



DARK • SUN™

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DARK SUN PLAYER'S GUIDE

ATHASCON 5E CONVERSION





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KEEP HOPE ALIVE!

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CHAPTER 1: PEOPLE OF ATHAS

Intelligent creatures inhabit every harsh, desolate corner of the world of Athas. Giants roam the Silt Sea, gith wander the mountains and canyons, and braxats and belgoi stalk the deserts, but few of these species have made a lasting impact on the Tablelands and its nearby environments as those described in this chapter have.

Common or uncommon, they are all prominent, easily identifiable, and thus are available as player characters.

If you are familiar with fantasy roleplaying games or literature, you will no doubt find many of Dark Sun's concepts familiar. But Athas is a world where the fundamental nature of things has been twisted through years of unchecked, environmentally abusive magic - many of the things you find familiar may be so in name only.

Thus, your character will often meet single-minded dwarves, nomadic elves, brutish half-giants and sturdy muls among the bustling human settlements.

Mingling among these more numerous species are the members of a somewhat uncommon species: a half-elven hermit visits the city of Nibenay, after a long trip in the scorching deserts of Athas, carrying a bunch of ancient artifacts. A group of savage halflings roam the streets, befuddled by the human culture they have just met for the first time. And an alien thri-kreen stands guard outside a watering hole, silent and imposing, its insectoid eyes never blinking.

DWARF, ATHASIAN

"Remember the intensity of your focus. Breaking or ignoring your focus will be detrimental to both your body and mind. There is no greater satisfaction than fulfilling a difficult focus. Be serious and sober, always. The only time to be festive is when you have recently fulfilled your focus, during the hours or days until you set a new focus."

-Vows of the Focus

Dwarves of the tablelands have no city-states of their own and many live alongside the other folk of Athas. In the Tablelands, no more than a handful of dwarf settlements are known to exist. Of those, Kled and the twin villages of North and South Ledopolus are the most prominent. The rest of the dwarven population lives in the human-dominated city-states or among the tribes that wander the desert wastes.

Dwarves reside both in cities and the countryside, and many tend to be builders and farmers instead of nomads or raiders. Despite the absence of their own city-state, dwarves still possess a rich cultural history passed down from generation to generation in great sagas and secret traditions.

STOCKY AND RUGGED

Short and powerful, dwarves stand between 4 and 5 feet tall and possess frames that are extremely massive; the average dwarf weighs in the vicinity of 200 pounds. Most dwarves have deep tanned complexions from lives spent toiling in the hot sun, with wide, callused hands and feet. They usually sport little or no hair; the flowing beards commonly found in dwarven societies of other worlds are not seen on the dwarves of Athas in this era.

Life in the Athasian wastes has given the dwarves a rugged look. They prefer simple and

practical clothing that is sturdy and unadorned, a set of clothes that is durable in their span of toiling in the harsh lands.

LABORIOUS FOLK

Typical dwarves embrace work with joy, often giving themselves over to a favorite cause of task. They are a stoic people to whom compromise doesn't come easy. Dwarf soldiers, laborers, and crafters are common, though members of this species can be found among all sections of society found in the city-states - the templars, nobles, merchants, freemen and slaves.

Dwarves in general are a tight-knit people and many pass down their industrious skills in crafting. They make excellent artisans and merchants, specializing in either the craftsmanship of handicrafts, weapons, and armor, or the trade thereof.

While they can serve the city or their tribe as warriors, followers of the Way, or healers, their most important contribution to their community is centered on that which they decide to focus on.

PERSISTENT MINDS

Dwarves are known for their stoicism and devotion to a goal they call their *focus*. They prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other species.

Once they fix their minds on the task at hand, be it a challenging fit of engineering, an intricate work of craft, a struggle for survival or a quest for revenge, it's impossible to abandon it or leave the work half done.

Dwarves will simply fail to listen to reason and will treat any who hinder them, as obstacles that must be removed. On the other hand, people who help a dwarf accomplish its task or

share its goals are treated with respect and considered good companions.

The commitment to a single task is called a dwarf's focus. A dwarf will work to complete its focus above all else, for the compulsion to succeed is part of a dwarf's nature.

They literally live for their focus; if a dwarf dies without completing its focus, the need remains so strong that the dwarf may return as an undead to finish the task that drives it.

DWARVEN NAMES

A dwarf receives its common name from a community leader, who usually grants it to them after they have completed their first focus, in accordance to their ancient traditions. Thus, they jealously strive to honor their names and never misuse or bring shame to it.

Male Names: Birgaz, Bontar, Brui, Caelum, Caro, Daleel, Drog, Ghedran, Gralth, Gundar, Harak, Jo'orsh, Jurgan, Kov, Krom, Lian, Lodo, Ltak, Lyanius, Murel, Nati, Portek, Rkard, Sa'ram, Sult, Veso.

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

DWARVEN TRAITS

Your dwarf character has an assortment of inborn abilities, part and parcel of Athasian dwarven nature.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 35. On average, they live about 200 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 200 pounds. Your size is Medium.

Creature Type: Humanoid

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

Darkvision. You have Darkvision with a range of 60 feet.

Dwarven Focus. Whenever you make an ability check or a saving throw directly related to your focus, you can roll a d4 and add it to the total. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Dwarven Resilience. You have Resistance to Poison Damage. You also have Advantage on saving throws you make to avoid or end the Poisoned Condition on yourself.

Dwarven Toughness. Your Hit Point Maximum increases by 1, and it increases by 1 again whenever you gain a level.

Forge Wise. You have an uncanny affinity for working with stone or metal. You gain Tool Proficiency with two of the following options of your choice: Jeweler's Tools, Mason's Tools, Smith's Tools, or Tinker's Tools.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

DWARVEN FOCUS

A dwarf's focus is the central point of its existence. Nothing is more rewarding to a dwarf than to complete its focus. But no simple job can be such a focus; anything taking a few days to complete is too simple a task to be considered a focus. While working to complete it, dwarves receive a bonus to any task, provided they are directly related to their focus as detailed above.

Work with your DM to come up with a focus that your character begins with, and with a new one every time you finish yours. It shouldn't be

an easy or mundane task and it should take at least one week to complete. It could also be linked to your adventures or be something different altogether.

At your DM's permission, you may be bound to earn inspiration whenever you successfully complete your focus.

ELF, ATHASIAN

They run across the burning sands like whirling dust sweeps across the baked dunes and parched steppes of the Tablelands. By day, they are untamed winds, blowing hot gusts of chaos from one end of the Tablelands to the other. By night they are swift shadows, always in motion, dancing beneath the light of Athas' twin moons. They are the elves of Athas, and the twisted path they trace over the landscape is fast, furious, and more than a little dangerous.

The elves of Athas are long-limbed sprinters who lead lives of raiding, trading, and warfare. As members of nomadic tribes wandering the sun-scorched lands, elves usually make a living as traders and herders and rarely stay in one place for long. Each of the city-states hosts an Elven Market - a never-ending bazaar where the elves (and others who deal in goods of dubious origin) sell their wares. Elves are looked upon by some as swindlers due to the negotiation skills of some of their merchants in trade dealings that usually leave the other party at a distinct disadvantage.

Many elf tribes make a living through herding, but merchants and raiders also ply the desert roads. An elf can be from a wild, tribal background or from a city-state upbringing - there are many elves that have settled in the cities as bazaar vendors, and still many more that have been dragged there in chains. Elf culture, while savage, is also rich and diverse.

Within a given tribe, all elves are brethren, but outsiders - even other elves - are regarded as potential enemies. Outsiders can be accepted and perhaps even become friends, but trust takes time to develop, and it is often associated with tests and great sacrifice.

SAVAGE BEAUTY

Elves stand between 6 and 7 feet tall with slender yet muscular builds. They maintain youthful features, even under the baking sun and the scouring sand. They grow no facial or body hair, but the locks atop their heads come in all colors - from sun-bleached blond to red and brown to darkest black.

Elves prefer to dress in garb designed to protect them from the desert and the elements but also to showcase their tribal customs and traditions. Some also incorporate plunder from raids to enrich their native dress. Song and dance play a major part in the elven life, and the music they produce is captivating and seductive to non-elves. They have turned celebrating into an art form, and elf song and dance is some of the most beautiful and captivating in all of Athas.

NATURAL WANDERERS

Elves are tireless desert rovers forged in the desert - burned dark by the sun, toughened by the swirling sand, and given strength and speed by the constant wind. Elves crave free, open spaces in which to run, and elven slaves tend to wither in captivity if they can't escape, a practice they always strive for.

Only rarely will an elf ride a crodru or a kank as mount, to do so is dishonorable unless ill or gravely wounded. The custom of the elves is to keep up or be left behind, so those unworthy of following the elf runs are not considered to be strong and useful to the tribe.

DUBIOUS REPUTATION

Most Athasians consider elves lazy and deceitful, but these views are colored by a lack

of knowledge of the elven mindset. For an elf, the future is a dark, deadly place, where each day may be your last. So, elves strive to make every moment as enjoyable and full of life as possible as the next day is not guaranteed. Because of this philosophy many elves dislike laborious work and prefer to live vicariously, avoiding unpleasant tasks and drudgery. If work can wait for even another day, then it will.

While elves detest hard labor and will never voluntarily set out to construct anything more durable than a tent or small hut, many will spend hours on end haggling and negotiating with potential customers. When it's important to maintain a valuable trading relationship, elves honor their word and barter in good faith. But the moment they perceive an opportunity that is too good to pass up, they take advantage of the situation and renegotiate previous deals when possible.

ELF NAMES

Names are very important to elves, and they take a great deal of time and care before selecting one. Elven names are derived from two sources, the name of their tribe, and a given name based upon the elven tradition of a child's first interesting thing while learning to run.

Male Names: Abyuuk, Botuu, Coraanu, Dukkoti, Eevuu, Galek, Haaku, Ikan, Jaarati, Kathak, Lobuu, Mutarni, Nuuko, Quaar, Radurak, Sorak, Traako.

Female Names: Alaa, Areela, Celba, Deryssa, Ekee, Elas, Enala, Esylk, Grissi, Guuta, Hukaa, Ittee, Jeila, Katza, Keelorr, Nuuta, Nysia, Tala, Utaa, Yalana.

Tribe Names: Clearwater, Fire wind, Moon Child, Ghost Wind, Night Runner, Red Moon, Shadow, Silt Stalker, Silver Hand, Sky Singer, Sunrunners, Swiftwing, Water Hunter, Wind Dancer.

ELF TRAITS

Your elf character has a variety of natural abilities, the result of centuries of constant struggle in the Athasian wastelands.

Age. Although elves reach physical maturity at about the same age as humans, they must pass the tribe's rites of initiation, before they can be considered adults. An elf typically claims adulthood around the age of 20 and can live to be 120 years old

Size. Elves range from 6 to over 7 feet tall and possess slender, muscular builds. Your size is Medium.

Creature Type: Humanoid

Speed. Your base walking speed is 40 feet.

Darkvision. You have Darkvision with a range of 60 feet.

Running Trance. By inducing an extraordinary state of grueling endurance, you gain the ability to travel long distances, sometimes for days at a time. You add your proficiency bonus and have advantage to Constitution checks made to avoid exhaustion as part of a forced march.

Expert Hagglor. You have advantage in proficiency checks with the Deception, Diplomacy, or Persuasion skills that involve trading.

Keen Senses. You have Proficiency in the Perception Skill.

Languages: You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar.

HALF-ELF, ATHASIAN

She kept scouting ahead with the crodlu riders, at times sniffing the air or examining the hard, baked ground It seemed like she lived in the deserts her whole life, for there wasn't a single day where we took a wrong turn or faced any nasty raiders. Such a lonely and tight-lipped person, I couldn't figure out her whereabouts; even when I tried to approach her, she reluctantly welcomed my effort. Only during the end of our trip did I manage to glean the truth about her. And it was at this moment, when the morning wind brushed her hair, and I suddenly glimpsed a pair of pointed ears.

Humans and elves must deal with each other from time to time, and in some cases - children are born of mixed parentage. These beings combine features of both species, creating something different in the process.

OF TWO WORLDS

Born from two worlds but welcome in neither, half-elves struggle to find their place in a hostile land While being the offspring of two species, they face prejudice and unwillingness from both sides. That, in conjunction with the lack of culture, has turned the half-elves into lonesome, self-sufficient folk.

Half-elves generally grow taller than their human parents but rarely approach the height of their elf side. They average well above 6 feet tall though they tend to inherit some of the bulk of their human half, averaging at 140 pounds. In most cases, a half-elf can pass itself off as a human, though telltale features can be spotted that hint at its elven heritage.

Half-elven coloration and features tend to lie somewhere between their human and elven parents, and thus show a variety even more pronounced than that found among either species.

NATURAL SURVIVALISTS

Intolerance and social rejection have given the half-elf its greatest attribute - self-reliance. As a loner, usually without permanent residence, a half-elf survives the rigors of life in the wilderness completely on its own. The skills involved in survival are only half of the challenge they face - half-elves must also learn to deal with the absence of companionship, the complete lack of conversation and basic friendship.

Consequently, these lonesome folk turn for companionship to the animal world, training beasts of the air and sands as servants and friends.

NO HOMELAND

A half-elf's life is typically hardened by the intolerance of others. Neither fully human nor fully elven, half-elves rarely find acceptance with either group. Elves are especially intolerant, going so far as casting out the mother of a half-elf child, while humans are more apt to welcome them as allies or partners, although they seldom accept them into their homes. More often than not, half-elves remain outsiders, forced to endure on society's fringes.

HALF-ELF NAMES

Half-elves usually pick human or elven naming conventions. As a result of social rejection from both peoples, they often come up with twisted forms of human and elven names or invent their own.

Male Names: Boaz, Brazin, Ero, Fyrian, Gathalimay, Laban, Lafus, Luris, Melestan, Mirch, Navarch, Poortool, Regg, Ruach, Solzak, Vok, Wek, Wheetan, Xutan.

Female Names: Alie, Arya, Aso, Drewet, Feera, Feykaar, Krysta, Lorelei, Mila, Ranis, Sareka, Thania, Vaerhirmana.

HALF-ELF TRAITS

Your half-elf character has developed some qualities that set it apart from both humans and elves.

Age. Half-elves mature at the same rate as humans do and reach adulthood around the age of 20. They can live to exceed a hundred years.

Size. Half-elves are taller than humans, standing well over 6 feet tall. They are on the lean side, however, averaging almost 160 pounds. Your size is Medium.

Creature Type: Humanoid

Speed. Your base walking speed is 35 feet.

Darkvision. You have Darkvision with a range of 60 feet.

Nomadic Life. You have proficiency in Animal Handling and the Survival skill.

Animal Friend. Once you reach 3rd level you can cast the *animal friendship* spell once per day. If you use this ability on the same beast more than 1 day in a row, that beast has disadvantage on its saving throw.

Languages. You can speak Common and an extra language of your choice.

HALF-GIANT

There it stood, a tower of muscle and bones, a hulking beast let loose to rampage on its enemies. As the hammers blazed over the walls, this creature of mythical size and strength reached the field of battle, swinging a bloodied stone maul at every side. No later than a few minutes, the enemy lay dead, and this half-giant warrior was back at its cage, slightly winded and smiling at its owner. Confounded, I watched as the half-giant's attitude switched from a bloodthirsty beast to a peaceful creature in an instant.

Though no one knows for certain, half-giants seem to be a young people. Sages claim that in some lost millennium, as a bizarre experiment or perhaps as some sort of curse - no one knows for sure - giants were magically crossbred with humans, producing the hardy people known as half-giants. Towering over ten feet in height, many are half-giants enlist as gladiators or in the armies of the sorcerer-monarchs, while others pursue other vocations. Whatever their backstory, half-giants often prove to be mighty creatures.

In the city-states, they serve as soldiers, guards, or laborers. In the wilderness, they attach themselves to charismatic leaders or communities demonstrating tendencies that they admire. Wherever they are, half-giants must deal with the fact that they are somewhat big for the world around them, for things built for the use and convenience of smaller creatures don't work in their hands.

TOWERING HULKS

A half-giant is an enormous individual, standing between 10 and 12 feet tall and weighing more than half a ton. Simply put, a half-giant inherited its size and massive strength from its giant ancestors and its human ancestors have provided it with curiosity.

Half-giant skin ranges from light brown to deep brown. They often shave their heads or wear long knots, usually in black or brown colors, though some half-giants can be found with sandy blonde hair.

NO UNIFIED CULTURE

On Athas, there is no half-giant culture common to their kind. Instead, half-giants tend to readily adopt the cultures of other creatures they admire or associate with. Half-giants are very imitative creatures, eager to fit into new situations as they present themselves. Whenever presented with a new situation, they examine the roles of the people there,

determine where they might best fit in, and then start performing the tasks necessary. But if a situation isn't beneficial or if a half-giant can't perform well in a given environment, it won't imitate the nearby culture, preferring to moving on when it sees fit.

FICKLE MINDS

Half-giants switch attitudes frequently, 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 very renegades who sacked its village. Goals and lifestyles switch easily, usually based on the charismatic individual that crosses paths with the half-giant or as a reaction to a significant change around it.

HALF-GIANT NAMES

Half-giants are likely to mimic the naming conventions of the people and cultures they have grown around in or interact with. Their names are usually a combination of names.

Male Names: Crag, Dedur, Doorub, Gaanon, Gall, Garchom, Ghurs, Gigus, Hurgen, Jaryx, Junnai, Pegen, T'sor, Tab, Tak, Tutoc.

Female Names: Atrocla, Astara, Baraka, Camla, Er'the, G'rshun, Hezze, Katid, Mura, Romla, Talun, Zambia.

HALF-GIANT TRAITS

Your half-giant character has certain traits deriving from both giant and human ancestries.

Ability Score Increase. Your Strength score increases by +2. Your Strength score maximum is 22.

Ability Score Decrease. Your Intelligence, Wisdom, and Charisma scores are all decreased by 1.

Age. Half-giants mature a little slower than humans, reaching adulthood around age 30 and usually live to about 150 years.

Size. Your size is Large. Half-giants are hulking creatures that stand between 10 and 12 feet tall and weigh about between 1,200 to 1,600 pounds. As a large creature you take up a 10' x 10' space, have a 5-foot reach and your carrying capacity is double that of a medium size creature. You also require four times the normal amount of food and water to sustain yourself.

All personal items, such as clothing, armor, and food, cost double for half-giant characters. Transportation and lodging, when they're available at all, are also considerably more expensive. Most things aren't built to support the weight of a half-giant, and even in the cities half-giants tend to camp outside for their own comfort and to avoid causing any damage.

Creature Type: Humanoid

Speed. Your base walking speed is 30 feet.

Charm Susceptibility. Half-giants are easily controlled by magic or psionics. You suffer disadvantage on saving throws against being controlled or charmed.

Intimidating Stature. You have proficiency in the Intimidation skill.

Mercurial Alignment. A half-giant's nature is to switch an aspect of its alignment to imitate or otherwise react to a significant change around it. Choose an axis of your alignment that will be fixed, such as Lawful or Good. Whenever circumstances arise that you and your DM deem appropriate, you may change your non-fixed aspect.

For example, if your character may have a fixed alignment of Good throughout the course of play, your alignment will vary between Lawful Good, Neutral Good, and Chaotic Good. You might have to choose a new aspect every morning or every week; whenever an event leaves a lasting impact on your character; or when a charismatic person influences you.

Whatever the case, an alignment change should prove beneficial as often as it serves to hindrance your character.

Stone's Endurance. You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Giant Weaponry. You can wield much larger and deadlier weapons than the smaller creatures. Such weapons cost twice as much as normal but deal an additional deal +1d4 extra damage.

Languages. You can speak Common.

HALFLING, ATHASIAN

"You have desecrated our sacred place," a wispy voice called from behind. Just in front of the stand of trees, there stood a halfling, looking wild and primal with his painted body and forest-decorated hair, and pointing a crude, bone sword at the party. "The ancients cannot forgive you for trespassing, and neither can I!" Suddenly, a rain of arrows exploded out of the trees, landing all around the surprised group, while the feral cries of halfling warriors echoed from the darkness of the forest.

The halflings found in the forests of the Ringing Mountains and those that descend into the Tablelands are often seen as feral, savage creatures. They are more willing to eat a stranger in their lands than to welcome him. To halflings, all other creatures, to included sentient species, can be used to provided sustenance in the unforgiving lands of Athas.

SMALL AND PRIMITIVE

Halflings are diminutive in stature, standing about 3 feet tall. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children that never succumb to the rigors of age. They weigh between 50 and 60 pounds and are virtually always in peak physical condition. Their skin ranges between pale to tan and their hair is usually a brown or black mane. Many have shades of brown or hazel eyes, though blue is rarely found; such halflings are said to bear the life of the oceans inside them.

The appearances of the halflings are considered primitive by most of the other Athasian species; while their garments are usually a plain loincloth and occasionally a vest or shirt, halflings fancy painting their skins in various colors and enjoy adornments with colorful beads and feathers. They rarely tend to their hair, instead letting it grow in great lengths, and keeping it unkempt and dirty. Halflings sport little to no body hair.

SOLITARY AND RITUALISTIC

In the jungle forests of the Ringing Mountains, halflings possess a great deal of cultural unity. Though divided politically into separate villages and communities, halflings have great respect for their culture. Disputes between members of communities are most often settled peaceably, through ritual and custom. These customs are often directed by each tribe's shaman, the spiritual leaders who hold positions of honor and respect above most other halflings.

On a personal level halflings relate very well to one another, well enough to have built a considerable culture rich in art, song, and other expressive communication. Ritual and custom influence every aspect of halfling life. Such is the diversity of their culture, that other species find it difficult to comprehend. More than a few times, a halfling will be frustrated by outsiders

who can't seem to grasp their abstract thinking and complicated concepts. Fortunately, halflings who have travelled widely outside their traditional home have a much greater tolerance toward those "lacking" culture.

SELF-IMPROVEMENT

Halfling culture cares for everyone's inner well-being and spiritual unity with the environment. They have little concept of conquest or monetary wealth, and vices that other societies take for granted - such as greed and avarice - are particularly discouraged.

Treasure that appeals to other characters holds little interest to a halfling. It is more concerned with promoting halfling culture, its own knowledge, or its inner well-being. A halfling will rarely lie to or betray another halfling as it is considered a grave offense in their culture.

EXPANDING KNOWLEDGE

At first, halflings face difficulties in adjusting to other customs and points of view, but as a generally open-minded species, they tend to be curious or confused by the actions of others, rather than initially combative. Halfling travelers will attempt to learn all they can about other cultures but will almost never adopt those cultures as their own. Their shamans teach that the customs of others are no threat to their own, so a halfling explorer will welcome the chance to learn another point of view, rather than instantly try to change it.

HALFLING NAMES

Halflings have a given name, provided to them by their community. They stick to that name as a mark of their heritage, even though they might adopt many different names from other cultures.

Male Names: Cha, Derian, Fullgrin, Lokee, Nok, Pauk, Pletaw, Purhas, Urga-zoltapl, Zivlil

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

HALFLING TRAITS

Athasian halflings share a number of traits common to their species. Halflings encountered in the tablelands are typically jungle halflings from the forest ridge.

Age. A halfling reaches adulthood at the same age as humans and generally lives a little longer than a century.

Size. Halflings average about 3 feet tall and weigh between 50 and 60 pounds. Your size is Small

Creature Type: Humanoid

Speed. Your base walking speed is 25 feet.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened Condition on yourself.

Halfling Athleticism. You can add your Dexterity modifier instead of your Strength modifier to all Athletics skill checks.

Halfling Nimbleness. You can move through the space of any creature that is of a Size larger than yours, but you can't stop there.

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

Naturally Stealthy. You have Proficiency in the Stealth Skill.

Languages. You can speak Halfling. The Halfling language isn't secret, but halflings loath to share it with others. Since they only have oral traditions, their literature is nonexistent.

HUMAN, ATHASIAN

You see those poor sods, strolling about, minding their own business? All those people around you, in their various garments and colorations. A foolish lot they are, for they outnumber all others, yet they can't control their very lives, instead choosing to live under the tyranny of Hamanu and his lackeys, the templars. But just because they accept this oppressive life doesn't mean they don't have goals or ambitions. This mass of unclean bodies you see can topple their superiors just as easily as they bow their heads at them. You only have to give them motivation, or the promises or wealth and power.

Humans are the predominant species in the Tablelands. They are versatile, brilliant and exceptional as often as they are unremarkable and mundane. A resourceful and hardy people, they can be found in every social stratum and situation: city dweller or desert villager, herder or trader, noble or slave. Humans' drive, ambition, and ingenuity help them survive on the dying world and thrive under the rule of the despotic sorcerer-monarchs.

DIVERSE IN APPEARANCE

There is no typical human in the Tablelands. An individual can stand between 4 to 6 feet tall and weigh between 100 and 200 pounds. While they come in all shapes and sizes, they tend to reflect certain traits common to particular city-states. Humans in Draj, for example, typically have broad chins, bronze skin, and black hair that hardly ever grows on their faces. Humans from Gulg have dark brown skin and rounder features with thick, curly hair. And humans hailing from Balic bear tanned complexions, dark eyes, and grow finely-trimmed beards.

More diverse are the humans that have been subject to the abusive magic that devastated the land and twisted its appearance. These

people show unusual physical traits - odd skin or eye color, lack of body hair, webbed fingers, or exaggerated features. While unusual these traits are not uncommon and rarely elicit more than a glance.

A MULTITUDE OF PERSONALITIES

Humans are the most adaptable, ambitious, and individualistic people among the common species; even the tyranny of the sorcerer-monarchs hasn't stamped out their diversity. Other creatures often don't know what to expect when meeting a human for the first time, because predicting their behavior based on cultural norms is difficult. Their widely varying tastes, morals and customs is linked to their various different cultures, which are based around the seven city-states. Individually and as a group, humans can be adaptable opportunists, and they stay alert to changing political and social dynamics.

BELIEFS OF THE PAST

What generally passes for the human history of Athas is actually a jumble of folklore and propaganda. Prohibited by the sorcerer-monarchs and templars from keeping written histories, most humans know only the stories told in their communities.

These tales paint the despots as saviors, gods, or anointed champions who, through selfless actions, saved Athas from certain destruction. Many humans scoff at these tales, however, being more concerned with the problems of the present than devoting themselves to the lessons of the past.

Still there are those who chafe against tyranny's chains, but hold their tongues, seeing no reason to jeopardize the shelter, water, and food they receive in the city-states. The most daring, ambitious, relentless, or even foolish among the human are usually the ones who defy the comforts of a city-state to choose the life of adventure.

HUMAN NAMES

Humans generally adopt the culture of the city-state they live in or are close to.

Balican Male Names: Acamus, Agis, Charon, Dymas, Eurythion, Ibykos, Kaletor, Leocedes, Meles, Memnon, Pandaros, Sygaros, Theron, Xenophon, Zagreus.

Balican Female Names: Akantha, Amaltheia, Celandine, Damaris, Eris, Hekate, Iantha, Korinna, Maia, Ophelia, Persephone, Selene, Tanis, Xenia, Zenovia.

Draji Male Names: Acalan, Aztlac, EzhuaL IlhuitL Ixcahuani, Ixcanan, MatlaL Mezhuah, Tenoc, Tlalli, Xonite, Yolotaca.

Draji Female Names: Aztalani, Chimali, Etalpalli, IzeL MatzatL Talaxa, Tezcalal, Tlaloc, Xiomara, Xocah, Yasha.

Gulgan Male Names: Akusa, Azizi, Dumaka, Ebo, Gahji, Gowon, Jafari, Hasani, Idi, Ishaq, Kokayi, Kwasi, Madu, Obasi, Obi, Poki, Ranaki, Tau, Useni, Yazid, Zikoma.

Gulgan Female Names: Abayomi, Dulani, Esi, Fasani, Hasina, Izegbe, Jaha, Khadija, Marjani, Nailah, Panya, Rashida, Rukiya, Saada, Shani, Suma, Thema, Ulu, Zahara.

Nibenese Male Names: Acharya, Bora, Chakara, Kiri, KosaL Kravann, Mao, Narin, Nhean, Phalla, Prak, Rith, Rithisak, Samay, Sann, Sokha, Sovan, Thom, Vannak, Veba, Vithu.

Nibenese Female Names: Akara, Chaya, Chariya, Dara, Kalliyen, Kannitha, Makara, Nakry, Rachana, Seda, Sikha, Sita, Sophea, Soriya, Sovanni, Thyda, Tola, Vanna, Vaeta.

Raamin Male Names: Akhenaten, Amenhemet, Aosaur, Ehput-Ki, Khayu, Imhotep, Kenamon, Khamet, Merkha, Nakha, Nikhari, Pawara, Ramas, Semerkhet, Tetankha.

Raamin Female Names: Aneksi, Dedeyet, Inhapi, Kemsiyet, Kiya, Maharet, Maia, Mekare, Nefertiti, Nephethys, Nithotep, Nulara, Raia, Sadeh, Senna, Sikara, Tuya, Tekharet.

Urikite Male Names: Akiya, Anu, Dagan, Enki, Enkidu, Hamaru, Istaran, KaL Lahar, Shamash, Tammuz, Zaqar.

Urikite Female Names: Arah, Ashani, Enkara, Inanna, Iltani, Ishtar, Ninkasi, Ninkura, Shala, Shara, Tikanna, Zorah.

HUMAN TRAITS

Age: 80 years on average

Size: Medium (about 4–7 feet tall).

Creature Type: Humanoid

Speed: 30 feet

Resourceful. You gain 1 point of Inspiration whenever you finish a Long Rest.

Skillful. You gain Proficiency in one Skill of your choice.

Versatile. You gain the Skilled Feat or another 1st level Feat of your choice.

Language. You can speak Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Gith curses, Elvish expressions, Dwarvish phrases, and so on.

MUL

Who am I? I am Darius, once a slave serving a patrician in the city of Balic. The noble raised me to battle in the Criterion, to spill the blood of my enemies, revel in the cheers of the crowd and fill

the pockets of my master with silver and gold. But now I am free of my bonds, outlawed in Balic, and a member of this tribe. I know that I have tasted freedom and it is very sweet. I never want to thirst for it again, toiling for a master while my spirit withers beneath the hot sun of bondage.

Sterile crossbreeds of humans and dwarves, many muls are well-known for their toughness and endurance. Accordingly, vile templars, noble families, and merchant houses will make any attempts at obtaining a mul gladiator.

Although muls can serve in any profession, most find their lives shaped by a noble's desire to create a worthy champion or a merchant's calculated investment in a gladiator for the arenas.

SQUAT AND BRAWNY

Muscular and fit, muls resemble powerfully built humans. Standing between 6 and 7 feet tall and weighing about 240 pounds, these half-dwarves bear heroic proportions - broad shoulders, powerful thighs, and thick arms. Both genders are hairless and hint at their dwarven ancestry, with strong, stern features and small swept-back ears that come to subtle points. Mul skin and eye colors are as varied as they are in humans, but many muls have a copper or deeply bronzed complexion, and few have noticeable gold flecks in their eyes.

Muls have little collective identity and adopt the dress and fashion of their homes. As products of the city-states where they've grown up in, they have no culture of their own. Those muls that escape from bondage, make a home for themselves among the desert tribes.

SOUGHT AFTER

Many muls make outstanding gladiators, warriors, and heavy laborers; enduring toil and hardships that would kill lesser folk, they are

often most-sought as gladiators and many are enslaved or born into the wretched condition.

To muls born to the slave pens, the taskmaster's whip takes the place of loving parents and family. For this reason, muls develop gruff tendencies. But when they perform well in the arena, they receive the most pampered treatment of any slaves. However, those Muls born free or who have tasted the sweet air of freedom will fight to retain or regain it.

LUST FOR FREEDOM

Muls who set their hearts on freedom are difficult to keep in chains. Some escape to the wilds and become raiders or join tribes of ex-slaves, whereas others who escape become mercenaries and sell their fighting skills to whomever they can. Muls who don't flee captivity can win their freedom in the arena or by completing a dangerous task for their masters. A few highly prized gladiators receive so many privileges and comforts that they are effectively free, enjoying great latitude to go where they want and do as they wish.

GRUFF AND TACITURN

Despite their tendency to be sullen or self-centered, muls don't have a particular enmity for any people and can learn to work alongside others. Growing up in the slave pits and the underclass of society taught them how to figure out who to trust, who not to, and how to gain favor and reputation among others, slaves or free people; their survival demanded nothing less.

MUL TRAITS

Your mixed dwarven and human heritage manifests in a variety of traits you share with other muls.

Age. Muls mature at the same rate as humans, reaching adulthood around 18. They seldom live past 85 years, though.

Size. Muls are taller and broader than humans, and they range from 6 to 7 feet tall. Your size is Medium.

Creature Type: Humanoid

Speed: Your base walking speed is 30 feet.

Inexhaustible. You have advantage on all saving throws made to resist exhaustion. In addition, as an action you can reduce your current exhaustion by one level. Once you use this trait, you can't use it again until you finish a long rest.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use that trait, you can't use it again until you finish a long rest.

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

Languages. You speak Common and one extra language of your choice.

SSURRAN

North of the city called Draj, I encountered my first ssurrans. While not tall, their bodies are thick and bulky like dwarves. Their presence and behavior were full of contradictions: they had no trouble communicating and socializing with the other humanoids, yet they did not seek their company. They came to the city to trade, yet their reasons and strategies for trading were very alien to me. They even proved the most patient with my direct questioning that I have encountered so far

-Journals of Kil'mma'aktho (translated)

The hardy, nearly fireproof ssurrans blend reptilian predatory voraciousness with an all too human love for trade and the obtainment of

riches, a mixture of traits that serves them quite well in understanding and dealing with various peoples - both mammalian and reptilian.

Despite this, their relations with other cultures, though frequent, range wildly between reliable trade partners to violent desert raiders who have no qualms of devouring their defeated opponents.

As such, their frequent dealings with other humanoid creatures are often awkward or even violent. They are naturally difficult for other species besides their own to understand and as such, much prefer their own company to outsiders.

PRAGMATIC VIEWS

The ssurrans, like many other Athasian peoples, are highly pragmatic. Their primary concern is the survival of themselves and their tribe above all else, often at the expense of anyone else they encounter. This is especially the case when it comes to food: ssurrans tend to view any animals as fair game - available to be taken when hungry - and they find it unreasonable for other species to be unwilling to trade after ssurrans have raided their livestock. This fact, as well as their prevalent use of ambush tactics where they overrun their targets and overwhelm them with sheer numbers, has led many to consider the ssurrans a true blight of the wastes.

While not all ssurran tribes engage in barbarism, tales of the species' savage nature tend to grab hold more easily in the minds of most outsiders, permeating the perception of ssurrans among more "civilized" Athasians.

DEVOTEES TO THE ELEMENTS

Most ssurrans are actually quite devout, venerating spirits of the land and sun, and looking to their shamans for guidance in all manner of things. They naturally are attracted to magma, fire and sun, though are capable of

appreciating that it is the interplay of all elements that sustains the world.

DISTINCTIVE GROUPS

Although all ssurrans share similar bone and body structures, there are three distinct subspecies of ssurrans, each of which belongs to a different nomadic tribal group. Common among all of these is a heavy-set body, pronounced toothy snout, small dark eyes, and a thick, lizard-like tail.

SSURRAN TRAITS

As a ssurran, you have the following racial traits.

Age. Surrans reach adulthood around 25 years of age and typically can live reach 100 years of age.

Size. You are Medium.

Creature Type. Humanoid.

Speed. Your walking speed is 30 feet.

Claws. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Tripping Tail. As an action, you can use swipe at your opponent with your tail. The target must succeed on a strength saving throw or be knocked prone. The DC of this saving throw is 8 + your Strength modifier + your proficiency bonus. The target succeeds automatically if it is a t least one size category bigger than you.

Raider And Trader. You gain proficiency with two of the following skills of your choice: Animal Handling, Intimidation, Nature, Perception, Persuasion, or Survival.

Sun-Kissed Hide. You have tough, scaly skin, adapted to the searing heat of the desert. When you aren't wearing armor, your base AC is 13 + Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A

shield's benefits apply as normal while you use your natural armor. You also have resistance to fire damage.

Languages. You can speak Common and Draconic (Ssurran)

SSURRAN SUBSPECIES

In addition to the above traits, select one subspecies below, each has a unique trait as described

Scorched-scale. These are the most common ssurran in the Tablelands, hailing from north of the Tablelands. These ssurran are avid traders or hungry raiders. They are marked by having relatively short arms compared to their torsos, and faces that are a mix of land iguana and gila monster features. Most of this subspecies refers to the Lava Gorge as their homeland, though some center their travels around smaller volcanoes.

- **Molten Heart.** Whenever you take fire or radiant damage, you can absorb an amount of damage equal to your constitution modifier + your proficiency bonus, and you gain that same amount of temporary hit points. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Sandscale. These ssurrans can mostly be found in the volcanic islands of the Sea of Silt, though some have established a small presence in the Smoking Crown mountains near Urik. Unlike their northern brethren, these Sandscale ssurrans have a stouter physique, with longer arms that are adapted for climbing and stability.

- **Sand Swimmer.** You gain a burrowing speed of 15 ft and Blindsense at the same range. Both your hands need to be free in order to dig, and you can only

burrow through loose soil, sand, or similar surfaces. In addition, the damage die of your claws changes to 1d6.

Obsidian-Claw. Nearly unheard of in the Tablelands, save for in rumors and legends, the least known subtype of ssurran is based far to the east. For generations, they were isolated from the other subspecies, but are just now beginning to trickle back into the western lands as their migratory pattern edges ever larger. These ssurrans, while still relatively heavy-set and as potbellied as their relatives, are lankier, and have the longest arms and necks of all ssurrans.

- **Scorched Earth.** As a bonus action, you can emit an aura of heat. Each creature within 5 feet of you takes fire damage equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

THRI-KREEN, ATHASIAN

Alien to most people of Athas, thri-kreen are mantis-like creatures that hunt in packs throughout the wastes of Athas. They have adapted to the harsh climate and are experts at surviving with only scarce resources. Being exceptionally nimble, they live for the thrill of the hunt.

In the Tablelands, thri-kreen are not a common sight within the city-states. They gather in packs devoted to the hunt that roam the wastes and have little understanding of human society.

ALIEN BODIES

Thri-kreen resemble large insectoids, standing about 7 feet tall and weighing between 300 and

350 pounds. They have six limbs, wedge-shaped heads with compound eyes, two antennae, and powerful mandibles, and are covered in tough, sandy-colored chitinous plates. The two hindmost limbs are designed for walking and leaping, while the four forward limbs end in three-fingered claws that can manipulate tools and weapons as effectively as a human's hands.

ALIEN MINDS

Thri-kreen behavior may seem bizarre and alien to non-insectoid species; after all they never sleep, they don't collect wealth or possessions, and they sometimes eat other intelligent creatures. As for the latter, they have a particular taste for elves, which keeps both species at an uneasy situation.

Despite their fierce appearance and weird habits, though, the insectoid people can be loyal and courageous companions.

PACK MENTALITY

Thri-kreen view everything through the lens of the hunt and the predator-prey relationship. Their basic social units are the clutch, a small group consisting of members in the minds of "team", "friends", and "family", and the pack, a larger social unit that consists of any number of clutches. If deprived of a clutch, a thri-kreen is biologically compelled to seek out a new group to join.

Obedying their pack instincts, thri-kreen try to find their place in any group. When they join up with potential clutchmates, they seek to establish dominance through a series of challenges, that can be subtle and secret like puzzles or, when necessary, demanding like a trial by combat. Thri-kreen seize leadership of groups in which they are the strongest members, but they are willing to accept subordinate roles in the presence of powerful allies. They take orders from the pack or clutch leader without hesitation, eager to fulfill the duties of their position.

NATURAL HUNTERS

All thri-kreen are obsessed with the hunt, the daily ritual that makes up much of their life. They strive to become skilled and wise hunters, capable of stalking and catching what they need and then moving before a region is depleted of game. Being strict carnivores, thri-kreen will look toward other intelligent creatures as sources of food in extreme emergencies, but they won't turn to other members of their clutch or packs for food - no matter how desperate the situation.

THRI-KREEN NAMES

Thri-kreen begin their life and given a simple name related to something they are observed doing. When the thri-kreen reach adulthood, they take a name that reflects goals or some other aspect of the life path to be pursued. There is no difference between male and female names and all are universal in nature.

Thri-Kreen Names: Cha'ka, Chuka-tet, Drasna, Drik-chkit, Hakka, Ka'cha, Ka'tho, Klik-chaka'da, Lakta-cho, Qhak'cha, Qhik-ik-cha, Sa'Relka, T'Chai, Tak-tha.

THRI-KREEN TRAITS

Many of the thri-kreen's survival traits come from a hivemind-like memory, which are a collection of instincts passed on to the young at the time of conception. Other traits develop due to the subspecies and insectoid physiology.

Age. Thri-kreen live quite short lives; reaching adulthood around the age of 5. They seldom live more than 25 years.

Size. Thri-kreen are taller than humans, averaging about 7 feet tall, they can reach up to 11 feet long when measured from antennae to abdomen. They are also bulky enough to average between 300 and 350 pounds. Your size is Medium.

Creature Type. Monstrosity

Darkvision. You have Darkvision with a range of 60 feet.

Chameleon Carapace. While you aren't wearing armor, your carapace gives you a base armor Class of 13 + your Dexterity modifier. As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

Sleepless. You do not require sleep and can remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

Secondary Arms. You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Languages. You speak Kreen. Kreen is a language composed of clicks and whirrings, antennae movements, and pheromone emissions that non-kreen find difficult to interpret and impossible to duplicate.

THRI-KREEN SUBSPECIES

Several subspecies of thri-kreen exist on Athas, the most numerous in the Tablelands are overwhelmingly Toksa and Jeral. Occasionally, rare subspecies of kreen can be found traveling in the wastelands or cities. Each subspecies has a unique trait that replaces the telepathy trait common to thri-kreen of other worlds.

To'ksa. The sandy yellow-tan To'ksa are similar to the Jeral in coloration except they sport multiple spikey protrusions on their carapace, with a larger and darker colored abdomen. To'ksa bodies also have long antennae and powerful legs that are used to jump far distances.

Great Leap. To'ksa have fantastic leaping abilities and can long jump at a distance of up to three times their strength score as their move without a running start. When high jumping they can high jump at 10 ft. + their Strength modifier. Once you use this ability you can only do so again after a short or long rest.

Jeral. As a Jeral, you are very similar to To'ksa kreen, the differences are most visible in the shorter antennae, larger eyes you have, the mottled coloration and ridge-like texture of your carapace.

Poisonous bite. A Jeral kreen is able to bite as an unarmed strike. If a target is hit, the bite deals 1d4 dmg + your Strength modifier and the target must succeed on a Constitution saving throw. The saving throw DC is 8 + Constitution modifier + proficiency bonus or the creature is paralyzed for up to 3 rounds. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the paralysis ends. Once you use this ability you can only do so again after a long rest.

LANGUAGES

Athas is a world where the intelligent species come from a wide variety of species. Many of these species have their own languages and dialects use to communicate with each other. Reptilian and mammal humanoid speak various languages. The insectoid thri-kreen, on the other hand, use a combination of clicks and whines and pheromones that come naturally to their pincer mouths, a speech humans find impossible to imitate.

Language barriers therefore present a major obstacle for adventures set in Athas. Characters must rely heavily on magic, psionics, or interpreters for communication.

Because knowledge is power, and the most efficient way of passing on knowledge is through literature, the sorcerer-monarchs have decreed that literacy is outlawed and punishable by death.

In the city-states, only templars and nobles are permitted to read and write. Some slave scribes can read and write, but once their usefulness is at an end they are put to death. Other people who gain access to that knowledge are considered threats to the stability of the system and are hunted down. Most sorcerer-monarchs have authorized their templars to immediately execute anyone demonstrating any reading or writing skills. Merchants are educated enough to keep basic accounts, although some are fully literate.

THE COMMON TONGUE

There is a standard language, known simply as Common or Trade Common, that all dwarves, elves, half-elves, half-giants, humans, and muls speak. All city-states and some remote locations have regional accents and dialects of Common that can be used to identify the speaker's origin, although this is not always accurate.

It is important to note that halflings and thri-kreen do not start speak Common unless chosen via a class, background or feat.

PLAYER CHARACTER LITERACY

Like the general populace, most player characters have no ability to read or write. Unless your PC meets one or more of the following criteria, they will start the campaign illiterate.

Nobles: Characters who possess the Highborn background are automatically literate.

Scribes: Characters who possess proficiency in scribe's tools are considered literate.

Wizards: Wizards need to be able to read to learn and memorize spells so they are automatically literate.

STANDARD LANGUAGES

Language	Typical Speakers
Common	Humans, Traders
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants, Giant-Kin
Gith	Gith
Halfling	Halflings
Sign Language	Any
Tarek	Tarek

EXOTIC LANGUAGES

Language	Typical Speakers
Aarakocra	Aarakocra
Anakore	Anakore
Belgoi	Sylvan
Braxat	Braxat
Draconic	Reptilian creatures
Kreen	Insectoids
Primordial (Auran)	Air creatures
Primordial (Aquan)	Water creatures
Primordial (Ignan)	Fire creatures
Primordial (Terran)	Earth creatures

CHAPTER 2:

CHARACTER CLASSES

From lowliest slave to the highest templar, our fates are decided for us. The slave at the hands of the master, and the templar at the will of the king. Pray to Ral and Guthay that your children are born when the stars align to favor them. Few are those privileged to choose their own path of life, and cursed are those for they are bound by choice and have but themselves to blame for their misfortune. The bard addicted to his alchemical mixtures, the templar imprisoned for his crimes, and the gladiator sacrificed for the thrill of the fight. It is the choices that define who you are and how you die, regardless of who makes them."

- from the Scrolls of the Blue Oracle

Characters in a Dark Sun campaign have a limited number of classes to choose from compared to those in other campaign worlds. Those classes that are available often vary from those listed in the Player's Handbook and other supplemental materials. The available classes are:

BARBARIAN

Barbarians fill a role much like those on other worlds – they are savage fighters who rely on their rage ability to greatly enhance their offensive and defensive abilities. Athasian barbarians can follow the Path of the Pit Fighter, a combat style popularized in the arenas that focuses on furious unarmed strikes.

CLERIC

Athas is a world without gods, so clerics in the Dark Sun setting draw power from the enigmatic and unnamed rulers of the elemental planes. These clerics devote themselves to a single elemental domain: Air, Earth, Fire, and Water. Regardless of their chosen element, all

Athasian clerics are devoted to a specific element, and entrusted with saving what is left of a dying world.

DRUID

The druids are the remnants of an ancient order dedicated to protecting Athas and the unseen spirits that dwell within the land. Each druid draws spiritual energy from a landmark or stretch of terrain known as their "guarded land". They are fierce enemies of the defilers and sorcerer-monarchs that seek to destroy the land for their own purposes.

FIGHTER

As in other campaign settings, fighters in Dark Sun are unparalleled masters of armed combat. Athasian fighters have many archetypes to choose from, including the Gladiator and the Warlord. Gladiators are slave warriors who battle to the death in the great arenas of the city-states while warlords are commanders and strategists that lead the armies of Athas.

MONK

The discipline and self-sufficiency of Monks aligns well with the survivalist mentality required on Athas, and their focus is seen as another application of psionic power. Many monks originate from hidden monasteries in the far reaches of the wastelands or within cities. The city-state of Nibenay has the oldest traditions and largest concentration of monks in the Tablelands.

PSION

Psionics is prevalent on Athas and compared to other campaign worlds, psions are found everywhere. From the lowliest slave to the richest noble, any creature may possess some latent psionic talent. Those who are devoted to its study are the true masters of the art. The study of psionic arts is called the 'Way.'

RANGER

Wardens of the wastelands, rangers are unmatched in their ability to survive in the desolate reaches beyond the shelter of the city-states. Rangers fill much of the same role on Athas as on other worlds - hunters, warriors, and survivalists who defend the wild lands from man and monster alike.

ROGUE

Rogues abound on Athas, thriving on the chaos and intrigue that plagues the great city-states. In addition to the usual assortment of thieves, assassins, criminal masterminds, and other unsavory types, Dark Sun rogues can also take on the role of bardic masters of song and subterfuge, Athasian bards utilize deadly poisons and enthralling psionic powers in service to powerful patrons.

WIZARD

Arcane magic has a dark history in the Dark Sun campaign, as wizards are directly responsible for the environmental desecration that has rendered Athas the inhospitable wasteland it is today. Arcane magic is inexplicably tied to the very life force of the planet.

Casting arcane spells requires drawing life force from plant life and from the planet itself. Upon casting a spell, Arcane casters choose to defile. Careless or power-hungry wizards known as defilers strip the land of life to fuel and empower their spells.

Other wizards, the so-called preservers, practice drawing just enough energy to practice their art and return any excess to the land, thus negating any destruction.

Unfortunately, most people assume all practitioners of the arcane are defilers - causing all wizards to be feared, hunted and reviled.

CLASS AND STARTING WEALTH

Characters start with the class items as indicated on the *2014 Player's Handbook*. In addition, they also receive a small amount of additional starting gear and coin for their backgrounds (listed in the background descriptions). All items are made of bone, stone or obsidian

STARTING WEALTH BY CLASS

Class	Starting CR
Barbarian	2d4 x 10cr (average 50 cr)
Cleric	5d4 x 10cr (average 125 cr)
Druid	2d4 x 10cr (average 50 cr)
Fighter	5d4 x 10cr (average 125 cr)
Monk	5d4 cr (average 13 cr)
Psion	3d4 x 10 cr (average 75 cr)
Ranger	5d4 x 10gp (average 125 cr)
Rogue	4d4 x 10gp (average 100 cr)
Warlock	6d4 x 10gp (average 150 cr)
Wizard	4d4 x 10gp (average 100 cr)

BARBARIAN

Brutality is a way of life in Athas, as much in some of the cities as in the dwindling tribes living out in the wastelands. Cannibal headhunting halflings (who occasionally visit Urik from the Forest Ridge) express shock at the savagery and bloodshed of the folk that call themselves "civilized" and live between walls of stone.

They would be more horrified if they were to see the skull piles of Draj, experience the Red Moon Hunt in Gulg, or watch a seemingly docile house slave in Raam rage as they finally "go feral", taking every frustration of their short, cruel life out on whoever happens to be closest at hand. Some on Athas have turned their brutality into an art of war. They are known as "barbarians", and they wear the name with pride.

PRIMAL PATHS

Barbarians in a Dark Sun campaign can choose from the following options: **Path of the Berserker**, **Path of the Totem Warrior**, they can also choose the **Path of the Pit Fighter** or **Path of the Wilder** described here.

PATH OF THE PIT FIGHTER

Pit fighters tend to be some of the strongest, toughest, and most dangerous adversaries in the arena. Battling for survival has been the only constant in their violent lives; they have little to lose or gain except their lives. Usually regarded as property to be bought and sold, these brutal warriors have nothing to fear and always lunge into battle.

BRAWLER

When you choose this path at 3rd level you gain several benefits that make you a more effective in unarmed combat.

- You can roll a d4 in place of the normal damage of your unarmed strike. This die improves as you gain barbarian levels, increasing at 6th level (d6), 12th level (d8), and 18th level (d10)
- When you use the attack action to make an unarmed strike or attempt a grapple, you can make one unarmed strike as a bonus action.

RECKLESS ABANDON

Starting at 6th level when you use Reckless Attack while raging, you also gain temporary hit points equal to your Constitution modifier (minimum of 1) They vanish if any of them are left when your rage ends.

RAGING CHARGE

Beginning at 10th level you can take the Dash action as a bonus action while raging.

EYE FOR AN EYE

Starting at 14th level when you take damage from a creature that is within 5 feet of you, you can use your reaction to make an unarmed attack against that creature. You must have a free hand.

PATH OF THE WILDER

The Path of the Wilder channels the raw, unrefined power of the mind into physical prowess and fury. Drawing inspiration from ancient psionic traditions, Wilders unleash their inner psychic energy in unpredictable bursts, amplifying their rage with psychic abilities.

PSIONIC RAGE

Beginning at 3rd level your rage taps into psionic energy.

- You gain resistance to psychic damage and advantage against psionic effects
- Once per turn when you hit a creature with a melee weapon attack, you can

deal extra psychic damage equal to your proficiency bonus.

WILD SURGE

Starting at 6th level, your psionic power can surge unpredictably during your rage. When you rage, roll a d6. The result determines the psionic effect below. You can use this feature once per rage and cannot change the effect while raging.

Wild Surge Effects

Roll	Effect
1	Mind Blast: As an action, you can unleash a psychic wave in a 15-foot cone. Each creature in that area must make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or take 2d8 psychic damage and be stunned until the end of your next turn.
2	Telekinetic Push: As a bonus action, you can push one creature you can see within 30 feet of you. The target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be pushed 20 feet away from you.
3	Psychic Armor: As a reaction, you can give yourself a bonus to AC equal to your Constitution modifier until the start of your next turn.
4	Psychic Reflexes: As a reaction when you are hit by an attack, you can halve the attack's damage against you.
5	Mind Over Matter: As a bonus action, you can gain temporary hit points equal to 1d10 + your barbarian level.
6	Mind Spike: As a bonus action, choose one creature you can see within 60 feet. That creature takes psychic damage equal to 1d8 + your proficiency bonus, and it has disadvantage on its next attack roll.

FOCUSED RAGE

At 10th level, you can focus your psionic energy to maintain control over your wild surges. When you roll for your Wild Surge, you can choose to roll twice and pick either result. Additionally,

your psychic damage while raging increases to 1d6 + your proficiency bonus.

PSIONIC MASTERY

At 14th level, you have mastered your wild psionic powers and physical rage. When you enter a rage, you can choose the effect of your Wild Surge instead of rolling. Additionally, your psychic damage while raging increases to 1d8 + your proficiency bonus.

TOTEM WARRIOR SPIRITS ON ATHAS

Most of the animals listed as totems in the *Player's Handbook* and *Sword Coast Adventurer's Guide* have all gone extinct on Athas. Dark Sun barbarians substitute the following creatures:

PLAYER'S HANDBOOK

- **Klar (Bear).** These massive beasts look like kodiak bears with chitinous plates covering their backs and claws like curved daggers.
- **Kes'trekel (Eagle).** These carrion eaters are considered harbingers of death by the nomads of wastes. They look like large black vultures with vicious hooked beaks.
- **Dagorran (Wolf).** Vicious predators of the wastes. These reptilian beasts are feared throughout Athas for their ability to track their prey by sensing their psychic signatures.

SWORD COAST ADVENTURER'S GUIDE

- **Sygra (Elk).** These nimble herd beasts resemble small horses with curving antlers.
- **Kirre (Tiger),** Eight-legged great cats who stalk the Forest Ridge. Kirre are apex predators equipped with claws, fangs, a pair of horns, and spiked tails.

These totem abilities below are reprinted from the *Sword Coast Adventurer's Guide*.

Sygra (Elk). While you're raging and aren't wearing heavy armor, your walking speed increases by 15 feet. The spirit of the elk makes you extraordinarily swift.

Kirre (Tiger). While raging, you can add 10 feet to your long jump distance and 3 feet to your high jump distance. The spirit of the tiger empowers your leaps.

ASPECT OF THE BEAST

These options are available to you when you choose a totem animal at 6th level.

Sygra (Elk). Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within 60 feet of you and you're not incapacitated (see chapter 8 in the *Player's Handbook* for more information about travel pace). The elk spirit helps you roam far and fast.

Kirre (Tiger). You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival. The cat spirit hones your survival instincts.

TOTEMIC ATTUNEMENT

These options are available to you when you choose a totem animal at 14th level.

Sygra (Elk). While raging, you can use a bonus action during your move to pass through the space of a large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.

Kirre (Tiger). While you're raging, if you move at least 20 feet in a straight line toward a large or smaller target right before making a melee weapon attack against it, you can use a bonus

action to make an additional melee weapon attack against it.

CLERIC

Athas is a world without deities. Powerful sorcerer-monarchs often masquerade as gods and demi-gods but, though their powers are great and their worshippers many, they are not true gods. On Athas, clerics draw their magical energy directly from one of the four elemental planes: earth, air, fire, or water; not from any manner of deity.

There are four main types of elemental clerics: Earth, Air, Fire, and Water. Each has its own peculiar strengths and weaknesses, as well as access to powers and spells not available to the others. This makes these elemental devotees an extremely diverse and interesting class to play. Some are merely power-hungry, some seek revenge, and some are honestly struggling to save their dying planet and reverse the ancient environmental disaster. Regardless of motivation, every cleric under the dark sun of Athas is a force to be reckoned with.

HOLY SYMBOLS

A cleric's element is his holy symbol Earth clerics use small chunks of granite, quartz, silver, gold, or any other kind of rare earth. Clerics of water always have a vial of pure water, worn about the neck or mounted on a staff. Fire clerics use obsidian, often carved or melted into the shape of raging flames. The priests of air are the most fortunate of the elemental clerics, since they are not tied down by material possessions. The holy symbol of air is the cleric's own breath.

NEW FEATURE: ELEMENTAL SPEECH

At 1st level all elemental clerics gain the ability to speak the primordial dialect associated with their chosen domain: Auran (air), Aquan (water), Ignan (fire), or Terran (earth).

CLERIC DOMAINS

Only the elemental domains described here are available for Clerics on Athas.

AIR DOMAIN

Clerics who make pacts with the denizens of the Plane of Air are perhaps the most misunderstood of all the elemental clerics. They are wanderers, diviners, travelers, and mystics. Like the winds, their minds are constantly wandering, and they rarely seem focused on a current problem or situation. Some say that is because they are empowered by flighty patrons, and others say that repetitive viewing of the future drives one mad.

AIR DOMAIN SPELLS

Cleric Level	Spells
1st	<i>feather fall, fog cloud</i>
3rd	<i>dust devil*, gust of wind</i>
5th	<i>call lightning, fly</i>
7th	<i>conjure minor elementals, storm sphere*</i>
9th	<i>conjure elemental, control winds*</i>
11th	<i>investiture of wind*</i>
13th	<i>whirlwind*</i>
15th	<i>control weather</i>
*	Spell Source: <i>Elemental Evil Player's Guide</i>

BONUS CANTRIP

At 1st level you gain the *gust* cantrip if you don't already know it. This spell is from the *Elemental Evil Player's Guide*.

DANCE OF THE WINDS

Starting at first level you gain the ability to momentarily become as insubstantial and swift as the wind. As a bonus action you can teleport up to 30 feet to an unoccupied space that you can see. You can use this ability a number of times equal to your Wisdom modifier (minimum

of once You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: WIND'S

GUIDANCE

Starting at 2nd level you can fire or throw weapons with unerring accuracy. When you make a ranged attack roll you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll but before the DM says whether the attack hits or misses.

WINDBORNE STEPS

At 6th level your speed increases by 10 feet.

DIVINE STRIKE

At 8th level you gain the ability to infuse your weapon strikes with the power of the storm. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning or thunder damage (your choice) to the target. When you reach 14th level the extra damage increases to 2d8.

AVATAR OF WIND

At 17th level you have flying speed equal to your current walking speed whenever you are not underground or indoors.

EARTH DOMAIN

Earth endures, and like the mountains and the drying plains, earth clerics must bear the brunt of the fight for Athas' survival. Because air, fire, and water all depend on growing things for their enrichment, and because earth alone must sustain itself, it is the earth clerics who must carry on the burden of preventing the environmental holocaust looming over Athas. For, if they do not preserve the land, will not the death of Athas weigh upon their shoulders?

EARTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>earth tremor*</i> , <i>shield</i>
3rd	<i>spider climb</i> , <i>spike growth</i>
5th	<i>erupting earth*</i> , <i>meld into stone</i>
7th	<i>conjure minor elementals</i> , <i>stone shape</i>
9th	<i>conjure elemental</i> , <i>wall of stone</i>
11th	<i>investiture of stone*</i>
13th	<i>forcecage</i>
15th	<i>earthquake</i>
*	Spell Source: <i>Elemental Evil Player's Guide</i>

BONUS PROFICIENCY

At 1st level you gain proficiency with martial weapons and heavy armor.

EARTH'S RESILIENCE

At 1st level you are imbued with the strength and fortitude of the earth. This grants you two benefits:

- You gain a +1 bonus to AC.
- Your hit points maximum increases by 1, and it increases by one each time you gain a level

CHANNEL DIVINITY: GRASP OF THE EARTH

Starting at 2nd level, you can use your Channel Divinity to restrain your enemies. As an action you cause tendrils of earth to erupt from the ground and wrap themselves around any number of targets within 10 feet of you. All targeted creatures must succeed on a Strength saving throw or be restrained by the earthen tendrils. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

ELEMENTAL WARD

Starting at 6th level when you or a creature

within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of damage.

DIVINE STRIKE

At 8th level you gain the ability to infuse your weapon strikes with the power of the earth. Once on each of your turns when you hit a creature with a melee weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level the extra damage increases to 2d8.

AVATAR OF STONE

At 17th level you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

FIRE DOMAIN

The most feared and unpredictable of the Athasian clerics are those of the Elemental Plane of Fire. Some say these individuals become crazed during initiation, and others say that one must be insane to petition the destructive lords of flame in the first place. Whatever the reason for their erratic nature, fire clerics are the most powerful and the most destructive of the elemental priests. Fire priests have earned their reputations for two reasons, they are very aggressive and very offensive. They will laugh maniacally while their enemies are incinerated, and they appear to thrive only when everything around them is being devoured by the fiery appetites of their patrons.

FIRE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>burning hands, searing smite</i>
3rd	<i>aganazzar's scorcher*</i> , <i>flame blade</i>

5th	<i>fireball, flame arrows*</i>
7th	<i>conjure minor elementals, wall of fire</i>
9th	<i>conjure elemental, immolation*</i>
11th	<i>investiture of flame*</i>
13th	<i>fire storm</i>
15th	<i>incendiary cloud</i>
*	Spell Source: <i>Elemental Evil Player's Guide</i>

FIRE SHAPING

Beginning at 1st level you can create pockets of relative safety within the area of your fire spells. When you cast a spell that deals fire damage, you can choose a number of creatures that you can see within the spells area of effect equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell and take no damage if they would normally take half damage on a successful save.

BONUS CANTRIP

At 1st level you gain the *produce flame* cantrip if you don't already know it.

CHANNEL DIVINITY: DESTRUCTIVE WRATH

Starting at 2nd level you can use your Channel Divinity to wield the power of elemental fire with unchecked ferocity. When you roll fire damage, you can use your Channel Divinity to deal maximum damage instead of rolling

INTENSE FLAMES

Starting at 6th level, you add your Wisdom modifier to the damage you deal with any spell that deals fire damage.

DIVINE STRIKE

At 8th level you gain the ability to infuse your weapon strikes with the power of elemental flame. Once on each of your turns when you hit

a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level the extra damage increases to 2d8.

AVATAR OF FLAME

Starting at 17th level you can use your action to activate an of pale fire that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 60 feet beyond that. You have immunity to fire damage while this ability is active, and your enemies have disadvantage on saving throws against any spell you cast that deals fire damage.

WATER DOMAIN

Among the elemental brotherhood, none are more desperate than the lords of the Elemental Plane of Water. Millennia ago, these beings were happy, babbling through brook and floating leisurely in the vast, blue seas. Now they are claustrophobic, screaming for each drop lost to the parched earth. They know that they must quench the thirst of the land before their streams and rivers can return, but every spilled drop of water is yielded grudgingly. It must be so, for the Plane of Water has nearly perished. Clerics of the dying Plane of Water are few, still they perform the age-old functions of water as the healer and bringer of life.

WATER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>create water, cure wounds</i>
3rd	<i>lesser restoration, protection from poison</i>
5th	<i>water breathing, water walk</i>
7th	<i>conjure minor elementals, control water</i>
9th	<i>conjure elemental, mass cure wounds</i>

11th	<i>investiture of ice*</i>
13th	<i>wall of ice</i>
15th	<i>regeneration</i>
*	Spell Source: <i>Elemental Evil Player's Guide</i>

BONUS CANTRIP

At 1st level you gain the *shape water* cantrip if you don't already know it. This spell is from the *Elemental Evil Player's Guide*.

DISCIPLE OF LIFE

Also starting at 1st level your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level

CHANNEL DIVINITY: PRESERVE LIFE

Starting at 2nd level you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level Choose any creatures within 30 feet of you and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

BLESSED HEALER

Beginning at 6th level the healing spells you cast on others heal you as well When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level

DIVINE STRIKE

At 8th level you gain the ability to disrupt the flow of water within a creature's body, effectively poisoning their systems with your strikes. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage

to the target. When you reach 14th level the extra damage increases to 2d8.

AVATAR OF WATER

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

CLERICS AND CONJURING ELEMENTALS

Athasian clerics all have access to the conjure minor elementals and conjure elemental spells through their domain spells.

It should be noted that a cleric can only summon elemental creatures from the plane aligned with their domain.

For example, a fire cleric can summon fire mephits or fire elementals but cannot summon ice mephits or earth elementals.

DRUID

Across the Tablelands, sentinels stand watch over these surviving treasures, protecting them from pillaging or defiling at the hands of people too careless, desperate, or wicked to care whether their actions might murder one more piece of a gravely wounded world. These watchers and sentinels are the world's primal guardians, chosen by the spirits or self-appointed to defend the life of Athas.

Now, the few druids who will talk about the present say that they are biding their time in the mountains, in the deserts, and in the valleys of Athas. They train for battle, learning to fight the defilers' magic, and carefully rebuilding their ranks. One day, maybe soon, they say, druids will rise from the earth with their ancient, fallen brothers and erase the mark of the sorcerer-monarchs from Athas.

DRUID CIRCLES

The druids of Dark Sun are free to choose from either the **Circle of the Land** or **Circle of the Moon**. Regardless of which circle a druid belongs to, they abide by the Druid Proficiency and Guarded Land rules listed below.

DRUID PROFICIENCIES

Athasian druids have different proficiencies than their counterparts in other worlds.

Armor: Light armor and shields

Weapons: All simple weapons

Tools: Herbalism Kit

Saving Throws: Constitution, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Stealth, and Survival.

NEW FEATURE: GUARDED LAND

Every druid must choose one geographic feature

to be his Guarded lands. The geographic features that a druid might make his guarded lands can vary widely. For instance, one may watch over a particular stretch of open desert, another may protect a belt of scrub grass within it, while still another might watch over a small oasis that borders on both. This connection to the land provides several abilities, all of which function only within the confines of the druid's guarded lands.

- Starting at 1st level the druid is under the constant effect of a pass without trace spell
- At 3rd level, the druid can cast speak with animals at will
- At 5th level, the druid can cast speak with plants at will
- At 7th level, the druid can live without water or food indefinitely, drawing nourishment directly from the life energy of the land

CIRCLE OF THE LAND

The landscape of Athas is much different than that of other worlds so Circle of the Land druids have a few new land types and associated bonus spells to choose from. The list below should be used in place of the one provided in the Player's Handbook.

** Spell Source: Elemental Evil Player's Guide*

CAVES

Druid Level	Spells
3rd	<i>spider climb, web</i>
5th	<i>silence, stinking cloud</i>
7th	<i>greater invisibility, stone shape</i>
9th	<i>cloudkill, insect plague</i>

ROCKY DESERT

Includes rocky badland and stony barren terrains.

Druid Level	Spells
3rd	<i>maximillian's earthen grasp*</i> , <i>spike growth</i>
5th	<i>create food and water</i> , <i>erupting earth*</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>transmute rock*</i> , <i>wall of stone</i>

SALT FLATS

Druid Level	Spells
3rd	<i>gentle repose</i> , <i>ray of enfeeblement</i>
5th	<i>feign death</i> , <i>speak with dead</i>
7th	<i>blight</i> , <i>vitriolic sphere*</i>
9th	<i>antilife shell</i> , <i>contagion</i>

FOREST

Druid Level	Spells
3rd	<i>barkskin</i> , <i>spider climb</i>
5th	<i>call lightning</i> , <i>plant growth</i>
7th	<i>divination</i> , <i>freedom of movement</i>
9th	<i>commune with nature</i> , <i>tree stride</i>

SANDY DESERT

Includes dust basin and sandy waste terrains.

Druid Level	Spells
3rd	<i>blur</i> , <i>dust devil*</i>
5th	<i>create food and water</i> , <i>wall of sand*</i>
7th	<i>giant insect</i> , <i>hallucinatory terrain</i>
9th	<i>control winds*</i> , <i>commune with nature</i>

GRASSLAND

Includes savannah, scrub plain, and verdant belt terrains.

Druid Level	Spells
3rd	<i>invisibility</i> , <i>pass without trace</i>
5th	<i>daylight</i> , <i>haste</i>
7th	<i>divination</i> , <i>freedom of movement</i>
9th	<i>conjure minor elementals</i> , <i>ice storm</i>

SWAMP

Includes mud flat and salt marsh terrains.

Druid Level	Spells
3rd	<i>darkness</i> , <i>melfs acid arrow</i>
5th	<i>stinking cloud</i> , <i>water walk</i>
7th	<i>freedom of movement</i> , <i>locate creature</i>
9th	<i>insect plague</i> , <i>scrying</i>

MOUNTAIN

Includes boulder field terrain.

Druid Level	Spells
3rd	<i>spider climb</i> , <i>spike growth</i>
5th	<i>lightning bolt</i> , <i>meld into stone</i>
7th	<i>stone shape</i> , <i>stoneskin</i>
9th	<i>passwall</i> , <i>wall of stone</i>

VOLCANIC

Includes obsidian fields, volcanic vents, and volcanoes.

Druid Level	Spells
3rd	<i>heat metal</i> , <i>pyrotechnics*</i>
5th	<i>fireball</i> , <i>protection from energy</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>cloudkill</i> , <i>immolation*</i>

OASIS

Includes lakes and other sources of water.

3rd	<i>mirror image, misty step</i>
5th	<i>water breathing, water walk</i>
7th	<i>control water, freedom of movement</i>
9th	<i>conjure elemental, scrying</i>

ANIMALS OF ATHAS

Many of the animals described in the Monster Manual are extinct on Athas while many other beasts unique to the setting prowl the wastes. Players of druid and ranger beast master characters should keep a copy of the *Animals of Athas* guidebook handy for the purpose of determining what wild shapes, animal summons and companions are available in this setting.

FIGHTER

Elite slave soldiers, champions of the arena, tribal warlords, and professionally trained noble swordsmen may come from diverse backgrounds, but they are all fighters. As on other worlds, Athasian fighters are masters of weaponry and warfare.

FIGHTER ARCHETYPES

Fighters on Athas may choose from the Champion and Battle Master archetypes presented in the *Player's Handbook*, the Psi Warrior archetype from *Tasha's Cauldron of Everything*, or the Gladiator, and Warlord archetypes included below.

GLADIATOR

A gladiator is as much an entertainer as a warrior, trained to make the arts of combat into a spectacle the crowd will enjoy. Disciplined in many diverse forms of hand-to-hand combat and skilled in the use of dozens of different weapons, gladiators are among the most dangerous warriors on Athas.

ARENA COMBAT

When you select this archetype at 3rd level you learn to utilize a variety of arena tricks, special combat maneuvers that are as flashy as they are deadly. You can only use one trick per turn.

Trick Dice. You have three trick dice, which are d8s. A trick die is expended when you use it. You regain all of your expended trick dice when you finish a short or long rest. You gain another trick die at 7th level and one more at 15th level.

Saving Throws. Some of your tricks require your target to make a saving throw to resist the trick's effect. The saving throw DC is calculated as follows:

The Trick DC = 8 + your proficiency bonus + your Charisma modifier.

DISCIPLE OF THE ARENA

At 3rd level you gain one of the following feats of your choice:

- Alert
- Arena Survivor
- Armor Optimization
- Tough

TAUNT

At 7th level you can issue a taunt that rattles the resolve of even the most disciplined warriors. Choose one creature you can see and who can see or hear you. The target must succeed on a Wisdom saving throw against your Trick DC or it will have disadvantage on all attack rolls, ability checks, and saving throws made before the end of its next turn.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ADDITIONAL FIGHTING STYLE

At 10th level you can choose a second option from the Fighting Style class feature.

BY POPULAR DEMAND

Starting at 15th level when you roll initiative and have no trick dice remaining, you regain 1 trick die.

ARENA TRICKS

The tricks are presented in alphabetical order.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one trick die to attempt to disarm the target. You add the trick die to the attack's damage roll and the target must make a Strength saving throw. On a failed save it drops an item of your choice it was holding.

Evasive Footwork. When you move, you can expend one trick die, rolling the die and adding the number rolled to your AC until you stop moving.

Finishing Move. When you make a melee weapon attack roll against a creature that is either blinded, frightened, incapacitated, prone, or restrained, you may expend a trick die to turn your attack roll into a devastating blow. If your attack hits, you deal a critical hit.

Lunging Attack. When you make a melee weapon attack on your turn, you can expend one trick die to increase your reach for that attack by 5 feet. If you hit, you add the trick die to the attack's damage roll

Menacing Attack. When you hit a creature with a weapon attack, you can expend one trick die to attempt to frighten the target. You add the trick die to the attack's damage roll and the target must make a Wisdom saving throw. On a failed save it is frightened of you until the end of its next turn.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one trick die to attempt to drive the target back. You add the trick die to the attack's damage roll and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Sweeping Attack. When you hit a creature with a melee weapon attack, you can expend one trick die to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your trick die. The damage is the same type dealt by the original attack.

Trip Attack. When you hit a creature with a weapon attack, you can expend one trick die to attempt to knock the target down. You add the trick die to the attack's damage roll and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

NEW FIGHTING STYLE: BRAWLING

Your unarmed strikes deal 2 additional points of damage on a hit.

WARLORD

Warlords are military commanders who rule through, guile, charisma, or intimidation (or a mix of all three). Their abilities are the same whether they lead a village militia, the armies of a city-state, or a slave rebellion.

LEADERSHIP

At 3rd level you gain proficiency in one of the following skills: Deception, Intimidation, or Persuasion (your choice).

RALLYING CRY

Also starting at 3rd level, you learn how to inspire your allies to fight on past their injuries. When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level provided that the creature can see or hear you.

MILITARY ENVOY

At 7th level choose one of the following skills you are already proficient in: Deception, Intimidation, or Persuasion. Your proficiency bonus is doubled for any ability checks you make using the chosen skill

INSPIRING SURGE

Starting at 10th level when you use your Action Surge feature, you can choose one creature



within 60 feet of you that is allied with you. That creature can make one melee or ranged weapon attack with its reaction, provided that it can see or hear you. Starting at 17th level you can choose two allies within 60 feet of you, rather than one.

BULWARK

Beginning at 15th level you can extend the benefit of your Indomitable feature to an ally. When you decide to use Indomitable to reroll an Intelligence, a Wisdom, or a Charisma saving throw and you aren't incapacitated, you can choose one ally within 60 feet of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll

MONK

You stand between the material world of the body and the enlightened realm of the mind, and within you, both these worlds meet. By harnessing the Way - the inner psionic energy you call your focus - you can deliver attacks as punishing as any spell or armed martial exploit, even as it expands your physical capabilities with swift movement, amazing leaps, and even flight.

Monks on Athas can be found in all the city-states and the wastelands beyond. They are particularly numerous in the city-states of Nibenay and Raam. In Nibenay sects of monks specializing in various archetypes are part of the cultural fabric of the city-state. In Raam, monks are seen as devotees of psionic enlightenment and follow the teachings of Tarandas, a long dead prophet of the Way.

MONK ARCHETYPES

Monks on Athas can use the following monastic traditions: the **Way of Astral Self (TCE)**, **Kensei (XGE)**, **Open Hand**, **Shadow** and the **Way of the Unseen Mind** included below.

WAY OF THE UNSEEN MIND

The Way of the Unseen Mind is a monk tradition that taps into the latent psionic energies of Athas. These monks combine rigorous martial training with potent psionic abilities, becoming masters of both physical and mental combat. They blend their ki with psionics to achieve feats that ordinary monks can only dream of.

PSIONIC AWARENESS

When you choose this tradition at 3rd level, your mind awakens to the psionic energies of Athas. You gain the following abilities:

- **Psionic Talent:** You learn the *psion's hand* psionic talent.
- **Mind Strike:** When you hit a creature with an unarmed strike, you can spend 1 ki point to deal an additional 1d6 psychic damage. This damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 17th level.

PSYCHIC RESILIENCE

At 6th level your psionic training allows you to shield your mind and body from harm. You gain the following benefits:

- **Mental Fortress:** You gain resistance to psychic damage.
- **Psionic Shield:** You can spend 2 ki points as a reaction to gain advantage on a saving throw against being charmed or frightened, and you can extend this protection to a creature within 30 feet of you that you can see.

TELEKINETIC MASTERY

At 11th level, you have mastered the art of telekinesis, allowing you to manipulate objects and creatures with your mind. You gain the following abilities:

- **Psionic Stomp:** Once per round, as part of your movement, you may spend 2 ki points and channel psionic energy by stomping your feet on the ground. When doing so, all creatures within a 15-foot radius that are large size or smaller must make a Strength saving throw or fall prone. Once you use it in this way, you must finish a long rest before you can do so again. However, you can spend 4 ki points to use this ability again before finishing a long rest.
- **Spinning Strike:** You can spend 2 ki points as an action to move up to twice your movement rate by telekinetically spinning into a creature and striking it with telekinetic force. On a hit, the creature takes 4d6 force damage from your attack.

PSIONIC ASCENSION

At 17th level your mastery of psionic energies has reached its peak, allowing you to transcend your physical limitations. You gain the following abilities:

- **Psionic Avatar:** As an action, you can spend 5 ki points to enter a heightened psionic state for 1 minute. During this time, you gain the following benefits:
 - You have resistance to all damage types.
 - Your Mind Strike deals an additional 1d6 psychic damage.
 - You can use your reaction to impose disadvantage on an attack roll targeting you by causing a psychic backlash to the attacker, dealing psychic damage equal to your Wisdom modifier.

PSION

Psionics are very common on Athas and while nearly all sentient creatures have a wild talent or some skill with psionic disciplines, psions are true masters of The Will and The Way.

Athasians call innate psionic ability "the Will" though psion's also refer to their reserve of mental strength with this term. Wild talents have the Will but rarely can they move beyond the single ability nature has provided them. The study of psionics and the refinement of psionic ability is called "the Way." While the Will makes the use of psionics possible, only through the Way can a person truly master the powers of his mind and become a mystic.

Every city in the Tablelands has schools devoted to the Way, and wandering teachers can even be found in the wilderness.

Rumors of a psionic fraternity called the Order persist throughout the Tablelands. It's said that this group of high-level psions is dedicated to two precepts: Psionics should only be studied for its own sake, and psionic abilities should only be used to preserve the natural order of the world.

CREATING A PSION

When creating a psion, consider your character's background. How did you become a psion? What first drew you to this practice? Are you self-taught, did you have a master, or did you attend one of the city-state schools? If you had a master, what is that relationship like? Did you leave someone or something behind when you took up your studies? Are you driven by revenge or some other motivation?

QUICK BUILD

You can make a psion quickly by following these suggestions. First, make Intelligence your highest ability score, followed by Dexterity or

Constitution. Second, choose the **Initiate (Psionic)** background.

CLASS FEATURES

As a psion, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per psion level

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

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

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a bone spear or (b) a bone dagger
- (a) leather armor or (b) studded leather armor
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an explorer's pack

Alternatively, you can ignore the equipment here and, in your background, and buy 4d4 × 10 ceramic pieces worth of equipment in chapter 5 in the *Player's Handbook*.

Psion

Level	Proficiency Bonus	Features	Orders Known	Disciplines Known	Psi Points	Psi Limit
1st	+2	Psionics, Psionic Talents	1	1	4	1
2nd	+2	Telepathy	1	1	6	1
3rd	+2	Psionic Order	1	2	12	2
4th	+2	Select a Feat	1	2	18	2
5th	+3	Strength of Mind	2	3	24	3
6th	+3	Psionic Order Feature	2	3	28	3
7th	+3	Meditation	2	4	32	4
8th	+3	Select a Feat	2	4	36	4
9th	+4	Psionic Order Feature	3	5	40	5
10th	+4	Consumptive Power	3	5	44	5
11th	+4	Metapsionics (1/day)	3	6	47	6
12th	+4	Select a Feat	3	6	50	6
13th	+5	Metapsionics (2/day)	4	7	53	7
14th	+5	Psionic Order Feature	4	7	56	7
15th	+5	Metapsionics (3/day)	4	8	59	7
16th	+5	Select a Feat	4	8	62	7
17th	+6	Metapsionics (4/day)	5	9	65	7
18th	+6	High Science	5	9	68	7
19th	+6	Select a Feat	5	10	71	7
20th	+6	Metamind	5	10	74	7

PSIONICS

As a student of psionics, you can master and use psionic talents and disciplines, the rules for which appear at the end of this document.

Psionics is a special form of supernatural power, similar to, but distinct from spellcasting. Psionic powers do not require verbal, somatic or material components.

Like a monk's ki, it is internal energy harnessed from within an individual and concentrated to produce the desired effect. To the untrained masses, it is indistinguishable from magic, and some psionic powers may produce effects that are similar to spells and vice versa.

PSIONIC DISCIPLINES

A psionic discipline is a rigid set of mental exercises called devotions, that allow a psion to manifest psionic powers. A psion can master only a few disciplines at a time.

At 1st level, you know one psionic discipline of your choice. The Disciplines Known column of the Psion table shows the total number of disciplines you know at each level; when that number goes up for you, choose a new discipline.

In addition, at 8th and 14th level in this class, you can replace one discipline you know with a different one of your choice.

PSI POINTS

You have an internal reservoir of energy that can be devoted to psionic disciplines you know.

This energy is represented by psi points. Each psionic discipline describes effects you can create with it by spending a certain number of psi points.

The number of psi points you have is based on your psion level, as shown in the Psi Points column of the Psion table. The number shown for your level is your psi point maximum. Your psi point total returns to its maximum when you finish a long rest. The number of psi points you have can't go below 0 or over your maximum.

PSI LIMIT

Though you have access to a potent amount of psionic energy, it takes training and practice to channel that energy. There is a limit on the number of psi points you can spend to activate a psionic discipline. The limit is based on your psion level, as shown in the Psi Limit column of the Psion table. For example, as a 3rd-level psion, you can spend no more than 2 psi points on a discipline each time you use it, no matter how many psi points you have.

PSYCHIC FOCUS

You can focus psionic energy on one of your psionic disciplines from your primary psionic order to draw ongoing benefits from it. As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit, which is detailed in that discipline's description. The benefit lasts until you are incapacitated or if you choose a different focus benefit while meditating during a short rest.

You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn't limit your ability to use other discipline

PSIONIC ABILITY

Using psionic powers is similar to spellcasting and some powers may require deeper concentration. A psion taking damage while

activating or using a psionic power must make a concentration check or the power fails.

Intelligence is your psionic ability for your psionic disciplines. You use your Intelligence modifier when setting the saving throw DC for a psionic discipline or when making an attack roll with one.

Discipline save DC = 8 + your proficiency bonus + your Intelligence modifier

Discipline attack modifier = your proficiency bonus + your Intelligence modifier

PSIONIC TALENTS

At 1st level, you gain two psionic talents of your choice. These are minor abilities that require psionic aptitude, but don't drain a psion's reservoir of psionic power. Talents are similar to disciplines and use the same rules, but do not cost psi points to use. You may not use your psychic focus or metapsionics on a psionic talent. Talents are described in more detail at the end of this chapter.

TELEPATHY

At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any creature you can see within 60 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself. If you are a naturally telepathic creature this power extends the range of that ability by 30 feet.

PSIONIC ORDER

A psionic order is a specialized psion tradition that focuses on a specific subset of psionic powers. At 3rd level a psion chooses his primary order, but still gains access to disciplines from other orders as they advance. A psion must

have at least an equal or greater number of disciplines in their primary order than from any other order.

At 3rd level, you choose to master one of the following Psionic Orders: **Order of the Egoist**, the **Order of the Kineticist**, the **Order of the Nomad**, the **Order of the Seer**, or the **Order of the Telepath**, each of which is detailed at the end of the class description. Each order specializes in a specific approach to psionics.

Your order gives you features when you choose it at 3rd level and additional features at 6th, 9th, and 14th level.

SELECT A FEAT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can select one feat whose prerequisites you meet.

STRENGTH OF MIND

At 5th level, you add your Intelligence modifier to any psychic damage or healing roll you make when using a psionic power.

MEDITATION

At 7th level, once per day while taking a short rest, you may focus your psyche and regenerate a portion of your daily psi points. The number of psi points regained, equals your Proficiency Bonus multiplied by your Intelligence modifier.

CONSUMPTIVE POWER

At 10th level, you gain the ability to sacrifice your physical durability in exchange for psionic power. When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest. You can use this feature for a number of continuous rounds equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a long rest.

METAPSIONICS

At 11th level, your mastery of psionics has reached a level where you can enhance your psionic disciplines and amplify their effects by expending additional psi points or create items of a psionic nature. Some psionic powers may not be enhanced with metapsionics.

You can augment a psionic power to greater effect when you add **one** of the following when activating the power. The additional psi point cost for the use of metapsionics is not limited by your psi point limit.

- **Enhancement:** 3 Psi - Give disadvantage on saves to all affected by a psionic power
- **Intensify:** 4 Psi – Increase the intensity of the powers effects as if a critical was rolled
- **Magnify:** 4 Psi - Double the radius of effect of a psionic power
- **Prolong:** 3 Psi – Double the time a psionic power with a fixed duration is active
- **Psychic Reach:** 2 Psi - Double the range of a psionic power
- **Psychic Onslaught:** 6 Psi – Maximize the psionic power's numerical damage or healing effects.
- **Receptacle:** 5 psi – You spend 1 hour in a meditative trance to transfer 2x your proficiency bonus in psi points to create a *psi crystal* that stores psi points. As a bonus action, a psion may absorb the psychic energy stored in a *psi crystal*, regaining psi points. The *psi crystal* retains the psychic energy for 5 days before dissipating. A psion may have only one *psi crystal* active at a time, creating another will cause the previous one to lose its potency.

- **Splice:** 5 psi – Affect one additional creature or object with a single target power

You have one use of this feature, and you regain any expended uses with a long rest. You gain one additional use of this feature at 13th, 15th and 17th level. If desired, you may add multiple metapsionic augments to a psionic power by expending additional uses of this feature, so long as you have enough psi points.

HIGH SCIENCE

At 17th level, you can manifest a psionic power that is considered one of the pinnacles of mastery within your primary order. You have one use of this feature, and you regain this use with a long rest.

Each additional use of a High Science without a long rest costs 10 psi points to use. Select a psionic power from the High Science list below, once a selection has been made it cannot be changed.

EGOIST

Ultramorph. (conc., up to 1 hour) You transform your body into a superior, adaptable form that can change at will. For the duration, you gain the following benefits:

- **Superior Adaptability:** At the start of each of your turns, you can choose one of the following benefits:
 - o Gain resistance to one type of damage of your choice.
 - o Increase your movement speed by 30 feet.
 - o Gain a +2 bonus to AC.
 - o Gain temporary hit points equal to 10 + your Intelligence modifier.

- **Shapechange:** As an action, you can alter your physical form and you can add one of the following abilities each round.

- o Increase or decrease your size by one category up to Huge size.
- o Grow or retract functional wings, gaining a flying speed of 60 feet.
- o Grow or retract gills and fins, gaining a swimming speed of 60 feet and the ability to breathe underwater.
- o Grow or retract natural weapons (claws, fangs, etc.), allowing you to make unarmed strikes that deal 2d10 damage of a type you choose (bludgeoning, piercing, or slashing). The damage is increased by 1d10 for each size category above large.

Death Field. By sacrificing your life energy, you generate a life-sapping region of necrotic energy that saps the life of all living creatures within a 60-foot radius centered on you. You may sacrifice any number of hit points you currently have, except your last hit point. Creatures in the death field must make a Constitution save or take the same number of hit points you sacrificed as necrotic damage. A creature who saves takes no damage.

KINETICIST

Megakinesis. (conc., up to 1 minute) You can manipulate objects and creatures within 100 feet of you with unparalleled force. You can lift, move, or throw any object or creature up to huge size and up to 5 tons in weight. Creatures that are targeted by this power must make a Strength saving throw. Large or smaller sized

creatures make the Strength save with disadvantage. On a failed save, they are moved up to 50 feet in a direction you choose.

Force Storm. (conc., up to 1 minute) You create a violent storm of psychokinetic energy in a 100-foot radius centered on a point you can see. The storm deals 6d4 force damage to all creatures within the area at the start of each of your turns. Creatures must make a Dexterity saving throw, taking half damage on a successful save. Additionally, any creature within the storm that fails its save, is knocked prone. The storm affects objects and structures that aren't being worn or carried.

NOMAD

Time Travel. You can travel forward or backward in time up to 1 round plus 1 round equal to your Intelligence modifier. You arrive at your destination time with your current equipment and conditions intact. The DM may determine the consequences of your actions in the past or future, and the timeline may be altered based on your interactions.

Wormhole. (conc., up to 10 minutes). You create a wormhole between two points you are familiar with within 500 miles, linking them with a stable portal. The wormhole can be up to 20 feet in diameter and remains open for the duration. Any creature or object entering one end of the wormhole instantly exits the other end. The wormhole is two-way, allowing for travel in both directions.

SEER

Probability Manipulation. (conc., up to 1 minute). You warp the fabric of reality, altering the likelihood of events occurring. Choose up to five creatures within 60 feet. Any unwilling creature must make a Wisdom saving throw. On a failed save, you can alter one of their rolls each round (attack roll, damage roll, saving

throw, or ability check) adding or subtracting your proficiency bonus to the roll.

Cosmic Awareness. (conc., up to 1 hour) You expand your consciousness to perceive the entire cosmos. For the duration, you gain the following benefits:

- You have *truesight* out to a range of 120 feet.
- You are aware of the general location and number of all creatures within 1 mile of you.
- You can sense any planar portals within 1 mile.

Additionally, you gain advantage on all Intelligence, Wisdom, and Charisma saving throws. Your heightened awareness allows you to foresee and avoid danger.

TELEPATH

Mass Contact. (conc., up to 1 hour) You establish a telepathic link with up to 100 creatures on the same plane. The creatures must be familiar to you and willing to participate. For the duration, you and the chosen creatures can communicate telepathically, regardless of language barriers. Each participant can send and receive messages instantaneously. You can also use this link to transmit images, emotions, and memories.

Mindmeld. (conc., up to 1 hour) You merge your mind with another willing creature you touch, sharing thoughts, memories, and experiences. For the duration, you and the target gain the following benefits:

- You can communicate telepathically, regardless of distance.

- You can share senses, allowing each other to see, hear, and feel what the other experiences.
- You gain proficiency in any skill or tool that the other possesses.
- You can use each other's spell slots, psionic points, or other resources.

Additionally, each of you gains advantage on all Intelligence, Wisdom, and Charisma checks and saving throws. This deep connection lasts for the duration, or until you lose concentration.

METAMIND

At 20th level, your mastery of psionic power causes your mind to transcend the boundaries of mere mortals and you gain the following abilities:

- You can concentrate on two disciplines or spells or a combination thereof.
- Any psionic power that requires you to make a save is made with advantage
- Any psionic power attack that requires an attack roll is made with disadvantage
- You are no longer required to take a short rest to use the Meditation feature and need only 1 minute to regain your psi points. In addition, you may use it up to six times per day

PSION ORDERS

Psionics is a mysterious form of power within most D&D worlds. Secretive orders study its origins and applications, while pushing the boundaries of what psionic power can achieve.

Each of these orders pursues a specific goal for psionic power. That goal shapes how the members of an order understand psionics. There are rumors of more esoteric orders that once existed and fell out of use or were

forgotten with the passing of the last adherents of an order. On rare occasions, forgotten disciplines can be unearthed in the vaults of psionic monasteries or found in the teachings of psychic hermits.

ORDER OF THE EGOIST

The Order of the Egoist uses psionic energy to augment and modify the physical form.

Followers of this order focus on psychometabolic disciplines. These disciplines use psionic energy to modify a psion's body, strengthening it against attack and turning themselves into living weapons. Their mastery of the physical form provides great versatility in physical combat and with environmental challenges.

FLESH ARMOR

Starting at 3rd level, your hit point maximum increases by 3 and increases by 1 additional hit point per psion level after 3rd.

In addition, while you aren't wearing armor, your base AC equals 10 + your Dexterity modifier + your Constitution modifier. If you are a creature that has natural armor, then you add your Constitution modifier in addition to your regular armor features.

BODY WEAPONRY

Starting at 3rd level, you can transform your lower arm into a one-handed melee weapon of your choice when you take the Attack action. The weapon takes the weapon qualities of the weapon it replicates and uses the appropriate ability modifier for that weapon.

As a Bonus action, you may transform a second arm into a weapon. The weapon instantly forms out of your bone and sinew as your flesh recedes. It mimics the strength of iron or steel but does not have the properties of metal. It cannot be dropped or disarmed. If you fall

unconscious, your arm reverts to its normal state. Some weapons cannot be mimicked with this ability.

BIOFEEDBACK

Starting at 6th level, you can draw on your psychic focus to escape death's grasp. As a reaction when you take damage, you can halve that damage against you throwing it back at your opponent. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest.

You can't use this feature if you can't use your psychic focus.

PSYCHIC REGENERATION

Starting at 14th level, you can draw on your reserves of psionic power to survive beyond death. At the end of your turn while at 0 hit points, for every 5 psi points you spend, you immediately regain a number of hit points equal to your psion level + your Constitution modifier. With this power you can repair permanent injuries and reattach or regrow severed limbs and organs.

ORDER OF THE TELEPATH

Psions dedicated to the Order of the Telepath seek to unlock the full potential of the mind by focusing on telepathic disciplines. By transcending the physical, they hope to attain a state of being focused on pure intellect and mental energy.

Telepaths are skilled at bending minds and unleashing devastating psionic attacks, and they can read the secrets of the world through psionic energy. Telepaths who take to adventuring excel at unraveling mysteries, solving puzzles, and defeating monsters by turning them into unwilling pawns.

ADVANCED TELEPATHY

At 3rd level, you are trained in advanced telepathic techniques and are considered a

naturally telepathic creature. You can telepathically speak to any creature you can see within 150 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself. If your species is already naturally telepathic, you double your telepathic range or gain a range of 150 feet if it is less.

MINDWIPE

Starting at 3rd level, you can focus your mind to make a creature within 30 feet of you, temporarily forget an event or creature. You can cause a creature to forget a previous encounter that occurred within 1 minute of this power's use. Mindwipe only seals off information; it doesn't erase it. A creature must make an Intelligence saving throw or forget the event or creature in question. A creature will remember everything, to include the use of this power on it, 10 minutes after this power's duration expires.

Once you use this feature, you can't use it again until you finish a short or long rest.

PROBE

Starting at 10th level, as an action, you can use probe to dig deeper into a subject's subconscious. You can learn the answer to one question per round. DMs have some discretion in determining this rate. If the questions (or the answers) become too complicated, each may take longer than one round to resolve.

A subject who resists can make an Intelligence saving throw each round to prevent from revealing any information. You can probe a subject who is conscious or unconscious. Unconscious minds cannot resist the probe. Probe lasts for 1 round and 1 additional round per Intelligence bonus you have (minimum 1 round).

You may use this ability 1 time, and an additional time per proficiency bonus point you have. You regain all of the uses after you finish a long rest.

PSIONIC BLAST

Starting at 6th level, as an action, choose one creature you can see within 90 feet of you. The target takes 4d6 psychic damage on a failed Intelligence saving throw or 2d6 if they succeed. For every point of your Psi Limit above 3, you may spend 1 psi point to increase the damage by 1d6.

You may use this ability 1 time, and an additional time per proficiency bonus point you have. You regain all of the uses after you finish a long rest.

ULTRABLAST

At 14th level, your consciousness bursts forth into a horrid, psychic scream that penetrates all minds within 50 feet. Any creatures in the area with 40 hit points or less must make a Constitution saving throw or fall unconscious for 1 round. Creatures who make their saving throw gain the stunned condition instead. You gain 1 level of exhaustion that can only be removed after you finish a long rest.

Once you use this feature, you can't use it again until you finish a long rest.

ORDER OF THE NOMAD

Psions of the Order of the Nomad delight in travel, exploration, and discovery. They focus on the psychoportive disciplines to enhance their mobility, travel to distant lands and even visit other planes of existence throughout the multiverse. They often find niches as couriers, infiltrators and assassins.

DUO-DIMENSION

At 3rd level, as a reaction, when you are

attacked with a melee or ranged weapon, you can briefly shift between dimensional planes so that you become a two-dimensional image that has no thickness; reduce the weapon damage by half.

You may use this ability 1 time, and an additional time per proficiency bonus point you have. You regain all of the uses after you finish a long rest.

APPORT OBJECT

At 3rd level, you gain the ability to use psionics to instantly teleport an object within 30 feet that you can see, and that weighs no more than 5 lbs. into your hands. You cannot affect an object being worn or carried by another creature.

Once you use this feature, you can't use it again until you finish a short or long rest.

SUPERIOR TELEPORTATION

At 6th level, you gain a superior talent for teleportation. When you use a psionic power to teleport any distance, you can increase that distance an additional 5 feet for every Proficiency Bonus point you have.

PSYCHOPORTATION

Starting at 14th level, you can teleport yourself to a destination you select. For every 2 psi points spend, you may teleport one willing creature with you, up to a maximum of six additional creatures. Otherwise, this psionic power follows the same rules regarding travel locations as the 7th level *teleportation* spell in the *Player's Handbook*.

Once you use this feature, you can't use it again until you finish a long rest.

ORDER OF THE KINETICIST

Commonly mistaken as wizards by many, psions

of the Order of the Kineticist are individuals whose powers often create visible effects. They focus on manipulating psychokinetic energies that permeate the multiverse, and as such are highly coveted for their offensive powers. Kineticists are often found as specialized soldiers, or in some similar capacity.

TELEKINETIC SHIELD

Starting at 3rd level, as a reaction, you instantly create a shimmering shield of force that slows down the inertia of a physical melee or ranged weapon attack that you are aware of, reducing the amount of hit point damage you take by 1 for each point of your proficiency bonus.

ENERGY RESISTANCE

Starting at 3rd level, as a reaction, when damaged by acid, cold, fire, lightning, or thunder damage you can spend 1 psi point to reduce the damage you take by 2 hit points. For every additional psi point you spend, you may reduce the damage by an additional 2 hit points, up to your psi limit.

ELEMENTAL ATTUNEMENT

Starting at 6th level, when a creature's resistance reduces the damage dealt by a psionic discipline of yours, you can spend 2 psi points to cause that use of the discipline to ignore the creature's resistance. You can't spend these points if doing so would increase the discipline's cost above your psi limit.

TELEKINETIC FLIGHT

Starting at 10th level, as an action, you use telekinetic thrust to fly at great speed with unparalleled agility. This power functions like a *fly* spell, to include concentration and duration, except that the speed is 100 feet. This flight is based on nothing more than mental effort, using it to travel overland isn't tiring and may be done while otherwise unable to move.

You may use this ability 1 time, and an additional time per proficiency bonus point you have. You regain all of the uses after you finish a long rest.

DISINTEGRATE

At 14th level, you can call upon your mastery of psychokinetic energy and focus on a target that you can see within 60 feet. The target can be a creature, an object, or a creation of magical force, such as the wall created by *Wall of Force*. A creature targeted by this spell must make a Constitution saving throw. On a failed save, the target takes 10d6+40 force damage. You can augment the damage of this power by spending 2 psi points to add an additional 3d6 damage. If this damage reduces the target to 0 hit points, it is disintegrated. Otherwise, this psionic power follows the same rules regarding travel locations as the 6th level *disintegrate* spell in the Player's Handbook.

Once you use this feature, you can't use it again until you finish a long rest.

ORDER OF THE SEER

Psions of the Order of the Seer are typically inquisitive creatures who specialize in clairsentient powers, possessing the extraordinary ability to perceive events, objects, and creatures beyond the normal limits of mortal senses. Seers are highly valued for their foresight and divinatory talents, and often act as advisors, strategists and scouts.

KNOW DIRECTION

At 3rd level, you gain a preternatural ability to sense direction and know the general cardinal directions as well as when you are above or underground.

COMBAT MIND

Starting at 3rd level, you open yourself to receive momentary insights that improve your odds of success when in a hostile situation. As a

Reaction, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total. You may use this once per short rest.

DANGER SENSE

Beginning at 6th level, you can open your mind to sense imminent danger. This heightened awareness allows you to react to danger before it unfolds. You gain a bonus to your initiative rolls equal to your Intelligence modifier.

Additionally, you can't be surprised while you are conscious; as a reaction, you can add 1d4 points to your AC in the first round of combat. This power lasts for 10 minutes.

You may use this once per short rest.

CLAIRVOYANCE

Starting at 10th level you can see and hear images from a distant area. You pick a viewing spot anywhere within range or that you can envision, using the modifiers from the *scrying* spell. You can then see and hear anything as if you were standing in that spot. Your field of vision is no wider than usual, but you can scan the area by turning your head.

Clairvoyance does not replace the character's normal eyesight. You can still "see" what is actually before you, but the distant scene is superimposed. For this reason, most clairvoyants close their eyes to avoid the confusion of images.

Once you use this feature, you can't use it again until you finish a short or long rest.

SPIRIT LORE

Beginning at 14th level, you can communicate with various spirits and otherworldly entities as a method of learning deeply hidden secrets or unravelling mysteries. You must ask specific questions when using this power, and its effects are like a *commune* spell. When you do so, the information you receive comes in the form of

cryptic visions and symbols related to the question asked.

Once you use this feature, you can't use it again until you finish a short or long rest.

Psionic Discipline and Talent descriptions can be found in Chapter 6.

RANGER

Level	Proficiency Bonus	Features	Spells	Spell Slots per Spell Level				
			Known	1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Natural Explorer	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Primeval Awareness, Ranger Conclave	3	3	—	—	—	—
4th	+2	Select a Feat	3	3	—	—	—	—
5th	+3	Ranger Conclave Feature	4	4	2	—	—	—
6th	+3	Greater Favored Enemy Feature	4	4	3	—	—	—
7th	+3	Ranger Conclave Feature	5	4	3	—	—	—
8th	+3	Select a Feat, Fleet of Foot	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Hide in Plain Sight	6	4	3	2	—	—
11th	+4	Ranger Conclave Feature	7	4	3	3	—	—
12th	+4	Select a Feat	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Vanish	8	4	3	3	1	—
15th	+5	Ranger Conclave Feature	9	4	3	3	2	—
16th	+5	Select a Feat	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Select a Feat	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

Although Athas is a land different from other D&D campaign worlds, the role of the ranger is largely unchanged. The wilderness is harsh and unforgiving, calling for skilled and capable people to master its ways – the ranger answers that challenge.

A ranger's motivations can vary greatly. For instance, human rangers vary from escaped slaves to former villagers forced into the desert wilderness for simple survival. Halfling rangers, on the other hand, are an integral part of their aboriginal society, serving as advisors and trackers. Thri-kreen are frequently rangers as the species revels in the aspects of the hunt.

UNEARTHED ARCANA: RANGER VARIANT

The variant ranger class described in the Unearthed Arcana article "Ranger Revised" is

used in this campaign setting rather than the class description presented in the Player's Handbook.

This version of the class is more suitable to a Dark Sun campaign and is a more powerful and viable option than the ranger presented in the Player's Handbook. This version of the class has been reprinted below for convenience and updated to reflect the campaign setting.

CLASS FEATURES

As a ranger you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength and Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

FAVORED ENEMY

Beginning at 1st level you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

NATURAL EXPLORER

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore difficult terrain,
- You have advantage on initiative rolls

- On your first turn in combat, you have advantage on attack rolls against creatures that have not acted yet.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when travelling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

FIGHTING STYLE

At 2nd level you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

By the time you reach 2nd level you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the ranger spell list.

Spell Slots

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd level spell slot available, you can cast *animal friendship* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

PRIMEVAL AWARENESS

Beginning at 3rd level your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent.

You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety) and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell) you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you. If there are multiple groups of your favored enemies within range, you learn this information for each group.

RANGER CONCLAVE

At 3rd level you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

SELECT A FEAT

When you reach 4th level and again at 8th, 12th, 16th, and 19th level you can select a Feat you qualify for.

GREATER FAVORED ENEMY

At 6th level you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants.

You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language.

Your bonus to damage rolls against all your favored enemies increases to +4. Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.

FLEET OF FOOT

Beginning at 8th level you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT

Starting at 10th level you can remain perfectly still for long periods of time to set up ambushes.

When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected

VANISH

Starting at 14th level you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail

FERAL SENSES

At 18th level you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level you become an unparalleled hunter. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll but before any effects of the roll are applied.

RANGER CONCLAVES

Across the wilds, rangers come together to form conclaves - loose associations whose members share a similar outlook on how best to protect nature from those who would despoil it.

BEAST CONCLAVE

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a close bond with a beast, then further strengthen that bond through the use of magic.

ANIMAL COMPANION

At 3rd level you learn to use your magic to create a powerful bond with a creature of the natural world. With 8 hours of work and the expenditure of 50 ceramic pieces worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select an animal companion from a list of creatures appropriate to the terrain you are in. The *Animals of Athas* sourcebook contains a list of creatures that are eligible companions.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the

expenditure of 25 ceramic pieces worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.

Keeping Track of Proficiency

When you gain your animal companion at 3rd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your companion's proficiency bonus improves as well, and is applied to the following areas: Armor Class, skills, saving throws, attack bonus, and damage rolls.

Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

COORDINATED ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

BEAST'S DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws.

STORM OF CLAWS AND FANGS

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

SUPERIOR BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

HUNTER CONCLAVE

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the worst threats, from rampaging braxats and hordes of gith to towering desert giants and terrifying drakes.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

STALKER CONCLAVE

You are a shadow, an unseen hunter who stalks the cool desert nights and lightless chasms beneath Athas. The rangers of the Stalker Conclave hunt down the threats that plague the night.

NIGHT SCOUT

At 3rd level you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed, and if you use the Attack action, you can make one additional attack.

You are also adept at evading creatures that rely on Darkvision. Such creatures gain no benefit when attempting to detect you in dark and dim conditions.

Additionally, when the DM determines if you can hide from a creature, that creature gains no benefit from its Darkvision.

SHADOW MAGIC

At 3rd level you gain Darkvision out to a range of 90 feet. If you already have Darkvision, you increase its range by 30 feet.

You also gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. Once you gain a stalker spell it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

Stalker Spells

Ranger Level	Spells
3rd	<i>sleep</i>
5th	<i>blur</i>
9th	<i>glyph of warding</i>
13th	<i>greater invisibility</i>
17th	<i>far step</i>

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

IRON MIND

At 7th level, you gain proficiency in Wisdom saving throws.

STALKER'S FLURRY

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.

STALKER'S DODGE

At 15th level, whenever a creature attacks you and does not have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before the outcome of the roll is determined.

ROGUE

Athas is a world of intrigue and treachery, of shady deals and secretive organizations—it's a rogue's paradise. Beyond the cities, among the wasteland tribes and villages, thieves live by their wits.

Within the secure walls of the city-states, many typically roguish occupations have become institutions unto themselves. Thieves and bards have become pawns of the wealthy, deployed in deadly games of deceit between noble families.

ROGUE ARCHETYPES

Assassins, Inquisitive, Masterminds, Scouts, Swashbucklers, Soulnives and Thieves all fit in comfortably in a Dark Sun setting. Finally, this guide presents the **Athasian Bard** as an archetype option.

ATHASIAN BARD

The bard is a member of a bizarre class of entertainers and storytellers prized by the aristocratic city dwellers. Freeman all, the bards tour through cities in groups or individually, then travel on, making a living with their wits and talents.

It is also widely accepted that some bards lead double lives as notorious blackmailers, thieves, spies, and even assassins.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the poisoner's kit and one instrument of your choice. You also gain proficiency with the Performance skill if you don't already have it.

CRAFT POISON

As part of a short rest, you can craft a poisonous concoction in a vial or jar. You can

use the poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action.

Using easily obtained materials, you can make 1 poison vial and 1 additional vial for every proficiency bonus you have each day. Poison vials remain potent for an up to 24 hours or until the end of a Long Rest when they lose their potency.

Poison Effects. A creature hit by the poisoned weapon or ammunition, in addition to the weapon damage, must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier or take an amount of poison damage equal to +1d4 damage times your proficiency bonus on a failed save, or half as much damage on a successful one. Once applied, the poison retains its potency for 1 minute before drying.

JACK OF ALL TRADES

Also, at 3rd level, you can add half your proficiency bonus, rounded down to any ability check you make that doesn't already include your proficiency bonus.

MASTER OF POISONS

At 9th level, you become an expert at poisons and their application, poisons you craft grant disadvantage to saves against the poison. In addition, when using your Craft Poison feature you can apply the poison as a bonus action and gain 1 additional poison use within 1 minute of the initial application.

Hardy Constitution. You also gain advantage on saving throws against poison and gain resistance to poison damage.

Virulent Concoction. As a Reaction, you quickly add some toxic ingredients to your poison to change the damage type of an applied potion from **poison** damage to your choice of **acid** or **necrotic** damage.

ENTHRALLING PERFORMANCE

Starting at 13th level, if you perform for at least 1 minute you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing.

At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one).

Each target must succeed on a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier or be charmed by you.

While charmed in this way, the target idolizes you, speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight in your behalf.

This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

STUNNING PERFORMANCE

At 17th level, you can use your bonus action speak of word of power that can overwhelm the mind of one creature you can see and can hear and hear you within 60 feet, leaving it dumbfounded.

If the target has a number of hit points equal to 10 times your levels in this class or fewer, it is stunned. Otherwise, this feature has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. The

DC equals 8 + your proficiency bonus + your Charisma modifier. On a successful saving throw, this stunning effect ends. Once you use this feature, you can't use it again until you finish a short or long rest.

WIZARD

Arcane magic has a dark history in the Dark Sun campaign as wizards are directly responsible for the environmental desecration that has rendered Athas the inhospitable wasteland it is today. Casting arcane spells requires drawing life force from plant life and from the planet itself. Careless or power-hungry wizards known as *defilers* strip the land of life in order to fuel their powerful spells.

Other wizards, the so-called *preservers*, practice drawing just enough energy to practice their art and return any excess to the land, thus negating any destruction. Unfortunately, most people assume all practitioners of the arcane are defilers - causing all wizards to be feared and reviled.

In the city-states the most powerful defilers are the Sorcerer-Kings and Queens, who maintain a retinue of loyal defilers allowed to practice magic in the city for their benefit.

Preservers on the other hand have no such luxury, and are wanted criminals, seen as terrorists belonging to an organization called the Veiled Alliance. This group is sworn to overthrow the corrupt templars and their ruler and provides a safe haven to most preservers.

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.

ARCANE TRADITIONS

On Athas, the most common wizard subclasses are the schools of **Abjuration, Conjuraction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation**. In addition, the

Arcanamachs and **Ecomancy** archetypes are detailed below. The Arcanamach subclass is limited to defilers and the Ecomancer is limited to preservers.

Path of the Defiler

Defilers wield magic with no concern for their dying world: Indeed, defilers are much to blame for Athas's current state. With each spell they cast, defilers draw magical energy from the life force of plants in the vicinity and channel it to their own selfish ends. Defilers absorb every bit of life energy they can hold, with the result that the land they tap into is leached and left barren of nutrients, incapable of supporting plant life. Defiling is a vile and destructive act - meaning most followers of this path are evil or selfishly neutral at best. Good defilers are completely unheard of.

Path of the Preserver

Preservers have learned a more subtle approach to magic, one which allows them to return to the land what they take from it. Preservers focus their wills upon tapping the energy of the land and its plant life without destroying the actual life force which imbues it. Their magic is slower and more careful than that of the defilers. They gently tap the source for the minimum amount of energy needed to power their spells, filter it into the form they wish to use, then release the energy back to its original source.

PRESERVERS AND ARCANE

DEFILEMENT

Preservers accept a less powerful method of gathering energy as the price they must pay to maintain the fragile ecology of Athas. Preservers make a vow that you will not resort to defiling magic except as an absolute last resort (if ever). To these wizards, saving what little part of this dying world they can is more important than the allure of power. Failing to keep to this vow

can result in a preserver falling from their chosen path and embracing defiling.

NEW FEATURE: ARCANES DEFILEMENT

Defiling: Starting a 1st level, all wizards can choose to defile as part of casting a wizard spell of 1st level or higher. Defiling strips the surrounding land of its life energy, turning plant life in the area to lifeless ash. When a caster uses defiling magic for the very first time, they gain a sudden euphoric rush of power unlike anything else they have experienced. This feeling is addictive and hard to resist when casting an arcane spell. Addicted to the rush of power from defiling a defiler has an uncontrollable urge to use this method to draw energy to cast their spells.

To reflect this, each time a preserver uses Arcane Defilement they must make a Wisdom saving throw. The DC for this check starts at 5 and increases by an additional 5 for each further use of Arcane Defilement.

On a successful Wisdom saving throw the PC retains their status as a preserver. A failed saving throw, however, indicates that the wizard has demonstrated a willingness to resort to defiling magic to gain more power. This results in growing addicted to defilement and developing the *defiler's taint*. This has several effects:

Defiler's Taint: Any caster who gains the *Defiler's Taint* aura is forever identified as a defiler. This aura causes unease within animals within 30 feet and grant disadvantage at any attempts to interact with them

- The wizard's alignment shifts one step closer to evil. Good aligned characters become neutral, while neutral aligned characters become evil.
- If a wizard attempts to cast a spell without defiling, they must make an

Intelligence saving throw with disadvantage. The DC to resist defiling when casting a spell is 8 + twice their proficiency bonus + level of spell cast.

DEFILING BENEFITS

The leeching of the land allows someone who defiled to gain additional arcane power called defiler points. How much arcane power is gained from defiling depends on the terrain where the spell is cast.

Defiler Points Gained	Terrain Type
0	Desolate: Includes dust basins, salt flats, and silt sea terrains.
1	Barren: Includes mountains, boulder fields, rocky badlands, sandy wastes, stony barren terrains.
2	Verdant: Includes mud flats, oasis, salt marsh, savannah, scrub plain, and verdant belt terrains.
3	Forest: Includes the forests and other areas with abundant vegetation.

These points are similar to sorcery points from the Sorcerer class feature in the *Player's Handbook* and can be used to empower spells with metamagic options below. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell. When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 defiler point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell. When you cast a spell that has a range of 5 feet or greater, you can spend 1 defiler point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 defiler point to make the range of the spell 30 feet.

Empowered Spell. When you roll damage for a spell, you can spend 1 defiler point to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend 1 defiler point to double its duration, to a maximum duration of 24 hours.

Heightened Spell. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 defiler points to give one target of the spell disadvantage on its first saving throw made against the spell.

Lingering Spell. When you cast a spell with a concentration requirement, you can spend 3 defiler points to allow it to continue and concentrate on another spell. The lingering spell lasts 1 round, plus 1 additional round per proficiency bonus.

Quickened Spell. When you cast a spell that has a casting time of 1 action, you can spend 2 defiler points to change the casting time to 1 bonus action for this casting.

Seeking Spell. If you make an attack roll for a spell and miss, you can spend 2 defiler points to reroll the d20, and you must use the new roll.

You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

Subtle Spell. When you cast a spell, you can spend 1 defiler point to cast it without any somatic or verbal components. You can use Subtle Spell, even if you have already used a different Metamagic option during the casting of the spell.

Transmuted Spell. When you cast a spell that deals a type of damage from the following list, you can spend 1 defiler point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder. You can use Transmuted Spell, even if you have already used a different Metamagic option during the casting of the spell.

Twinned Spell. When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of defiler points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

DESTRUCTIVE SPELL EFFECTS

Defiling creates an area of ecological devastation around caster dependent on the level of the spell slot expended and the abundance of vegetation in the area (see Area of Defilement table below).

AREA OF DEFILEMENT									
Terrain	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Desolate	20 ft.	30 ft.	40 ft.	50 ft.	60 ft.	70 ft.	80 ft.	90 ft.	100 ft.
Barren	10 ft.	15 ft.	20 ft.	25 ft.	30 ft.	35 ft.	40 ft.	45 ft.	50 ft.
Verdant	5 ft.	10 ft.	10 ft.	15 ft.	15 ft.	20 ft.	20 ft.	25 ft.	25 ft.
Forest	5 ft.	5 ft.	5 ft.	10 ft.	10 ft.	10 ft.	15 ft.	15 ft.	15 ft.

All non-creature plant life in the area is turned to ash, while plant creatures that are caught in the area of effect suffer 1d10 necrotic damage per level of the spell slot used, turning to ash if reduced to 0 hit points by this damage.

If a wizard casts more than one defiled spell from the same location, the radius of destruction expands even further with each defiled spell expanded the radius of defiled land by the distance indicated.

DEFILED TERRAIN

The ash created by defiling magic is black and gray, completely devoid of life-giving elements. The ash itself is very light and usually blows away, leaving behind a lifeless, circular scar on the ground. Even with the ash gone, the defiling magic has leached all life-giving nutrients from the soil so that an area defiled may take many years to recover life, if it ever does.

Casting arcane spells in defiled terrain can be difficult as the wizard must draw energy from further away. If a wizard attempts to cast a spell while standing in an area of defiled terrain they must succeed on an Intelligence (Arcana) check or the spell fails. The DC for this check is equal to 10 plus the spell's level.

Note that these guidelines may be adjusted for specific situations. For example, in a city, the mud pits might have no more vegetation than the stony barrens, while the gardens of the sorcerer-monarch will be equal to a teeming forest.

REDEMPTION

There's a saying on Athas: "*Once a defiler, always a defiler*," for most wizards this holds true. Unfortunately, desperation can rise at times of life and death, and on Athas this occurs more frequently than not. In addition, many wizards are taught no other method of drawing arcane power except to defile. For those wizards

who truly seek redemption, they can have a rare ritual called the *Rite of Blood* performed on them.

This is a special ritual that can only be performed by a druid of equal or higher level. Using a combination of *geas* and *greater restoration* as the focus, this 6-hour long ritual drains 1 permanent point of Constitution from the wizard undergoing the ritual. At the conclusion of the ritual, the wizard makes a Constitution saving throw with disadvantage at DC 18 + 1 for every 5 levels/HD of the wizard or the ritual fails and the wizard dies in the attempt.

This is the only known method for a wizard who has defiled to remove the taint of defiling from themselves. It can only be performed once per wizard and its success is not guaranteed.

ECOMANCER

Ecomancers are preservers that seek a closer understanding between the life-giving energies of the world and the ecological balance required to use arcane magic responsibly. They detest defilers with a fervor almost matching that of druids. They seek to protect and restore the land to its former self.

Ecomancers are just as often found as members of the Veiled Alliance as they are in the wilds of Athas hunting defilers with their druidic allies. Their spell abilities sometimes confuse them with clerics.

ECOMANCY SPELLS

At 2nd level, Ecomancers gain access to an expanded list of spells. These spells represent your connection to the land and mastery of life energy. At the levels indicated you automatically add the below listed cleric and druid spells to your spellbook. For you, these spells count as

wizard spells but can never be cast using Arcane Defilement.

Wizard Level	Spells
1st	<i>cure wounds, entangle</i>
3rd	<i>barkskin, lesser restoration</i>
5th	<i>life transference, plant growth</i>
7th	<i>death ward, grasping vine</i>
9th	<i>greater restoration, rejuvenate*</i>
11th	<i>transport via plants, wall of thorns</i>
*	Spell Source: <i>Dark Sun Player's Guide</i>

ENHANCE VITALITY

Starting at 6th level you learn how to use some of the life energy you draw to cast your spells to invigorate your allies. When you cast a wizard spell of 1st level or higher, choose a number of allies you can see within 60 feet of you equal to your Intelligence modifier (minimum of one). Those allies gain temporary hit points equal to the level of the spell you cast. This ability has no effect on constructs or undead, nor can it be used in conjunction with arcane defilement.

SHIELD OF ATHAS

At 10th level you gain the ability to protect the land from the ravaging effects of defiling magic. Whenever a spellcaster you can see casts a spell using arcane defilement, you can use your reaction to attempt to interrupt the spell. You and the spellcaster make opposed Intelligence ability checks. If your roll is lower than the caster's, their spell goes off as normal. If your roll is equal to or higher than the caster's roll, their spell fails and has no effect.

MASTER PRESERVER

Starting at 14th level your mastery over the arcane allows you to empower your spells without resorting to defilement. When you cast a wizard spell of 1st level or higher, you can

choose to apply one of the effects from the Empowered Spell Effects listed under the Arcane Defilement ability without causing any destructive effects. You can use this ability a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest. You cannot use this ability in conjunction with Arcane Defilement.

ARCANAMACH

Each of the sorcerer-monarchs selects an elite few to study and learn magic under his protection. These hated creatures are arcanamachs— defilers sponsored by the sorcerer-monarch and loyal to him. Acting as his emissaries and spies, the arcanamachs are the only wizards of Athas who freely and openly practice their art.

Only the protection of the sorcerer-monarch keeps an arcanamach from an ugly death at a mob's hands. Arcanamachs are known by different names in different cities. In Draj, they are known as Lawgivers; in Nibenay, they are called Hands of Shadow.

MASTER'S LIBRARIES

Beginning at 2nd level your access to the excellent libraries of the sorcerer-monarchs provides you with the ability to automatically learn one additional arcane spell of your choosing, whenever you gain a level.

EFFICIENT RAZE

Starting at 6th level, taught by the sorcerer-monarchs themselves, your skill at leeching the all the life out of the surrounding land is so effective that you gain additional power.

You gain 1 additional defiler point when defiling in addition to that provided by the terrain.

AGONIZING DEFILEMENT

Starting at 10th level you can choose to inflict pain or even death on living creatures with your defiling.

Whenever you use Arcane Defilement to cast a spell you can choose to deal necrotic damage to all creatures occupying a space within the area you defile. The amount of damage dealt is equal to your Intelligence modifier (minimum of 1 point). This ability has no effect on constructs or undead.

MASTER DEFILER

Starting at 14th level your ability to defile the land to empower your magic increases dramatically - as does the toll such casting takes on the land.

When you use Arcane Defilement to power a spell you can double the amount of defiler points the terrain normally provides to apply two metamagic options to a spell even if they are normally not allowed. In turn, the area of land you defile is doubled.

Once you use this feature, you can't use it again until you finish a short or long rest.

CHAPTER 3: ABILITY SCORES & BACKGROUNDS

ABILITY SCORES

Life on Athas is brutal and unforgiving, those who have survived and adapted to the hardships of the world are generally more powerful than the same species found in other worlds.

Stronger Characters. Athasian PCs can start play with ability scores as high as 18 (or 20 Strength for half-giants).

Your ability scores are generated using one of the following methods:

- **Athasian Set:** 16, 15, 14, 13, 12, 10
- **Athasian Variant:** Point Buy Method with 38 points to spend.

Ability Point Cost:

Score	Cost
9	1
10	2
11	3
12	4
13	5
14	7
15	9
16	11
17	13

Special: For Half-Giants characters, apply your species modifiers after scores are initially generated.

BACKGROUNDS

Background and social standing are an important part of every character's backstory, especially on a world like Athas, where a strictly enforced caste system enabled the continued tyranny of the Sorcerer Kings.

Choosing a background for your Dark Sun character not only determines their skills and proficiencies - it also determines where exactly they fit in to the social hierarchy that defines life in the Athasian city-states. Characters from the same species and class can have vastly different roles in society dependent on their background.

For example, a human fighter with the highborn background may be a professionally trained swordsman who leads his family's hired soldiers and slave warriors into battle at the behest of the city's ruling sorcerer-monarch. On the other hand, a human fighter with the former slave background may be an escaped gladiator who leads a band of other ex-slaves in armed revolt against his noble-born counterpart.

BACKGROUND ABILITY INCREASES

Regardless of background selection, choose one of the following options: (a) Choose any +2; choose any other +1 (b) Choose three different +1.

FEATURES & CHARACTERISTICS

Unlike the backgrounds listed in the 2014 *Player's Handbook*, Dark Sun backgrounds follow the style of the Unearthed Arcana versions that are similar to the upcoming 2024 *Player's Handbook*. These backgrounds are reproduced here with modifications where necessary.

These new backgrounds provide you with a short description, appropriate proficiencies for the background, a 1st level Feat, minor equipment and recommended characteristics.

Players are encouraged to come up with their own ideals, flaws, and bonds for their character and DMs should work to identify situations in which a player's background might serve as a benefit or hindrance.

CHARACTER BACKGROUNDS

Characters in a Dark Sun campaign select their background from amongst the options listed here. Specific Dark Sun campaigns may have additional campaign backgrounds. Discuss with your DM if you'd like to use a background not included here.

Arena Survivor

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set

Language: One of your choice

Feat: Tough

Equipment: A token from a fellow combatant (a tooth, a ring, etc.), a set of common clothes, a gaming set of your choice, and a belt pouch containing 10 ceramic pieces.

Suggested Characteristics: Arena Survivors have a mix of pride and trauma from their time in the fighting pits. They are fierce, resilient, and often bear physical or emotional scars from their experiences.

Artisan

Skill Proficiencies: Investigation, Persuasion

Tool Proficiency: Artisan's Tools (one of your choice)

Languages: One of your choice

Feat: Crafter

You began mopping floors and scrubbing counters in an artisan's workshop for a few bits a week as soon as you were strong enough to carry a bucket. When you were finally old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer.

Dune Trader

Skill Proficiencies: Persuasion, Insight

Tool Proficiencies: Navigator's tools, Vehicles

(land) or Vehicles (silt) (pick one)

Languages: Two of your choice

Feat: Skilled

Equipment: A set of traveling clothes and a belt pouch containing 20 ceramic pieces.

Suggested Characteristics: Dune Traders are shrewd and opportunistic. They are always on the lookout for the next profitable venture and are adept at reading people and situations. Dune traders can be members of the elven market, vendors within the city-states or independent trade entrepreneurs.

Entertainer

Skill Proficiencies: Acrobatics, Performance

Tool Proficiency: Musical Instrument* (one of your choice).

Languages: One of your choice

Feat: Musician

You spent much of your youth participating in festivals and carnivals, performing odd jobs for musicians and acrobats in exchange for lessons. You may have learned how to walk a tightrope, how to double pick a lute, or how to recite poetry and cultural ballads. To this day, you thrive on applause and long for the stage.

Exile

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Disguise kit

Languages: One of your choice

Feat: Tough

Equipment: A set of traveler's clothes, a small knife, a map of the region you were exiled from, and a belt pouch containing 10 ceramic pieces.

Suggested Characteristics: Exiles are wary and resourceful, often haunted by their past. They are driven by a desire to survive and possibly redeem themselves or take revenge on those who wronged them. Exiles can be castaways from the wasteland tribes, criminals escaping the city-states, or other similar situations.

Explorer

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Navigator's tools

Languages: Gith or one of your choice

Feat: Alert

Equipment: A map of unexplored area, a set of traveler's clothes, a compass, and a belt pouch containing 15 ceramic pieces.

Suggested Characteristics: Explorers are curious and adventurous, with a deep respect for nature. They are always seeking new frontiers and the thrill of discovery. Explorers typically search for lost ruins in the wastelands of Athas or work as guide for others.

Former Slave

Skill Proficiencies: Select any two

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Feat: any 1st level feat of your choice

Equipment: A symbol of their past life, a set of common clothes, a set of artisan's tools of your choice, and a belt pouch containing 10 ceramic pieces.

Suggested Characteristics: Whether through birth, punishment, or capture you were enslaved to serve another. You are one of the fortunate ones who managed to gain their freedom through force, cunning, or pure blind luck. When possible, you ensure others are freed from bondage.

Former Templar

Skill Proficiencies: Arcana and Insight or Intimidation

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice, Former templars are literate in all languages they know that have writing.

Feat: Healer, Skilled or Initiate (Psionic or Arcane) (select one)

Equipment: A symbol of their past life, a set of common clothes, a set of artisan's tools of your choice, and a belt pouch containing 20 ceramic pieces.

Suggested Characteristics: Former Templars are insightful and often conflicted, grappling with their past actions and seeking redemption or revenge. They possess a deep knowledge of religious and arcane lore.

Gladiator

Skill Proficiencies: Athletics, Performance

Tool Proficiency: None

Languages: One of your choice

Feat: Arena Trained, Savage Attacker or Tough (select one)

Equipment: An ornate helmet, small trophy from an opponent, javelin (2), traveler's clothes, belt pouch containing 10 ceramic pieces.

Suggested Characteristics: Your first few appearances in the gladiatorial pits led you to appreciate every one of the scars you carry from your instructors and sparring partners. Each scar was a lesson that taught you how to best your opponents and curry favor with the crowds your brawls entertained. Your time in the pits left you with a strong hand and a strong heart.

Highborn

Skill Proficiencies: Persuasion, plus one of the following: History, Insight, or Intimidation

Tool Proficiencies: One type of gaming set

Languages: One of your choice, the Highborn is literate in all languages they know that have writing.

Feat: Skilled or Initiate (Psionic) (select one)

Equipment: A signet ring, a set of fine clothes, a gaming set of your choice, and a belt pouch containing 15 silver pieces.

Suggested Characteristics: Highborn are confident and astute individuals, having been raised in wealth, power, and privilege. Highborn can be from a ranking tribal family, a noble house, scions of powerful templars or some other high-status individuals.

House Agent (Dynastic)

Skill Proficiencies: Persuasion, History

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Feat: Skilled

Equipment: A pin, tattoo or signet with your house symbol, a set of fine clothes, a gaming set

of your choice, and a belt pouch containing 25 ceramic pieces.

Suggested Characteristics: House Agents are charismatic and influential, with a strong sense of loyalty to their house. They are skilled negotiators and strategists, always looking to advance their house's interests. House Agents typically keep senior house members informed through contacts in various emporiums and trading forts.

Initiate

Skill Proficiencies: History, plus one from among Arcana, Insight, Nature, or Religion, as appropriate for your order.

Tool Proficiencies: Scribe's tools or a second language of your choice

Languages: One of your choice

Feat: Initiate (Arcane, Elemental or Psionic) or Healer (select one)

Equipment: A set of robes, parchment (10), scribe's tools or healer's kit, a crowbar, an elemental symbol, and a belt pouch containing 3 ceramic pieces

Suggested Characteristics: As a member of a cult, temple, psionic academy, or arcane cabal you have been initiated into the esoteric mysteries of your order. You possess extraordinary insight into these mysteries and as such are held in fear or awe by the general populace. The nature of your order determines how openly you are able to flaunt your affiliation. While psionic orders and temples dedicated to locally accepted religions are able to operate openly, members of underground cults or sorcerous cabals can face execution if their allegiance is uncovered.

Scavenger

Skill Proficiencies: Investigation, Survival

Tool Proficiencies: Thieves' tools

Languages: One of your choice

Feat: Savage Attacker

Equipment: A set of common clothes, a small bag of useful odds and ends, thieves' tools, and a belt pouch containing 10 ceramic pieces.

Suggested Characteristics: Scavengers are resourceful and opportunistic, always on the lookout for valuable finds. They are adept at making the most out of limited resources and have a keen eye for hidden potential. Knowing the scarcity of materials on Athas, they allow nothing to go unused and frown upon wasteful practices.

Veiled One

Skill Proficiencies: Arcana and one skill from Deception, Stealth or Sleight of Hand

Tool Proficiencies: Disguise kit

Languages: Elvish or Sign Language

Feat: Alert or Initiate (Arcane) (select one)

Equipment: A set of dark, hooded robes, a disguise kit, a cyphered notes, and a belt pouch containing 15 ceramic pieces.

Suggested Characteristics: Veiled Ones are members or supporters of the Veiled Alliance. with a deep understanding of arcane lore and a network of hidden contacts. They are often driven by a desire to uncover forbidden knowledge or protect their secrets. The vehemently fight against the foul sorcerer-monarchs and their minions.

Warrior

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set

Languages: One language of your choice

Feat: Savage Attacker

Equipment: arrows (20), gaming set (same as above), healer's kit, quiver, short bow spear, traveler's clothes 14 ceramic pieces.

Suggested Characteristics: You began training for war at such an early age that you carry only a precious few memories of what life was like before you took up arms. Whether you served as a guard in the city-state's armies, as a noble's retinue or a mercenary for hire, battle is in your blood.

Wastelander

Skill Proficiencies: Survival, and Nature or Animal Handling

Tool Proficiencies: Vehicles (land) or Healer's



Kit

Languages: one of your choice

Feat: Survivor or Tough

Equipment: A set of traveler's clothes, traveler's pack or healer's kit, a small tent, and a belt pouch containing 10 ceramic pieces.

Suggested Characteristics: Wasteland Nomads are hardy and self-reliant, with a deep knowledge of the desert's dangers and resources. They are always on the move, seeking new horizons and the freedom of the open desert.

Urchin

Skill Proficiencies: Pick two from Perception, Stealth or Sleight of Hand

Tool Proficiency: Thieves' Tools

Languages: Sign Language

Feat: Lucky

Equipment: Thieves' tools, bedroll, common clothes, and a belt pouch 3 ceramic pieces

Suggested Characteristics: You grew up on the streets, surrounded by similarly ill-fated castoffs, a few of them friends and a few of them rivals. You slept where you could and avoided the slavers nets and the templars. At times, when the hunger became unbearable, you resorted to theft or other unenviable acts. Still, you never lost your pride and never abandoned hope. Fate is not yet finished with you.

CHAPTER 4: FEATS

The following feats reflect changes from those original presented in the *2014 Player's Handbook* and the *Unearthed Arcana: Character Origins* playtest or are specific to the Dark Sun setting. Also included in this chapter is a list of all the feats from official published sources that are suitable in the Dark Sun campaign setting.

ABILITY SCORE IMPROVEMENT

Prerequisite: 4th level Feat

Repeatable: Yes

Choose one ability score. You gain the following benefits: Increase the chosen ability score by 2, or improve two ability scores by 1, to a maximum of 20.

ALERT

Prerequisite: 1st level Feat

Repeatable: No

Always on the lookout for danger, you gain the following benefits:

- **Initiative Proficiency.** When you roll Initiative, you can add your Proficiency Bonus to the roll.
- **Initiative Swap.** Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally is Incapacitated.

ARENA TRAINED

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: No

You have been trained in the brutal arenas of Athas, where only the strongest survive. You may apply one of the following benefits per turn:

- **Ravaging Strike.** When you deal damage with a slashing or piercing weapon, you can

add your proficiency bonus to the damage once per turn.

- **Net Master.** You gain proficiency with the use of the Net martial weapon to restrain your opponents. In addition, you add your proficiency bonus to the DC when a creature attempts to escape from it.
- **Blinding Trick.** Once per round you, as a Bonus Action, you may throw sand or loose dirt into a creature's eyes whose size is equal to or smaller than you. The creature attacked must make a Dexterity saving throw or be blinded during the next melee attack against it within the same round. The saving throw DC = 8 + your proficiency bonus + your dexterity bonus.

You can use this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ARMOR OPTIMIZATION

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: No

You have conditioned yourself in such a way that it allows a you to use your armor to its best advantage against a specific opponent that you are fighting during combat. You gain a +1 bonus to AC against that opponent. At 8th level, the AC bonus increases to +2 and again at 15th level the bonus increases to +3.

You may use this ability a number of times equal to your Proficiency Bonus.

You must be wearing some type of armor or employing a shield in order to use armor optimization and must be able to see your opponent.

CRAFTER

Prerequisite: 1st level Feat

Repeatable: No

You are adept at crafting things and bargaining with merchants, granting you the following benefits:

- **Tool Proficiency.** You gain Tool Proficiency with three different Artisan's Tools of your choice.
- **Discount.** Whenever you buy a nonmagical item, you receive a 20 percent discount on it.
- **Faster Crafting.** When you craft an item using a tool with which you have Tool Proficiency, the required crafting time is reduced by 20 percent.

GYTHKA MASTER

Prerequisite: 4th level Feat, Thri-kreen, Dark Sun Campaign

Repeatable: No

You have mastered the Gythka, a polearm with a three-bladed head at each end. With this favored weapon of your people, you gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- While you are holding a Gythka with two hands, you gain a +1 bonus to Armor Class.
- A gythka has the finesse property when you wield it.

HEALER

Prerequisite: 1st level Feat

Repeatable: No

You have the training and intuition to administer first aid and other care effectively, granting you the following benefits:

- **Battle Medic.** If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of you as an Action. That creature can expend one of its Hit Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.
- **Healing Rerolls.** Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

LUCKY

Prerequisite: 1st level Feat

Repeatable: No

You have inexplicable luck that can kick in at just the right moment, granting you the following benefits:

- **Luck Points.** You have a number of Luck Points equal to your Proficiency Bonus. You can spend the points on the benefits below, and you regain your expended Luck Points when you finish a Long Rest.
- **Advantage.** Immediately after you roll a d20, you can spend 1 Luck Point to give yourself Advantage on the roll.
- **Disadvantage.** When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

INITIATE (Arcane or Elemental)

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: No

You have learned the basics of a particular magical tradition. Choose one Spell list: Wizard or Cleric. You gain the following benefits related to that choice:

- **Two Cantrips.** You learn two cantrips of your choice from the Spell list.
- **1st-Level Spell.** Choose one 1st-level Spell from the Spell list. You always have that Spell prepared. You can cast it once without a Spell Slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the Spell using any Spell Slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability for these Spells (choose when you select this Feat). Consult the Player's Handbook for the rules on spellcasting.

Whenever you gain a new level, you can replace one of the Spells you chose for this Feat with a different Spell of the same level from the chosen Spell list.

INITIATE (Psionic)

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: No

You have retained some psionic skill and learned the basic of psionics from either a tutor, school or through sheer practice.

- **Two Psionic Talents:** You learn two psionic talents of your choice.
- **Psionic Ability.** Your psionic ability is the same as that used for your wild talent.

MINOR ABILITY IMPROVEMENT

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: Yes

Choose one ability score. You gain the following benefits: Increase the chosen ability score by 1, to a maximum of 16.

MUSICIAN

Prerequisite: 1st level Feat

Repeatable: No

You are a practiced musician, granting you the following benefits:

- **Instrument Training.** You gain Tool Proficiency with three Musical Instruments of your choice.
- **Inspiring Song.** As you finish a Short Rest or a Long Rest, you can play a song on a Musical Instrument with which you have Tool Proficiency and give Inspiration* to allies who hear the song. The number of allies you can affect in this way equals your Proficiency Bonus.

PSIONIC STUDY

Prerequisite: 4th level, Dark Sun Campaign

Repeatable: No

Choose one psionic discipline. You can manifest powers from this discipline, though you do not gain the ability to use the disciplines psychic focus unless you are a psion.

- **Psionic Ability.** Your psionic ability is the same as that used for your wild talent.
- **Psi Points.** Your psi point total is equal to 2 times your proficiency bonus. You recover

all expended psi points when you finish a long rest.

- **Psi Limit.** Your psi limit is 1 less than that of a psion of the same level (minimum 1).
- **Special:** Psions who select this feat gain the selected discipline and add 6 more psi points in addition to those granted by their class. This discipline does not count against the number of disciplines or orders you know.

SAVAGE ATTACKER

Prerequisite: 1st level Feat

Repeatable: No

You have trained to deal particularly damaging strikes. When you take the Attack Action and hit a target with a Weapon as part of that Action, you can roll the Weapon's damage dice twice and use either roll against the target. You can use this benefit only once per turn.

SHIPFLOATER

Prerequisite: 4th level, must have psi points, Dark Sun Campaign

Repeatable: No

You are a shipfloater, specially trained to use the Way to keep a psionic silt skimmer from sinking into the Silt Sea. You can keep a ship afloat by channeling your psionic energy through a *floater's dome* and into the hull. At any time, you can see and hear what's happening on and around the vessel as though you were standing in a location of your choice aboard it.

- **Psi Costs:** You spend 2 psi points per hour to float a ship that weighs 25 tons or less. For every additional 25 tons, the psi point cost increases by 2 psi points.
- **Transfer Attunement.** You can use an action to touch a willing Psion. That creature attunes to the *floater's dome* immediately, and your attunement to it ends.

SKILLED

Prerequisite: 1st level Feat

Repeatable: Yes

You have exceptionally broad learning. Choose three Skills in which you lack Proficiency. You gain Proficiency in those Skills.

SUBTLE CASTER

Prerequisite: 4th level, arcane spellcaster, Dark Sun Campaign

Having escaped the watchful eyes of templars and other haters of arcane magic, you have learned to channel your magic through an orb or precious stone. You gain the following benefits.

- **Expert Concealment.** Your proficiency bonus is doubled when using Sleight of Hand to hide your spellcasting.
- **Spell-storing.** When you finish a long rest, you can choose one spell that you know and imbue that spell into an obsidian or jade orb. The chosen spell must have a casting time of 1 action, and it must be a level for which you have spell slots. The orb remains imbued with this spell for 8 hours. While the orb is imbued with the spell, you can use a bonus action to activate the orb and cast the spell within. The orb then immediately turns to dust.

SURVIVOR

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: No

You have been toughened by the harsh ray of the sun and have learned how to survive in the most inhospitable environments on Athas. You gain the following benefits:

- **Heat Protection.** You have learned to use clothing and personal pacing to optimize endurance against the rigors of Athas' heat and have advantage on saving throws against exhaustion caused by extreme heat.
- **Water Finding.** You take an hour to search the area and gain advantage on a Survival check to locate water. A successful check

indicates you have found sufficient water to sustain yourself for one day.

TOUCHED BY THE ELEMENTS

Prerequisite: 1st level Feat, Dark Sun Campaign

Repeatable: No

Through some unknown connection your essence is infused by the elemental spirits, blessing you with their elemental energy. Select a type of Element listed in the table below.

Your choice gives you resistance to a damage type and the ability to cast a cantrip, as specified in the table. You can cast this cantrip without material components, and your spellcasting ability for it is Intelligence, Wisdom, or Charisma (choose when you select this feat).

Element	Damage Resistance	Cantrip
Air	Lightning	<i>Shocking Grasp</i>
Earth	Acid	<i>Magic Stone</i>
Fire	Fire	<i>Fire Bolt</i>
Water	Cold	<i>Ray of Frost</i>
Magma*	Fire	<i>Poison Spray</i>
Rain*	Thunder	<i>Thunderclap</i>
Silt*	Necrotic	<i>Chill Touch</i>
Sun*	Radiant	<i>Sacred Flame</i>

* Discuss with your DM.

TOUGH

Prerequisite: 1st level Feat

Repeatable: No

Your Hit Point Maximum increases by an amount equal to twice your character level when you gain this Feat. Whenever you gain a level thereafter, your Hit Point Maximum increases by an additional 2 Hit Points.

APPROVED FEATS FROM OTHER PUBLISHED SOURCES

The feats listed in the table below are appropriate for use in Dark Sun campaigns. Level prerequisites were added to reflect allowing feats for beginning characters.

Feat	Prerequisite	Source
Actor	4th Lvl	PHB
Athlete	4th Lvl	PHB
Charger	4th Lvl	PHB
Chef	4th Lvl	TCoE
Crossbow Expert	4th Lvl	PHB
Crusher	4th Lvl	TCoE
Defensive Duelist	4th Lvl, Dexterity 13 or higher	PHB
Dual Wielder	1st Lvl	PHB
Dungeon Delver	4th Lvl	PHB
Durable	4th Lvl	PHB
Dwarf Fortitude	4th Lvl, Dwarf, Mul	XGtE
Elemental Adept	1st Lvl, The ability to cast at least one spell	PHB
Elven Accuracy	4th Lvl, Elf or half-elf	XGtE
Fighting Initiate	1st Lvl, Proficiency with a martial weapon	TCoE
Grappler	1st Lvl, Strength 13 or higher	PHB
Great Weapon Master	4th Lvl	PHB
Heavily Armored	4th Lvl, Proficiency with medium armor	PHB
Heavy Armor Master	4th Lvl, Proficiency with heavy armor	PHB
Inspiring Leader	4th Lvl, Charisma 13 or higher	PHB
Keen Mind	4th Lvl	PHB
Lightly Armored	4th Lvl	PHB
Linguist	4th Lvl	PHB
Mage Slayer	4th Lvl	PHB
Martial Adept	4th Lvl	PHB
Medium Armor Master	4th Lvl, Proficiency with medium armor	PHB
Mobile	4th Lvl	PHB
Moderately Armored	4th Lvl, Proficiency with light armor	PHB
Mounted Combatant	4th Lvl	PHB
Observant	4th Lvl	PHB
Piercer	4th Lvl	TCoE

Poisoner	4th Lvl	TCoE
Polearm Master	4th Lvl	PHB
Prodigy	1st Lvl, Half-elf, Mul or human	XGtE
Resilient	4th Lvl	PHB
Ritual Caster	4th Lvl, Intelligence or Wisdom 13 or higher	PHB
Second Chance	4th Lvl, Half-elf	XGtE
Sentinel	4th Lvl	PHB
Sharpshooter	4th Lvl	PHB
Shield Master	4th Lvl	PHB
Skill Expert	4th Lvl	TCoE
Skulker	1st Lvl, Dexterity 13 or higher	PHB
Slasher	4th Lvl	TCoE
Spell Sniper	4th Lvl, The ability to cast at least one spell	PHB
Squat Nimbleness	4th Lvl Dwarf, Mul or a Small race	XGtE
Tavern Brawler	1st Lvl	PHB
Telekinetic	4th Lvl	TCoE
Telepathic	4th Lvl	TCoE
War Caster	4th Lvl, The ability to cast at least one spell	PHB
Weapon Master	4th Lvl	PHB

CHAPTER 5: MONEY & EQUIPMENT

In a world where survival always hangs in the balance, gear can be crucial. As you make your way across the Athasian wilds, your items help to keep thirst, starvation, sand, salt, and the blazing sun at bay. You need a good weapon and effective armor to fight off predators. A hardy mount can shorten your trip or, if you're desperate, serve as extra provisions. And your gear could help sure you don't get lost, get eaten, or fall prey to the multitude of raiders that roam the deserts.

To understand commerce and the availability of equipment on Athas, one must understand that today, Athas is a metal-poor world. Nearly bereft of metals, all items - including armor and weapons - are made from substitute materials, such as bone, obsidian, or wood. The scarcity of metal has forced the people to rely on barter and different materials, such as ceramic, to use as currency. It has also hampered industrial and economic development as well; farms, mills, and workshops rarely have quality tools to produce everyday products. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the world of Athas presents.

MONETARY SYSTEMS

Wealth appears in many forms in the world of Athas. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being. Societies on Athas exchange goods and services in three ways: coins, barter, and service. Nomads usually trade in common goods, bartering for what they need. Free citizens, members of the nobility and merchants prefer coinage, though deals in services are not uncommon. Many an adventurer has provided mercenary work at a

merchant house's trading caravan, only to be offered food, water, and some shade to rest during the long trip.

Transactions where goods or services are purchased with money is quite common on Athas, despite the lack of metal; Coins are readily accepted means of payment and, considering the increased value of coins, are less bulky to carry than other forms of payment.

Virtually all Athasian city-states issue coins minted in tribute to their sorcerer-monarch. Also, some independent dwarf communities and some wealthy merchant families mint their own coins when the precious metals are available to them. Though the currencies vary, (a gold coin minted in Tyr might be a bit heavier than square gold coins bearing the Ryharian family crest) they all fall under the standard exchange rates given in the Player's Handbook.

The standard unit of coins in the Dark Sun campaign setting is not the gold piece, but the ceramic piece (cr). Ceramic coins are larger-sized coins manufactured from the most common clay available, then glazed in specific colors and kilned to discourage forgery. The molded shape of ceramic pieces allows them to be broken into 10 separate pie-shaped bits (bt).

Ceramic pieces(cr) and bits(bt) make up for most of trades; silver (sp) and gold pieces (gp) are reserved for exceptional items, such as weapons and armor, and the large transactions that nobles and wealthy merchants deal with.

With one ceramic piece, a character can buy a set of common clothes complete with shoes, five waterskins, or two days of housing in a modest inn. A skilled (but not exceptional) artisan can earn two ceramic pieces a day. A bit can buy a night's rest in a poor inn, a loaf of bread, or the entrance to one of the city-states. An unskilled laborer can earn two bits a day.

STANDARD EXCHANGE RATE

Coin	bt	cr	sp	gp
Bit (bt)	1	1/10	1/100	1/1000
Ceramic (cr)	10	1	1/10	1/100
Silver (sp)	100	10	1	1/10
Gold (gp)	1000	100	10	1

BARTER

Barter is the exchange of goods for other goods - no coins change hands. By its very nature, barter is an age-old ceremony of negotiation. Characters who often venture out in the deserts encounter tribes and nomads who usually deal in this type of trade - a herdsman or a hunter would rather own a few waterskins than a handful of coins. Thri-kreen and halflings almost always resort to bartering, since they have little use of coins.

When your character enters a barter, you compare the costs of the items to be exchanged and then match the quantities until they are approximately even. For example, Kyuln's tribe wishes to exchange its crop of rice for barrels of water. On Athas, rice is worth 1 bit per pound, and each barrel of water is worth 2cr (20 bits). Kyuln's tribe would have to trade 20 pounds worth of rice to the merchant in exchange for one barrel of water.

SELLING TREASURE

Opportunities abound to find treasure, equipment, weapons, armor, and more in your adventures. Normally, you can sell your treasures and trinkets when you return to a city or other settlement, if you can find buyers or merchants interested in your loot.

Arms, Armor, and Other Equipment. As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market.

Gems, Jewelry, and Art Objects. These items retain their full value in the marketplace, and

CONVERTING COSTS

With the ceramic piece replacing the gold piece standard used in other D&D worlds it is important to note that prices for items from the Player's Handbook or other sources may need to be converted. The price of non-metal items (or items that can be easily made from non-metal alternatives) cost 1% of their listed price, while the rarity of metals on Athas means that metal items cost the listed amount in gold or silver pieces.

For example, a backpack that normally costs 2gp in the PHB actually costs 2cr on Athas as it is constructed primarily of leather and the metal buckles and fasteners can be readily made with bone or wood substitutes. On the other hand, a steel mirror cannot be made from more primitive materials and so costs the listed 5gp (or 500cr) price.

All prices listed in this guide have already taken this conversion into account.

you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the DM might require you to find a buyer, per the rules for selling a magic item.

Trade Goods. Outside the city-states, many people conduct transactions through barter. Like gems and art objects, trade goods - bars of iron, bags of rice, livestock and so on - retain their full value in the market and can be used as currency.

ARMOR AND SHIELDS

On Athas, an armorer might spend an entire career without accumulating a sufficient quantity of metal to create a suit of armor. Even if a windfall of metal were to be found, the techniques for forging such armor have largely

been lost to the ages. Were these challenges overcome and the armor constructed, Athas' intense heat would leave the crafter with few interested buyers. For these reasons, Athasian crafters turn to more lightweight materials, such as bone, chitin, leather, and wood, when assembling protective gear.

ARMOR AND EXTREME HEAT

Normally, medium and heavy armor impose disadvantage on Constitution saving throws made to resist exhaustion due to extreme heat. Luckily, the new armor types listed in this chapter are exempt from this penalty. Modern Athasian armorers combine breathable, organic materials with special crafting and design techniques that minimize the risk of overheating.

REPAIRING DAMAGED ARMOR

Damaged armor can be repaired by an appropriately skilled craftsman. The cost is generally 10% of the armor's total cost per point of AC restored. So, a suit of scale armor that has lost 2 points of AC will cost 20cr to repair (20% of the total cost of 100cr). Armor whose AC is reduced to 10 is destroyed or at least damaged beyond repair and must be replaced.

ARMOR DAMAGE AND SHIELDS

Note that a character wielding a shield can choose whether the damage and AC penalty is dealt to their shield or their armor.

ATHASIAN ARMOR (LIGHT)

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number provided to determine your AC.

Padded. Padded armor consists of quilted layers of cloth and batting. Many Athasian warriors don padded armor woven from giant hair.

ARMOR DAMAGE (SETTING RULE)

Even the best armor can only stand up to so much damage before degrading or being rendered useless.

To reflect this, each time an armored creature is subject to a critical hit or rolls a natural 1 on a saving throw against a damaging attack, their armor's AC is reduced by one point.

The exceptions to this rule are attacks that solely deal psychic or poison damage, these damage types are not generally capable of damaging armor.

Leather. Perhaps the most common type of armor used on Athas, leather armor is made out of reptilian animals and other beasts commonly found on Athas.

Studded leather. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes made of bone or chitin.

ATHASIAN ARMOR (MEDIUM)

Medium armor offers more protection than light armor but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier (to a maximum of +2) to the base number provided to determine your AC.

Hide. This crude armor is usually fashioned from the dense hides of mekillots, or inix.

Scale Shirt. Similar in construction to full scale armor, this lightweight version dispenses with the extra protection (and weight) of the leggings and heavy sleeves in favor of greater mobility.

Scale Armor. This armor is crafted by affixing the hide of a scaled creature like an erdlu or inix over a sturdy leather backing to form a heavy coat and leggings or greaves.

Chitin Breastplate. This breastplate is made from pieces of shell taken from large beasts

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Padded Armor	5 cr	11 + Dex	—	Disadvantage	8 lb.
Leather Armor	10 cr	11 + Dex	—	—	10 lb.
Studded leather	45 cr	12 + Dex	—	—	13 lb.
Medium Armor					
Hide Armor	10 cr	12 + Dex (max. 2)	—	—	12 lb.
Scale Shirt	40 cr	13 + Dex (max. 2)	—	—	20 lb.
Scale Armor	50 cr	14 + Dex (max. 2)	—	Disadvantage	30 lb.
Chitin Breastplate	400 cr	14 + Dex (max. 2)	—	—	20 lb.
Chitin Plate Armor	750 cr	15 + Dex (max. 2)	—	Disadvantage	40 lb.
Heavy Armor					
Lamellar Armor	30 cr	14	—	Disadvantage	40 lb.
Wood Armor	75 cr	16	Str 13	Disadvantage	45 lb.
Bone Armor	200 cr	17	Str 15	Disadvantage	50 lb.
Carapace Armor	1,500 cr	18	Str 15	Disadvantage	55 lb.
Shield					
Shield	10 cr	2	—	—	5 lb.

such as from ankhegs or braxats. The pieces of shell are then carved to shape and affixed to a sturdy leather cuirass.

Chitin Plate Armor. Chitin plate expands upon the protection provided by the breastplate by adding forearm- length gauntlets as well as greaves to cover the lower legs.

ATHASIAN ARMOR (HEAVY)

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Lamellar Armor. Small plates of leather, horn, shell or wood are laced together to form a protective coat. Leather bracers and greaves provide some measure of defense for the limbs.

Wood Armor. Extremely popular among warriors from Gulg, this armor consists of resin-treated wooden strips and plates that are either affixed to a softer backing or sandwiched between layers of leather.

Bone Armor. Bone armor provides excellent protection with the added benefit of looking exceptionally intimidating. The armor is crafted by attaching bones and skulls to thick leather chestplates, vambraces, and greaves.

Carapace Armor. The pinnacle of Athasian armor consists of a suit of interlocking chitin plates that cover the entire body. The plates are shaped and expertly carved and fitted together over a padded undershirt.

METAL ARMOR

Though exceptionally rare and expensive, suits of bronze, iron, or even steel armor can still be found in old ruins or crafted by legendary artisans. While metal armor provides superior

protection and durability, it is also cumbersome and potentially deadly in the extreme heat of the Athasian sun.

Wearing armor constructed of metal has the following benefits and drawbacks.

Cost

Metal armor costs the gold piece amount listed in the Player's Handbook, so a suit of plate armor costs 1,500gp (equal to 150,000 ceramic pieces or the roughly the cost of a large castle)

Benefits

- Metal armor on Athas provides an additional +1 bonus to Armor Class over what is listed in the Player's Handbook. This stacks with any bonuses gained from magical properties. For example, a suit of *bronze plate armor +1* has a base AC of 20.
- Metal armor is not subject to armor damage from non-metal weapons.

Drawbacks

Metal armor imposes disadvantage on Constitution saving throws to resist exhaustion due to extreme heat.

WEAPONS

The weapons most commonly found in the brutal lands of Athas are crafted of obsidian, bone, stone, and wood. Rarely, weapons of iron, bronze, or even steel can be found which are vastly superior in terms of balance, damage, and durability than their non-metal counterparts.

The weapon table in this chapter reflects weapons made from primitive materials. Players should note both the make and material of their weapons: bone longsword, obsidian dagger, wooden staff, iron great axe, etc.

METAL WEAPONS

While not quite as rare as armor made of metal, weapons of bronze, iron, or steel are expensive and highly sought after. Unlike metal armor, metal weapons have no real drawbacks other than their cost.

COST

Metal versions of the weapons described on the following page cost 100 times the listed price. For example, a halberd (which normally costs 1Scr) would cost 15 gp or 1,500 cr if made from metal.

BENEFITS

Metal weapons provide a +1 bonus to attack and damage rolls. This stacks with any bonuses gained from magical properties. So, an iron *shortsword +1* effectively grants a +2 bonus to attack and damage rolls.

WEAPON PROPERTIES

In addition to the weapon properties described in the Player's Handbook, some Athasian weapons have one or more of the properties described below.

Defensive. Wielding a defensive weapon provides a +1 bonus to your AC. You can only benefit from one defensive weapon at a time. If you wield a weapon with the defensive property

WEAPON BREAKAGE (SETTING RULE)

Weapons made from bone, wood, and other simple materials are bound to break after extensive use.

Whenever a character or creature rolls a 1 or 20 on a d20 for an attack roll, there is a chance their weapon will break. Roll a 1d6, on a roll of 1 or 2, the weapon breaks.

SIMPLE WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club*	1 bit	1d4 bludgeoning	2 lb.	light
Dagger	2 cr	1d4 piercing	1 lb.	finesse, light, thrown (20/60)
Greatclub*	2 bits	1d8 bludgeoning	10 lb.	two-handed
Handaxe	5 cr	1d6 slashing	2 lb.	light, thrown (20/60)
Javelin	1 cr	1d6 piercing	2 lb.	thrown (30/120)
Light hammer	2 cr	1d4 bludgeoning	2 lb.	light, thrown (20/60)
Mace	5 cr	1d6 bludgeoning	4 lb.	—
Puchik	6 cr	1d4 piercing	2 lb.	finesse, light
Quabone*	1 cr	1d4 slashing	3 lb.	finesse
Quarterstaff*	2 bits	1d6 bludgeoning	4 lb.	double, two-handed
Sickle	2 cr	1d4 slashing	2 lb.	light
Singing stick*	5 bits	1d4 bludgeoning	1 lb.	finesse, light
Spear	4 cr	1d6 piercing	3 lb.	thrown (20/60), versatile (1d8)
Talid*	4 cr	—	1 lb.	special
Widow's knife	2 cr	1d4 slashing	1 lb.	finesse, light,
Unarmed strike*	—	1 bludgeoning	—	—
Simple Ranged Weapons				
Atlatl*	1 cr	1d6 piercing	1 lb.	ammunition (60/180), loading
Crossbow, light*	25 cr	1d8 piercing	5 lb.	ammunition (80/320), loading, two-handed
Dart	2 bits	1d4 piercing	¼ lb.	finesse, thrown (20/60)
Shortbow*	25 cr	1d6 piercing	3 lb.	ammunition (80/320), two-handed
Sling*	1 bit	1d4 bludgeoning	—	ammunition (30/120)

* Indicates that this weapon cannot be made from metal or gains no benefit from being made of metal

in addition to a shield, only the highest AC bonus applies.

Double. Wielding a double weapon is like fighting with two weapons. When you take an Attack action with a double weapon, you may use a bonus action to make an attack with the other end of the weapon. As with two-weapon fighting, you do not add your ability modifier to the damage of the bonus attack, unless that modifier is negative. Any abilities or feats that affect two-weapon fighting also apply to double weapons.

Vicious. Wielding a vicious weapon cause brutal looking injuries that ravage the flesh. Non-magical healing from a healer's kit or via short or long rests are half as effective.

SIMPLE WEAPONS

These weapons require little training and are often found in the hands of commoners and others with little-to-no combat training.

Atlatl. Also known as a dart thrower, the atlatl is made from a bone or wood shaft with a cup or spur at the end which that support and propels darts. The atlatl increases the force at which a dart is hurled, increasing range and damage.

MARTIAL WEAPONS				
Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Battleaxe	8 cr	1d8 slashing	4 lb.	versatile (1d10)
Flail	7 cr	1d8 bludgeoning	3 lb.	–
Forearm Axe	10 cr	1d6 slashing	4 lb.	finesse, light
Glaive	12 cr	1d10 slashing	6 lb.	heavy, reach, two-handed
Gouge	6 cr	1d10 slashing	12 lb.	two-handed, vicious
Greataxe	20 cr	1d12 slashing	7 lb.	heavy, two-handed
Greatsword	35 cr	2d6 slashing	6 lb.	heavy, two-handed
Halberd	15 cr	1d10 slashing	6 lb.	heavy, reach, two-handed
Impaler	8 cr	1d8 piercing	5 lb.	versatile (1d10)
Lance	8 cr	1d12 piercing	6 lb.	reach, special
Longsword	10 cr	1d8 slashing	3 lb.	versatile (1d12)
Lotulis	10 cr	1d6 slashing	7 lb.	double, finesse, two-handed
Maul	15 cr	2d6 bludgeoning	10 lb.	heavy, two-handed
Morningstar	7 cr	1d8 piercing	4 lb.	–
Pike	6 cr	1d10 piercing	15 lb.	heavy, two-handed, reach
Sabre	20 cr	1d8 slashing	3 lb.	finesse
Scimitar	20 cr	1d6 slashing	3 lb.	finesse, light
Shortsword	7 cr	1d6 piercing	2 lb.	finesse, light
Trident	10 cr	1d6 piercing	4 lb.	thrown (20/60), versatile (1d8)
Trikal	15 cr	1d12 slashing	10 lb.	heavy, two-handed, vicious
War Pick	6 cr	1d8 piercing	3 lb.	–
Warhammer	10 cr	1d8 bludgeoning	2 lb.	versatile (1d10)
Whip*	2 cr	1d4 slashing	3 lb.	finesse, reach
Wrist Razor	8 cr	1d6 slashing	2 lb.	finesse, light
<i>Martial Ranged Weapons</i>				
Blowgun*	1 cr	1 piercing	1 lb.	ammunition (25/100), loading
Crossbow, hand*	75 cr	1d6 piercing	3 lb.	ammunition (30/120), light, loading
Crossbow, heavy*	50 cr	1d10 piercing	15 lb.	ammunition (100/400), heavy, loading, two-handed
Longbow*	50 cr	1d8 piercing	2 lb.	ammunition (150/600), heavy, two-handed
Net*	2 cr	–	3 lb.	thrown (5/15), special
* Indicates that this weapon cannot be made from metal or gains no benefit from being made of metal				

Puchik. This punching and parrying weapon is designed for close-quarter fighting. It's a long dagger with hand guards and a grip positioned perpendicularly to the length of the blade.

Quabone. This weapon is constructed from four identical shanks of bone which are lashed together to form a radially symmetrical sword-length rod. With its lightness and crudely

sharpened end, the quabone is a fairly ineffective weapon.

Singing Stick. Singing sticks are used in pairs, one in each hand. The ends are slightly wider than the center. They are very light, relying more on agility and ability than on brute force. When twirled, the sticks produce whistling and moaning sounds, thus giving them their name.

Talid. The talid, also known as a gladiator's gauntlet, is made of stiff leather with chitin or bone plating on the hand and spikes protruding from the knuckles. Wearing a talid converts an attacker's unarmed strike damage to piercing instead of bludgeoning.

Widow's Knife. A farmer's tool used in the verdant belts; this weapon has a flat, semi-circular blade on one end of a wooden handle. The grip can be modified to hold poison, making it a favorite weapon of bards and assassins.

MARTIAL WEAPONS

Martial weapons require specialized training

and as such are generally found in the hands of warriors.

Alhulak. This weapon consists of a 5-foot length of rope with a four-bladed grappling hook on one end. The other end is secured to a short handle. The bladed head is commonly carved from mekillot or inix bone, while the handle is wood or bone.

Bolas. This is a length of cord with weighted ends, used to trip foes from a distance. A large or smaller bipedal or quadruped creature hit with bolas must make a DC 10 Strength (Athletics) check or be knocked prone.

Cahulaks. Paired alhulak heads connected by a long rope, cahulaks are swung about the body in dizzying patterns that are difficult to defend against.

Carrikal. This is a variation on the battleaxe with two axe heads affixed side by side to a heavy handle. These weapons are most commonly constructed from two jawbones lashed to a

MARTIAL WEAPONS Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Alhulak	9 cr	1d6 piercing	5 lb.	finesse, reach
Cahulaks	20 cr	1d6 piercing	10 lb.	double, finesse, reach, two-handed
Carrikal	15 cr	1d10 slashing	6 lb.	versatile (1d12)
Dragon's Paw	15 cr	1d8 piercing	9 lb.	defensive, double, two-handed
Gythka	20 cr	1d8 slashing	12 lb.	double, finesse, two-handed
Khopesh	20 cr	1d10 slashing	5 lb.	finesse
Macuahuitl	30 cr	1d10 slashing	6 lb.	versatile (2d6), vicious
Tortoise Blade	10 cr	1d6 piercing	5 lb.	defensive, light
Martial Ranged Weapons				
Bolas*	2 cr	1d4 bludgeoning	3 lb.	thrown (20/60), special
Chatkcha	5 cr	1d6 slashing	½ lb.	finesse, thrown (30/90), special
Dejada*	6 cr	1d6 bludgeoning	2 lb.	ammunition (30/120), special

* Indicates that this weapon cannot be made from metal or gains no benefit from being made of metal

handle so that the teeth run halfway down the length of the handle.

Chatkcha. This thri-kreen throwing weapon is used primarily for hunting small game. It is a lightweight, three-bladed weapon that, due to its spin, will return to a proficient thrower on a missed attack roll.

Dejada. This obscure weapon is difficult to master and is mostly used in arena games. The dejada consists of a long, scooped basket worn on the arm like a gauntlet. The curved basket allows the wielder to hurl spherical projectiles called pelota at very high speeds.

A proficient dejada user can use the weapon to catch pelota, sling stones, and similar small round projectiles. As a reaction the dejada wielder makes an attack roll and compares it to the attacker's roll. If the defender's roll is higher, they manage to catch the pelota or other missile in the dejada's basket.

Dragon's Paw. This weapon, made popular in the arenas of Tyr and Urik, has two spear blades, one attached to either end of a 5- to 6-foot-long wood shaft. A centrally located curved bar or shield protects the wielder's hand and features a protruding blade that juts perpendicularly to the shaft.

Gouge. The shoulder-strapped gouge was developed by the army of Nibenay for use by its infantry. A wide bone, obsidian, or chitin blade is mounted on a 3-foot-long wood shaft. The weapon requires a two-handed grip: a small handle bar that protrudes from the shaft, just behind the blade, and a grip at the rear of the shaft.

Gythka. This thri-kreen polearm has wicked, curved blades at either end. The weapon's thick shaft allows it to be wielded similarly to a quarterstaff.

Impaler. An impaler is a weapon developed for arena combat. It has a single shaft about 4 feet long with a pair of long pointed blades, splitting to each side and forming a deadly "T". The weapon can be swung horizontally or vertically over the head.

Khopesh. The khopesh is a heavy bladed weapon with crescent moon-shaped, curved blade about two and a half feet long and a thick handle almost the same length, making it half-sword and half-scythe.

Lance. You have disadvantage when you attack a target within 5 feet of you. Also, a lance requires two hands to wield when you are not mounted.

Lotulis. Crescent blades with barbed spikes near the points and mounted at either end of a long shaft make this a particularly nasty melee weapon.

Macuahuitl. A macuahuitl is a sword painstakingly crafted using a core of solid wood, with small sharp shards of obsidian or sharpened teeth embedded in the wood to form an edge on two opposite sides of the weapon. The weapon is especially popular among warriors from Draji, who seem to be the only ones who can easily pronounce this weapon's Draji name ("ma-kah-wheet-luh") non-Draji simply refer to it as the "obsidian sword" or the "Draji sword"

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack

regardless of the number of attacks you can normally make.

Trikal. This small polearm is a 6-foot-long, mostly wood shaft. The uppermost 12 inches consist of three blades projecting from a central shaft. Beneath the blades is a series of serrations, generally extremely sharp. The other end of the shaft is weighted to increase the momentum of the weapon.

Wrist Razor. Wrist razors consist of a pair or trio of blades that protrude from a heavy arm band. The razors project out over the back of the hand, are extremely sharp, and can be up to 6 inches long. Wrist razors can be worn on one or both forearms.

ADVENTURING GEAR

This section describes items that have special rules or require further explanation.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist Fire. This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

DASL: SECRET OF THE THRI-KREEN

Thri-kreen often wield weapons created from a strange green crystal they call dasl. This substance is as light as bone but holds an edge as sharp as steel. The creation of dasl is a closely guarded secret amongst the thri-kreen and they generally only craft chatkchas and arrowheads and, rarely, gythka from the substance. Dasl weapons are held in special reverence and a thri-kreen will go to great lengths to recover a lost or stolen dasl weapon.

In game terms, dasl weapons function as normal (i.e. non-metal) weapons except that they resist breakage as if they were made from metal. Dasl weapons are occasionally found for sale and they cost 10 times as much as a regular weapon.

Arcane Focus. An arcane focus is a special item designed to channel the power of arcane spells. A wizard can use such an item as a spellcasting focus, as described in chapter 10 of the Player's Handbook.

Block and Tackle. A set of pulleys with a rope threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Caltrops. As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Candles. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Adventuring Gear

Item	Cost	Weight
Abacus	2 cr	2 lb.
Alchemical Items		
Acid	25 cr	1 lb.
Alchemist fire	50 cr	1 lb.
Antitoxin	50 cr	½ lb.
Healing salve	50 cr	½ lb.
Shade elixir	75 cr	½ lb.
Thunderstone	50 cr	½ lb.
Ammunition		
Arrows (20)	1 cr	1 lb.
Blowgun needles (50)	1 cr	1 lb.
Crossbow bolts (20)	1 cr	2 lb.
Dejada pelota (20)	1 cr	2 lb.
Sling stones (20)	4 bits	2 lb.
Arcane Focus		
Crystal	10 cr	1 lb.
Orb	20 cr	2 lb.
Rod	10 cr	3 lb.
Staff	5 cr	4 lb.
Wand	10 cr	1 lb.
Backpack	2 cr	5 lb.
Basket	4 bits	2 lb.
Bedroll	1 cr	7 lb.
Bell	1 cr	—
Blanket	5 bits	3 lb.
Block and tackle	1 cr	5 lb.
Book	25 cr	5 lb.
Bottle, glass	10 cr	2 lb.
Caltrops (bag of 20)	1 cr	2 lb.
Candles (6)	1 bit	—
Case, map or scroll	1 cr	1 lb.
Chain (1 foot)	50 cr	1 lb.
Chest	5 cr	25 lb.
Climber's kit	25 cr	12 lb.
Clothes		
Common	5 bits	3 lb.
Desert	2cr	4 lb.
Fine	20 cr	4 lb.
Rich	60 cr	6 lb.
Poor	1 bit	1 lb.

Item	Cost	Weight
Component pouch	25 cr	2 lb.
Druidic Focus		
Totem	1 cr	—
Staff	5 cr	4 lb.
Fire kit	5 bits	1 lb.
Flask or tankard	2 cr	1 lb.
Grappling hook	2 cr	1 lb.
Hammer	1 cr	3 lb.
Hammer, sledge	2 cr	10 lb.
Healer's kit	5 cr	3 lb.
Holy Element	5 cr	1 lb.
Hourglass	25 cr	1 lb.
Ladder (10-foot)	2 cr	25 lb.
Lantern, bullseye	10 cr	2 lb.
Lantern, hooded	5 cr	2 lb.
Lock	100 cr	1 lb.
Manacles, leather	2 cr	4 lb.
Mess kit	2 bits	1 lb.
Mirror, obsidian	5 cr	½ lb.
Oil (flask)	1 bit	1 lb.
Papyrus (1 sheet)	8 bits	—
Parchment (1 sheet)	1 cr	—
Pick, miner's	2 cr	10 lb.
Pouch	5 bits	1 lb.
Quiver	1 cr	1 lb.
Rations (1 day)	5 bits	2 lb.
Rope, hempen (50 feet)	1 cr	10 lb.
Rope, giant hair (50 feet)	10 cr	2 lb.
Sack	1 bit	½ lb.
Scale, merchant's	5 cr	3 lb.
Shovel	2 cr	5 lb.
Signal whistle	1 bit	—
Signet ring	5 cr	—
Spellbook	50 cr	3 lb.
Spikes, wooden (10)	1 cr	5 lb.
Tent (2 person)	2 cr	20 lb.
Tent (pavilion)	50 cr	50 lb.
Torch	1 bit	1 lb.
Vial, Ceramic	1 cr	0
Waterskin	2 bits	1 lb.

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Component Pouch. A component pouch is a small watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Druidic Focus. A druidic focus is a special item designed to channel the power of arcane spells. A druid can use such an item as a spellcasting focus, as described in chapter 10 of the Player's Handbook.

Fire Kit. The standard fire-starting kit therefore uses a bow and sticks. Using it to light a fire takes 1 minute.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Healing Salve. A character who rubs this ointment onto their wounds regains 2d4 + 2 hit points 1 minute later.

Holy Element. A cleric's element serves as a spellcasting focus. A cleric can use such an item as a spellcasting focus, as described in chapter 10 of the Player's Handbook. Earth clerics use small chunks of granite, quartz, silver, gold, or any other kind of rare earth. Clerics of water always have a vial of pure water, worn about the neck or mounted on a staff. Fire clerics use obsidian, often carved or melted into the shape

of raging flames. The priests of air are the most fortunate of the elemental clerics, since they are not tied down by material possessions. The holy symbol of air is the cleric's own breath, so these clerics are always considered to have their holy element on hand

Lantern, Bullseye. A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil

Lantern, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.

Manacles, Leather. These restraints can bind a small or medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. The restraints are secured with a complex series of tight knots, which take 1d4 rounds to cut through with a knife or other sharp object.

Oil. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute) the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. Once lit, the oil burns for 2

rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Shade Elixir. A creature who drinks this alchemical mixture gains advantage on saving throws made to resist exhaustion caused by extreme heat for 8 hours.

Thunderstone. This small sparkling stone emits a bright light and loud bang when shattered. As an action, you can throw this stone up to 20 feet, shattering it on impact. Each creature within a 10-foot radius of where the stone lands must make a DC 12 Constitution saving throw or be deafened for 1 hour.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Waterskin. A waterskin holds 1 gallon of water, which is the minimum a small or medium size creature needs each day to stave off dehydration.

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your species, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your

Tools Item	Cost	Weight
Artisan's Tools		
Alchemist's supplies	50 cr	8 lb.
Boneworker's tools	5 cr	5 lb.
Brewer's supplies	20 cr	9 lb.
Carpenter's tools	8 cr	6 lb.
Cartographer's tools	15 cr	6 lb.
Cook's utensils	1 cr	8 lb.
Glassblower's tools	30 cr	5 lb.
Jeweler's tools	25 cr	2 lb.
Leatherworker's tools	5 cr	5 lb.
Mason's tools	10 cr	8 lb.
Painter's supplies	10 cr	5 lb.
Potter's tools	10 cr	3 lb.
Scribe's supplies	10 cr	5 lb.
Smith's tools	200 cr	8 lb.
Weaver's tools	1 cr	5 lb.
Woodcarver's tools	1 cr	5 lb.
Disguise kit	25 cr	3 lb.
Gaming Sets		
Dice set	1 bit	—
Mancala set	1 cr	1 lb.
Game of Urlik set	1 cr	1 lb.
Senet set	1 cr	1 lb.
Herbalism kit	5 cr	3 lb.
Musical Instruments		
Drum	6 cr	3 lb.
Flute	2 cr	1 lb.
Harp	50 cr	2 lb.
Horn	3 cr	2 lb.
Lute	35 cr	2 lb.
Lyre	30 cr	2 lb.
Pipes	12 cr	2 lb.
Poisoner's kit	50 cr	2 lb.
Thieves' tools	25 cr	1 lb.

craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises that

change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Gaming Set. This item encompasses a wide range of gaming sets including dice and board games. A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions.

Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Musical Instrument. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small obsidian mirror mounted on a handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

MOUNTS AND VEHICLES

Athasians have domesticated a wide variety of mounts. The most common are presented below. More unusual typical mounts listed in *Player's Handbook* are not available on Athas. The harsh conditions and the devastating effects of defiling magic have lead horses, mules, dogs and other mammals into extinction. Instead, people on Athas rely on reptilian or insectoid mounts for their needs. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

Likewise, due to the absence of large bodies of water in the Tablelands, waterborne vehicles do not exist. While one might unearth the remains of an ancient sailing ship, half buried on the shores of the Sea of Silt, such vehicles are more often the subject of myths and legends. The only means of transportation between the inhabited lands of Athas is through mount-drawn wagons and chariots.

MOUNTS

The most common types of Athasian mounts are the crodlu, inix, kank, and mekillot. Each is detailed further in the *Animals of Athas* sourcebook.

Crodlu. crodlu is a large reptilian animal used for transportation or as a beast of burden. It resembles an enormous, scaled ostrich with clawed forearms. Crodlus can be trained for combat.

Inix. An inix is a huge lizard that grows to more than 15 feet long. Herbivorous by nature, inix are vicious combatants, able to attack with both their bite and tail. Inix trained for riding are also trained not to use their tail attack while mounted, for no rider would manage to remain seated while the inix lashed its mighty tail. These creatures can be fitted with a howdah, though half-giants often use them as individual mounts.

Mounts			
Item	Cost	Speed	Carrying Capacity
Crodlu, riding	50 cp	50 ft.	480 lb.
Crodlu, war	200 cp	60 ft.	540 lb.
Inix	400 cp	40 ft.	2,000 lb.
Kank, soldier	120 cp	40 ft.	400 lb.
Kank, producer	50 cp	40 ft.	400 lb.
Mekillot	800 cp	20 ft.	8,000 lb.

Tack, Harness, and Drawn Vehicles		
Item	Cost	Weight
Barding		
Crodlu	250 cp	80 lb.
Inix	500 cp	100 lb.
Kank	250 cp	80 lb.
Mekillot	1,000 cp	150 lb.
Bit and bridle	2 cp	1 lb.
Chariot	250 cp	100 lb.
Howdah		
Inix, normal	10 cp	50 lb.
Inix, war	100 cp	150 lb.
Mekillot, normal	50 cp	250 lb.
Mekillot, war	500 cp	1,000 lb.
Saddle, pack	5 cp	15 lb.
Saddle, riding	10 cp	25 lb.
Saddlebags	4 cp	8 lb.
Wagons		
Armored	1,000 cp	5,000 lb.
Enclosed	50 cp	500 lb.
Open	25 cp	400 lb.

Kank. Kanks serve as both herd animals and beasts of burden. They are large insects, durable and easily tended. Their meat becomes foul-smelling as soon as they die, so they are raised for the nutritious honey globules produced on their bellies. As riding animals, they require harnesses and saddles. They can also be hitched to wagons individually or in teams.

Food producer kanks generate 1d4+1 pounds of nectar each week if they are fed or able to forage. Soldier kanks lack the ability to produce nectar but compensate by being larger and possessing a venomous bite.

Mekillot. Mekillots are mighty lizards weighing up to six tons, with huge, mound-shaped bodies as long as 30 feet. Their backs and heads are covered with a thick shell that serves as both a sunshade and protection from attacks by other large creatures. Often used as beast of burden, pulling massive caravan wagons, they are hard to control and sometimes turn on their handlers.

BARDING AND VEHICLES

If you have proficiency with a certain kind of vehicle, you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

Barding. A mount's defense can be reinforced by covering it with barding. Made of leather pads with bone, chitin, or wood plates, barding increases a mount's Armor Class by 2.

Chariot. A chariot is a lightly armored vehicle constructed of wood, chitin and hardened leather, designed for riding and combat. Two people can ride a chariot, one being the rider, the other attacking. A creature riding a chariot has half cover against attacks from the front or the sides. Crodlu and kanks can be used to pull a chariot.

Howdah. A howdah is a frame with seats designed to be mounted on the back of an inix or mekillot. A normal howdah is made of a light wooden frame while a war howdah is constructed of much sturdier materials and offering half cover against any attacks from outside.

An inix howdah can hold up to four people. A mekillot howdah can be constructed in a more elaborate affair; it often contains two levels and

can accommodate up to sixteen people. Anyone riding in a howdah is considered to be at rest and shaded.

Wagon. A wagon is the simplest form of transportation. Crodlus or kanks can be used as beasts of burden for the normal versions. An open wagon is a little more than a wooden box on four wooden wheels while an enclosed ensures its riders are unaffected by weather.

Some merchants and nomads convert enclosed wagons into living quarters.

An armored caravan wagon typically requires two mekillots to pull. The exact design of any particular armored caravan wagon can change from trip to trip but in general, the enclosures

Trade Goods

Goods	Cost
Ale	2 bits / gallon
Amber	500 cp / ounce
Beer	5 bits / gallon
Bronze	500 cp / pound
Candy	1 bit / pound
Ceramics	10 cp / 100 pieces
Chalk	1 bit / pound
Chitin	10 cp / pound
Cider	8 cp / tun
Cinnabar	10 cp / ounce
Cloth, common	7 cp / 10 sq. yards
Cloth, fine	20 cp / 10 sq. yards
Cloth, rich	50 cp / 10 sq. yards
Coal	3 cp / pound
Copper	50 cp / pound
Cosmetics	10 cp / ounce
Cotton	2 cp / pound
Dyes/Paints	10 cp / ounce
Feathers, common	3cp / 100
Feathers, rare	20 cp each
Figs/Dates	1 bit / pound
Fruit	2 bits / pound
Furs	30 cp / pelt
Glass	10 cp / pound
Gold	5,000 cp / pound
Hardwood	1 cp / pound
Herbs	3 bits / pound
Incense	20 cp / ounce
Ink	8 cp / ounce
Iron	100 cp / pound
Jade	100 cp / ounce
Kank nectar	10 cp / pound
Leather	5 cp / sq. yard

Trade Goods

Goods	Cost
Marble	20 cp / pound
Medicines	50 cp / ounce
Nuts	3 cp / pound
Obsidian	5 cp / pound
Oil, cooking	8 bits / gallon
Oil, lamp	5 bits / gallon
Papyrus	40 cp / 100 sheets
Parchment	50 cp / 100 sheets
Perfume	5 cp / ounce
Resins	20 cp / ounce
Rice	1 bit / pound
Rope, giant hair	10 cp / 50 ft.
Rope, hemp	1 cp / 50 ft.
Rugs	100 cp / each
Salt	2 bits / pound
Silver	500 cp / pound
Slave, artisan	300+ cp
Slave, concubine	300+ cp
Slave, domestic	100+ cp
Slave, farmer	150+ cp
Slave, gladiator	500+ cp
Slave, laborer	50+ cp
Slave, soldier	250+ cp
Spices, exotic	15 cp / pound
Spices, rare	2 cp / pound
Spices, uncommon	1 cp / pound
Sugar	4 bits / pound
Tools	1 cp / pound
Vegetables	2 bits / pound
Water	10 cp / tun
Wax	7 bits / pound
Wine	20 cp / tun
Wheat	1 cp / pound

can carry a cargo of 15,000 pounds of goods, up to 50 fully armed warriors, 25 slaves in transit, and a handful of merchants, nobles, or other travelers. The defense balconies in an armored caravan wagon provide half cover against any attacks from outside.

Anyone riding an enclosed or armored caravan wagon is considered to be at rest and shaded

TRADE GOODS

Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods. In most parts of Athas, slaves are considered little more than a commodity to be bought and sold so slave prices are included as well.

EXPENSES

When not exploring ruins of ancient civilizations, braving the inhospitable wastelands, or fighting off raiders and predators, adventurers on Athas, like in every other D&D world, face more mundane realities. Basic necessities, such as shelter, sustenance, and clothing cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in the world of Athas. They cover your accommodations, food and drink, and all your other necessities, provided they are available - the harsh conditions on Athas can lead to some unpredictable situations.

Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

Between adventures, you can choose a particular quality of life and pay the cost of maintaining that lifestyle, as shown on the Lifestyle Expenses table. Living a particular lifestyle affects the way other individuals and groups react to you.

LIFESTYLE AND NPCs

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the nobility and the templars, though you run the risk of attracting thieves.

Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

If you wish to involve yourself with a certain individual or group, you might need to use a specific lifestyle. After spending at least five days living in the specified quality of life, you can roll a Charisma check, with a DC set by your DM. On a successful check, you gain audience with this particular person or get affiliated with the specific group you strive for.

When you lead a wealthy or aristocratic lifestyle, for instance, it might be easier for you to influence the nobles and templars of the city than if you live in poverty. Your social rank may also interfere with your choices of lifestyle. A noble wouldn't accept expenses worse than wealthy, and a hermit would frown upon spending more than modest.

LIFESTYLE EXPENSES

Nomadic. You live outside cities. Unaccustomed to civilization, or being destitute, you choose self-sufficiency, staying out in the wastelands. You can sustain yourself by hunting, foraging, and repairing your own gear.

Lifestyle Expenses

Lifestyle	Price/Day
Nomadic	None
Poor	2 bits
Modest	1 cr
Comfortable	2 cr
Wealthy	10+cr

This lifestyle doesn't require you to spend any coin, but it comes at a cost. For each day you spend away from civilization, you must succeed on a DC 10 Wisdom (Survival) check or suffer one level of exhaustion.

Poor. A poor lifestyle links you with the lowest class in civilization. Simple food and lodging, self-made clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodation might be a one-room hut in the slums or a bed in the common room above a watering hole. Violence, crime, and disease are a common occurrence for you. People at this lifestyle tend to belong to the militia, unskilled laborers, peddlers, thieves, urchins or others similarly situated.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. Your living conditions are significantly better than those in the slums, but you still have to contend with the occasional thug or corrupt guard. You probably live in the old parts of a city, or rent a clean, if simple room at a small inn, and your clothing is unadorned, but sturdy and well-maintained. Ordinary people living modest lifestyles include mercenaries, skilled craftsmen, small shop keeps, low-ranking templars, and most free citizens.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You make a good living as a merchant house agent or have collected some valuable treasure to spend on luxuries. You live in a small home in a merchant neighborhood or in a private room in a merchant inn. You associate with merchants, highly skilled artisans, and mid-ranking templars.

Wealthy. You live a life of plenty and comfort. You interact with the nobility, the family

members of a merchant house, and the most powerful templars. Choosing a wealthy lifestyle while not belonging to the above classes might incur the wrath of the rich or bring the inquiring templars at your doorstep. This type of lifestyle is reserved for a certain social class on Athas; very few can afford such a life of luxury, and those who do have to contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance that you will be drawn into political intrigue as a pawn or participant.

Your lodgings are exquisite, perhaps a small estate in the noble's district or a spacious estate in the verdant lands. You retain the most skilled and fashionable tailor, have servants attend to your every need, and travel on a sedan chair and in the company of the most skilled mercenaries. You attend social gatherings of the rich and powerful and spend evenings in the company of other nobles or high-ranking templars.

CONSUMABLES AND LODGING

The needs for food and drink, and a good night's rest are listed in the Consumables and Lodging table. When you pay for lifestyle expenses, you don't have to keep track of these needs, since they're already included in the quality of life you have picked

SERVICE

The services a character renders - from those of unskilled laborers to those of prized engineers - all have an asking price. A character may receive payment for his or her services in other services, goods or coins, depending upon the situation.

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Consumables and Lodging

Item	Cost
Banquet (per person)	10 cr
Bath	
Clean water	40 cr
Used water	4 bits
Drink	
Ale, gallon	2 bits
Beer, gallon	1 bit
Mead, pint	2 bits
Wine, common (pitcher)	2 bits
Wine, good (bottle)	10 cr
Inn lodging (per day)	
Common	5 bits
Fine	1 cr
Poor	1 bit
Meals (per day)	
Common	3 bits
Fine	5 bits
Poor	1 bit

Common Wages

Service	Pay
Hireling, skilled	2 cr per day
Hireling, untrained	2 bits per day
Mercenary, militia 2 bits per day	2 bits per day
Mercenary, professional 2 cp per day	2 cr per day
Messenger in the city	1 bit per message
Messenger (telepathic)	20 cr
Overland travel	3 bits per mile
Road or gate toll	1 cr

SPELLCASTING SERVICES

The above table refer to ordinary services. People who can cast spells don't fall into the same category. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist.

Templars and elemental clerics in the cities offer spellcasting services; hiring one to cast a

relatively common spell of 1st or 2nd level, such as *cure wounds* or *lesser restoration* might cost 10 to 50 ceramic pieces (plus the cost of any expensive material).

Higher-level spells require finding someone able and willing to cast it, and very rarely do elemental temples or templars offer such spellcasting services. If a willing caster is found, they might ask for a service instead of payment - the kind of service that takes the adventurers on a perilous quest.

CHAPTER 6: PSIONICS

One extent or another, nearly every human and humanoid on Athas has psionic powers. Most people are wild talents, with only one power that they have learned to use by trial and error. But anyone can harness their psionic powers through careful practice and study, and every city has at least one academy dedicated to teaching "the Way". Many warriors, templars, and sorcerers have attended these academies and developed powerful psionic abilities in addition to their wild talents.

Psionic Disciplines and Talents

Psionic talents and disciplines are the heart of a psion's craft. They are the mental exercises and psionic formulae used to forge will into tangible, supernatural effects.

Psionic disciplines were each discovered by different orders and tend to reflect their creators' specialties. However, a psion can learn any discipline regardless of its associated order.

Using a Discipline

Each psionic discipline has several ways you can use it, all contained in its description. Use of a discipline requires an Action and is similar to the *Cast a Spell* action. The type of action and number of psi points it requires is detailed in the power's description. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a discipline. Psionic disciplines are supernatural manifestations of a psion's inner energy and function similarly to spells.

Psychic Focus

The Psychic Focus section of a discipline describes the benefit you gain when you choose

that discipline for your psychic focus. You may only have one psychic focus active at any time.

Effect Options and Psi Points

A discipline provides different options for how to use it with your psi points. Each effect option has a name, and the psi point cost of that option appears in parentheses after its name. You must spend that number of psi points to use that option, while abiding by your psi limit. If you don't have enough psi points left, or the cost is above your psi limit, you can't use the option.

Some options show a range of psi points, rather than a specific cost. To use that option, you must spend a number of points within that point range, still abiding by your psi limit. Some options let you spend additional psi points to increase a discipline's potency. Again, you must abide by your psi limit, and you must spend all the points when you first use the discipline; you can't decide to spend additional points once you see the discipline in action. Each option notes specific information about its effect, including any action required to use it and its range.

Components

Disciplines don't require the components that many spells require. Using a discipline requires no spoken words, gestures, or materials. The power of psionics comes from the mind.

Duration

An effect option in a discipline specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of the option is instantaneous.

Concentration. Some options require concentration to maintain their effects. This requirement is noted with "conc." after the option's psi point cost. The "conc." notation is followed by the maximum duration of the

concentration. For example, if an option says “conc., 1 min.,” you can concentrate on its effect for up to 1 minute.

Concentrating on a discipline follows the same rules as concentrating on a spell. This rule means you can’t concentrate on a spell and a discipline at the same time, nor can you concentrate on two disciplines at the same time. See chapter 10, “Spellcasting,” in the *Player’s Handbook* for how concentration works.

Targets and Areas of Effect

Psionic disciplines use the same rules as spells for determining targets and areas of effect, as presented in chapter 10, “Spellcasting,” of the *Player’s Handbook*.

Saving Throws and Attack Rolls

If a discipline requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your psionic ability.

Some disciplines require you to make an attack roll to determine whether the discipline’s effect hits its target. The attack roll uses your psionic ability.

Combining Psionic Effects

The effects of different psionic disciplines add together while the durations of the disciplines overlap. Likewise, different options from a psionic discipline combine if they are active at the same time. However, a specific option from a psionic discipline doesn’t combine with itself if the option is used multiple times. Instead, the most potent effect—usually dependent on how many psi points were used to create the effect—applies while the durations of the effects overlap.

Psionics and spells are separate effects, and therefore their benefits and drawbacks overlap.

A psionic effect that reproduces a spell is an exception to this rule.

PSIONIC DISCIPLINES

The psionic disciplines are presented here in alphabetical order.

Adaptive Body

Psychometabolic Discipline

You can alter your body to match your surroundings, allowing you to withstand punishing environments. With greater psi energy, you can extend this protection to others.

Psychic Focus. While focused on this discipline, you don’t need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it.

Environmental Adaptation (2 psi). As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the next hour.

Adaptive Shield (3 psi). When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type—including the triggering damage—until the end of your next turn.

Energy Adaptation (5 psi; conc., 1 hr.). As an action, you can touch one creature and give it resistance to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Energy Immunity (7 psi; conc., 1 hr.). As an action, you can touch one creature and give it immunity to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

Aura Sight

Clairsentient Discipline

You refocus your sight to see the energy that surrounds all creatures. You perceive auras, energy signatures that can reveal key elements of a creature’s nature.

Psychic Focus. While focused on this discipline, you have advantage on Wisdom (Insight) checks.

Assess Foe (2 psi). As a bonus action, you analyze the aura of one creature you see. You learn its current hit point total and all its immunities, resistances, and vulnerabilities.

Read Moods (2 psi). As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.

View Aura (3 psi; conc., 1 hr.). As an action, you study one creature's aura. Until your concentration ends, while you can see the target, you learn if it's under the effect of any magical or psionic effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.

Perceive the Unseen (5 psi; conc., 1 min.). As a bonus action, you gain the ability to see auras even of invisible or hidden creatures. Until your concentration ends, you can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

Bestial Form

Psychometabolic Discipline

You transform your body, gaining traits of different beasts.

Psychic Focus. While focused on this discipline, you have advantage on Wisdom (Animal Handling) checks.

Bestial Claws (1–7 psi). You manifest long claws for an instant and make a melee weapon attack against one creature within 5 feet of you. On a hit, this attack deals 1d6 slashing damage per psi point spent.

Bestial Transformation. As a bonus action, you alter your physical form to gain different characteristics. When you use this ability, you can choose one or more of the following effects. Each effect has its own psi point cost. Add them together to determine the total cost. This transformation lasts for 1 hour, until you die, or until you end it as a bonus action.

Amphibious (2 psi). You gain gills; you can breathe air and water.

Climbing (2 psi). You grow tiny hooked claws that give you gain a climbing speed equal to your walking speed.

Flight (5 psi). Wings sprout from your back. You gain a flying speed equal to your walking speed.

Keen Senses (2 psi). Your eyes and ears become more sensitive. You gain advantage on Wisdom (Perception) checks.

Perfect Senses (3 psi). You gain a keen sense of smell and an instinct to detect prey. You can see invisible creatures and objects within 10 feet of you, even if you are blinded.

Swimming (2 psi). You gain fins and webbing between your fingers and toes; you gain a swimming speed equal to your walking speed.

Tough Hide (2 psi). Your skin becomes as tough as leather; you gain a +2 bonus to AC.

Brute Force

Psychometabolic Discipline

You augment your natural strength with psionic energy, granting you the ability to achieve incredible feats of might.

Psychic Focus. While focused on this discipline, you have advantage on Strength (Athletics) checks.

Brute Strike (1–7 psi). As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals +1d6 per psi point spent, and the bonus damage is the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.

Knock Back (1–7 psi). When you hit a target with a melee attack, you can activate this ability as a reaction. The target must succeed on a Strength saving throw or be knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per psi point spent.

Mighty Leap (1–7 psi). As part of your movement, you jump in any direction up to 20 feet per psi point spent.

Feat of Strength (2 psi). As a bonus action, you gain a +5 bonus to Strength checks until the end of your next turn.

Celerity

Psychometabolic Discipline

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. The world seems to slow down while you continue to move as normal.

Psychic Focus. While focused on this discipline, your walking speed increases by 10 feet.

Rapid Step (1–7 psi). As a bonus action, you increase your walking speed by 10 feet per psi point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.

Agile Defense (2 psi). As a bonus action, you take the Dodge action.

Blur of Motion (2 psi). As an action, you cause yourself to be invisible during any of your movement during the current turn.

Surge of Speed (2 psi). As a bonus action, you gain two benefits until the end of the current turn: you don't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.

Surge of Action (5 psi). As a bonus action, you can Dash or make one weapon attack.

Corrosive Metabolism

Psychometabolic Discipline

Your control over your body allows you to deliver acid or poison attacks.

Psychic Focus. While focused on this discipline, you have resistance to acid and poison damage.

Corrosive Touch (1–7 psi). As an action, you deliver a touch of acid to one creature within your reach. The target must make a Dexterity saving throw, taking 1d6 acid damage per psi point spent on a failed save, or half as much damage on a successful one.

Venom Strike (1–7 psi). As an action, you create a poison spray that targets one creature you can see within 30 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage per psi point spent and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn't poisoned.

Acid Spray (2 psi). As a reaction when you take piercing or slashing damage, you cause acid to spray from your wound; each creature within 5 feet of you takes 2d6 acid damage.

Breath of the Earth Drake (5 psi). You exhale a wave of acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 6d6 acid damage on a failed save, or half as much on a successful one. You can increase the damage by 1d6 per additional psi point spent on it.

Breath of the Dragon (7 psi). You exhale a cloud of poison in a 90-foot cone. Each creature in the line must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much damage on a successful one.

Crown of Despair

Telepathy Discipline

You have learned to harvest seeds of despair in a creature's psyche, wracking it with self-doubt and inaction.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

Crowned in Sorrow (1–7 psi). As an action, one creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage per psi point spent, and it can't take reactions until the start of its next turn. On a successful save, it takes half as much damage.

Call to Inaction (2 psi; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to seed it with overwhelming ennui. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw. The save automatically succeeds if the target is immune to being charmed. On a

failed save, it sits and is incapacitated until your concentration ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

Visions of Despair (3 psi). As an action, you force one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on it.

Dolorous Mind (5 psi; conc., 1 min.). As an action, you choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw, or it is incapacitated and has a speed of 0 until your concentration ends. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Crown of Disgust

Telepathy Discipline

You cause a creature to be flooded with emotions of disgust.

Psychic Focus. While you are focused on this discipline, the area in a 5-foot radius around you is difficult terrain for any enemy that isn't immune to being frightened.

Eye of Horror (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage.

Wall of Repulsion (3 psi; conc., 10 min.). As an action, you create an invisible, insubstantial wall of energy within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until your concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the

creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.

Visions of Disgust (5 psi; conc., 1 min.). You cause a creature to regard all other beings as horrid, alien entities. As an action, choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save, the target takes only half the initial damage and suffers none of the other effects.

World of Horror (7 psi; conc., 1 min.). As an action, choose up to six creatures within 60 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until your concentration ends. On a successful save, a target takes half as much damage.

While frightened by this effect, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crown of Rage

Telepathy Discipline

You place a mote of pure fury within a creature's mind, causing its bloodlust to overcome its senses and for it to act as you wish it to.

Psychic Focus. While you are focused on this discipline, any enemy within 5 feet of you that makes a melee attack roll against creatures other than you does so with disadvantage.

Primal Fury (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw or take 1d6 psychic damage per psi point spent on this ability and immediately use its reaction to move its speed in a straight line toward its

nearest enemy. The save automatically succeeds if the target is immune to being charmed.

Fighting Words (2 psi; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed. On a failed save, the target attacks the chosen creature if it sees that creature before your concentration ends, using weapons or spells against a creature it was already hostile toward or unarmed strikes against an ally or a creature it was neutral toward. Once the fight starts, it continues to attack for 5 rounds before this effect ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

Mindless Courage (2 psi). You cause a creature's bloodlust to overcome its sense of preservation. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until the end of your next turn, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed.

Punishing Fury (5 psi; conc., 1 min.). You cause a creature's rage to grow so hot that it attacks without heeding its own safety. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until your concentration ends, any creature within 5 feet of it can use a reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

Intellect Fortress

Clairsentient Discipline

You forge an indomitable wall of psionic energy around your mind—one that allows you to launch counterattacks against your opponents.

Psychic Focus. While focused on this discipline, you gain resistance to psychic damage.

Psychic Backlash (2 psi). As a reaction, you can impose disadvantage on an attack roll against you if you can see the attacker. If the attack still hits you, the attacker takes 2d6 psychic damage.

Psychic Parry (1–7 psi). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +1 bonus to that saving throw for each psi point you spend on this ability. You can use this ability after rolling the die but before suffering the results.

Psychic Redoubt (5 psi; conc., 10 min.). As an action, you create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.

Iron Durability

Psychometabolic Discipline

You transform your body to become a living metal, allowing you to shrug off attacks that would cripple weaker creatures.

Psychic Focus. While focused on this discipline, you gain a +1 bonus to AC.

Iron Hide (1–7 psi). As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each psi point you spend on this ability. The bonus lasts until the end of your next turn. This bonus applies against the triggering attack.

Steel Hide (2 psi). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.

Iron Resistance (7 psi; conc., 1 hr.). As an action, you gain resistance to bludgeoning, piercing, or slashing damage (your choice), which lasts until your concentration ends.

Mantle of Awe

Clairsentient Discipline

You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.

Psychic Focus. While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum of +1).

Charming Presence (1–7 psi). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point spent on this ability; the total is how many hit points worth of creatures this option can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat. Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving on to the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.

Center of Attention (2 psi; conc., 1 min.). As an action, you exert an aura of power that grabs a creature's attention. Choose one creature you can see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage.

Invoke Awe (7 psi; conc., 10 min.). As an action, you exert an aura that inspires awe in others. Choose up to 5 creatures you can see within 60 feet of you. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it

has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Mantle of Command

Telepathy Discipline

You exert an aura of trust and authority, enhancing the coordination among your allies.

Psychic Focus. While focused on this discipline, when you end your turn and didn't move during it, you can use your reaction to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.

Coordinated Movement (2 psi). As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to move up to half their speed, following a path of your choice.

Commander's Sight (2 psi; conc., 1 rnd.). As an action, choose one creature you can see within 60 feet of you. Until the start of your next turn, your allies have advantage on attack rolls against that target.

Command to Strike (3 psi). As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack action. You choose the targets.

Strategic Mind (5 psi; conc., 1 min.). As an action, you exert an aura of trust and command that unites your allies into a cohesive unit. Until your concentration ends, any ally within 60 feet of you on their turn can, as a bonus action, take the Dash or Disengage action or roll a d4 and add the number rolled to each attack roll they make that turn.

Overwhelming Attack (7 psi). As an action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to take the Attack action. You choose the targets of the attacks.

Mantle of Courage

Telepathy Discipline

You focus your mind on courage, radiating confidence and bravado to your allies.

Psychic Focus. While focused on this discipline, you and allies within 10 feet of you who can see you have advantage on saving throws against being frightened.

Incite Courage (2 psi). As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of those creatures is frightened, that condition ends on that creature.

Aura of Victory (1–7 psi; conc., 10 min.). As a bonus action, you project psionic energy until your concentration ends. The energy fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within 30 feet of you gain temporary hit points equal to double the psi points spent to activate this effect.

Pillar of Confidence (6 psi; conc., 1 rnd.). As an action, you and up to five creatures you can see within 60 feet of you each gain one extra action to use on your individual turns. The action goes away if not used before the end of your next turn. the action can be used only to make one weapon attack or to take the Dash or Disengage action.

Mantle of Fear

Telepathy Discipline

You tap into a well of primal fear and turn yourself into a beacon of terror to your enemies.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Intimidation) checks.

Incite Fear (2 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until your concentration ends. Whenever the frightened target ends its turn in a location where it can't see you, it can repeat the saving throw, ending the effect on itself on a success.

Unsettling Aura (3 psi; conc., 1 hr.). As a bonus action, you cloak yourself in unsettling psychic energy. Until your concentration ends, any enemy within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves toward you. A creature ignores this effect if immune to being frightened.

Incite Panic (5 psi; conc., 1 min.). As an action, choose up to eight creatures you can see within 90 feet of you that can see you. At the start of each of a target's turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.

Mantle of Fury

Psychometabolic Discipline

You allow the primal fury lurking deep within your mind to burst forth, catching you and your allies in an implacable bloodthirst.

Psychic Focus. While focused on this discipline in combat, you and any ally who starts their turn within 10 feet of you gains a 5-foot increase to their walking speed during that turn.

Incite Fury (2 psi; conc., 1 min.). As a bonus action, choose up to three allies you can see within 60 feet of you (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll.

Mindless Charge (2 psi). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target can immediately use its reaction to move up to its speed in a straight line toward its nearest enemy.

Aura of Bloodletting (3 psi; conc., 1 min.). As a bonus action, you unleash an aura of rage. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls.

Overwhelming Fury (5 psi; conc., 1 min.). As an action, you flood rage into one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mantle of Joy

Telepathy Discipline

You tap into the joy within you, radiating it outward in soothing, psychic energy that brings hope and comfort to creatures around you.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Persuasion) checks.

Soothing Presence (1–7 psi). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target gains 3 temporary hit points per psi point spent on this effect.

Comforting Aura (2 psi; conc., 1 min.). As a bonus action, choose up to three allies you can see (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.

Aura of Jubilation (3 psi; conc., 1 min.). As a bonus action, you radiate a distracting mirth until your concentration ends. Each creature within 60 feet of you that can see you suffers disadvantage on any checks using the Perception and Investigation skills.

Beacon of Recovery (5 psi). As a bonus action, you and up to five allies you can see within 60 feet of you can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.

Mastery of Air

Psychokinetic Discipline

You become one with the power of elemental air.

Psychic Focus. While focused on this discipline, you take no falling damage, and you ignore difficult terrain when walking.

Wind Step (1–7 psi). As part of your move on your turn, you can fly up to 20 feet for each psi point spent. If you end this flight in the air, you fall unless something else holds you aloft.

Wind Stream (1–7 psi). As an action, you create a line of focused air that is 30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 1d6 bludgeoning damage per psi point spent and being knocked prone on a failed save, or half as much damage on a successful one.

Cloak of Air (3 psi; conc., 10 min.). As a bonus action, you seize control of the air around you to create a protective veil. Until your concentration ends, attack rolls against you have disadvantage, and when a creature you can see misses you with a melee attack, you can use your reaction to force the creature to repeat the attack roll against itself.

Wind Form (5 psi; conc., 10 min.). As a bonus action, you gain a flying speed of 60 feet, which lasts until your concentration ends.

Misty Form (6 psi; conc., 1 min.). As an action, your body becomes like a misty cloud until your concentration ends. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.

Mastery of Fire

Psychokinetic Discipline

You align your mind with the energy of elemental fire.

Psychic Focus. While focused on this discipline, you gain resistance to fire damage, and you gain a +2 bonus to rolls for fire damage.

Combustion (1–7 psi; conc., 1 min.). As an action, choose one creature or object you can

see within 120 feet of you. The target must make a Constitution save. On a failed save, the target takes 1d10 fire damage per psi point spent, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn't catch on fire.

Rolling Flame (3 psi; conc., 1 min.). As an action, you create fire in a 20-foot-by-20-foot cube within 5 feet of you. The fire lasts until your concentration ends. Any creature in that area when you use this ability and any creature that ends its turn there takes 5 fire damage.

Detonation (5 psi). As an action, you create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful one.

Fire Form (5 psi; conc., 1 min.). As a bonus action, you become wreathed in flames until your concentration ends. Any creature that ends its turn within 5 feet of you takes 3d6 fire damage.

Mastery of Force

Psychokinetic Discipline

As a student of psionic power, you perceive the potential energy that flows through all things. You reach out with your mind, transforming the potential into the actual. Objects and creatures move at your command.

Psychic Focus. While focused on this discipline, you have advantage on Strength checks.

Push (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d4 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.

Move (2–7 psi). Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below.

As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below.

Crush Damage (Bludgeoning)

Psi Spent	Maximum Weight	Damage
2	25 lbs.	2d6
3	50 lbs.	4d6
5	250 lbs.	6d6
6	500 lbs.	7d6
7	1,000 lbs.	8d6

Inertial Armor (2 psi). As an action, you sheathe yourself in an intangible field of magical force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.

Telekinetic Barrier (3 psi; conc., 10 min.). As an action, you create a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet of you. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.

Grasp (3 psi; conc., 1 min.). You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be

grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple.

The grappled target can escape by succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your psionic ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend psi points to boost your check, abiding by your psi limit. You gain a +1 bonus per psi point spent.

While a target is grappled in this manner, you create one of the following effects as an action:

Crush (1–7 psi). The target takes 1d6 bludgeoning damage per psi point spent.

Move (1–7 psi). You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

Mastery of Light and Darkness

Psychokinetic Discipline

You claim dominion over light and darkness with your mind.

Psychic Focus. While focused on this discipline, natural and magical darkness within 30 feet of you has no effect on your vision.

Darkness (1–7 psi). As an action, you create an area of magical darkness, which foils darkvision. Choose a spot you can see within 60 feet of you. Magical darkness radiates from that point in a sphere with a 10-foot radius per psi point spent on this ability. The light produced by spells of 2nd level or less is suppressed in this area.

Light (2 psi; conc., 1 min.). As an action, an object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until your concentration ends. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit in this manner, it can't hide, and attack rolls against it gain advantage.

Shadow Beasts (3 psi; conc., 1 min.). As an action, you cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last until your concentration ends, and they obey your verbal commands. In combat, roll for their initiative, and choose their

behavior during their turns. When this effect ends, the shadows disappear. See the Monster Manual for their stat block.

Radiant Beam (5 psi; conc., 1 min.). As an action, you project a beam of light at one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it takes 6d6 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

You can increase this effect's damage by 1d6 per each additional psi point spent on it.

Mastery of Weather

Psychokinetic Discipline

Your mind reaches into the sky, reshaping the stuff of storms to serve your needs.

Psychic Focus. While focused on this discipline, you have resistance to lightning and thunder damage.

Cloud Steps (1–7 psi; conc., 10 min.). As an action, you conjure forth clouds to create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet per psi point spent.

Hungry Lightning (1–7 psi). As an action, you lash out at one creature you can see within 60 feet of you with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 1d8 lightning damage per psi point spent on a failed save, or half as much damage on a successful one.

Wall of Clouds (2 psi; conc., 10 min.). As an action, you create a wall of clouds, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Creatures can pass through it without hindrance, but the wall blocks vision.

Whirlwind (2 psi). As an action, choose a point you can see within 60 feet of you. Winds howl in a 20-foot-radius sphere centered on that point.

Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.

Lightning Leap (5 psi). As an action, you let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6 lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line.

You can increase this ability's damage by 1d6 per additional psi point spent on it.

Wall of Thunder (6 psi; conc., 10 min.). As an action, you create a wall of thunder, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.

Thunder Clap (7 psi). As an action, choose a point you can see within 60 feet of you. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Nomadic Arrow

Psychoportation Discipline

You imbue a ranged weapon with a strange semblance of sentience, allowing it to unerringly find its mark.

Psychic Focus. While you are focused on this discipline, any attack roll you make for a ranged

weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.

Speed Dart (1–7 psi). As a bonus action, you imbue one ranged weapon you hold with psionic power. The next attack you make with it that hits before the end of the current turn deals an extra 1d6 psychic damage per psi point spent.

Seeking Missile (2 psi). As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.

Faithful Archer (5 psi; conc., 1 min.). As a bonus action, you imbue a ranged weapon with a limited sentience. Until your concentration ends, you can make an extra attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it returns to your grasp each time you make any attack with it.

Mental Chameleon

Clairsentience Discipline

You create a screen of psychic power that distorts your appearance, allowing you to blend into the background or even turn invisible.

Psychic Focus. While focused on this discipline, you have advantage on Dexterity (Stealth) checks.

Chameleon (2 psi). As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.

Step from Sight (3 psi; conc., 1 min.). As a bonus action, cloak yourself from sight. You can target one additional creature for every additional psi point you spend on this ability. The added targets must be visible to you and within 60 feet of you.

Each target turns invisible and remains so until your concentration ends or until immediately after it targets, damages, or otherwise affects any creature with an attack, a spell, or another ability.

Enduring Invisibility (7 psi; conc., 1 min.). As a bonus action, you turn invisible and remain so until your concentration ends.

Lore Mind

Clairsentience Discipline

You dispatch part of your psyche into the planar vista of minds and knowledge possessed by all things.

Psychic Focus. Whenever you focus on this discipline, you choose one skill or tool and have proficiency with it until your focus ends.

Alternatively, you gain the ability to read and write one language of your choice until your focus ends.

Wandering Mind (2–6 psi; conc., 10 min.). You enter a deep contemplation. If you concentrate for this option's full duration, you then gain proficiency with up to three of the following skills (one skill for every 2 psi points spent): Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, and Survival. The benefit lasts for 1 hour, no concentration required.

Find Creature (3 psi; conc., 1 min.). You cast your mind about for information about a specific creature. If you concentrate for this option's full duration, you then gain a general understanding of the creature's current location if it is within 1,000 feet from the psion, if the creature is farther, you learn its general direction. If the creature is on another plane of existence, you instead learn which plane.

Item Lore (3 psi; conc., 1 hr.). You carefully study an item. If you concentrate for this option's full duration while remaining within 5 feet of the item, you then gain the benefits of an identify spell cast on that item.

Psychic Speech (5 psi). As an action, you attune your mind to the psychic imprint of all language. For 1 hour, you gain the ability to understand any language you hear or attempt to read. In addition, when you speak, all creatures that can

understand a language understand what you say, regardless of what language you use.

Wandering Eye (6 psi; conc., 1 hr.). As an action, you create a psychic sensor within 60 feet of you. The sensor lasts until your concentration ends. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 60 feet. The sensor can look in all directions. As an action, you can move the sensor up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Phasing Eye (7 psi; conc., 1 hr.). As Wandering Eye above, except the eye can move through solid objects but can't end its movement in one. If it does so, the effect immediately ends.

Nomadic Step

Psychoportive Discipline

You exert your mind on the area around you, twisting the intraplanar pathways you perceive to allow instantaneous travel.

Psychic Focus. After you teleport on your turn while focused on this discipline, your walking speed increases by 10 feet until the end of the turn, as you are propelled by the magic of your teleportation. You can receive this increase only once per turn.

Step of a Dozen Paces (1–7 psi). If you haven't moved yet on your turn, you take a bonus action to teleport up to 20 feet per psi point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.

Nomadic Anchor (1 psi). As an action, you create an invisible, intangible teleportation anchor in a 5-foot cube you can see within 120 feet of you. For the next 8 hours, whenever you use this psionic discipline to teleport, you can instead teleport to the anchor, even if you can't see it, but it must be within range of the teleportation ability.

Defensive Step (2 psi). When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.

There and Back Again (2 psi). As a bonus action, you teleport up to 20 feet to an unoccupied space you can see and then move up to half your speed. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.

Transposition (3 psi). If you haven't moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can't fit in the destination space.

Baleful Transposition (5 psi). As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.

Phantom Caravan (6 psi). As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn't an open space for all the targets to occupy at the arrival point, this ability fails and is wasted.

Precognition

Clairsentient Discipline

By analyzing information around you, from subtle hints to seemingly disconnected facts, you learn to weave a string of probabilities in an instant that gives you extraordinary insights.

Psychic Focus. While focused on this discipline, you have advantage on initiative rolls.

Precognitive Hunch (2 psi; conc., 1 min.). As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration ends, whenever you make an attack roll, a saving

throw, or an ability check, you roll a d4 and add it to the total.

All-Around Sight (3 psi). In response to an attack hitting you, you use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.

Danger Sense (5 psi; conc., 8 hr.). As an action, you create a psychic model of reality in your mind and set it to show you a few seconds into the future. Until your concentration ends, you can't be surprised, attack rolls against you can't gain advantage, and you gain a +10 bonus to initiative.

Victory Before Battle (7 psi). When you roll initiative, you can use this ability to grant yourself and up to five creatures of your choice within 60 feet of you a +10 bonus to initiative.

Psionic Restoration

Psychometabolism Discipline

You wield psionic energy to cure wounds and restore health to yourself and others.

Psychic Focus. While focused on this discipline, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.

Heal Self (1–7 psi). As an action, you can spend psi points to restore your hit points. You regain 1d4 hit points per psi point spent.

Mend Wounds (3–7 psi). As an action, you can heal a creature of its injuries with your touch. You heal 1d4 hit points and can heal 1d4 additional hit points per psi point spent above 3.

Restore Health (5 or 7 psi). As an action, you can remove one of the following conditions or disease you are afflicted by: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one condition or disease from a creature at the cost of 7 psi via touch.

Restore Life (7 psi). As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.

Restore Vigor (7 psi). As an action, you can touch one creature and choose one of the

following: remove any reductions to one of its ability scores, remove one effect that reduces its hit point maximum, or reduce its exhaustion level by one.

Psionic Weapon

Psychometabolic Discipline

You have learned how to channel psionic energy into your attacks, lending them devastating power.

Psychic Focus. Whenever you focus on this discipline, choose one weapon you're holding or your unarmed strike. When you attack with it while focused on this discipline, its damage is psychic and magical, rather than its normal damage type. Until you reach 6th level as a psion, you don't add your Strength or Dexterity modifier to the psychic attack's damage rolls.

Ethereal Weapon (1 psi). As a bonus action, you temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.

Lethal Strike (1–7 psi). As a bonus action, you imbue a weapon you're holding or your unarmed strike with psychic energy. The next time you hit with it before the end of your turn, it deals an extra 1d10 psychic damage per psi point spent.

Augmented Weapon (5 psi; conc., 10 min.). As a bonus action, touch one simple or martial weapon. Until your concentration ends, that weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls.

Psychic Assault

Clairsentient Discipline

You wield your mind like a weapon, unleashing salvos of psionic energy.

Psychic Focus. While focused on this discipline, you gain a +2 bonus to damage rolls with psionic talents that deal psychic damage.

Ego Whip (1 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 3d8 psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, it takes half as much damage.

Id Insinuation (3 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d6 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.

Psychic Blast (5 psi). As an action, you unleash devastating psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw, taking 8d6 psychic damage on a failed save, or half as much damage on a successful one. You can increase the damage by 2d6 if you spend 1 more psi point on this ability.

Psychic Crush (7 psi). As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d6 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

Psychic Disruption

Telepathic Discipline

You create psychic static that disrupts other creatures' ability to think clearly.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Deception) checks.

Distracting Haze (1–7 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, it

takes 1d6 psychic damage per psi point spent and can't see anything more than 10 feet from it until your concentration ends. On a successful save, it takes half as much damage.

Daze (3 psi). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until the end of your next turn or until it takes any damage.

Mind Storm (5 psi). As an action, choose a point you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes 6d6 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on this ability.

Psychic Inquisition

Clairsentient Discipline

You reach into a creature's mind to uncover information or plant ideas within it.

Psychic Focus. While focused on this discipline, you know when a creature communicating with you via telepathy is lying.

Hammer of Inquisition (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and suffers disadvantage on its next Wisdom saving throw before the end of your next turn. On a successful save, it takes half as much damage.

Forceful Query (2 psi). As an action, you ask a question of one creature that can see and hear you within 30 feet of you. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful answer. A creature is immune to this ability if it is immune to being charmed.

Ransack Mind (5 psi; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain

within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails.

- With one failed saving throw, you learn its key memories from the past 12 hours.
- With two failed saving throws, you learn its key memories from the past 24 hours.
- With three failed saving throws, you learn its key memories from the past 48 hours.

Phantom Idea (6 psi; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you plant a memory or an idea in it, which lasts for a number of hours based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as "I had porridge for breakfast" or "Ale is the worst") or personality-defining ("I failed to save my village from orc marauders and am therefore a coward" or "Magic is a scourge, so I renounce it").

With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

Psychic Phantoms

Telepathy Discipline

Your power reaches into a creature's mind and causes it false perceptions.

Psychic Focus. While focused on this discipline, you have advantage on Charisma (Deception) checks.

Distracting Figment (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and thinks it perceives a threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have

advantage. On a successful save, it takes half as much damage.

Phantom Foe (3 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it perceives a horrid creature adjacent to it until your concentration ends. During this time, the target can't take reactions, and it takes 1d6 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase the damage by 1d6 for each additional psi point spent on the ability.

Phantom Betrayal (5 psi; conc., 1 min.). As an action, you plant delusional paranoia in a creature's mind. Choose one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or until your concentration ends, it must target its allies with attacks and other damaging effects. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Phantom Riches (7 psi; conc., 1 min.). As an action, you plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior until your concentration ends; the target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Size Alteration

Psychometabolic Discipline

You manipulate the matter that composes your body, or increasing your size, bolstering your

strength and durability or increasing your deftness and agility.

Psychic Focus. While focused on this discipline, you have immunity to any effects that alter your physical form.

Shrink Body (1-7 psi). As a bonus action, you can enlarge yourself until the start of your next turn, as if you were the target of the *reduce* spell. Each psi point spent allows you this effect to last 1 additional round.

Sudden Growth (1-7 psi). As a bonus action, you can enlarge yourself until the start of your next turn, as if you were the target of the *enlarge* spell. Each psi point spent allows you this effect to last 1 additional round.

Miniature Form (3-4 psi; conc., 1 min.). As a bonus action, you become Tiny until your concentration ends. While this size, you gain a +4 bonus to Dexterity, gain advantage to Dexterity (Stealth) checks and can move through gaps up to 6 inches across without squeezing. Spending 1 additional psi point increases your Dexterity by 2.

Massive Form (3-4 psi; conc., 1 min.). As a bonus action, you gain 20 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an additional die of damage on a hit, your reach increases by 5 feet and you gain a +2 bonus to Strength. If you're smaller than Large, you also become Large for the duration. Spending 1 additional psi point increases your Strength by 2.

Gigantic Form (6-7 psi; conc., 1 min.). As a bonus action, you gain 30 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 2d6 bludgeoning damage on a hit, and your reach increases by 10 feet and you have an additional +4 to Strength. If you're smaller than Huge, you also become Huge for the duration. Spending 1 additional psi point increases your Strength by 2.

Telepathic Contact

Telepathy Discipline

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

Psychic Focus. While focused on this discipline, you gain the ability to use your Telepathy class feature with up to six creatures at once. If you don't have that feature from the psion class, you instead gain it while focused on this discipline.

Exacting Query (2 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Occluded Mind (2 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes that you communicate to it via telepathy. The statement can be up to ten words long, and it must describe you or a creature or an object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Broken Will (5 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

Psychic Grip (6 psi; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or it is paralyzed until your concentration ends. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can

use your reaction to force the target to move up to half its speed, even though it's paralyzed.

Psychic Domination (7 psi; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or you choose the creature's actions and movement on its turns until your concentration ends. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

Third Eye

Clairsentience Discipline

You create a third, psychic eye in your mind, which you cast out into the world. It channels thoughts and knowledge back to you, greatly enhancing your senses.

Psychic Focus. While focused on this discipline, you have darkvision with a range of 60 feet. If you already have darkvision with that range or greater, increase its range by 10 feet.

Tremorsense (2 psi; conc., 1 min.). As a bonus action, you gain tremorsense with a radius of 30 feet, which lasts until your concentration ends.

Unwavering Eye (2 psi). As a bonus action, you gain advantage on Wisdom checks for 1 minute.

Piercing Sight (3 psi; conc., 1 min.). As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends.

Truesight (5 psi; conc., 1 min.). As a bonus action, you gain truesight with a radius of 30 feet, which lasts until your concentration ends.

Psionic Talents

Psionic Talents

PSIONIC TALENTS

Psionic talents are minor abilities that require psionic aptitude but don't drain a mystic's reservoir of psionic power.

Talents are similar to disciplines and use the same rules, but with three important exceptions:

- You can never use your psychic focus or metapsionics on a talent.
- Talents don't require you to spend psi points to use them.
- Talents aren't linked to Psionic Orders.

The talents are presented below in alphabetical order.

- **Anticipate** (*Psionic Talent*) As a reaction, you focus on one creature to discern its next action. The target must succeed on a Wisdom saving throw, or it gains disadvantage towards its next action directed at you.
- **Beacon** (*Psionic Talent*). As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it earlier as a bonus action.
- **Blade Meld** (*Psionic Talent*). As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp until you choose to do so.
- **Blind Spot** (*Psionic Talent*) As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.
- **Blink** (*Psionic Talent*). As a bonus action, you may teleport to a location up to 10 feet away. You must have line of sight to the location, and you can bring along possessions that amount to as much as a medium load.
- **Delusion** (*Psionic Talent*) As an action, you plant a false belief in the mind of one creature that you can see within 60 feet of you. You can create a sound or an image. Only the target of this talent perceives the

sound or image you create. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute. If you create an object, it must fit within a 5-foot cube and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.

- **Dimensional Movement** (*Psionic Talent*). As an action, you bend space and time to increase your movement. You add an additional 5 feet to your movement speed for 1 minute.
- **Energy Beam** (*Psionic Talent*) As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d6 acid, cold, fire, lightning, or thunder damage (your choice). The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- **Light Step** (*Psionic Talent*) As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.
- **Mind Meld** (*Psionic Talent*) As a bonus action, you can communicate telepathically with one willing creature you can see within 30 feet of you. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted. This communication can occur until the end of the current turn. You don't need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. You also gain access to one

memory of the target's choice, gaining perfect recall of one thing it saw or did.

- **Mind Thrust** (*Psionic Talent*). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- **Psion's Hand** (*Psionic Talent*). You can use your action to manipulate or move one object within 30 feet of you. The object can't weigh more than 5 pounds, and you can't affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction. This talent allows you to open an unlocked door, pour out a beer stein, and so on. The object falls to the ground at the end of your turn if you leave it suspended in midair.
- **Psychic Attraction** (*Psionic Talent*). As an action, you beguile one humanoid you can see within 90 feet of you. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.
- **Psychic Hammer** (*Psionic Talent*). As an action, you try to grasp one creature you can see within 120 feet of you, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d4 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can't lift the target off the ground unless it is already airborne or underwater. The talent's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).
- **Telekinetic Strike** (*Psionic Talent*). As an action, you target one creature you can see within 60 feet of you. The target must

succeed on a Constitution saving throw or take 1d4 force damage. The damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

- **Vigor** (*Psionic Talent*). As an action, you can target one willing creature and grant them 5 temporary hit points that last for 1 minute. This talent cannot be used again on the same creature for 24 hours.

WILD TALENTS

Every Dark Sun player character begins the game with the ability to manifest a randomly psionic talent.

It should be noted that characters with the Psion class gain this random wild talent in addition to the talents granted by their class.

Psionic Ability. Unlike psions, who always use Intelligence as their psionic ability, wild talents can choose Constitution, Intelligence, Wisdom, or Charisma to be the ability score that determines their psionic attack modifier and psionic save DC. Note that wild talents who later take levels in the psion class must use Intelligence as their psionic ability score.

Discipline Save DC = 8 + your proficiency bonus + your ability modifier.

Discipline Attack Modifier = your proficiency bonus + your ability modifier.

Random Wild Talent

Roll 3d6 and consult the table below to determine your wild talent.

Roll	Talent
3	Anticipate
4	Beacon
5	Blade Meld
6	Blind Spot
7	Blink
8	Delusion

9	Dimensional Movement
10	Energy Beam
11	Light Step
12	Mind Meld
13	Mind Thrust
14	Mystic Charm
15	Mystic Hand
16	Psychic Hammer
17	Telekinetic Strike
18	Vigor

CHAPTER 7: MAGIC

The sources of magic on Athas are quite different from those on other D&D campaign worlds. Since Athas is a world without deities, clerics gain their powers from the elemental planes of air, earth, fire and water while druids and rangers from the nameless spirits that inhabit the land.

Wizards, on the other hand, draw the power to cast their spells from the land itself. The use of wizardly magic can disrupt and destroy the land's ability, to support life, for if a wizard takes too much energy from the land, plants and soil die.

These changes mean that not only do spellcasters on Athas have different abilities and spell lists, the very nature of magic is different and some spells and magic items are significantly altered from what is presented in the *Player's Handbook* or *Dungeon Master's Guide*.

SPELL LISTS

CLERIC MAGIC

As has been mentioned, clerics in a Dark Sun campaign gain their powers and spells through ritual pacts made with the elements themselves. Because of this some new spells have been added to their repertoire while others have been removed or are available only to clerics of a specific elemental domain.

ADDED CLERIC SPELLS

Athasian clerics add the following spells to their class list. These spells are described in detail later in this chapter

Spell Name	Level
Merciful Shadows	1st
Rejuvenate	5th
Create Tree of Life	8th

REMOVED CLERIC SPELLS

Athasian clerics do not have access to the following spells unless they are domain spells for their chosen element.

Spell Name	Level
Create or Destroy Water	1st
Continual Flame	2nd
Create Food and Water	3rd
Meld Into Stone	3rd
Water Walk	3rd
Control Water	4th
Stone Shape	4th
Flame Strike	5th
Conjure Celestial	7th
Fire Storm	7th
Control Weather	8th
Earthquake	8th

DRUID MAGIC

Druids are granted spells by the spirits that inhabit their guarded land. Much like their cleric counterparts, druids have an altered spell list to reflect the changed nature of their world. In addition to the spells from the *Player's Handbook* and this guide, Athasian druids can use all spells from their class list in the *Elemental Evil Player's Companion*.

ADDED DRUID SPELLS

Athasian druids add the following spells to their class list. These spells are described in detail later in this chapter.

Spell Name	Level
Rejuvenate	5th
Create Tree of Life	8th

REMOVED DRUID SPELLS

Athasian druids do not have access to the following spells. This is because fey creatures in Dark Sun are not the friendly forest sprites

found in other settings but rather cunning and often cruel spirits of the wastelands.

Spell Name	Level
Conjure wood Land Beings	4th
Conjure Fey	6th

RANGER MAGIC

Like druids, rangers draw upon the spirits of the land for their magic. They can use any spells from their class lists from both the *Player's Handbook* and *Elemental Evil Player's Guide*.

ADDED RANGER SPELLS

Athasian rangers add the following spells to their class list. These spells are described in detail later in this chapter.

Spell Name	Level
Merciful Shadows	1st
Rejuvenate	5th

REMOVED RANGER SPELLS

Athasian rangers lose access to the following spell

Spell Name	Level
Conjure Woodland Beings	4th

WIZARD MAGIC

Athasian wizards fall into two categories: preservers and defilers. The former work to save the land while the former greedily exploit its destruction to weave more powerful spells.

Both have access to all wizard spells from the *Player's Handbook* as well as the *Elemental Evil Player's Companion*. They also have the ability to learn any of the new spells listed below.

ADDED SPELLS

Athasian wizards add the following spells to their class list. These spells are described in detail later in this chapter.

Spell Name	Level
Detect Psionics	2nd
Psionic Dampener	4th
Rejuvenate	5th
Doom Legion	7th
Create Tree of Life	8th

NEW SPELLS

Create Tree of life

8th level enchantment

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a piece of gold wire worth 1,000 cr which is wrapped around the sapling that is to be made into the tree of life)

Duration: Permanent

By means of this spell a caster can enchant a living sapling to become a magical tree of life. The sapling must have already sprouted from the ground, though the caster can transplant such a sapling before casting the spell. It will grow to its full size in only one week, but has its full powers and capabilities immediately after the spell is cast. Any tree less than one year old will suffice; this spell cannot be cast on an older tree. The properties of a tree of life are described at the end of this chapter.

Detect Psionics

2nd-level divination (ritual)

Casting Time: 1 action

Range: Self **Components:** V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of psionics within 30 feet of you. If you sense psionics in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears a psionic effect, and you learn what discipline the effect belongs to, if any.

This spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Doom Legion

7th-level necromancy

Casting Time: 1 minute

Range: 360 feet

Components: V, S, M (a black gem worth at least 1,000cr)

Duration: Permanent

This spell creates skeletons or zombies from the remains of an army defeated in battle. The spell must be cast on the site of the conflict, where the fallen bodies still lie. When cast, only the bodies or skeletons of the losing side will be animated.

If the battle took place less than three months before the casting of the spell the undead will be zombies. Any longer period of time will yield skeletons - even if the bones have turned to dust, they will reassemble when this spell is cast.

The number animated depends upon the radius of the spell and the number of bodies within it. The DM decides what level of conflict was fought on the grounds where the spell is cast, then rolls dice to find how many undead are raised:

Size of Battle	Undead Raised
Skirmish	3d12
Small Battle	6d12
Major Battle	10d20

Animated bodies that are less than 1 yard beneath the surface will dig themselves out within one minute of casting the spell. Those deeper will not animate. There is a chance that the animated army of undead will ignore the spell caster and undertake their original mission, depending on how long the vanquished army has laid at rest.

Time at Rest	Chance to Ignore
1 day	90%
1 week	80%
1 month	70%
3 months	60%
1 year	50%
5 years	40%
10 years	30%
50 years	20%
100 years	10%
Over 100 years	0%

An army of undead that ignores the caster will not necessarily attack him, but it will not obey him. It will pursue revenge for its defeat, advancing on its previous enemy, even if that no longer makes sense, considering the passage of time.

Should the army not ignore the caster, the undead will consider the spell caster its new leader and will follow him until every individual is somehow destroyed.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher you reduce the chance that the undead created will ignore you by 20% per spell slot level above 7th.

Merciful Shadows

1st-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of palm leaf)

Duration: 24 hours

This spell cloaks the target in magical shade which provides protection against the scorching sun. Once cast, the target gains advantage on saving throws made to resist exhaustion caused by extreme heat.

Their water requirements are also halved for the duration. The individual so protected appears normal except that he doesn't sweat as

much as expected and his coloration is a bit gray.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher you can target one additional target for each spell slot level above 1st.

Psionic Dampener

4th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (any small object within a blown glass sphere)

Duration: Concentration, up to 1 minute.

This spell allows a caster to nullify the psionic abilities of one creature it can see within range. The target must succeed on an Intelligence saving throw or be unable to use any of the following abilities for the duration of the spell:

- Psionic talents
- Psionic disciplines
- Spellcasting ability with the psionics tag
- Innate Spellcasting ability with the psionics tag
- Any other abilities that the DM rules are psionic in nature

At the end of each of its turns, the target can make another Intelligence saving throw. On a success the spell ends on the target.

Rejuvenate

5th-level alteration

Casting Time: 1 action

Range: Touch

Components: V, S, M (any type of seed and a drop of water)

Duration: Permanent

This spell restores defiled or otherwise desolate terrain to where it can support life again. The spell may be cast on any ground short of solid rock, including sand, rocky sand or soil or dust.

The spell effects the ground in an 50-foot radius centered on the caster. Once cast, the soil is enriched and moistened, and a layer of fine grass or other plant life appropriate to the terrain emerges instantly.

Once cast, the moist soil and grass are not magical and are subject to all natural forces upon them. They will however, survive a week in even the worst of conditions. Rejuvenate will otherwise last until another arcane defilement spell destroys the vegetation in the area.

Wizards who are defilers cannot cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the area of effect is increased by 50 feet per spell slot level above 5th.

SPECIAL RULES

In addition to the spell list adjustments provided earlier in this chapter, there are a couple of rules to keep in mind when playing a spellcaster in a Dark Sun campaign.

METAL SPELL COMPONENTS

The rarity of metal on Athas means that spellcasters have adapted most spells that require metallic components to use more commonly found materials. Any spell that requires a metal component can be assumed to have a non-metal alternative. For example, your DM may rule that the 50gp worth of powdered iron and silver needed to cast magic circle can be replaced with 50cr worth of powdered jade or obsidian.

WATER AND ICE MAGIC

Spells that create water or ice gate summon these materials directly from the Elemental Plane of Water. Like Athas, the elemental planes are dying and none more so than the Plane of Water, the rulers of which are careful to take back their element once the spell is complete.

This means that water and ice created by most spells is magically transported back to the Plane of Water once the duration is finished or the spell otherwise ended. This even applies to water consumed before the expiration of a spell giving the imbiber no benefit. A few select spells are exempt from this rule, as described below.

CREATE OR DESTROY WATER

The create water application of this spell permanently summons water, however the amount created is drastically reduced. The spell creates only 2 gallons of water or enough rain to fill a 5-foot cube per spell slot level expended. The destroy water application of the spell is unchanged.

CONTROL WEATHER

This powerful spell is capable of causing real rain to fall from the sky instead of gating it from the Plane of Water. That means that any rain created will last normally. The downside to this spell is that the rain created is essentially stolen from elsewhere on Athas, meaning that while the caster is bringing water where they want, somewhere else in the region will end up missing the much-needed rainfall.

Because of these clerics, druids, and preservers are careful in their usage of this spell. Unfortunately, defilers and the templars are not.

MAGIC ITEMS

For the most part magic items follow the same rules as presented in the *Dungeon Master's Guide* with the following exceptions. Due to the rarity of wizards, most magic items on Athas are actually made by psions and templars.

MAGIC SEALS

With literacy a rare talent on Athas, spells are not stored on the scrolls of paper or vellum common on other worlds. Instead spellcasters rely on disks engraved with arcane glyphs

known as magic seals. These seals are just large small enough to fit in a human's open hand.

Seals containing lower-level spells are made from common materials like clay, bone, or wood while those containing more powerful enchantments are carved from obsidian, jade, metal or precious stones. Other than their form, magic seals function exactly as spell and protection scrolls do in other campaign worlds.

POTION FRUITS

On Athas, potions come in the form of magical fruits or berries. The juices of the fruit hold the magical properties of the potion and the fruit must be eaten to release the magical effect.

In Dark Sun, potions are never found as fluids in a flask or vial. Any juicy berry or fruit may be enchanted with a potion. Since the juice itself holds the potion, drier fruits such as dates cannot be so enchanted.

Whereas normal fruits may only remain ripe for a few days or weeks before they begin to rot, potion fruits have their period of ripeness greatly extended. Once enchanted with a potion, a fruit will remain ripe for 99 years. After that time, the enchantment fades and the fruit will rot normally.

Different types of fruits hold different potion effects so they can be identified on sight with a successful Intelligence (Arcana) or (Nature) check, with the rarity of the potion determining the DC.

Potion Rarity	Identify DC
Common	10
Uncommon	10
Rare	15
Very Rare	20
Legendary	25

Potion fruits are not subject to destruction from defiling.

POTION FRUIT CREATION

Spellcasters can create potion fruits in one of two ways. Magical Enchantment follows the same rules for magic item creation found in the *Dungeon Master's Guide*, while botanical enchantment allows a magic user to use one enchanted fruit to possibly grow more.

BOTANICAL ENCHANTMENT

The original potion fruit must be planted unused. From this seed a magical tree grows very quickly, producing a full-sized fruit tree grows in 1d6 weeks. Once the magical tree is grown, a d6 is rolled to determine how many potion fruits appear.

Roll	Potion Fruits
1	No fruits
4-Feb	1 Fruit
6-May	2 Fruits

Regardless of how many nonmagical fruits the tree bears, there will be, at most, two potion fruits on it. These fruits are different in size, color, or texture than the non-magical fruits and are easily identified. Once a potion fruit is plucked from a tree another one will grow in its place in another 1d6 weeks. Such a tree will live at least 99 years unless it is destroyed

Botanical enchantment is somewhat risky. The tree must be tended, watered, and pruned every day while it is growing. Any severe change in the weather, such as a drought or freeze, will ruin the tree and no fruit will be borne. Any use of defiler magic near the tree will kill it and render any potion fruits on it useless. Even if all goes well the tree may not bear potion fruits, anyway.

MAGICAL ARMS AND WEAPONS

Magical arms and armor are highly sought after by Athasian warriors. For the most part, these items are identical to those found in other

campaign settings. However, the special rules regarding armor damage, weapon breakage, and metal equipment used in Dark Sun have some effect on enchanted armor and weapons.

MAGICAL ARMOR DAMAGE

Magical armor is only subject to damage from magical weapons, spells, psionic abilities, and other supernatural effects. Repairing magic armor is expensive and requires a highly skilled armorer. The cost to have each point of lost AC repaired is dependent on the armor's rarity.

Rarity	Repair Cost
Common	100 cr per point of AC
Uncommon	200 cr per point of AC
Rare	300 cr per point of AC
Very Rare	400 cr per point of AC
Legendary	500 cr per point of AC

TREES OF LIFE

A tree of life is a mighty and magical tree, enchanted by a powerful cleric, druid or wizard. The magical life forces of these trees make them virtually eternal. The greatest trees of life are ancient: many solitary trees predate the villages around them and others stand in entire groves, a quiet testimony to the great wizards of a bygone age. Present-day priests and wizards still create new trees to enrich the world or, in the case of the defilers, to pervert their powerful life forces to further their destructive, evil ambitions.

A tree of life is, in essence, a living magical item. It stores and channels energies from all four elemental planes. Thus, though wizards can create a tree of life, only clerics and druids can tap its special powers.

SPECIAL POWERS

A cleric or druid in contact with a tree of life can cast the following spells: *commune with nature*, *divination*, *heat* and *scrying*. Once cast, a spell

cannot be used again by any cleric or druid until the next dawn.

DESTROYING A TREE OF LIFE

A tree of life has two distinct parts: its physical form and its life force.

Physical Form. The stump, branches, roots, or leaves of a tree of life make up its physical form, and are not inherently magical. The same things that would destroy a normal tree will destroy the physical form of a tree of life (e.g., chopping it down, burning it) with one exception. Neither climate nor terrain effect a tree of life. One will flourish in the middle of the desert or on a rocky mountain face, regardless of drought, severe weather, natural lightning, earthquakes, and so forth.

Life Force. Destroying the tree's life force is much more difficult. A tree of life, at any stage of growth (even a sprout) has 100 hit points that can only be affected by necrotic damage targeting the tree.

Defiler magic also affects a tree's life force. Every level of a spell empowered with arcane defilement cast within 300 feet of a tree of life drains 10 hit points of life force from the tree. This negates the effect the spell would otherwise have on surrounding vegetation. The life force of a tree of life is completely snuffed if it falls below zero hit points. The tree cannot recover if damaged this badly, both the physical form and life energy of the tree will die.

Regeneration. Both a tree of life's physical form and its life force regenerate. If the tree's physical form is damaged or destroyed, it will grow back, to full size. The tree will regrow at a rate of one quarter of its full size per week. A sprout will appear in one day, grown to a sapling in one week. It will grow to a young tree in two weeks, then to a full-sized adult tree in three. After four weeks, the tree of life will revert to its true form: an ancient and mighty tree. No

matter how many times the physical form of the tree is destroyed it will always grow back.

The life force of a tree of life regenerates one level (10 hit points) per hour. It regenerates even if the life force reaches zero points, but not if it goes below zero.

MAGICAL WEAPON BREAKAGE

Magical weapons are far more durable than their mundane counterparts. When rolling for weapon breakage with a magical weapon, the wielder rolls 2 dice to determine breakage instead of 1. Using d6s for non-metal weaponry and d20s for metal. The weapon only breaks if both dice come up as 1.

Like magical armor, magic weapons can be repaired, but only at significant cost and only by the most talented weapon-smiths. The cost to repair is based on the weapon's rarity.

Rarity	Repair Cost
Common	200 cr per point of AC
Uncommon	300 cr per point of AC
Rare	400 cr per point of AC
Very Rare	500 cr per point of AC
Legendary	600 cr per point of AC

MAGICAL METAL ITEMS AND ARMOR

The rarest and most prized of enchanted combat gear is crafted from metal. These items are most likely to be found in an ancient ruin or as an heirloom passed down for eons as the art of enchanting metal has largely been lost to modern Athasians.

Magical armor and weapons crafted from metal have their rarity increased by one step, so a while an obsidian battleaxe +1 is an uncommon item, a steel battleaxe +1 is considered a rare item.