

DARK • SUN™

CAMP A I G N S E T T I N G



A conversion guide for the

LAMENTATIONS *of the* FLAME PRINCESS

Weird Fantasy Roleplaying Game

This work is not for sale and is distributed as a fan-made conversion packet.
This work is currently INCOMPLETE. Still missing: The Templar, The Psionicist

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Inspired by

Dark Sun World for AD&D 2e, Dark Sun Revised & Expanded for AD&D 2e, and the
Dark Sun Campaign Setting for D&D 4e

Covert Art by

Wayne Reynolds, originally for the Dark Sun Creature Catalog

READ THIS!

This book is not intended as a replacement for the Dark Sun Campaign Setting – it merely converts many of the character classes and options to the Lamentations of the Flame Princess rules system. You will still need to purchase a version of the Dark Sun Campaign Setting to learn the history and geography of Athas!

Character Creation

Ability Scores

Characters in Athas are much tougher than on other worlds. They roll ability scores differently to compensate for this.

A new Athasian character rolls 4d4+4 six times. One score may be swapped for another before any racial modifiers; Otherwise write in the stats in the exact order they were rolled.

There is the possibility of scores as high as 19 or 20; Treat a score of 19 as a +4 modifier, and a score of 20 as a +5 modifier.

Choosing A Class

Clerics

Athas' gods have all been forgotten in time, their temples lost or destroyed. Athasian Clerics worship one of the four elemental spheres -- earth, air, fire, or water. They use the same rules as found on pg.II of Rules and Magic.

Fighters

Athasian Fighters are commonly independent mercenaries or soldiers in the service of a Sorcerer-King. They use the same rules as found on pg.I3 of Rules and Magic.

Specialists

Athasian Specialists are found in all walks of life, from the employ of the Sorcerer-Kings to the merchant houses, all the way to independent explorers and linguistic experts. They use the same rules as found on pg.I7 of Rules and Magic.

Elves

Athasian Elves are usually desert-dwelling tribes of bandits, though some elvish organizations have sprung up as legitimate merchant operations within the larger, multi-cultural cities. Elves use the same rules as found on pg.23 of Rules and Magic, but Athasian Elves are not considered fae creatures and thus are not immune to spells that would exclude them (like Sleep.)

Dwarves

Athasian Dwarves are creatures with single-minded obsessions that consume their lives. They typically only align with others whose goals coincide with theirs. They use the same rules found on pg.21 of Rules and Magic.

Halflings

Athasian Halflings dwell primarily in far-away mountain ridges, away from civilization. Tribes can commonly devolve in murderers or cannibals, whilst others can evolve into philosophical and spiritually enlightened communities. They use the same rules found on pg.25 of Rules and Magic, with their enhanced Stealth skill working specifically only in mountain ranges.

Optional Rules: Character Tree

The original Dark Sun rules suggest that each player have a stable of 4 characters, using one in an adventure at a time. When the campaign is started, have each player generate four characters and tie them together loosely -- they don't need to be best friends, but maybe they grew up in the same area, or maybe they were enslaved together at some point in time.

Whenever the active character levels up, select a character in the player's tree to receive enough experience for a bonus level as well. This represents the character going about and adventuring while the active one accomplishes tasks as well. Under no circumstance will characters in the same tree meet during a game session, nor are they allowed to trade items between themselves, except in absolutely necessary circumstances.

Should the active character die during a mission, any other character in the tree can be expected to arrive within 24 hours, usually by coincidence, but hopefully sharing enough of a bond with the fallen character to pick up where they left off.

Defilers

Long ago, a style of magic became prevalent that allowed Magic-Users to harness the life energy of Athas as a magical shortcut. As the environment of Athas worsened, this style of magic became increasingly devastating to living things, particularly vegetation. Defilers, as they came to be called, take the quick route to power, experiencing extraordinary gains in magical power in short periods of time.

Save for a few defilers employed by sorcerer kings, defilers are outlaws and must hide their defiling magic or face persecution. Nearly all denizens of Athas realize that defiling magic is a blight upon their already damaged environment. In most cases, the punishment for practicing this art is death.

Defilers are essentially Magic-Users, casting and advancing in magic the same way, with the exception of one thing -- A magic user who uses defiling magic uses the cleric's experience table (pg.II of Rules and Magic) when advancing in level. A defiler with an intelligence score of 16 or above also gains a 10 percent bonus to all experience points earned.

Defiling Magic

Every time a defiler casts a spell, all vegetation in the area is consumed as the earth around them is turned to ash. The radius (in yards) destroyed around the defiler is equal to the spell's level multiplied by the caster level (for example a 5th level defiler casting a sixth level spell creates a destructive radius of 30 yards.)

Living creatures in the affected zone take no damage, but feel intense searing pain, suffering a penalty to initiative equal to the level of the spell cast. The zone is affected for an amount of hours equal to the level of the spell.

Nothing will grow in defiler ash -- it must be completely removed from the area in order for the earth to be worked. Even after the ash's removal, vital nutrients in the soil must be replaced, as defiling magic draws out these nutrients in the process of manifesting spells.

Preservers

Some Magic-Users have discovered how to cast spells without impact on Athas. This method of learning magic, compared to defiling, is long and arduous.

Preservers use the standard magic user rules (pg.I5 of Rules and Magic.) Whenever a preserver casts a spell, there is no damage to the nearby environment.

Athasians rarely distinguish between defilers and preservers, treating all Magic-Users with equal ire. Preservers, however, differ from defilers in that they tend to form secret sects in cities where they share secrets amongst themselves, practicing behind closed doors.

Gladiator

One of Athas' top forms of entertainment is bloodsport -- gladiatorial combat to the death in a spectator arena. Nearly all gladiators are slaves, many groomed to be fighters worthy of making a wager on. Gladiators who do comparatively well are treated with respect and admiration regardless of social status.

A gladiator is an expert at all forms of weaponry. They upgrade the damage dice one category when using any form of weapon -- for example, a d6 becomes a d8, a d10 becomes a d12, and so on.

Gladiators excel in unarmed combat. A gladiator receives a +4 bonus when wrestling and making unarmed attack rolls. A gladiator's unarmed attacks increase to 1d4 damage.

Gladiators are experts at utilizing armor, and receive a +1 bonus to AC so long as they are wearing any type of it. This bonus increases to +2 at 5th level and +3 at 10th level.

Table I. Gladiator Advancement

Level	Experience	Hit Points	Paralyse	Poison	Breath	Device	Magic
0*	-	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3 **	8	6	7	7	10
11	512,000	+3 **	8	6	7	7	10
12	640,000	+3 **	8	6	7	7	10
13+	+128,000/level	+3 **/level	6	4	5	5	8

* NPCs only, all player characters begin at level 1.

** Constitution modifiers no longer apply.

Half Giant

Progeny of giant and man, these people stand 10-12 feet tall and weigh over 1500 pounds. Half Giants don't fit in either of the societies that spawned them.

Half Giants characters add 4 points to their initial strength scores, and 2 to their initial constitution scores. They subtract 2 from intelligence, wisdom and charisma (to a minimum of 3.) Make these adjustments after swapping one score with another (as described on pg.5 of Rules and Magic.)

Half Giants double their hit die rolls when determining hit points. Add any constitution

modifiers after doubling the roll.

Clothes, armor, weapons food, transportation, lodging, etc., all cost double for Half Giant characters. A half giant consumes twice as much food and water as a normal man every day. In cities not dominated by half giants, furniture, wagons, boats, etc. are not made to support their weight.

Table II. Half-Giant Advancement

Level	Experience	Hit Points	Paralyze	Poison	Breath	Device	Magic
0*	-	1d10	16	15	18	18	18
1	0	1d12	14	13	16	16	16
2	1,900	+1d12	14	13	16	16	16
3	3,800	+1d12	14	13	16	16	16
4	7,600	+1d12	12	11	14	14	14
5	15,200	+1d12	12	11	14	14	14
6	30,400	+1d12	12	11	14	14	14
7	60,800	+1d12	10	9	12	12	12
8	121,600	+1d12	10	9	12	12	12
9	243,200	+1d12	10	9	12	12	12
10	364,800	+3**	8	7	10	10	10
11	486,400	+3**	8	7	10	10	10
12+	+121,600/level	+3**	6	5	8	8	8

* NPCs only all player characters begin at level one

** Constitution modifiers no longer apply

Mul

Product of union between man and dwarf, Mul have traditionally been forcibly bred in Athas to fulfill a role as a slave race. Their spirit and endurance makes them exceptional for physical labor, whilst their continued existence in slavery has made them exceptionally docile in personality. Despite their slave status, Mul are valuable assets and generally receive much better treatment than other Athasian slaves. The rare Muls who attain freedom often become merchants or transporters.

A Mul gets +2 Constitution and +2 Strength. The Mul also subtracts 2 from Charisma.

Make these adjustments after swapping one score with another (as described on pg.5 of Rules and Magic.)

Exceptionally heavy loads are no problem for the Mul. It takes Muls an additional 10 items to gain the first encumbrance point.

Muls can go 48 hours without rest, water or food before suffering the first debilitating effects (see “Starvation” and “Sleep Deprivation” in pg.36 of Rules and Magic.)

Table III. Mul Advancement

Level	Experience	Hit Points	Paralyze	Poison	Breath	Device	Magic
0*	-	1d8	12	10	15	11	14
1	0	1d10	10	8	13	9	12
2	1,500	+1d10	10	8	13	9	12
3	3,000	+1d10	10	8	13	9	12
4	6,000	+1d10	8	6	10	7	10
5	12,000	+1d10	8	6	10	7	10
6	24,000	+1d10	8	6	10	7	10
7	48,000	+1d10	6	4	7	5	8
8	96,000	+1d10	6	4	7	5	8
9	192,000	+1d10	6	4	7	5	8
10	288,000	+3	4	2	4	3	6
11	984,000	+3	4	2	4	3	6
12+	+96,000/level	+3	2	2	2	2	4

*NPCs only, all player characters begin at level one

Thri-Kreen

Insectoid in appearance, usually resembling a humanoid preying mantis mixed with grasshopper, the Thri-Kreen were until recently thought to be an unintelligent race. Thri-Kreen live incredibly short lives and don't understand many human and humanoid habits. They are despised by elves, who claim the native Kreen have a taste for elf flesh.

Thri-Kreen have no need of sleep. They never suffer the effects of Sleep Deprivation (pg.36 of Rules and Magic.)

The Thri-Kreen can jump 30 feet vertically or 50 feet forwards. They cannot jump backwards.

Thri-Kreen never wear armor, but have a base armor class of 16. Likewise, items designed to be worn by humans or demi-humans such as rings, belts, cloaks, etc., will not function for the Thri-Kreen because they cannot wear them. They can still use shields and weapons. If unarmed, a Thri-Kreen can attack up to four times in a single round with its claws, each strike doing 1d4 points of damage. The Thri-Kreen may always make an additional bite attack each round, doing 1d6 damage. Despite having four arms, the Thri-Kreen may only wield one weapon at a time.

Table IV. Thri-Kreen Advancement

Level	Experience	Hit Points	Paralyse	Poison	Breath	Device	Magic
0*	-	1d6	15	14	17	15	17
1	0	1d8	13	12	15	13	15
2	3,000	+1d8	13	12	15	13	15
3	6,000	+1d8	13	12	15	13	15
4	12,000	+1d8	11	10	13	11	13
5	24,000	+1d8	11	10	13	11	13
6	48,000	+1d8	11	10	13	11	13
7	96,000	+1d8	9	8	9	9	11
8	192,000	+1d8	9	8	9	9	11
9	384,000	+1d8	9	8	9	9	11
10	576,000	+2**	7	6	7	7	9
11	768,000	+2**	7	6	7	7	9
12	960,000	+2**	7	6	7	7	9
13+	+192,000/level	+2**	5	4	5	5	7

* NPCs only all player characters begin at level one

** Constitution modifiers no longer apply

Optional Rules: Tougher Heroes

If the world of Athas is too harsh on the players, they may wish to start with characters that have more health. Have the characters start at level 3 instead, rolling for hit points as if they had leveled all of the way there. Give them the minimum amount of experience needed for that level as well.

Wild Talents

On Athas, every character has some degree of supernatural ability that natives refer to as “The Way.” This ability is psionic in nature – the hidden power of the mind. Some devote their entire lives to the study of The Way, whilst most other characters will have what the natives call, “Wild Talent.” When a character is created, roll a d10 to determine randomly what power has manifested.

1. Fortitude. Once every eight hours, you may concentrate deeply to achieve bodily feats. For six seconds after activation, you pass any checks or saves related to balance, swimming, or climbing.
2. Eavesdropping. Once every four hours, you may concentrate deeply to imagine yourself in a spot you can see up to 50' away. Whilst maintaining concentration, you can hear from that location as if you were in that spot.
3. Compass. Once per day, you can concentrate deeply to determine which direction is north.
4. Conjunction. Once per day, you can concentrate to make a small tool or minor weapon that lasts for 1 min/level, vanishing into nothingness afterward.
5. Teleport Object. Once per day, you can concentrate to teleport an object in one hand to a location up to 50' away; It cannot be placed inside other solid objects, and the resulting location must be within line of sight.
6. Mirage. Once per hour, you can concentrate to create a small, three-dimensional image of whatever you desire, similar to a hologram. It lasts for 6 seconds, and must be placed within 10' of the creator.
7. Spark. Once per day, you can concentrate to ignite a fire. The target must be a flammable object in line of sight.
8. Vision. Once every eight hours, you may concentrate deeply to imagine yourself in a spot up to 30' away. For six seconds after activation, you can see as if you were standing in that spot.
9. Telekenesis. Once every eight hours, you may concentrate deeply to move an object under 20 pounds. You can only maintain movement for six seconds, and the object may only move as fast as 5' per second.
10. Projection. Once every four hours, you may convey a message of up to 10 words or an image directly into another creature's mind. The target must be within 30' and visible.

The use of these powers does not return if the character is suffering from Sleep Deprivation.

Money in Athas

The most common currency in Athas is the ceramic coin, equivalent to a copper in other worlds. Ceramic is pre-molded with markings of the kiln that made it, as well as lines that allow it to be broken into 10 separate pieces commonly called "bits."

$$100 \text{ ceramic} = 10 \text{ silver} = 1 \text{ gold}$$

Starting Money

Characters in Athas start with $3d6 \times 10$ ceramic pieces. When using the optional rules to start characters at 3rd level, those characters start with $3d6 \times 30$ ceramic.

Prices in Athas

Due to the extreme scarcity of metal, all equipment listed in Rules and Magic (pg.27) that is reliant on metal is worth its value in gold coins (a tenfold increase in price.)

All non-metal items cost 10% of the price listed in Rules and Magic (for instance, a backpack costs 3 ceramic, instead of 3 silver.)

Weapons in Athas

Most missile weapons are not comprised of metal, and so are not affected by high prices in Athas - treat them as 10% of the original cost. Many martial weapons, however, have to be made of different materials in order to supplement the many warriors that populate the world. These weapons are affordable, but often crude and prone to breaking.

Table V. Weapon Materials

Material	Cost	Damage Modifier	Hit Modifier
Metal	x10 price in R&M	-	-
Stone, Obsidian	50% price in R&M	-1	-1
Bone	30% price in R&M	-1	-2
Wood	10% price in R&M	-2	-3

Weapon Breakage

Whenever a successful attack deals maximum damage, a non-metal weapon has a 5% chance of breaking during the strike.

Armor in Athas

Similar to weapons, metal armor costs 10 times the price listed in Rules and Magic. Plate mail and chain mail are not created on Athas without metal components -- the alternative materials are far too brittle for finesse work.

Metal armor retains a lot of the sun's heat and will prove deadly in the desert. In combat, a character wearing metal armor loses 1 point of AC at the beginning of every round, and will collapse from heat exhaustion in an amount of rounds equal to their CON score.

Armor can be disassembled and worn partially; More often than not, many adventurers will find mixing armor to be a superior option. Wearing a metal breastplate or covering more than 2 limbs with metal armor will make the character subject to the same heat exhaustion rules described above. When determining a character's AC, round any fractions down.

Table VI. Athasian Armor

Armor	AC Bonus	Availability	Cost
Plate, Full Suit	+6	Extremely Rare	1,000 gp
Plate, Breastplate	+3	Extremely Rare	600 gp
Plate, Single Arm	+1	Extremely Rare	200 gp
Plate, Single Leg	+½	Extremely Rare	200 gp
Chain, Full Suit	+4	Rare	100 gp
Chain, Shirt	+2	Rare	60 gp
Chain, Single Arm	+½	Rare	20 gp
Chain, Single Leg	+½	Rare	20 gp
Bonemail, Full Suit	+3	Uncommon	50 cp
Bonemail, Shirt	+2	Common	30 cp
Bonemail, Single Arm	+¼	Uncommon	10 cp
Bonemail, Single Leg	+¼	Uncommon	5 cp
Leather, Full Suit	+2	Common	25 cp
Leather, Chest	+1	Common	20 cp
Leather, Single Arm	+½	Common	5 cp

Animals

Horses and other common livestock do not exist on Athas. In their place, some common Athasian animals serve the same roles.

Erdlu - 10 cp

Large, flightless birds known as Erdlu replace chickens. These animals weigh around 200 pounds, but cannot serve as a mount. They produce eggs which sell for about 3 bits each, and a matured Erdlu can be slain for $1d8+4$ days of rations.

Kank - 12 sp

These are large insects which largely replace horses for all but Half-Giants. Their meat is foul-smelling and never eaten; Instead, livestock owners harvest globules of honey that form on their bellies. (Treat Kanks as horses for purposes of travel and encumbrance.)

Inix - 10 sp

An Inix is a large herbivorous lizard that Half-Giants use as mounts. If a Half-Giant is not riding them, they have triple the carrying capacity of a Kank. (Treat Inixes as horses for purposes of travel when Half-Giants ride them, and mules otherwise.) Inixes can be slain for $2d8+8$ rations, but the meat smells strongly attracting carrion feeders, and spoils in 3 days.

Mekillot - 20 sp

The armored lizards of the desert, Mekillot weigh over 6 tons. They can carry up to 8,000 pounds or drag up to 40,000 pounds behind them, making them some of the strongest animals harnessed by civilization. They can be difficult to work with and sometimes devour or trample their handlers. Mekillot can be slain for countless rations, but they attract carrion feeders from miles away, and the meat spoils in $1d3$ days in the hot desert sun.