this talent a number of times equal to your Intelligence modifier (minimum 1) after which you must complete a short or long rest before you can use the talent again.

BODY EQUILIBRIUM

You may use a bonus action on your turn to activate this talent. Until the end of your turn, you may move across liquid, soft, or brittle surfaces without falling through; this includes silt, mud, or water. You ignore the effects of difficult terrain from these sources as you skim along the top of the medium without falling through. If you end your turn while still standing on the surface, you fall through and become mired or consumed as expected for its depth.

DISTANT SENSATION

As an action, you can activate this talent to choose a point or object you can see within 100 feet of your location. You can choose to hear, see, touch, smell, or taste – but only one of these – as though you were standing at that point or next to that object. To indulge another sense, you must use another action on your next turn.

VENOMOUS BITE

Prerequisites. You must be a thri-kreen.

Effect. Your bite attack becomes venomous. You inflict an additional 1d4 points of poison damage with your bite attack, and you may attempt to poison a victim. The victim must succeed on a Constitution saving throw or be poisoned for 1 minute. The DC for this saving throw is equal to 8 + your proficiency bonus + your Constitution modifier. If a creature succeeds on their saving throw, they are immune to your poison for 24 hours. After you attempt to poison a target, you cannot do so again until you complete a short or long rest.

PSIONIC IMAGE

You use your action to create the image of an object no larger than Small in size that lasts while you concentrate, up to a maximum duration of 1 minute. You can change the nature of this object as an action on your turn while you concentrate. Its nature as a psychic projection is obvious and it cannot be used to fool anyone save in the most creative of circumstances.

PSYCHIC ASSAULT

You may use your action to attack a creature with your volatile, untrained mind. A single target within 60 feet of you must succeed on a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier or suffer 1d8 psychic damage. This damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 16th level.

TELEKINETIC GRASP

The character may use an action to telekinetically grasp a creature or object they can see within 30 feet. This object can weigh no more than 20 pounds or be larger than Small size. The character must concentrate to maintain the grasp, and can sustain it for no longer than 1 minute. While grasping the object, they character can move it at a speed of 30 feet as a bonus action on their turn.

If a creature (or an object the creature is holding) is an unwilling target, then an attack roll is in order. The relevant ability for this attack roll is Intelligence, and the character may apply their proficiency bonus to the roll.

There are no visual or aural cues that the grasp is being used, allowing caged prisoners to filch keys in silence, charlatans to perform seemingly inexplicable sleight of hand, or wealthy merchants to retrieve disobedient pets from the unreachable rafters of a villa.

THOUGHT PROJECTION

You may use your bonus action to convey a mental image or silent message of 10 words or fewer to any number of targets within 60 feet of you.

EQUIPMENT

Dark Sun is a setting where resources are scarce, magic is fearsome, and metal is extremely rare. As enchanted items will be somewhat more difficult to come by, there are new weapon traits available for discovery. Note that this does not take away the need for enchanted weapons to harm certain creatures; the *magic weapon* spell is invaluable to that end.

CURRENCY

The commonly-accepted form of currency in the Tyr Region is the ceramic piece. Equivalent in value to a silver piece in the standard rules, the cost of equipment from the Player's Handbook can therefore be easily extrapolated. Thus, a longsword (typically made of bone, on Athas) would cost 150 ceramic pieces.

Additionally, the bit is another form of currency utilized by people of the Tyr Region. It is created when one splits a ceramic piece into one of ten smaller pieces; most ceramic pieces are pressed in such a way that enables a clean split. Bits are roughly equivalent to a copper piece of standard game coinage.

Actual metal coins will be worth far more than their standard value, at the discretion of the Game Master.

METAL EQUIPMENT

Metal equipment will always have at least one quality of improvement and costs at least ten times as much as common equipment. Most merchants would not part with a metal sword or a metal suit of armor even if they did own one, so the best place to find such treasures is to pillage forgotten ruins or wrest them from powerful enemies.

Equipment that is metal by default, or cannot be made of non-metal materials (such as chain or plate armor) is simply not available in most markets.

EQUIPMENT TRAITS

DEADLY (WEAPON)

Popular among gladiators are serrated, expertly-sharpened, or hooked weapons meant to cause maximum trauma to flesh and bone. Weapons with the deadly quality gain a +1 bonus to the damage they inflict.

FRAGILE (WEAPON, EQUIPMENT)

Weapons or equipment with the fragile tag are prone to breakage. Should you roll a natural 1 on an attack roll or skill check while using the associated item, the item breaks and becomes useless in its current form, though you may stab with a broken stave or gouge with a shattered sword hilt. Such attacks naturally suffer disadvantage and inflict damage as adjudicated by the Game Master (usually 1d4 or 1d6).

MASSIVE (ARMOR, WEAPON, EQUIPMENT)

Massive gear is designed for half-giants that take the Hulking Brute feat. The cost of the item doubles, but is capable of conforming to the body shape and weight of the half-giant. A massive weapon deals damage of one die size larger; thus, a massive longsword inflicts 1d10 damage (1d12 if wielded with two hands), and a massive greatsword inflicts 2d8 damage. If a weapon's base damage is 1d12 (such as a greataxe) the weapon's damage die becomes 2d8.

MASTERWORK (WEAPON)

Well-crafted equipment is rare on Athas, and must be carefully maintained. Masterwork weapons gain a +1 bonus to attack rolls.

OBSIDIAN (WEAPON)

Slashing weapons crafted of obsidian (either the whole or in part) are extremely sharp and lethal. You inflict a critical hit on a natural attack roll of 19 or 20. If you are a Champion archetype fighter wielding an obsidian weapon, you inflict a critical hit on a natural attack roll of 18, 19, or 20.

PADDED (ARMOR)

Armor with the padded quality is designed to protect against damage from bludgeoning sources. Any bludgeoning damage is reduced by the listed value.

PARRYING (WEAPON)

Some weapons are built with defense in mind – extended quillons, basket hilts, defensive cages, or parrying bars. Weapons with the parrying quality give the wielder a +1 bonus to their AC while the weapon is in hand, but one can only benefit from one parrying weapon at a time. Dual-wielding parrying weapons cannot grant more than +1 to the wielder's AC.

REINFORCED (ARMOR)

Armor with the reinforced quality performs admirably against hacking and slashing weapons. Any slashing damage suffered is reduced by the listed value.

TATTERED (ARMOR)

Damaged armor, either worn down by the elements or shredded by the attacks of certain monsters, decreases its AC value by the listed value. If this reduces the armor's AC value to 10, the armor is completely destroyed.

TOUGHENED (ARMOR)

Armor with the toughened quality is built to resist penetration. Piercing damage is reduced by the listed value.