

## Character Classes



**D**ark Sun uses several variations on the standard D&D classes, with minor changes to enhance setting flavour. The gladiator, templar, and trader fill roles that are largely unique to Athas, while the bard is so heavily modified that it should be considered a new class as well.

A character's class is one of his most defining features. It's the source of most of his abilities, and gives him a specific role in any adventuring party.

**Literacy:** All characters on Athas start play illiterate. In order to become literate with a language, they must acquire the literacy non-weapon proficiency. Only templars and members of the nobility have access to literacy at its base cost. All other characters pay two slots to learn literacy, and do so illegally to boot. Those who openly display their skills at reading and writing are in for an unpleasant shock.

**Swimming:** Athas is a desert world; most inhabitants never have access to any sort of large body of water in which they could learn to swim. As a consequence, the swimming non-weapon proficiency is unavailable to all classes, with the exception of clerics of elemental water and paraelemental rain. Those Athasians who do live near water (such as the tribe of Dragon's Bowl, near the Lake Pit, learn not to enter the water. It is often home to creatures far more adept at swimming... and at devouring other swimmers.

**Character Trees:** Some Dark Sun games use a system of character trees, a set of multiple interlinked characters who are all connected in some way. This allows players to use different characters suited to whatever adventure is at hand, and also provides a means to easily replace characters slain in the course of adventuring on Athas. The character tree system is entirely optional.

## Priest

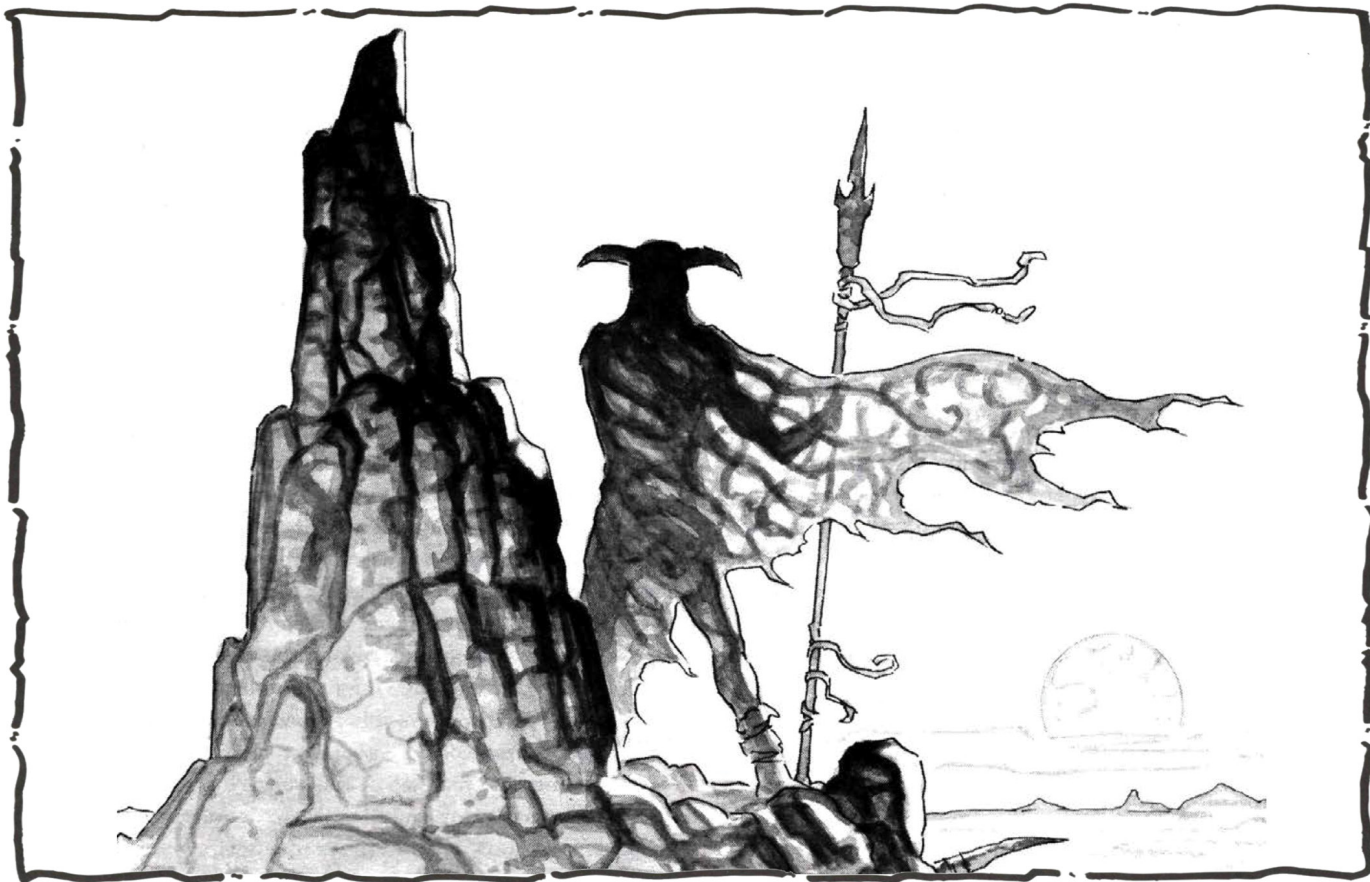
Athas is a world without true gods. Some believe they abandoned the world long ago, while others claim that Athas has never had deities, and has always been alone in the cosmos. Powerful sorcerer-kings often masquerade as gods and demigods but, though their powers are great and their worshippers many, they aren't true gods. The world does, however, provide sources of priestly magical power. Such belief-inspired magic is separated into three distinct areas, each with a class suitable to its application.

**Clerics** are priests who tend to the needs of the local people with their particular talents. Most worship one of the four prime elemental forces: earth, air, fire, or water. Others follow the paraelements: magma, rain, silt, and sun. Clerics call upon magical energies from the associated planes, specialising in one element's magical application on the Prime Material Plane of Athas. Like the elements themselves, the power they draw upon isn't benevolent or malevolent; it only cares that its natural form in the material world is preserved.

**Druids**, the second type of Athasian priest, associate themselves with the spirits that inhabit special geographical locations on Athas. Every oasis, rock formation, stretch of desert, and mountain has a spirit that looks over it and protects its use. A druid allies with a particular spirit, acting as that spirit's earthly counterpart and drawing magical energy from it. For example, an oasis has its own spirit and a single druid who lives there to protect it and preside over its use by humans, demihumans, and animals.

**Templars** worship the sorcerer-kings and draw their magical energies through them. The sorcerer-kings grant magical spells to their templars for services rendered. If a templar falls from favour, or if his sorcerer-king is killed, the templar loses all magic spells. In addition to their magical powers, templars have great secular authority over the citizens of their sorcerer-king's city-state.

Note that the use of priestly magic never adversely affects the ecosystem in and of itself. The net result of the spell may affect the environment (such as *summon insects* or *lower water*), but the use of the magical energy itself doesn't destroy the environment like defiling magic.





## Cleric

**Ability Requirements:** Wisdom 9  
**Armour:** All  
**Weapons:** See below

Outside the city-states, away from the bureaucracy of the sorcerer-kings and their templars, the most common type of priest is the cleric. All clerics worship one of the elemental (air, earth, fire, or water) or paraelemental planes (magma, rain, silt, or sun) and draw their magical energies directly from them. However, the backgrounds and motivations for clerics may be vastly different – the shamans of the halflings, the mullahs of the trader caravans, and the healers who dwell among the slave tribes are all very different, but they're all clerics.

Every cleric must choose one elemental plane as his focus of worship. This choice will dictate what spells he can call upon and what types of weapons he will prefer to use. A cleric has major access to the sphere of his element of worship. He also has minor access to the Sphere of the Cosmos. A cleric need not restrict his activities to supporting his element on Athas, but direct opposition may cause spells to be withheld, at the DM's option. For example, a cleric of water who goes out of his way to poison or otherwise damage a watering hole might suffer for this action.

Clerics concentrate their efforts on magical and spiritual pursuits, and usually leave combat to others. However, Athas is a violent world, and practicality dictates that they train in combat, as well. Clerics are not restricted with regard to armour, but commonly limit themselves to weapons that are somehow related to their particular elemental plane of worship.

### Cleric Weapon Restrictions

**Elemental Plane of Air:** Since the air does not lend itself easily to being an offensive weapon, clerics of the air rely instead on weapons that are guided by the air. They may use any sort of fired or hurled missile weapon regardless of construction. Spears are also acceptable, used in either a melee or missile role.

**Elemental Plane of Earth:** Clerics of the earth are usually the best armed since they can use stone and metal in their weapons. Wood is also acceptable to them since it originally grew from the ground. They may use all weapons.

**Elemental Plane of Fire:** Clerics who worship this plane rely on flaming weapons. Favoured weapons include flaming arrows, burning oil, and magical weapons enchanted to somehow burn or scald. In extreme circumstances, heating metal weapons to cause searing damage is another acceptable practice among the clerics of the flames. Because it was once fused under great heat, obsidian weapons are also acceptable.

**Elemental Plane of Water:** Those who dedicate themselves to the worship of this element recognise water as the bringer of life to the wastelands, the originator of all that grows. Therefore, clerics of the water may use any weapon that is of organic origin, usually wood or bone. They may use bows, javelins, and spears, and any weapon that deals bludgeoning damage.

**Paraelemental Clerics:** Because paraelementals are only concerned with the quantity of their material on the Prime Material Plane, they rarely express any individual preferences. This means that paraelemental clerics are not restricted in the weapons they wield.

### Class Abilities

**Botanical Enchantment:** As spellcasters, clerics know the secret of using a potion fruit to grow more potion fruit. Your DM has full details on this process.

**Power Conjunction:** A power conjunction occurs when a cleric enters a realm where his patron element is plentiful, rich, or both. When a cleric is in conjunction, his effective level for purposes of spellcasting is increased by +2. He does not gain any additional spells, but is considered to be two levels higher for determining spell effects. See below for when each type of cleric is considered to be in conjunction.

**Spells:** Clerics gain major access to the sphere of their element and minor access to the Sphere of the Cosmos. Clerics must prepare Cosmos spells before casting, but cast elemental spells spontaneously. Clerics must be fully rested in order to regain spells, prepared or otherwise. When a cleric prepares spells, he must be near his patron element – a naked flame, bowl of water or silt, upon the earth, or beneath the sun or sky.

**Turn Undead:** The cleric is granted power over undead, enabling him to drive away these creatures or destroy them utterly (though a cleric of evil alignment can bind the creatures to his will). Most Athasian undead are unique creatures – the cleric turns them according to their Hit Dice.

**Minor Granted Power:** At 3rd, 5th, 7th, 9th, and 11th level, elemental clerics gain a minor power (player's choice), depending on their patron element. See the lists below for granted powers available.

**Ignore Element:** A cleric can ignore the presence of his element when he reaches 5th level, for one round per level, once per day. Thus, a cleric of water may move through water freely and one of earth may pass through stone walls as if they were not there. Force exerted on the cleric by the element may also be ignored - a great wind will not affect an air cleric, flames will not burn a cleric of the flames. This protection extends to everything that the cleric is carrying. See the granted powers section below for more information on this ability.

**Sacrifice:** Any time a cleric of 5th level or higher is within a defiler's magical destruction radius  $\times 2$ , he may substitute his life force for the spell's energy. He loses 1 hp for every level of the defiler's spell, but the land suffers no ill effects. If he should come up short, the cleric loses all remaining hit points and whatever remains is taken from the land. There are no penalties if a cleric fails to use this power, unless it causes him to violate his pact with the elements.

**Craft Potions and Scrolls:** The cleric can enchant potion fruit and scrolls (or their equivalent), and recharge magic items when he reaches 7th level. Consult your DM for further information on this.

**Gate Element:** A cleric can gate material directly from his elemental plane when he reaches 7th level, once per day, up to one cubic foot per level above 6th. The material is a pure, raw, and basic specimen from the plane in question. The cleric decides the shape of the material, but it cannot be gated more than 50 feet from the cleric. If used to inflict damage, the element deals 1d6 points of damage per level of the cleric over 6th (save vs. spells for half damage). See the granted powers section below for more details on this ability.

**Craft Magic Items:** The cleric learns how to craft all other magic items from 12th level onwards. Consult your DM for details on this process.

**Elemental Power:** Targets of the cleric's spells suffer the listed penalties on all saves against his magics.

**Elemental Transformation:** When the cleric reaches 20th level (2,700,000 experience points), he must make a decision. He can, if he chooses, continue to advance as a cleric, in which case he can attain 21st through 30th level, gaining the powers listed hereafter.

If, however, he is a dual-classed cleric/psionicist with 20 levels in each class, he can abandon his human form and begin the transformation into an elemental. The character cannot do both. The player must inform the DM which path the character wishes to take. Once it's chosen, the character can never switch.

Consult your DM for further information on transformation into an elemental.

**Psionic Enchantments:** A 20th-level cleric who is also a 20th-level psionicist gains the ability to cast *psionic enchantments* - spells of 8th, 9th, and 10th level. A cleric who advances to 20th level but is not a psionicist cannot cast such spells.

**Major Cosmos:** From 21st level, the cleric gains major access to the Sphere of Cosmos.

**Paraelement:** At 25th level, the cleric can ignore and gate elemental material from a paraelement related to his patron element (or an element related to his patron paraelement, for paraelemental clerics).

**Quasielement:** At 27th level, the cleric can ignore and gate elemental material from a quasielement related to his patron element or paraelement.

**Elemental Resilience:** At 30th level, an elemental cleric's devotion to the elements is rewarded, as the powers of his chosen elemental plane infuse his body. Once per day, the cleric can extend his life. Instead of falling unconscious at zero hit points and dying at -10, the cleric can remain active until reaching -20 hit points, functioning in this state for 20 rounds. If not healed above -10 hit points by the end of this period, the cleric dies.

During this period, the cleric is also immune to blindness, deafness, ability score reductions, paralysis, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

This ability does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical *charms*, *entanglement*, or *imprisonment*.



## Air Cleric Granted Powers

**Power Conjunction:** Air conjunctions occur when a cleric stands in strong or greater winds. Many of the valleys of the Ringing Mountains, and most of the high peaks are subject to constant air currents. Fierce storms and winds that whip across the Sea of Silt also qualify.

### Minor Granted Powers

**Clean Air:** This power transforms unhealthy air or vapour into clean air as it enters the cleric's nose or mouth. The duration is one round per level, and this power can be invoked once per day.

**Missile Deflection:** This power helps steer incoming missile weapons away from the cleric, granting the cleric a +1 Armour Class bonus against all missile attacks. It is always considered to be active while outdoors and can only be used indoors if there is an adequate source of wind. A cleric must be at least 5th level to choose this power.

**Missile Stream:** The spirits of the air help guide the cleric's missiles to their targets, granting the cleric +1 to hit with any missile affected by slight winds. This includes all thrown or fired missiles, except for those fired from war machines. This power will work continuously as long as the cleric remains outdoors.

**Protection from Wind:** With this power, a cleric always saves at +2 vs. any wind-based attack.

**Refreshing Breeze:** A constant breeze caresses the cleric's skin, reducing his water requirements by one-half and granting him a +1 reaction bonus because of his relaxed composure. The cleric suffers heat damage from exposure to the elements normally.

### Major Granted Powers

**Ignore Element:** Air clerics are not affected by spells that attack with wind or air, and the cleric does not have to breathe. A 5th-level air cleric is unaffected by poison gas or by spells such as *stinking cloud*. Should this power expire while the cleric is subjected to a spell or condition, he is affected normally.

**Gate Element:** A sheet of wind, 2 feet wide for every level above the 6th, whips about at the cleric's command for one round, moving at gale speed. It affects 1d4 creatures per level above 6th, sized Huge or less, for one round.

Anyone hit must save vs. paralysis or be knocked to the ground for the rest of the round. The wind prevents opponents from making magical, missile, or melee attacks. Although the wind must start at a point no more than 50 feet from the cleric, it can be directed farther once it is set in motion. In a single round, a gale force wind can travel about 1,000 yards.



## Earth Cleric Granted Powers

**Power Conjunction:** An earth cleric is in conjunction whenever he is standing on rich and fertile soil; a well-tended and irrigated field, or a meadow in the middle of a lush jungle.

### Minor Granted Powers

**Eliminate Tracks:** This ability functions like the 1st-level spell *pass without trace*, but the cleric still leaves a scent, and cannot use this ability in snow or mud. Only sand or hard earth cover the cleric's tracks. The power only functions when the cleric's bare feet are in contact with the earth.

**Encasement:** An earth cleric can bury himself beneath loose earth, sand, or topsoil for up to eight hours. For each hour spent beneath the earth, the cleric regains 1 hit point. Spellcasting is possible if the spell does not require elaborate somatic or material components. He may not move from the spot without emerging, unless he uses the 5th-level power to ignore the element.

**Endure:** The cleric must be 5th level or higher to choose this power. The cleric must be within the radius of a defiler's magical destruction area  $\times 2$ , and make a successful Wisdom check. For one round per level, when a spell is cast, the area of destruction is halved.

**Enhanced Saving Throw:** This power grants +2 on saves vs. earth-based spells. The character is now so tied to the earth, however, that he suffers 1 additional point of damage whenever he takes damage from defiling magic by spell or by sacrificing himself for the environment.

**Meld into Stone:** This power functions as the 3rd-level cleric spell of the same name, usable once per day.

### Major Granted Powers

**Ignore Element:** An earth cleric may move through stone, wade through an avalanche, and otherwise ignore rock, metal, wood, or any other earth material. If the cleric is still inside the substance when the power expires, he is instantly expelled and takes 4d8 points of damage.

This allows an earth cleric to move beneath the surface of the land at his normal walking movement rate, as long as he travels in straight lines or descends into the earth. If he must rise through the material, his movement rate is cut in half. He is in complete control and will not sink or otherwise "drift" when passing through the soil.

**Gate Element:** When gating stone, the cleric has no control over what kind of stone will appear, though it is usually obsidian or sandstone. The stone may be any basic shape, but cannot be intricate or ornate.





## Fire Cleric Granted Powers

**Power Conjunction:** Fire clerics are in conjunction whenever there is a large fire that consumes living beings or valuable materials weighing at least 500 pounds. Dead matter or matter with no emotion or life associated with it provides no energy to the fire elementals.

### Minor Granted Powers

**Affect Normal Fires:** This ability functions once per day, as per the 1st-level wizard spell of the same name.

**Cleansing Flame:** Stepping into a flame larger than a campfire cures the cleric of 1d4 points of damage, and cleans his body of dirt. If the cleric is poisoned, he gains a second saving throw. The cleric may invoke this ability when attacked by a *fireball*, when stepping into a burning building, or at any other time of need. The cleric may use the power once per day and its effects last for one round. After that, the cleric either suffers damage or must use his ability to ignore the element to protect himself.

**Control Flame:** A fire cleric can control any fires smaller than a torch, causing them to smother, move, or spread, as long as the flames remain in contact with combustible material. The fire may even leap short distances to ignite other materials, but this range is limited to 6 inches per level of the caster.

**Enflame:** The cleric can create small fires the size of a matchstick at will. This power ignites torches and larger materials normally. The ability has a range of 1 yard per level of the caster.

**Protection from Flame:** A fire cleric may take this ability upon reaching 5th level. It grants him a +2 bonus on saves vs. any fire-based attack, but imposes a penalty of -2 vs. any water-based attacks.

### Major Granted Powers

**Ignore Element:** As noted above, the cleric's ability to ignore fire and heat extends to his equipment. A *heat metal* spell would make a cleric's sword glowing hot, but it would not warp or otherwise affect it. When the time limit has passed, items that have been heated to extremes suffer appropriate effects if they are not cooled before the power fades. The sword in the example above would warp as soon as the cleric's power stopped functioning if a *heat metal* spell was still in effect.

**Gate Element:** Each cubic foot of flame can affect one Medium or Large creature. Fire without fuel lasts a single round. Combustible materials must save vs. magical fire or ignite and burn normally. Items carried by characters who make the save are unaffected.



## Magma Cleric Granted Powers

**Power Conjunction:** Magma clerics are in conjunction whenever they are near a large amount of lava or molten rock. This almost always only occurs around the base or within the caverns of a volcano or locations such as Lava Gorge.

### Minor Granted Powers

**Control Flame:** A magma cleric can control any fires smaller than a torch. He may cause them to smother, spread, or move, as long as the flames remain in contact with combustible material. The fire may even perform short leaps through the air by expanding and catching on other materials, but this range is limited to 6 inches per level of the caster.

**Enflame:** The cleric can create small fires the size of a matchstick at will. This power ignites torches and larger materials normally. The ability has a range of 1 yard per level of the caster.

**Enhanced Saving Throw:** The cleric gains a +2 bonus on saves vs. heat, fire, and magma spells but suffers a -2 penalty on saves vs. all water or ice spells.

**Evaporate:** The cleric can evaporate 10 gallons of water per level, once per day. The process takes one hour for each 10-gallon unit evaporated.

**Molten Bolt:** A magma cleric with this power can hurl a bolt of magma at any foe within 30 feet once per round. The bolt deals 1d6 points of fire damage +1 for every two cleric levels.

### Major Granted Powers

**Ignore Element:** Magma clerics are immune to all forms of heat while using this power. This means that they can dive into the depths of a volcano, stride through rolling waves of lava, and ignore superheated rock.

**Gate Element:** In addition to the normal damage inflicted by this power, magma that strikes a target inflicts a further 1d8 damage per round until the target can be cooled, rinsed with a substantial amount of water, or otherwise stripped of the magma. The pain is so intense that the target may do nothing else until the magma has been removed. Each cubic foot affects one Medium individual. Two cubic feet or more must be used to affect Large creatures, doubling the amount for each size category.





## Rain Cleric Granted Powers

**Power Conjunction:** Rain clerics are only in conjunction during a driving rain. A light drizzle doesn't provide the necessary energy for the conjunction – it must be a saturating downpour. To determine if it rains in an area of normal humidity (the Sea of Silt or the Forest Ridge), roll a d10. In most other areas of Athas, roll a d20. On a 1, the rain cleric has his downpour.

## Minor Granted Powers

**Call Lightning:** This power can only be chosen at 9th level or higher and functions exactly like the 3rd-level priest spell *call lightning*. It can be used three times per day. Note that there must still be a storm in the area, as described under the spell description for *call lightning*. The cloud summoned when gating in rain from the paraelemental plane will provide enough raw material for this ability, although it would have to be used in the round after the gated rain arrived. Any delay means the tiny storm cloud has evaporated.

**Quench Thirst:** The cleric can chew on almost anything and extract moisture from it. Mud, plant matter, even rock will yield up to one-third of the character's daily water requirement in one hour.

**Resistance to Water:** The cleric receives a +2 bonus on saves vs. water-based spells, but suffers a -2 penalty on saves vs. fire- or sun-based spells.

**Storm Burst:** A cleric with this power can create a storm burst targeting any foe within 30 feet, dealing 1d6 points of nonlethal damage +1 for every two cleric levels. The target is buffeted by winds and rain, suffering a -2 penalty on attack rolls for 1 round.

**Storm Rider:** Clerics of rain with this power are immune to natural storms. They cannot be struck by lightning, they aren't bothered by constant wetness, and feel winds as if they were comforting breezes. Magical storms and *lightning bolts* are unaffected by this ability.

However, rain clerics suffer a -2 penalty on saves made in direct sunlight, due to discomfort and dehydration. This modifier applies to all saving throws, as long as the cleric remains beneath the rays of the sun.

The only exceptions to this are saves made against water- or rain-based spells. These have no modifier, and the cleric is allowed his normal chance to save. If not in direct sunlight, the cleric receives a +2 bonus on saving throws vs. rain- or water-based attacks.

## Major Granted Powers

**Ignore Element:** When using this power, the cleric is slowed by neither rain nor mud. All others move at half speed in anything but a light drizzle, and fight at -2.

**Gate Element:** The rain is gated in the form of a small cloud. Any fire under the cloud is smothered in direct proportion to the amount of rain summoned. One cubic foot of rain is enough to extinguish 1 square yard of flame and harden magma in the same proportion. The water evaporates naturally.



## Silt Cleric Granted Powers

**Power Conjunction:** Silt conjunctions occur on the Sea of Silt or Estuary of the Forked Tongue. Quicksand and smaller concentrations of silt do not create them.

## Minor Granted Powers

**Control Silt:** Only clerics of 9th level or higher can choose this power. With it, the cleric can control 1 cubic foot of silt per level for one round per level. The silt moves at 120 feet per round, and can smother Medium or smaller creatures (save vs. death magic to avoid), clogging their lungs and suffocating them unless they hold their breath as per the rules for this.

**Encasement:** A silt cleric can bury himself beneath silt for up to eight hours. For each hour spent beneath the silt, the cleric regains 1 hit point. Spellcasting is possible if the spell does not require elaborate somatic or material components. He may not move from the spot without emerging, unless he uses the 5th-level power to ignore the element.

**Evaporate:** A silt cleric with this power may evaporate 10 gallons of water per level once per day. The process takes one hour for each 10-gallon unit evaporated.

**Silt Cloud:** A cleric with this power can create a cloud of silt targeting any foe within 30 feet. The silt cloud deals 1d6 points of nonlethal damage +1 for every two cleric levels. The target suffers a -2 penalty on attack rolls for 1 round.

**Walk on Silt:** A silt cleric with this power can walk on silt as if it were solid ground. This power works only for the cleric and whatever he is carrying.

## Major Granted Powers

**Ignore Element:** With this power, the cleric may walk along the bottom of the Sea of Silt, ignoring the material around him. This also allows him to see beneath the silt, to reveal the labyrinth of highways that lie just beneath the surface of some areas. Most sandstorms on the Sea of Silt are composed of silt, so the cleric may ignore any storm effects in the region while using this ability, including the Gray Death.

**Gate Element:** Gated silt does no damage but blinds and chokes its victims almost instantly, if a save vs. rods is failed. Anyone who fails the save must fight and save at -2 for 1d8 rounds.





## Sun Cleric Granted Powers

**Power Conjunction:** Sun clerics are in conjunction on days when the sun is high in the sky and the humidity is low enough that the sun's rays aren't significantly blocked or distorted. This only occurs between the hours of 10am and 2pm, when the temperature is Very Hot or higher.

### Minor Granted Powers

**Affect Normal Fires:** This ability functions once per day, and acts exactly as the 1st-level wizard spell of the same name.

**Enhanced Saving Throw:** Sun clerics with this power gain a +2 bonus on saves against any spells involving sun, heat, or flame, but suffer a -2 penalty on saves vs. ice, cold, and snow, or conditions that involve them.

**Enflame:** The cleric can focus the rays of the sun in order to create small fires the size of a matchstick at will. This power ignites torches and larger materials normally, with a range of 1 yard per level of the caster.

**Solar Resilience:** A cleric with this power need never fear low levels of sunlight. His skin remains tanned and he can stare directly into the sun without burning out his retinas. His water usage is halved. The spell *blistering rays* has no effect on clerics of the sun.

**Sun's Touch:** A cleric with this power can smite an undead creature as a melee touch attack, dealing 1d8 points of damage +1 for every two cleric levels. This touch has no effect on living creatures.

### Major Granted Powers

**Ignore Element:** This power allows the cleric to resist any spells that use direct sunlight, such as *sunray*, but not heat or flame. The cleric becomes immune to damage from heat stroke.

**Gate Element:** The cleric can gate in beams of pure sunlight after reaching 7th level. He may only gate in one beam, but it will grow by 1 yard for every level above 6th. A 7th-level sun cleric could summon a beam 1 yard wide, and an 11th-level cleric could summon a beam 5 yards wide. Each yard is enough to damage one Medium creature, so an 11th-level cleric could attack five opponents, while a 7th-level cleric is effective only against one. Large creatures count as 2 Medium beings, doubling this for each additional size category.

Anyone hit by a sunray takes 4d8 points of damage (save vs. rods for half damage). Undead hit by a sunray must make a save vs. rods or be slain instantly. Magic resistance applies to this attack. This power may be used once per day, and cannot be used at night.



## Water Cleric Granted Powers

**Power Conjunction:** Water clerics are in conjunction when they are in a substantial amount of water at least as big as a small pond; an oasis or a body of water such as Lake Pit or Lake Island qualifies. Many of the large city-states have private reservoirs that would also qualify.

### Minor Granted Powers

**Body of Water:** Upon reaching 5th level, water clerics' bodies are partially transformed. Impurities, even toxins, are constantly filtered out of the body as sweat. This gives the cleric a +4 bonus on any save vs. poison.

**Healing Draft:** Before he can use this ability, the water cleric must have carried a skin of water on his person for at least an hour. After that, anyone who drinks from the skin regains 1d2 hit points. Enough water may be enchanted to heal 10 people. An individual may drink as much of the water as he desires, but it will have no additional healing effect. The cleric may only carry one such skin at any one time.

**Quench Thirst:** The cleric can chew on almost anything and extract moisture from it. Mud, plant matter, even rock will yield up to one-third of the character's daily water requirement in one hour.

**Resistance to Water:** A cleric with this power gains a +2 bonus on saves vs. water-based attacks but suffers a -2 penalty on saves vs. fire- or sun-based attacks.

**Spark of Life:** Only water clerics of 7th level and above may select this power, and it may only be used in conjunction with a healing draft. When invoked, the cleric can give a healing draft to any living creature that has fallen into negative hit points (no lower than -9) in the last three rounds. A small amount of the cleric's life is used to spark the creature's, and this costs the cleric 1 hit point for as long as the creature remains alive. The healing draft revives the character with 1 hit point. After healing, the character retains the extra hit point. It returns to the cleric when the recipient dies.

### Major Granted Powers

**Ignore Element:** This power allows water clerics to breathe underwater. They are also not affected by most water spells, and can move through water as if it wasn't there. When the ability expires, the cleric is subject to the usual and appropriate affects.

**Gate Element:** Gated water is pure and can materialise in multiple locations, so long as they are within range. The water does not arrive under pressure, and no damage can be inflicted with this ability.





## Character Classes

### Clerics Table

Experience Points	Level	Hit Dice (d8)	Attack Bonus	Abilities	Spells										
					1	2	3	4	5	6	7	8*	9*	10*	
0	1	1	+0	Botanical enchantment, power conjunction, spells, turn undead	1	—	—	—	—	—	—	—	—	—	—
1,500	2	2	+0		2	—	—	—	—	—	—	—	—	—	—
3,000	3	3	+0	Minor granted power	2	1	—	—	—	—	—	—	—	—	—
6,000	4	4	+2		3	2	—	—	—	—	—	—	—	—	—
13,000	5	5	+2	Ignore element, minor granted power, sacrifice	3	3	1	—	—	—	—	—	—	—	—
27,500	6	6	+2		3	3	2	—	—	—	—	—	—	—	—
55,000	7	7	+4	Craft potions and scrolls, gate element, minor granted power	3	3	2	1	—	—	—	—	—	—	—
110,000	8	8	+4		3	3	3	2	—	—	—	—	—	—	—
225,000	9	9	+4	Minor granted power	4	4	3	2	1	—	—	—	—	—	—
450,000	10	9+2	+6		4	4	3	3	2	—	—	—	—	—	—
675,000	11	9+4	+6	Minor granted power	5	4	4	3	2	1	—	—	—	—	—
900,000	12	9+6	+6	Craft magic items	6	5	5	3	2	2	—	—	—	—	—
1,125,000	13	9+8	+8	Elemental power (-1)	6	6	6	4	2	2	—	—	—	—	—
1,350,000	14	9+10	+8		6	6	6	5	3	2	1	—	—	—	—
1,575,000	15	9+12	+8		6	6	6	6	4	2	1	—	—	—	—
1,800,000	16	9+14	+10	Elemental power (-2)	7	7	7	6	4	3	1	—	—	—	—
2,025,000	17	9+16	+10		7	7	7	7	5	3	2	—	—	—	—
2,250,000	18	9+18	+10		8	8	8	8	6	4	2	—	—	—	—
2,475,000	19	9+20	+12	Elemental power (-3)	9	9	8	8	6	4	2	—	—	—	—
2,700,000	20	9+22	+12	Elemental transformation, psionic enchantments*	9	9	9	8	7	5	2	1	—	—	—
2,925,000	21	9+24	+12	Major cosmos, paraelement	9	9	9	9	8	6	2	1	—	—	—
3,150,000	22	9+26	+12	Elemental power (-4)	9	9	9	9	9	6	3	2	—	—	—
3,375,000	23	9+28	+12	Quasielement	9	9	9	9	9	7	3	2	1	—	—
3,600,000	24	9+30	+12		9	9	9	9	9	8	3	2	2	—	—
3,825,000	25	9+32	+12	Paraelement, elemental power (-5)	9	9	9	9	9	8	4	3	2	—	—
4,050,000	26	9+34	+12		9	9	9	9	9	9	4	3	2	1	—
4,275,000	27	9+36	+12	Quasielement	9	9	9	9	9	9	5	4	2	1	—
4,500,000	28	9+38	+12	Elemental power (-6)	9	9	9	9	9	9	6	4	3	1	—
4,725,000	29	9+40	+12		9	9	9	9	9	9	7	4	3	2	—
4,950,000	30	9+42	+12	Elemental resilience	9	9	9	9	9	9	8	4	3	3	—

\* Psionic enchantments can only be cast by cleric/psionics.

## Druid

Ability Requirements: Wisdom 12  
Charisma 15  
Armour: None  
Weapons: All

Druids are independent priests who associate themselves with the spirits that inhabit special geographical locations on Athas – every oasis, rock formation, stretch of desert, and mountain has a spirit that looks over it and protects its use. A druid allies with a particular spirit, acting as its earthly counterpart, drawing his magical energy from the spirit in question. A druid shares power with the spirit he worships, nurturing and protecting the geographical feature to which it is tied. Virtually every feature of the land on Athas has a druid to protect it, but there is no worldwide organisation – they serve independently, living solitary lives of guardianship.

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.

Lower-level druids may travel widely in the world. During their time of wandering, a young druid learns about the world, its ecology, the balance of nature and the ways of its creatures; he may spend as much time on his guarded lands as he sees fit.

Upon reaching 12th level, the druid's time of wandering has come to an end. From that time forward, the druid must spend half of his time on his guarded lands, watching over them and protecting them. The rest of the time a higher-level druid must again travel the world, keeping tabs on trends that might threaten nature in general and his guarded lands in particular.

Druids tend not to bother or even encounter those who use their guarded lands without damaging them. Travellers who stop at an oasis to water their animals and then move on will probably never know there is a druid watching their every move. It is a druid's firm belief that the lands are for all to use, men and animals alike. They merely see to it that their guarded lands aren't abused in any way. Understandably, druids tend to be very apprehensive about wizards who venture into their realms, as they might turn out to be defilers.



### Class Abilities

**Boon:** A druid gains a bonus of +2 to all saving throws vs. fire or electrical attacks.

**Botanical Enchantment:** As spellcasters, druids know the secret of using a potion fruit to grow more potion fruit. Your DM has full details on this process.



**Spells:** A druid has major access to spells from any sphere associated with his guarded lands. A druid whose guarded land is a stream might be restricted to spells from the Sphere of Water. Another druid whose guarded land is a desert spring may draw spells from both the Sphere of Water and the Sphere of Earth, though only one may be of major access and the other of minor, as decided by the DM. At most, a druid may claim access to two spheres.

In addition, a druid has major access to spells from the Sphere of the Cosmos. Druids must prepare their elemental spells but can cast spells from the Sphere of Cosmos spontaneously. Druids must be fully rested in order to regain their spells but can prepare them anywhere restful.

**Guarded Lands:** The druid must choose an area to protect. The druid must spend half his time there from 12th level onwards, spending the remainder roaming the world. A druid can remain concealed from others while in his guarded lands. This is proof against all normal forms of detection (sight, hearing, etc.) but will not protect the druid from magical detection (including a *detect invisible* spell). The druid cannot move or cast spells while concealed. Possible guarded lands include:

- *Sphere of Earth:* A particular mountain or hill, a rock outcropping, an expanse of desert or steppes.
- *Sphere of Air:* The sky over a particular area, the winds of a canyon or any prevailing wind pattern.
- *Sphere of Fire:* Dry grasslands, a volcanic vent, hot springs, or boiling tar pits.
- *Sphere of Water:* a spring or pool, oasis, or cistern.

**Beast Speech:** The druid learns the languages of desert creatures. He learns one new language at 3rd level and adds another every level thereafter. When on his guarded lands, the druid can *speak with animals*.

**Mysteries of the First Circle:** From 3rd level, the druid can identify plants, animals, pure water, and pass through desert terrain without leaving a trail at his normal movement rate.

**Plant Speech:** A druid may *speak with plants* in his guarded lands when he reaches 5th level.

**Greater Beast Speech:** From 7th level, the druid can *speak with animals* wherever he is.

**Mysteries of the Fifth Circle:** From 7th level, the druid is immune to *charm* spells cast by desert creatures, and can live without water or nourishment when on his guarded lands.

**Craft Potions and Scrolls:** The druid can enchant potion fruit and scrolls (or their equivalent), and recharge magic items when he reaches 7th level. Consult your DM for further information on this.

**Greater Plant Speech:** From 9th level, the druid can *speak with plants* wherever he is.

**Shape Change:** From 10th level, a druid can *shape change* into animals common to his guarded lands, three times per day. The size of the animal is not restricted, provided it is native to the guarded lands. When assuming an animal's shape, the druid takes on its physical characteristics - movement rate, abilities, Armour Class, attacks, and damage - but retains his own hit points, attack bonus, and saving throws. The druid's clothing and one item in each hand also become part of the new body, reappearing when the druid resumes his normal shape. The items cannot be used while in animal form. Since many animals range all across Athas, druids often have several creatures to choose from. However, they cannot *shape change* into creatures alien to their guarded lands.

**Craft Magic Items:** The druid learns how to craft all other magic items from 12th level onwards. Consult your DM for details on this process.

**Nature's Power:** Targets of the druid's spells suffer the listed penalties on all saving throws against his magics.

**Alter Self:** From 16th level, the druid can alter his appearance at will. Appearance alteration is accomplished in one round. A height and weight increase or decrease of 50% is possible, with an apparent age from childhood to extreme old age. Body and facial features can resemble any humanoid. This alteration is not magical, so cannot be detected by any means short of *true seeing*.

**Vigour:** From 16th level, the druid gains immunity to all natural poisons, including ingested natural poisons, animal or vegetable poisons, and monster poisons, but not mineral poisons or poison gas. The druid also gains vigorous health for a person of his age and is no longer subject to the ability score penalties for aging.

**Hibernate:** The druid gains the ability to hibernate. His body functions slow to the point where he appears dead to a casual observer, and aging ceases. The druid is completely unconscious during hibernation, awakening at a preordained time (eg, after 20 days) or when there is a significant change in his environment (the weather turns cold, someone hits him with a stick, etc.).

**Planar Travel:** At 17th level, a druid can enter, travel, and survive in the elemental or paraelemental plane that comprises most of his guarded lands. If two elements are equally abundant, a druid may select either. The transference occurs at will in one round, and the druid can remain there as long as he likes, returning at will. This power does not confer any abilities or immunities on the Prime Material Plane. At 18th level, druids may enter and survive in another element common to their guarded lands. At 19th and 20th levels, druids choose two other (para)elemental planes to which they may travel at will. The druid must breach the Gray when leaving or returning to the Prime Material Plane.

**Melding:** When the druid reaches 20th level (2,700,000 experience points), he must make a decision. He can continue to advance as a druid, attaining 21st through 30th level, gaining the powers listed hereafter.

If, however, he is a dual-classed druid/psionicist with 20 levels in each class, he can begin to meld with his spirit of the land. The character cannot do both. The player must inform the DM which path the druid wishes to take. Once chosen, the character can never switch. Consult your DM for further information on this.

**Psionic Enchantments:** A 20th-level druid who is also a 20th-level psionicist gains the ability to cast *psionic enchantments* - spells of 8th, 9th, and 10th level. A druid who advances to 20th level but is not a psionicist cannot cast such spells.

**Telepathy:** At 21st level, a druid can communicate telepathically with any creature on his guarded lands. Communication may be of any duration and over any distance. While the creature must be on the guarded lands, the druid need not be. This is entirely mental, so language and racial barriers present no problems.

**Summon Species:** A druid can summon an entire species within his guarded lands at 23rd level. He must first *shape change* to the species desired, then telepathically call the others to join him. All creatures of that species on his guarded lands will head to his location at their highest movement rate. Once assembled, they will obey the druid's every command, provided he remains in their midst. The creatures will readily leave the guarded lands to do his bidding. The number of creatures summoned is not restricted. A druid may command hundreds of mekillots, thousands of vipers, or millions of insects. Druids cannot call for a part of a species - it is all or nothing. When the druid resumes his original form, the animals return to their dens.

**Spell Mastery:** A druid gains major access to all priest spheres at 24th level, including the paraelements.

**Summon Spirit of the Land:** A druid can call upon the spirit of the land and its power at 25th level. The spirit will appear and consult or lend aid at the druid's command. A druid can never call upon the spirit without just cause, however. Any selfish reason angers the spirit, which might attack the druid instead!

**Conceal Guarded Lands:** From 26th level, a druid can hide his guarded lands. Provided he is on his guarded lands, he can cast an illusion that only he and those he designates can ignore. Creatures with more Hit Dice or levels than the druid may save vs. spells to disbelieve. Otherwise, travellers on guarded lands are convinced they are lost and are in fact miles from the lands they seek. A druid can create any physical illusion he cares to at any time, from lush jungles to sterile wastes. He must concentrate to maintain it for more than one round.

**Teleport within Guarded Lands:** A druid can *teleport without error* at will throughout his guarded lands at 27th level, provided he is teleporting between two points entirely within his guarded lands.

**Close Guarded Lands:** A druid can close his guarded lands at 28th level, creating an impenetrable dome around his domain that rises 1,000 feet higher than the highest point on the land. The dome's appearance is set by the druid's imagination - an array of spinning blades, a field of pure force, or a curtain of flame and magma. Whatever its form, the dome can only be crossed by creatures with more Hit Dice or levels than the druid, or by those designated by the druid. The barrier works in both directions; no entrance, and no exit.

**Absorb Defiler Damage:** A druid can absorb defiler damage on his guarded lands at 30th level. Whenever the druid is on his guarded lands, defiler magic cannot destroy the life-giving properties of the land. Instead, the energy is tapped directly from the druid, no matter where he is. Every 10 spell levels of defiler magic cast on guarded lands drains 1 hp from the druid. However, defiler magic will not kill him - it cannot take his last hit point. Only when the druid is that wounded will defiler magic take its normal toll on the guarded lands.

Whenever defiler magic is cast on his lands, the druid receives a mental image of exactly where the spell is being cast. When not on his lands, a druid still knows that defiler magic is being cast, but not exactly where.



## Character Classes

### Druids Table

Experience Points	Level	Hit Dice (d8)	Attack Bonus	Abilities	Spells										
					1	2	3	4	5	6	7	8*	9*	10*	
0	1	1	+0	Boon, botanical enchantment, guarded lands, spells	1	—	—	—	—	—	—	—	—	—	—
1,500	2	2	+0		2	—	—	—	—	—	—	—	—	—	—
3,000	3	3	+0	Beast speech, mysteries of the 1st circle	2	1	—	—	—	—	—	—	—	—	—
6,000	4	4	+2		3	2	—	—	—	—	—	—	—	—	—
13,000	5	5	+2	Plant speech	3	3	1	—	—	—	—	—	—	—	—
27,500	6	6	+2		3	3	2	—	—	—	—	—	—	—	—
55,000	7	7	+4	Craft potions and scrolls, greater beast speech, mysteries of the 5th circle	3	3	2	1	—	—	—	—	—	—	—
110,000	8	8	+4		3	3	3	2	—	—	—	—	—	—	—
225,000	9	9	+4	Greater plant speech	4	4	3	2	1	—	—	—	—	—	—
450,000	10	9+2	+6	Shape change	4	4	3	3	2	—	—	—	—	—	—
675,000	11	9+4	+6		5	4	4	3	2	1	—	—	—	—	—
900,000	12	9+6	+6	Craft magic items	6	5	5	3	2	2	—	—	—	—	—
1,125,000	13	9+8	+8	Nature's power (-1)	6	6	6	4	2	2	—	—	—	—	—
1,350,000	14	9+10	+8		6	6	6	5	3	2	1	—	—	—	—
1,575,000	15	9+12	+8		6	6	6	6	4	2	1	—	—	—	—
1,800,000	16	9+14	+10	Alter self, nature's power (-2), vigour	7	7	7	6	4	3	1	—	—	—	—
2,025,000	17	9+16	+10	Hibernate, planar travel	7	7	7	7	5	3	2	—	—	—	—
2,250,000	18	9+18	+10	Planar travel	8	8	8	8	6	4	2	—	—	—	—
2,475,000	19	9+20	+12	Planar travel, nature's power (-3)	9	9	8	8	6	4	2	—	—	—	—
2,700,000	20	9+22	+12	Melding, planar travel, psionic enchantments*	9	9	9	8	7	5	2	1	—	—	—
2,925,000	21	9+24	+12	Telepathy	9	9	9	9	8	6	2	1	—	—	—
3,150,000	22	9+26	+12	Nature's power (-4)	9	9	9	9	9	6	3	2	—	—	—
3,375,000	23	9+28	+12	Summon species	9	9	9	9	9	7	3	2	1	—	—
3,600,000	24	9+30	+12	Spell mastery	9	9	9	9	9	8	3	2	2	—	—
3,825,000	25	9+32	+12	Nature's power (-5), summon spirit of the land	9	9	9	9	9	8	4	3	2	—	—
4,050,000	26	9+34	+12	Conceal guarded lands	9	9	9	9	9	9	4	3	2	1	—
4,275,000	27	9+36	+12	Teleport within guarded lands	9	9	9	9	9	9	5	4	2	1	—
4,500,000	28	9+38	+12	Nature's power (-6), seal guarded lands	9	9	9	9	9	9	6	4	3	1	—
4,725,000	29	9+40	+12		9	9	9	9	9	9	7	4	3	2	—
4,950,000	30	9+42	+12	Absorb defiler damage	9	9	9	9	9	9	8	4	3	3	—

\* Psionic enchantments can only be cast by druid/psionics.

## Templar

Ability Requirements: Wisdom 9  
Intelligence 10

Armour: All

Weapons: All

Templars are the greatly feared disciples of the sorcerer-kings. Their organisation is steeped in ancient tradition and treacherous politics, and the work they perform for the sorcerer-kings is governed by endless bureaucracy. To city dwellers, the templars are the enforcers of the sorcerer-king's will, allowed to run rampant, enforcing the local edicts with painstaking indifference, doling out punishment or even execution with the sorcerer-king's blessing. An organisation of wicked people looking out for their own wealth and power, the templars are overrun with corruption to the highest level – the sorcerer-kings generally turn a blind eye to bribery and scandal among the templars, provided terror is maintained among their subject populations.

Templars worship the sorcerer-kings and receive their magical energies through them. The sorcerer-kings grant spells to their templars for services rendered. If a templar falls from favour with his sorcerer-king, or if his sorcerer-king is killed, the templar loses all spells. Spells can also be taken away by the sorcerer-king if the templar has displeased him. If the sorcerer-king is particularly displeased, he might kill the offending templar.

Templars gain levels as do clerics, but their spell progression at low levels is slower. At 15th level, though, the progression increases drastically as the character enters the upper ranks of the templar hierarchy. At the highest levels, templars have more spells available to them than clerics of the same level. The libraries of the templars are unavailable to outsiders, but are the most extensive in the cities. Their use allows templars to access all the spheres for their spells. Also, the extensive libraries encourage magical research.

A templar character may be either neutral or evil – there are no good templars. The templars from one city-state have no association with those from another. Thus, templars cannot transfer loyalty from one sorcerer-king to another while the first is still alive. Should a templar's sorcerer-king fall from power or be killed, he may petition to another sorcerer-king to be accepted into his templatate, where he may find an open hand or the taste of steel, at the new sorcerer-king's whim.





Templars are initially trained as warriors and, at lower levels, are forced to garrison temples and palaces in their city-state. Templars are not usually restricted as to weaponry or armour worn, but some sorcerer-kings impose temporary restrictions. In times of war, the templars are commonly called upon to summon formations of undead soldiers that they will lead into combat and to act as officers for mortal armies.

The templar is an exception to Dark Sun character classes when it comes to level advancement. All other classes may advance to 30th level. Templars are limited to 20th level. This restriction is imposed by the sorcerer-kings, who do not want their servants to reach the heights of power available to other classes. Even templars rewarded with apotheosis are limited to 20th level.

### Secular Authority

Although templars have great judicial power, there are limits. As a rule, a templar can have no more than one man accused and imprisoned per level. He may judge or pardon no more than one man per week. He may never accuse, judge, or pardon another templar of equal or higher level.

The templar hierarchy is measured strictly by experience level. A templar of higher level can negate any action taken by one of lower level (prevent requisitioning of money or troops, release accused prisoners, etc.). Templars of the same level who disagree must seek out someone of higher level within the hierarchy to arbitrate their differences.

### Class Abilities

**Command Slave:** A templar can call upon a slave to do whatever he wants in his own city-state. Slaves who do not do as ordered face immediate execution.

**Command Undead:** Templars have power over undead, but only to raise or ally with them, never to turn them away. As discussed for evil priests and undead in the *Player's Handbook*, this is resolved in the same way as a turning attempt. Up to 12 undead can be commanded. A "T" result means the undead obey the templar for as long as he maintains control. A "D" means the undead become completely subservient to the templar - they follow his commands (to the best of their ability and understanding) until turned, commanded, or destroyed by another.

**Judge Slave:** A templar can pass judgement upon a slave at any time. In any matter involving disobedience or the actions of a slave, a templar may judge, sentence, or pardon a slave as he sees fit, regardless of who owns the slave. Penalties can include imprisonment, torture, or even death.

**Spells:** A templar has major access to the Sphere of the Cosmos and all elemental spheres, but not paraelemental spheres. The templar must prepare his spells daily, in communion with his sorcerer-king. This communion usually takes place through meditation on a sigil or amulet given the templar by his monarch. The templar can regain and prepare his spells anywhere on Athas, provided he is rested. Templars gain bonus spells for high Wisdom.

**Access Freeman Home:** From 2nd level, a templar can legally enter the house of a freeman. The freeman has no right to refuse the templar admission, under punishment of imprisonment and possible execution.

**Requisition Templars:** A templar can requisition soldiers from 3rd level. He can call upon 1d4 soldiers per level - all 1st-level templars - with one 2nd-level templar centurion. A templar can call on soldiers any time he wishes, but the soldiers cannot be ordered to leave the city without permission from the sorcerer-king.

**Accuse Freeman:** A templar can accuse a freeman of disloyalty or similar crimes when he reaches 4th level. Regardless of evidence, an accused freeman will be locked in the dungeons of the sorcerer-king for as long as the accusing templar wishes.

**Access Palaces & Temples:** A templar can access all areas in palaces and temples when he reaches 5th level. Before that time, the templar is restricted from areas such as libraries and council chambers unless ordered to go there by a higher-level templar. Orders forbidding access from high-level templars must be obeyed however.

**Requisition Funds:** A templar can access the city treasury for official purposes when he reaches 6th level. The number of gold pieces he can draw from the treasury is equal to the roll of a number of 10-sided dice equal to the templar's level, multiplied by his level, per month. For example, a 7th-level templar would roll 7d10, then multiply the result by 7. Few questions are asked when gold is requisitioned, provided no attempt is made to withdraw funds more than once per month.

**Scribe Scrolls:** The templar can scribe scrolls from 6th level. Consult your DM for more information.

**Judge Freeman:** A templar can pass judgement on a freeman from 7th level. The freeman must be at least two levels lower than the judging templar, regardless of the freeman's class. Judgement can be in the form of a fine, imprisonment, enslavement, execution, or anything else the templar wishes. Failure to comply makes the judged freeman an outlaw who will be executed if caught. There need be no real evidence against the freeman being judged.

**Recharge Items:** From 7th level, the templar can use the arcane laboratories of the sorcerer-king to recharge magic items. Consult your DM for more information.

**Brew Potions:** The templar can create potion fruit from 8th level. Consult your DM for more information.

**Accuse Noble:** A templar can accuse a noble when he reaches 10th level. Similar to the ability of the templar to accuse freemen, this permits the character to take action against the nobility on behalf of the sorcerer-king.

**Craft Magic Items:** From 12th level, the templar can craft all other types of magical items for which he is eligible. Consult your DM for more information on this.

**Monarch's Power:** Targets of the templar's spells suffer the listed penalties on all saves against his magics.

**Judge Noble:** A templar can pass judgement on a noble (just as he can judge a freeman) when he reaches 15th level. The noble must be at least two levels lower than the judging templar.

**Grant Pardon:** A templar can grant a pardon to any condemned man when he reaches 17th level. Only the sorcerer-king himself can nullify the pardons granted by such a character.

**Apotheosis:** Upon attaining 20th level, a templar's sorcerer-king bestows upon the character a gift reserved only for the most loyal and favoured of servants: immortality. The templar no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place, but bonuses still accrue. The templar cannot die of old age. The templar becomes immune to disease. Only injury (magical or mundane) or a similar mishap, will end his life. Barring such misadventures, the templar will live forever, serving his similarly undying monarch until such time as this terrible gift is rescinded.





## Templars Table

Experience Points	Level	Hit Dice (d8)	Attack Bonus	Abilities	Spells							
					1	2	3	4	5	6	7	
0	1	1	+0	Command slave, command undead, judge slave	—	—	—	—	—	—	—	—
1,500	2	2	+0	Access freeman home, spells	1	—	—	—	—	—	—	—
3,000	3	3	+0	Requisition templars	1	1	—	—	—	—	—	—
6,000	4	4	+2	Accuse freeman	2	1	—	—	—	—	—	—
13,000	5	5	+2	Access palaces & temples	3	2	—	—	—	—	—	—
27,500	6	6	+2	Requisition funds, scribe scrolls	3	2	1	—	—	—	—	—
55,000	7	7	+4	Judge freeman, recharge items	3	2	2	—	—	—	—	—
110,000	8	8	+4	Brew potions	3	3	2	1	—	—	—	—
225,000	9	9	+4		3	3	3	1	—	—	—	—
450,000	10	9+2	+6	Accuse noble	3	3	3	2	—	—	—	—
675,000	11	9+4	+6		4	3	3	2	1	—	—	—
900,000	12	9+6	+6	Craft magic items	4	4	3	3	1	—	—	—
1,125,000	13	9+8	+8	Monarch's power (-1)	4	4	4	3	2	—	—	—
1,350,000	14	9+10	+8		5	5	4	4	2	1	—	—
1,575,000	15	9+12	+8	Judge noble	6	6	5	5	3	2	1	—
1,800,000	16	9+14	+10	Monarch's power (-2)	7	7	6	6	4	3	1	—
2,025,000	17	9+16	+10	Grant pardon	7	7	7	7	5	4	2	—
2,250,000	18	9+18	+10		8	8	8	8	6	4	2	—
2,475,000	19	9+20	+12	Monarch's power (-3)	9	9	9	9	7	5	3	—
2,700,000	20	9+22	+12	Apotheosis	9	9	9	9	9	6	4	—



## Psion

All intelligent creatures on Athas have some measure of psionic power. This includes all the player character races, but many of the beasts of the desert and no small number of plant species as well. Athas is a world alive with psychic power. People with psionic powers are called psions, colloquially known as mindbenders.

Those who dedicate their lives to the pursuit of the mental arts are known as **psionicists**. They study at prestigious academies, learn at the feet of great masters, or pursue a solitary path, honing their psychic powers through meditation and insight.

Not all those with psionic abilities are of the psionicist class. All non-psionicist characters, even those who do not meet the ability requirements for the psionicist class, are automatically **wild talents**, born with glimmers of psionic potential. In most, this potential manifests as a rudimentary power or two. But some wild talents possess surprising levels of ability. For more on wild talents, see Chapter Eleven: Psionic Powers.

## Psionicist

**Ability Requirements:** Constitution II  
Intelligence I2  
Wisdom I5

**Armour:** Leather, hide, padded, studded leather, small shield (see below for note on helmets)

**Weapons:** Carrikal, cavalry mace, cavalry pick, club, dagger, forearm axe, hand axe, hand crossbow, knife, light crossbow, puchik, quabone, scimitar, short bow, short sword, spear, throwing axe, warhammer

The psionicist uses the forces of his own mind to affect his environment. Psionic powers aren't magical in nature. Rather, they come from within the psionicist whose entire essence is in perfect harmony. What's more, psionic powers in no way affect the world's ecosystem other than by direct interaction.

More than other classes, the psionicist is self-contained. Unlike the fighter and thief, he needs no weapons or tools. Unlike the priest, he needs no elements. Unlike the wizard, he relies on no outside energies. His power comes from within, and he alone gives it shape.





The psionist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind. On Athas, this pursuit of psionic power is known as the Will and the Way.

## Class Abilities

**Mental Strength:** Psionists gain a +2 bonus on all saving throws vs. mind-affecting magic, including all enchantment/charm spells.

**Psionics:** Psionists control the power of the mind and can unleash psionic powers at will. The psionist possesses **Psionic Strength Points** (PSPs) which he uses to manifest and maintain his powers. The psionist gains a set amount of PSPs every level, and bonus PSPs for high Wisdom. A psionist's PSP total returns to its maximum after eight hours of rest – but see below on the effect that maintaining powers has on PSP recovery.

The psionist also has a **Mental Armour Class** (MAC). This is the target number for telepathic attacks against the psionist, if higher than the power score. MAC equals 10 plus Will Bonus from Wisdom plus a bonus per psionist level, as shown in the psionist class table (non-psionists only add their Will Bonus).

Each psionic power is categorised from 1st to 9th level, just like cleric and wizard spells, and costs a variable number of PSPs, depending on its level. Each power also has a power score equal to 10 + the power's level.

To manifest a power, the psionist makes a **power check**. A power check is d20 + psionist level + Insight Bonus from Intelligence. If the power check equals or exceeds the power's power score, then the power manifests successfully. The psionist pays the full PSP cost. If the power check fails, the power does not manifest and the psionist does not lose any PSPs.

A roll of 1 or 20 on the power check has special results – see the individual power descriptions for details.

A psionist wearing a metal helmet **cannot** manifest any psionic powers.

Some powers have durations. A power lasts for one round per psionist level (or a number of hours/days equal to his level if the duration is measured in hourly or daily increments). If a psionist wants the power to last longer, he must make another power check and spend the full PSP cost in order to manifest it again.

Alternatively, he can **maintain** the power without a power check by paying a maintenance cost in PSPs equal to half the initial cost (rounded down) every round (or hour or day, as appropriate).

If a psionist is expending PSPs to maintain a power, he cannot recover any PSPs. A character cannot spend PSPs to maintain a power when he is sleeping or unconscious; no continuous power that requires an expenditure of PSPs can operate during sleep.

A psionist can maintain any number of powers at once, but can manifest only one per round. When maintained powers are deactivated, he can drop all maintained powers at once, or one per round. He cannot drop two or more in one round and maintain others.

A mind without PSPs is open to psionic contact (usually through telepathy). A mind is closed so long as it has PSPs remaining. When a character runs out of PSPs, his mind is open and is vulnerable to attack from certain psionic powers.

At times, a psionist will engage in a **psychic contest** with another psionist – to do so, both psionists make opposed power checks. The highest roll wins the contest.

Psionic powers are divided into five disciplines: clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy. A psionist chooses one discipline at first level; his first psionic power comes from this discipline. He adds more disciplines as he advances in levels, adding more powers of increasingly higher level from a larger number of disciplines.

**Psychic Ingenuity:** From 4th level, a psionist can focus his mind to bolster himself in situations usually demanding brute force. In situations requiring a Strength, Dexterity, or Constitution check, he can make a Wisdom check instead.

**Craft Power Stones:** The psionist can enchant power stones (the psionic equivalent of potions and scrolls) when he reaches 7th level. Consult your DM for more information on this.

**Followers:** At 9th level, a psionist becomes a contemplative master. He can build a sanctuary (usually in an isolated place), and use it as his headquarters. Most importantly, he begins to attract followers.

One neophyte psionist (1st or 2nd level) arrives each month to study at the feet of the master. Neophytes arrive regardless of whether or not the master builds a sanctuary. If he does have a sanctuary, however, he attracts a maximum number of followers equal to his Charisma. If not, the number is half this (round down).

These followers want only to learn. They will serve in any capacity the master chooses. In return, the master must spend at least 10 hours per week instructing his followers, or they will leave.

**Craft Psionic Items:** The psionicist learns how to craft all other psionic items from 12th level onwards. Consult your DM for details on this process.

**Psychic Power:** Targets of the psionicist's powers suffer the listed penalties on all saves against his powers.

**Maintain Power:** From 14th level, the psionicist can maintain one power per day without paying its maintenance cost, for a number of rounds (or hours etc.) equal to his Will Bonus.

**Twin Power:** At 20th level, the psionicist can manifest two powers per round. The psionicist can use this ability a number of times per day equal to his Will Bonus.

**Psychic Versatility:** At 24th level, each day when the psionicist meditates to regain PSPs, he may choose any one power that he does not know from any discipline and add it to his powers known for the day. This power does not count against his number of powers known.

**Cerebral Resilience:** On reaching 27th level, a psionicist gains protection from all devices, powers, and spells that influence the mind. This ability grants him a +6 bonus on all saving throws against all mind-affecting powers and effects (though the psionicist can selectively allow powers or spells to affect him). The ability even foils *limited wish*, *wish*, and similar powers when they are used to mentally influence the psionicist.

**Font of Power:** A 30th-level psionicist can produce seemingly endless PSPs once per day, for one round per point of Will Bonus. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his PSP reserve. He finds the PSPs he needs welling up within his own body. He must still pay any subsequent maintenance costs as normal, however.

While this ability is activated, the psionicist's psionic power protects his body, reducing all damage he suffers by half for the duration of the effect.

## Bonus Psionic Strength Points

Bonus Psionic Strength Points by Psionicist Level

Wisdom	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
13-15	0	1	1	2	2	3	3	4	4	5
16-17	1	2	3	4	5	6	7	8	9	10
18	1	3	4	6	7	9	10	12	13	15
19	2	4	6	8	10	12	14	16	18	20
20	2	5	7	10	12	15	17	20	22	25
21	3	6	9	12	15	18	21	24	27	30
22	3	7	10	14	17	21	24	28	31	35
23	4	8	12	16	20	24	28	32	36	40
24	4	9	13	18	22	27	31	36	40	45
25	5	10	15	20	25	30	35	40	45	50

Bonus Psionic Strength Points by Psionicist Level (continued)

Wisdom	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th+
13-15	5	6	6	7	7	8	8	9	9	10
16-17	11	12	13	14	15	16	17	18	19	20
18	16	18	19	21	22	24	25	27	28	30
19	22	24	26	28	30	32	34	36	38	40
20	27	30	32	35	37	40	42	45	47	50
21	33	36	39	42	45	48	51	54	57	60
22	38	42	45	49	52	56	59	63	66	70
23	44	48	52	56	60	64	68	72	76	80
24	49	54	58	63	67	72	76	81	85	90
25	55	60	65	70	75	80	85	90	95	100



## Character Classes

### Psionics Table

Experience Points	Level	Hit Dice (d6)	Attack Bonus	MAC	Abilities	PSP/Day	Psionics		Max. Level
							Disciplines	Powers	
0	1	1	+0	+1	Mental strength, psionics	2	1	3	1
2,200	2	2	+0	+1		6	2	5	1
4,400	3	3	+1	+2		11	2	8	2
8,800	4	4	+1	+2	Psychic ingenuity	17	2	11	2
16,500	5	5	+2	+3		25	2	13	3
30,000	6	6	+2	+3		35	3	14	3
55,000	7	7	+3	+4	Craft power stones	46	3	16	4
100,000	8	8	+3	+4		58	3	17	4
200,000	9	9	+4	+5	Followers	72	3	19	5
400,000	10	10	+4	+5		88	4	20	5
600,000	11	10+2	+5	+6		106	4	22	5
800,000	12	10+4	+5	+6	Craft psionic items	126	4	24	6
1,000,000	13	10+6	+6	+7	Psychic power (-1)	147	4	25	6
1,200,000	14	10+8	+6	+7	Maintain power	170	5	26	7
1,500,000	15	10+10	+7	+8		195	5	28	7
1,800,000	16	10+12	+7	+8	Psychic power (-2)	221	5	29	8
2,100,000	17	10+14	+8	+9		250	5	31	8
2,400,000	18	10+16	+8	+9		280	5	32	9
2,700,000	19	10+18	+9	+10	Psychic power (-3)	311	5	34	9
3,000,000	20	10+20	+9	+10	Twin power	343	5	35	9
3,300,000	21	10+22	+9	+10		376	5	40	9
3,600,000	22	10+24	+9	+10	Psychic power (-4)	410	5	44	9
3,900,000	23	10+26	+9	+10		445	5	49	9
4,200,000	24	10+28	+9	+10	Psychic versatility	481	5	55	9
4,500,000	25	10+30	+9	+10	Psychic power (-5)	518	5	61	9
4,800,000	26	10+32	+9	+10		556	5	67	9
5,100,000	27	10+34	+9	+10	Cerebral resilience	595	5	74	9
5,400,000	28	10+36	+9	+10	Psychic power (-6)	635	5	81	9
5,700,000	29	10+38	+9	+10		676	5	88	9
6,000,000	30	10+40	+9	+10	Font of power	718	5	100	9

## Rogue

Athas is a world of corruption and power where rogues are well-suited to success. There are still those, however, who use their disreputable talents toward noble ends, but they are rare. Beyond the cities, among the wasteland tribes and villages, rogues live by their wits, while within the secure walls of the city-states, many roguish occupations have become institutions unto themselves. There are three types of rogues on Athas.

The **bard** uses songs and tales as his tools, but also as a cover for darker deeds. Bards are skilled spies, infiltrators, and assassins. They have become pawns of the wealthy, deployed in deadly games of deceit between noble families but can be from any social class.

The **thief** is a rogue whose strengths lie in stealth and pilfering. On Athas, the thief can be regarded as a talented individual for hire – some city-states do not even consider the thief as a wrongdoer; only the person who hired him is guilty of a crime. The thief may also be a simple robber seeking personal wealth or redemption. A thief can be from any social class.

**Traders** control the single thread that unites the dying world of Athas. Across the burning, dust-swirled deserts, from water-starved village to greedy city, from bloodthirsty halfling tribe to ancient elven nation, trade is all that unites society. Traders are masters of commerce, skilled in sinister arts, and commanding vast wealth and influence.

## Rogue Skills

All rogues have access to one or more rogue skills. These start out at a base level. Each time the rogue gains a level, he distributes a set number of points between his rogue skills. No skill can be raised above 95%, but the rogue's race, Dexterity score, and armour worn will all affect the score, and may raise or lower it from its base level.

The rogue skills are as follows:

**Bribe:** This skill allows a rogue to sway the reactions of NPCs with “gifts” (money or items). Success depends on the rogue's skill, the NPC's initial reaction, and the value of the bribe (in ceramic pieces) being offered. In no way should this skill be used instead of good role-playing, but it can act as a barometer that takes into account the character's skills.

When a situation may call for a rogue character to make a bribe, the DM should roll the NPC's reaction in secret (noting the exact roll and the reaction). If the reaction is Friendly, no bribe is necessary for the PC to achieve a desired result. If the reaction isn't Friendly, the PC might change it by offering a bribe.

The original reaction roll must be modified to Friendly through bribes. For each point of difference between the result and the score needed to achieve a Friendly result, the rogue must pay a bribe.

For example, if the player character is Friendly and the reaction roll for the NPC was 7 (Cautious), then 15 is the nearest Friendly result in that column. The rogue must pay 8 times the listed bribe ( $15-7=8$ ).

Next, determine the station of the NPC to be bribed using the list below. The number of ceramic pieces indicated under “Bribe” is the minimum needed for each point of modifier.

NPC's Station	Bribe
Peasant, slave	2d4 cp
Free citizen, soldier, low-level templar	3d8 cp
Merchant, officer, mid-level templar	5d10 cp
Noble, general, high-level templar	5d100 cp

Using the example above, if the NPC is a mid-rank templar, then the minimum bribe that must be offered is  $5d10\text{ cp} \times 8$ . As only the DM knows the NPC's initial reaction and actual station, so the rogue has a chance of offering less than the minimum bribe. For every cp the rogue is short, his skill roll receives a -1% penalty.

If the skill roll fails, the bribe doesn't work and the NPC's reaction becomes Hostile. A successful roll (and the correct bribe) means the NPC's reaction becomes Friendly and they will most likely carry out the rogue's request. A successful check with the etiquette non-weapon proficiency allows the rogue to correctly guess the level of bribe needed.

A bribed NPC performs reasonable services for the PC that fall within the confines of his job or station. Of course, unusually corrupt NPCs might accept the PC's bribe and then betray him anyway. Bribes may also be material goods of an equal value of ceramic pieces. However, material goods only work as a bribe if the NPC wants them. Services can also be offered as bribes, but these situations need to be role-played carefully.





**Climb Walls:** Although everyone can climb rocky cliffs and steep slopes, the rogue is far superior in this ability. He can also climb most surfaces without tools, ropes, or devices. Only the rogue can climb smooth and very smooth surfaces without climbing gear. The rogue is very limited in his actions while climbing and is unable to fight or effectively defend himself.

**Detect Illusion:** Rogues can use this skill to detect suspected illusions. This skill is not automatic; the rogue must state that he is using the skill and spend an entire uninterrupted round viewing the suspected illusion. Failure means that the rogue believes the illusion is genuine. Success means that the rogue knows the illusion is a fraud. Sudden illusions cannot be so detected. Nor can illusions which the rogue cannot examine for an entire round.

**Detect Magic:** A skilled rogue learns to sense magical properties such as faint glows or vibrations peculiar to enchantment. If allowed to examine (and touch) an object for a full turn uninterrupted, the rogue can check to see if he detects magic.

The DM should make all the die rolls for this skill. If the result is less than or equal to the rogue's skill level, the rogue accurately determines whether or not

the object is enchanted. He does not learn the level or nature of the enchantment, only that one exists. If the roll fails and the result is greater than 70 plus the rogue's level, the DM should present erroneous information - magical items appear non-magical, and vice versa.

Extremely large objects (entire rooms, walls, etc.) may, at the DM's discretion, require more time to examine or be simply too much for the rogue's skills.

**Detect Noise:** A good rogue pays attention to every detail, no matter how small, including faint sounds that most others miss. His ability to hear tiny sounds (behind heavy doors, down long hallways, etc.) is much better than the ordinary person's. Listening is not automatic; the rogue must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat. Sounds filtering through doors or other barriers are unclear at best.

**Escape Bonds:** This is the ability to escape ropes and chains through contortion. The skill allows a rogue to attempt to free himself from tied ropes or leather bonds, manacles, chains, and other mundane restraining devices. It offers no help against magical bonds.

The rogue must make a successful escape roll against every item binding him. For example, if a rogue is bound at the wrists and ankles, he needs to make two successful rolls to get free. Locked items also require a successful open locks roll. One failure indicates that the rogue can't slip these bonds, and no further roll can be made for them.

The rogue using this skill requires 5 rounds per roll to adequately work free. He can hurry his attempts, but he suffers a -5% penalty for each round omitted (to a minimum of one round).

**Find/Remove Traps:** The rogue is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps.

To find the trap, the rogue must be able to touch and inspect the trapped object. Normally, the DM rolls the dice to determine whether the rogue finds a trap. If the DM says, "You didn't find any traps," it's up to the player to decide whether that means there are no traps or there are traps but the rogue didn't see them. If the rogue finds a trap, he knows its general principle but not its exact nature. A rogue can check an item for traps once per experience level. Searching for a trap takes 1d10 rounds.

Once a trap is found, the rogue can try to remove it or disarm it. This also requires 1d10 rounds. If the dice roll indicates success, the trap is disarmed. If the dice roll indicates failure, the trap is beyond the rogue's current skill. He can try disarming the trap again when he advances to the next experience level. If a failed dice roll is 96-100, the rogue accidentally triggers the trap and suffers the consequences. Sometimes (usually because his percentages are low) a rogue will deliberately spring a trap rather than have unpleasant side effects if the trap doesn't work quite the way the rogue thought, and he triggers it while standing in the wrong place.

This skill is far less useful when dealing with magical or invisible traps. Rogues can attempt to remove these traps at half their normal percentages.

**Forge Documents:** This skill allows a rogue to mimic the handwriting of another character to produce false-but-passable forms and documents, including items made of paper and papyrus, stone tablets, signet rings, etc. Success depends on the rogue's skill, his familiarity with the original, and the examiner's level of scrutiny.

A rogue attempting to forge a document ideally has an example of the original on which to base his work. Without such an example, the rogue suffers an automatic -10% penalty on every skill roll. Having more than one example can improve the rogue's chances by a +5% bonus, at the DM's option.

Every time the forgery is examined, the rogue must make a skill roll. A forged pass that lets a slave travel at night, for instance, might be examined by several different guards through the course of an evening. An examiner inspects a document in a manner that reflects his attitude toward the holder; if appropriate, the DM can either choose how the examiner should react or roll for the NPC's reaction. Then check the reaction against the following list to determine what modifier (if any) to apply to the rogue's skill roll. Success means the forgery is accepted as genuine.

Attitude	Modifier
Friendly	+15%
Indifferent	+5%
Cautious	—
Suspicious	-10%
Hostile	-20%

Characters with the forgery non-weapon proficiency who examine the rogue's forgery suffer a -6 penalty on all checks to identify the forgery.

**Hide in Shadows:** All characters can hide but a rogue can try to completely disappear into shadows or any other type of concealment - bushes, curtains, crannies, etc. A rogue can hide this way only when no one is looking at him and remains hidden as long as he does not move faster than 1/3 his normal movement rate. The rogue can also take small, slow, careful actions: draw a weapon, uncork a potion, etc. Trying to hide from a creature that is locked in battle with another is possible, as the enemy's attention is fixed elsewhere.

When the rogue attempts to hide, the DM rolls the dice and keeps the result secret, but the rogue always thinks he is hidden.

Hiding in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment (camouflage, as it were). However, hidden characters are equally concealed to those with or without infravision. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a hidden rogue.



**Move Silently:** A rogue can try to move silently at any time simply by announcing that he intends to do so. While moving silently, the rogue's movement rate is reduced to 1/3 normal. The DM rolls percentile dice to determine whether the rogue is moving silently; the rogue always thinks he is being quiet.

Successful silent movement improves the rogue's chance to surprise a victim, avoid discovery, or move into position to stab an enemy in the back. Obviously, a rogue moving silently but in plain view of his enemies is wasting his time.

**Open Locks:** A rogue can try to pick padlocks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a padlock requires tools.

Using typical rogue's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The DM sets the penalty based on the situation and the tool being used; appropriate penalties can range from -5 for an improvised but suitable tool, to -60 for an awkward or wholly unsuitable item (like a stick).

The amount of time required to pick a lock is 1d10 rounds. A rogue can try to pick a particular lock only once per experience level. If the attempt fails, the lock is simply too difficult for the character until he learns more about picking locks. He may try to pick the lock again when he gains a level.

**Pick Pockets:** The rogue uses this skill when filching small items from other peoples' pockets, sleeves, girdles, packs, etc., when palming items (such as keys), and when performing simple sleight of hand tricks designed to fool onlookers.

A failed attempt means the rogue did not get an item, but it does not mean that his attempt was detected. To determine whether the victim noticed the rogue's indiscretion, subtract three times the victim's level from 100. If the rogue's pick pockets roll was equal to or greater than this number, the attempt is detected.

If the DM wishes, he can rule that a rogue of higher level than his victim is less likely to be caught pilfering. The chance that the victim notices the attempt can be modified by subtracting the victim's level from the rogue's level, and then adding this number to the percentage chance the rogue is detected.

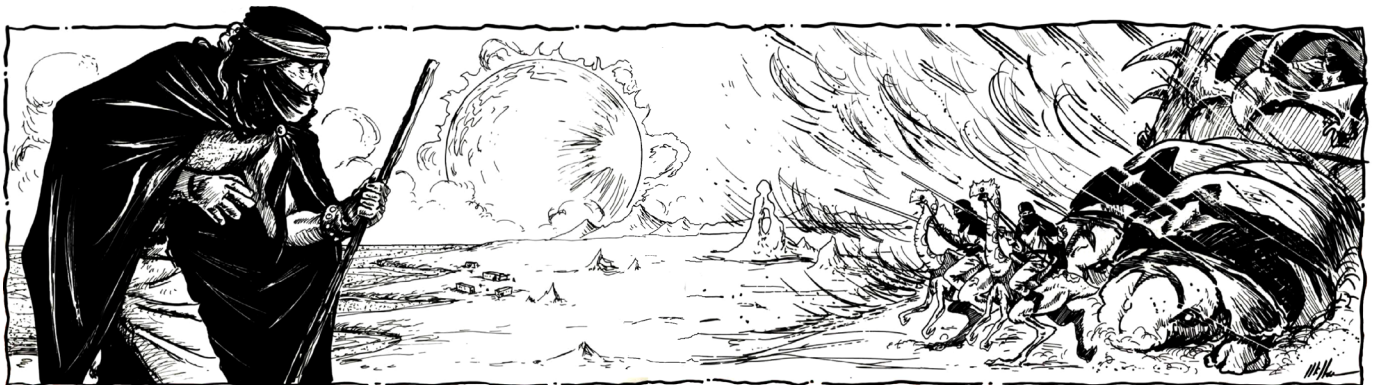
A rogue can try to pick someone's pocket as many times as he wants. Neither failure nor success prevents additional attempts, but getting caught might!

**Tunnelling:** As a part of his career, a rogue can learn the fine art of tunnelling. Success depends on the rogue's skill, the material being tunnelled, and the availability of tools.

The list below shows the time required to dig through 10 feet of ground with adequate digging equipment. Having no tools doubles the time for sand/loose earth or packed earth, and quadruples it for rock. Having sufficient unskilled help can speed the process by two hours per 10 feet regardless of material. At the end of every 10 feet, make a skill check. Failure means the tunnel collapses. It can be re-dug at the loose-earth rate.

Type of Earth	Modifier	Time
Sand/loose earth	-10%	5 hours
Packed earth	0	10 hours
Rock	+10%	30 hours

A rogue's tunnelling skill is limited to shafts no more than a few feet long. It cannot double for mining skill.



## Character Classes

### Rogue Skill Base Scores

Skill	Base Score
Bribe	5%
Climb Walls	60%
Detect Illusion	10%
Detect Magic	5%
Detect Noise	15%
Escape Bonds	10%
Find/Remove Traps	5%
Forge Documents	10%
Hide in Shadows	5%
Move Silently	10%
Open Locks	10%
Pick Pockets	15%
Read Languages	0%
Tunnelling	15%

### Rogue Skill Armour Adjustment

Skill	No Armour	Padded or Studded Leather
Bribe	+5%	-10%
Climb Walls	+10%	-30%
Detect Noise	—	-10%
Escape Bonds	+5%	-10%
Find/Remove Traps	—	-10%
Forge Documents	—	-5%
Hide in Shadows	+5%	-20%
Move Silently	+10%	-20%
Open Locks	—	-10%
Pick Pockets	+5%	-30%
Tunnelling	+5%	-15%

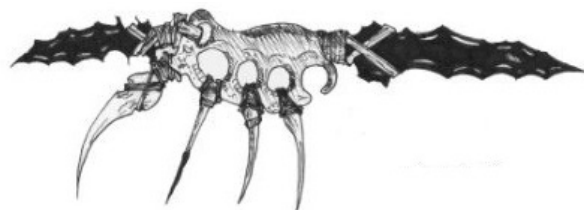




## Character Classes

### Rogue Skill Dexterity Adjustment

Dexterity Score	Climb Walls	Escape Bonds	Find/Remove Traps	Forge Documents	Hide in Shadows	Move Silently	Open Locks	Pick Pockets	Tunnelling
9	-10%	-20%	-10%	-15%	-10%	-20%	-10%	-15%	-10%
10	-5%	-15%	-10%	-10%	-5%	-15%	-5%	-10%	-5%
11	—	-10%	-5%	-5%	—	-10%	—	-5%	—
12	—	—	—	—	—	-5%	—	—	—
13-15	—	—	—	—	—	—	—	—	—
16	—	—	—	+5%	—	—	+5%	—	—
17	+5%	+5%	—	+7%	+5%	+5%	+10%	+5%	—
18	+10%	+10%	+5%	+10%	+10%	+10%	+15%	+10%	+5%
19	+15%	+12%	+10%	+15%	+15%	+15%	+20%	+15%	+10%
20	+20%	+15%	+12%	+17%	+17%	+20%	+25%	+20%	+15%
21	+20%	+17%	+15%	+20%	+20%	+25%	+27%	+25%	+20%
22	+25%	+20%	+17%	+22%	+22%	+30%	+30%	+27%	+25%
23	+25%	+22%	+20%	+24%	+24%	+33%	+33%	+30%	+30%
24	+30%	+24%	+22%	+27%	+27%	+35%	+35%	+33%	+35%
25	+30%	+30%	+25%	+30%	+30%	+35%	+35%	+35%	+35%



### Rogue Skill Racial Adjustment

Skill	Aarakocra	Dwarf	Elf	Half-Elf	Half-Giant	Halfling	Mul	Pterrax	Thri-kreen
Bribe	—	—	+10%	-10%	-10%	-5%	-5%	—	-15%
Climb Walls	-15%	-10%	—	—	-10%	-15%	+5%	-5%	N/A
Detect Magic	+5%	-5%	+5%	—	-10%	+5%	-5%	-5%	-15%
Detect Illusion	—	—	—	—	-10%	—	—	—	-15%
Detect Noise	+5%	—	+5%	—	-10%	+5%	—	—	-15%
Escape Bonds	—	—	—	—	-10%	+10%	-5%	—	-15%
Find/Remove Traps	—	+15%	—	—	-10%	+5%	—	—	-15%
Forge Documents	-10%	+5%	+5%	—	-10%	-10%	—	-5%	-15%
Hide in Shadows	—	—	+10%	+5%	—	+15%	—	+5%	+5%
Move Silently	+10%	—	+5%	—	-10%	+10%	+5%	+5%	-5%
Open Locks	-5%	+10%	-5%	—	-10%	+5%	-5%	-5%	-15%
Pick Pockets	-10%	—	+5%	+10%	-10%	+5%	—	-5%	-15%
Read Languages	—	-5%	—	—	-10%	-5%	-5%	—	-15%
Tunnelling	-15%	+10%	-10%	-5%	-10%	—	+10	—	-15%

## Bard

Ability Requirements: Dexterity 12  
Intelligence 13  
Charisma 15

Armour: All  
Weapons: All

The bard is a member of a bizarre class of entertainers and storytellers prized by the aristocratic city dwellers. Freemen all, bards are traditionally allowed access to all Athasian cities, touring in groups or individually, spreading lore, news and entertainment, then travelling on, making a living with their wits and talents. It is also widely accepted that – as a consequence – many bards lead double lives as notorious blackmailers, thieves, spies, and even assassins.

The bard must have neutral as one of the elements of his alignment. The bard's profession puts him in touch with all sorts of people and situations and he cannot afford to have a strong polarity of alignment to complicate his interaction with them.

Bards are first and foremost entertainers. Each has some skill as an orator, singer, actor, poet, musician, or juggler. Every bard character specialises in one particular mode of performance which should be noted on his character sheet – this may become pertinent in some role-playing situations.

Among the nobility of the cities, bards are tools. They are commonly hired by one house of nobles and sent to another as a gift. The bards are sent to entertain, and usually to perform some other subtle task (such as robbery, assassination, espionage, etc.) as well. Due to ancient traditions, it is considered rude to turn down the gift of a bard or bard company. However, when presented with a troupe of bards from one's worst enemy, sometimes they are turned away. To get around this, the hiring party sometimes disguises their approach by using a third party to send the bards – it can turn into a very complicated collage of intrigue and deceit.

### Class Abilities

**Countersong:** Bards can counter sonic effects. Characters within 30 feet of the bard are immune to the effect as long as the bard performs the counter (which can be a song, oration, performance etc.). While doing this, the bard can perform no other action except a slow



walk. If he is struck or fails a saving throw, his effort is ruined. To perform a countersong, the bard makes a saving throw vs. spell. Success means the countersong is effective and blocks the attack. Failure means the attack has its normal effect (everyone affected rolls



saving throws, normal damage is inflicted, etc.). The bard can use this ability once per encounter or battle. This power does not affect verbal spell components or command words; it is effective against spells that involve explanations, commands, or suggestions.

**Influence Reactions:** When performing before a group that is not attacking (and not intending to attack in just seconds), the bard can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. The method can be whatever is most suitable to the situation at the moment – a fiery speech, a moving poem, a collection of jokes, a sad tale, a fine tune played on a Nibenese nose-flute, or a heroic song from the old homeland.

Everyone in the group listening must roll a saving throw vs. paralysis (if the crowd is large, make saving throws for groups of people using average Hit Dice). The die roll is modified by  $-1$  for every three experience levels of the bard (round fractions down). If the saving throw fails, the group's reaction can be shifted one level (see the Reactions section in the *Dungeon Master's Guide*), toward either the Friendly or Hostile end of the scale, at the player's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale.

**Inspiration:** The music, poetry, and stories of the bard are inspirational, rallying friends and allies. If the exact nature of an impending threat is known, the bard can inspire his companions (immortalising them in word and song), granting a  $+1$  bonus to attack rolls, or a  $+1$  bonus to saving throws, or a  $+2$  bonus to morale (particularly useful in large battles) to those in melee.

The bard must spend at least three full rounds singing or reciting before the battle begins. This affects those within a range of 10 feet per level of the bard.

The effect lasts one round per level. Once the effect wears off, it can't be renewed if the participants are still in battle. However, troops who have withdrawn from combat can be re-inspired by the bard's words.

The bard's inspiration bonus increases by  $+1$  every six levels thereafter, as shown on the class table.

**Lore:** All bards receive the knowledge (local history) non-weapon proficiency for free. Bards also have a 5% chance per level to identify the general purpose of any magic item. The bard need not handle the item but must examine it closely. Even if successful, the item's exact function is not revealed, only its general nature.

**Poisons:** A bard is skilled with poisons, knowledgeable in their use and manufacture. Each level, the bard rolls  $1d4$ , adds the result to his level, and consults the poisons table to determine which new poison he has learned. If the bard has already learned the poison, he gains no new poison but may alter a known poison so all saves against that poison are at  $-2$ . If the total is 21 or higher, the bard may choose any poison on the list.

Once learned, the bard can make a single dose of the poison every day using easily obtained materials at no cost, without needing to make a proficiency check. Each dose of poison lasts for 24 hours before becoming inert.

A bard handling poisons never risks poisoning himself.

**Rogue Skills:** A bard selects eight rogue skills from bribe, climb walls, detect magic, detect illusion, detect noise, escape bonds, find/remove traps, forge documents, hide in shadows, move silently, open locks, pick pockets, read languages, and tunnelling. The initial values of each skill are given under rogue skills above, and are modified by race, Dexterity, and armour. Rogue skills can only be used in light armour.

Bards add nothing to these base values at 1st level. Each time a bard advances a level in experience, the player receives another 20 points to distribute. No more than 10 of these points can be assigned to a single skill, and no skill can be raised above 95%. Dark Sun characters start play at 3rd level, so a starting bard receives 40 points to distribute among his rogue skills.

**Countercharm:** At 5th level, the bard gains the ability to use musical notes, oratory, or words of power to disrupt mind-influencing effects. The bard can start a performance that lasts until the end of his next turn. During that time, the bard and any friendly creatures within 30 feet who can hear the bard gain  $+3$  bonus on saving throws against *fear* or *charm*.

**Poison Mastery:** At 10th level, the bard can study poison under a more experienced bard (at least 15th level). This study takes  $2d4$  weeks and costs 1,000 cp per week. At the end of this period, the bard will be a master of poisons and can alter any poison as follows:

- change onset time to anything from instantaneous to  $1d4$  hours
- change the poison so it builds up after repeated doses and kills  $1d10$  days after the final dose
- make a dose last for an additional  $1d2$  days
- change delivery method from one type to another.

Altering a poison costs one-half its market cost.



**Word of Power (Stun):** At 20th level, a bard can utter a *power word, stun* against a single target three times per day, with a range of 5 yards per level. The target of the power word is stunned for a duration dependent on its current hit points:

- Creatures with 1 to 30 hit points are stunned for 4d4 rounds.
- Creatures with 31 to 60 hit points are stunned for 2d4 rounds.
- Creatures with 61 to 90 hit points are stunned for 1d4 rounds.
- Creatures with over 90 hit points are unaffected by the power word.

**Brew Potions:** At 21st level, bards learn to enchant magical potion fruits. But as their knowledge of the broadest spectrum of magical powers is limited, so too is the number of potions they learn to produce. At 21st level and every level beyond that, roll on the Potions and Oils treasure table to see what type of potion fruit the bard learns to brew. The bard must write the recipe into a spell book (or the Athasian equivalent). If that book is ever lost, so too is the formula. If a duplicate is rolled, then the bard has learned a second method to create the same potion fruit. If “DM’s Choice” is rolled, let the player choose the potion.

The bard does not need a laboratory for potion brewing. As with potions for wizards, roll percentile dice secretly to determine if the potion fruit has “taken”. The base chance is still 70%. Improve the chance 1% for every 100 cp worth of ingredients and every level of the bard above 20th.

**Illusions:** Bards gain the ability to cast spells from the illusionist school when they attain 21st level. They are essentially wizards, with the usual restrictions for spell books and preparation. However, bard illusionists have no weapon or armour restrictions. They are not specialist mages, so they do not gain the specialist advantages. Further, they are not subject to the 16 minimum Dexterity score for specialist illusionists.

All spellcasting rules that apply to wizards also apply to bards. They use components, prepare new spells out of their own spell books, and so on. Bard illusionists begin as preservers but can defile as any other wizard, with the standard effects and consequences.

**Advanced Rogue Skills:** At 21st level, the bard can add the remaining six rogue skills to his abilities.

**Read Scrolls:** From 21st level, a bard can read any wizard or priest scroll and cast the spells which are upon it. The bard can determine what spells are on the scroll just by looking at it.

**Scribe Scrolls:** A bard who reaches 23rd level can create scrolls, subject to all the restrictions for wizards. The bard must copy each spell from his own spell book or from another scroll he already owns. Unfortunately, bard-created scrolls tend to be less reliable than those made by wizards: the bard can only add his level beyond 20th when determining the base chance to successfully scribe the scroll.

**Word of Power (Blind):** At 25th level, the bard can utter a *power word, blind* against a single target three times per day, with a range of 5 yards per level. The blindness can be cured by a *cure blindness* or a *dispel magic* spell. The target is rendered sightless for a duration dependent on their hit points:

- If the target has 25 or fewer hit points, the blindness is permanent until cured.
- If the target has 26 to 50 hit points, the blindness lasts for 1d4+1 turns.
- If the target has 51 to 100 hit points, the blindness lasts for 1d4+1 rounds.
- If the target has over 100 hit points, there is no effect.

**Word of Power (Kill):** At 30th level, the bard can utter a *power word, kill* against a single target three times per day, with a range of 5 yards per 2 levels. If the target has 60 hit points or less, it is killed. Creatures with 61 or more hit points are unaffected.



## Poisons Table

d4 + Level	Poison Class	Poison Varieties	Delivery Method	Onset Time	Strength	Crafting Cost	Market Cost
2	A	Cha'thrang lime	Injury	10-30 minutes	15/0	50 cp	100 cp
3	B	Megapede venom, widow's bile	Injury	2-12 minutes	20/1-3	125 cp	250 cp
4	C	Barbed scorpion venom	Injury	2-5 minutes	25/2-8	200 cp	400 cp
5	D	Antloid venom, gold scorpion venom	Injury	1-2 minutes	30/2-12	375 cp	750 cp
6	E	Silt serpent venom, crystal spider venom, dark spider queen venom	Injury	Immediate	Death/20	1,000 cp	2,000 cp
7	F	Dark spider venom	Injury	Immediate	Death/0	750 cp	1,500 cp
8	J	Mulworm slime	Injury	1-4 minutes	Death/20	1,000 cp	2,000 cp
9	G	Redleaf sap	Ingested	2-12 hours	20/10	100 cp	200 cp
10	H	Kivit musk	Ingested	1-4 hours	20/10	125 cp	250 cp
11	I	Desert mastyril extract	Ingested	2-12 minutes	30/15	250 cp	500 cp
12	J	Methelinoc, mulworm slime	Ingested	1-4 minutes	Death/20	1,000 cp	2,000 cp
13	K	Redleaf paste	Contact	2-8 minutes	5/0	100 cp	200 cp
14	L	Bittershine powder	Contact	2-8 minutes	10/0	150 cp	300 cp
15	A	Mulworm slime	Contact	Immediate	15/0	150 cp	300 cp
16	M	Gray root	Contact	1-4 minutes	20/5	250 cp	500 cp
17	N	Black lotus	Contact	1 minute	Death/25	1,500 cp	3,000 cp
18	O	Kank venom, mountain spider venom	Injury	2-24 minutes	Paralysis/0	100 cp	200 cp
19	P	Siltweed extract	Injury	1-3 hours	Debilitation/0	100 cp	200 cp
20	Q	Bloodgrass sap	Injury	Immediate	Paralysis 2d6 minutes	250 cp	500 cp
21+		Player's choice					



## Character Classes

### Bards Table

Experience Points	Level	Hit Dice (d6)	Attack Bonus	Abilities	Spells						
					1	2	3	4	5	6	7
0	1	1	+0	Countersong, influence reactions, inspiration, lore, poisons, rogue skills	—	—	—	—	—	—	—
1,250	2	2	+0	Poisons	—	—	—	—	—	—	—
2,500	3	3	+1	Influence reactions (-1), poisons	—	—	—	—	—	—	—
5,000	4	4	+1	Poisons	—	—	—	—	—	—	—
10,000	5	5	+2	Countercharm, poisons	—	—	—	—	—	—	—
20,000	6	6	+2	Influence reactions (-2), poisons	—	—	—	—	—	—	—
40,000	7	7	+3	Inspiration +2, poisons	—	—	—	—	—	—	—
70,000	8	8	+3	Poisons	—	—	—	—	—	—	—
110,000	9	9	+4	Influence reactions (-3), poisons	—	—	—	—	—	—	—
160,000	10	10	+4	Poisons, poison mastery	—	—	—	—	—	—	—
220,000	11	10+2	+5	Poisons	—	—	—	—	—	—	—
440,000	12	10+4	+5	Influence reactions (-4), poisons	—	—	—	—	—	—	—
660,000	13	10+6	+6	Inspiration +3, poisons	—	—	—	—	—	—	—
880,000	14	10+8	+6	Poisons	—	—	—	—	—	—	—
1,100,000	15	10+10	+7	Influence reactions (-5), poisons	—	—	—	—	—	—	—
1,320,000	16	10+12	+7	Poisons	—	—	—	—	—	—	—
1,540,000	17	10+14	+8	Poisons	—	—	—	—	—	—	—
1,760,000	18	10+16	+8	Influence reactions (-6), poisons	—	—	—	—	—	—	—
1,980,000	19	10+18	+9	Inspiration +4, poisons	—	—	—	—	—	—	—
2,200,000	20	10+20	+9	Poisons, word of power (stun)	—	—	—	—	—	—	—
2,420,000	21	10+22	+9	Brew potions, illusion, influence reactions (-7), rogue skills, read scrolls	2	1	—	—	—	—	—
2,640,000	22	10+24	+9		3	2	1	—	—	—	—
2,860,000	23	10+26	+9	Scribe scrolls	4	3	2	1	—	—	—
3,080,000	24	10+28	+9	Influence reactions (-8)	4	4	2	2	—	—	—
3,300,000	25	10+30	+9	Inspiration +5, word of power (blind)	5	4	3	2	1	—	—
3,520,000	26	10+32	+9		5	5	4	3	2	—	—
3,740,000	27	10+34	+9	Influence reactions (-9)	5	5	5	4	3	1	—
3,960,000	28	10+36	+9		5	5	5	5	4	2	—
4,180,000	29	10+38	+9		6	6	5	5	5	3	1
4,300,000	30	10+40	+9	Influence reactions (-10), word of power (kill)	6	6	6	6	5	4	2



## Thief

Ability Requirements: Dexterity 9

Armour: Leather, padded, studded leather

Weapons: All

Athas is a world of intrigue and treachery, of shady deals and secretive organisations – it's a rogue's paradise. Athasian thieves run the gamut of society. They range from gutter snipes who prey on merchants and freemen of the cities to vagabonds who steal what they can from passing caravans or merchant trains. At their best, thieves can be in the employ of the nobility, plying their trade by contract in the name of a royal household or noble do-gooders stealing from the corrupt and wealthy.

A thief can choose any alignment except lawful good and can be from any social class.

### Class Abilities

**Backstab:** Thieves are masters of the knife in the back. When attacking someone by surprise and from behind, a thief can improve his chance to successfully hit (+4 modifier for rear attack and negate the target's shield and Dexterity bonuses) and greatly increase the amount of damage his blow causes.

To use this ability, the thief must be behind his victim and the victim must be unaware that the thief intends to attack him. If an enemy sees the thief, hears him approach, or is warned by another, he is not caught unaware, and the backstab is handled like a normal attack (although bonuses for a rear attack still apply). Opponents in battle often notice a thief trying to manoeuvre behind them – the first rule of fighting is to never turn your back on an enemy! However, someone not expecting an attack can be caught unaware even if he knows the thief is behind him.

The backstab multiplier applies to the amount of damage before modifiers for Strength or weapon bonuses are added. Multiply the weapon's standard damage, then add Strength and magical weapon bonuses.

Backstabbing has limitations. First, the damage multiplier applies only to the thief's first attack, even if multiple attacks are possible. Second, the thief cannot use it on every creature. The victim must have areas that are specifically vulnerable (which leaves out most slimes, jellies, oozes, and the like). Finally, the thief



has to be able to reach a significant target area. To backstab a giant, the thief would have to be standing on a ledge or window balcony. Backstabbing him in the ankle just isn't going to be as effective.

**Rogue Skills:** A thief selects eight rogue skills from bribe, climb walls, detect magic, detect illusion, detect noise, escape bonds, find/remove traps, forge documents, hide in shadows, move silently, open locks, pick pockets, read languages, and tunnelling. The initial values of each skill are modified by race, Dexterity, and armour. Rogue skills can only be used in light armour.

At 1st level, all thieves receive 60 discretionary percentage points that they can add to their base scores. No more than 30 points can be assigned to any single rogue skill.

Each time the thief advances a level, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95 percent (not including adjustments for Dexterity, race, and armour). The DM can rule that some portion of the points earned must be applied to skills used during the course of the adventure.

Because Dark Sun characters start at 3rd level, thieves start play with 120 points to distribute

**Adaptation:** From 3rd level, the thief does not suffer combat and initiative penalties for fighting in an unfavourable environment. If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity check to avoid falling off a ladder when struck in melee, the thief receives a +3 (or +15%) bonus to the check.

The thief cannot ignore situational movement penalties, environmental factors that are not combat-related, or conditions that are physically impossible to overcome. No one can avoid sinking into silt without aid, and water resistance still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

**Specialisation:** Expert in all manner of combat techniques, at 4th level and every 4 levels thereafter, the thief gains a free fighting style specialisation.

**Evasion:** At 7th level, thieves can avoid damage from energy discharges, breath weapons, *fireball* spells, and the like, and other directed attacks. The thief saves as normal and suffers no damage if successful. This is not effective against effects that do not inflict damage or do not normally allow a save. The thief can avoid missiles fired from fixed points, such as traps and siege engines, but not by creatures. If not surprised, the thief avoids the missile with a successful save vs. breath weapon.

**Patron:** At 10th level a thief can attempt to attract a patron. A patron is a noble who will sponsor the thief and protect him under his house and name. The thief is expected to perform tasks for the patron, such as theft, spying, and even assassination in return for lodging and political protection.

The base chance of finding a patron is a percentage roll equal to 5% per level of the thief beyond 9th. The thief can attempt to locate a patron once per level. Once a patron is obtained, the thief need not roll further – the thief is from then on in the employ of one noble family from one city of the DM's choice. A thief need not seek out a patron if he doesn't wish to. Further, once a thief has a patron, the only way to leave his service is through death – a hired thief knows too many of the noble's secrets to be allowed to resign in any conventional way.

In the campaign, having a thiefling patron will mean several things. First, the DM can assign the thief jobs for the family, which he must perform or be targeted for assassination himself. Second, the thief can never be personally held responsible for his crimes while working for a patron. Typically, patrons have powerful friends among the defilers and templars of a city-state to protect both themselves and their thief employees.

**Read Scrolls:** At 10th level, a thief gains a limited ability to use magical and clerical scrolls. A thief's understanding of magical writings is far from complete, however. The thief has a 25% chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the thief and his party.

**Fall/Jump:** From 15th level, the thief can safely break a fall if there is a vertical surface nearby to help slow his descent. A very accomplished thief can fall or jump from amazing heights and not suffer the slightest injury. The maximum distance from a vertical surface and the maximum distance for a safe fall depends on the thief's level:

Level	Surface Distance	Distance Fallen
15-16	1'	30'
17-18	2'	60'
19-20	3'	90'
21-22	5'	120'
23-24	7'	150'
25-27	9'	180'
28-30	11'	210'



**Featherfoot:** From 19th level, the thief can make his footsteps as light as a feather, moving silently and exerting very little pressure on the surface he is moving over.

A thief who makes a successful move silently roll can move a short distance over a surface without exerting any appreciable weight on it, according to the table below:

Level	Surface	Distance*	Movement
19-22	Soft	30'	12
23-26	Very Soft	60'	15
27+	Liquid	120'	18

\* The thief must stop and make contact with the surface after moving this far.

**Soft Surfaces:** Mud, sand, snow, or other surfaces where normal humans would leave clear tracks.

**Very Soft Surfaces:** Silt, quicksand, fine dust, or other surfaces where normal humans would sink slowly.

**Liquid Surfaces:** Water or other surfaces where normal humans would sink immediately.

A thief using the featherfoot skill moves in complete silence and leaves no tracks on the ground. The character's weight does not press down upon the surface at all. The character does not set off any alarm or trap triggered by weight and does not trigger a *squeaking floors* spell.

**Illusions:** Thieves gain the ability to cast spells from the illusionist school when they attain 21st level. They are essentially wizards, with the usual restrictions for spell books and preparation. However, thief illusionists have no weapon or armour restrictions. They are not specialist mages, so they do not gain the specialist advantages. Further, they are not subject to the 16 minimum Dexterity score for specialist illusionists.

All spellcasting rules that apply to wizards also apply to thieves. They use components, prepare new spells out of their own spell books, and so on. Thief illusionists begin as preservers but can defile as any other wizard, with the standard effects and consequences.

**Improve Dexterity:** On gaining a new level, a thief of 21st level or higher may forego the usual 30 discretionary percentage points and instead add 1 point to his Dexterity score. A thief can raise his Dexterity score to a maximum of 21 this way. The increase is immediate and affects all aspects of play, from Armour Class and missile fire to all rogue skills.

**Advanced Rogue Skills:** At 21st level, the thief can add the remaining six rogue skills to his abilities, starting at their base scores, modified for race, Dexterity and armour as normal.

**Superior Evasion:** From 23rd level, a thief takes only half damage on a failed save from attacks that would be affected by his evasion ability.

**Non-detection:** From 27th level, thieves can shield themselves from many types of magical divination, as the 3rd-level wizard spell of the same name. When subjected to a spell such as *ESP*, *clairaudience*, or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful Wisdom check defeats the spell or device. Even if the roll fails, the thief is still entitled to any applicable saving throws.

This skill is also effective against the ability of intelligent or powerful creatures to detect *invisible* opponents. When subjected to one of these powers, the thief can attempt an opposed Wisdom check to remain undetected.

This skill is not effective against the spells *know alignment*, *true seeing*, *commune*, or *contact other plane*.

**Shadow Travel:** At 30th level, the thief can move rapidly from one shadowy area to another, moving at seemingly blinding speed.

To use this ability, the thief must first successfully hide in shadows. After entering the area of shadow, the thief can move into other shadows at increased speeds. The actual movement depends on the amount of shadow available, according to the table below:

Amount of Shadow	Movement Rate
None	Normal
Weak Shadows	15
Strong Shadows	18
Very Shadowy	24

**Weak Shadows:** Twilight, indoor light, moonless/overcast.

**Strong Shadows:** Outdoors at night, dim indoor light.

**Very Shadowy:** Near darkness.

The thief is visible when moving between shadows, but remains hidden while within the shadows and can move at an accelerated rate until he attacks or the shadows get weaker. If he leaves the shadows to attack, he can enter them again and resume accelerated movement on any round when he does not attack and there are shadows available.

## Character Classes

### Thieves Table

Experience Points	Level	Hit Dice (d6)	Attack Bonus	Abilities	Spells							
					1	2	3	4	5	6	7	
0	1	1	+0	Backstab x2, rogue skills	—	—	—	—	—	—	—	—
1,250	2	2	+0		—	—	—	—	—	—	—	—
2,500	3	3	+1	Adaptation	—	—	—	—	—	—	—	—
5,000	4	4	+1	Specialisation	—	—	—	—	—	—	—	—
10,000	5	5	+2	Backstab x3	—	—	—	—	—	—	—	—
20,000	6	6	+2		—	—	—	—	—	—	—	—
40,000	7	7	+3	Evasion	—	—	—	—	—	—	—	—
70,000	8	8	+3	Specialisation	—	—	—	—	—	—	—	—
110,000	9	9	+4	Backstab x4	—	—	—	—	—	—	—	—
160,000	10	10	+4	Patron, read scrolls	—	—	—	—	—	—	—	—
220,000	11	10+2	+5		—	—	—	—	—	—	—	—
440,000	12	10+4	+5	Specialisation	—	—	—	—	—	—	—	—
660,000	13	10+6	+6	Backstab x5	—	—	—	—	—	—	—	—
880,000	14	10+8	+6		—	—	—	—	—	—	—	—
1,100,000	15	10+10	+7	Fall/jump	—	—	—	—	—	—	—	—
1,320,000	16	10+12	+7	Specialisation	—	—	—	—	—	—	—	—
1,540,000	17	10+14	+8	Backstab x6	—	—	—	—	—	—	—	—
1,760,000	18	10+16	+8		—	—	—	—	—	—	—	—
1,980,000	19	10+18	+9	Featherfoot	—	—	—	—	—	—	—	—
2,200,000	20	10+20	+9	Specialisation	—	—	—	—	—	—	—	—
2,420,000	21	10+22	+9	Backstab x7, illusions, improve Dexterity, rogue skills	2	1	—	—	—	—	—	—
2,640,000	22	10+24	+9		3	2	1	—	—	—	—	—
2,860,000	23	10+26	+9	Superior evasion	4	3	2	1	—	—	—	—
3,080,000	24	10+28	+9	Specialisation	4	4	2	2	—	—	—	—
3,300,000	25	10+30	+9	Backstab x8	5	4	3	2	1	—	—	—
3,520,000	26	10+32	+9		5	5	4	3	2	—	—	—
3,740,000	27	10+34	+9	Non-detection	5	5	5	4	3	1	—	—
3,960,000	28	10+36	+9	Specialisation	5	5	5	5	4	2	—	—
4,180,000	29	10+38	+9	Backstab x9	6	6	5	5	5	3	1	—
4,300,000	30	10+40	+9	Shadow travel	6	6	6	6	5	4	2	—



## Trader

Ability Requirements: Intelligence 10  
 Wisdom 15  
 Charisma 12

Armour: All  
 Weapons: All

Individuals who provide the necessities of life wield enormous influence in a world where everything is in short supply. Traders specialise in finding the impossible and getting it to market for the maximum profit. Because of their ability to provide goods otherwise unattainable, traders are tolerated everywhere, from the cities of the sorcerer-kings to the slave tribe villages in the wastes.

All traders aspire to become masters of major trading houses, but most start much lower on the scale. On their rise to power and riches, they have no problem accompanying adventurers. A trader acts as a negotiator, interpreter, and diplomat for his group, appraising the treasure they find and bargaining for supplies. Those adventurers who travel with a young trader often form the core of a new merchant house, are adopted into the trader's family, or earn spots as senior agents after the trader becomes successful.

## Class Abilities

**Fast Talk:** Fast talking is the art of distraction and misdirection, the ability to con another into a certain course of behaviour. Its uses range from fraud, to talking one's way out of trouble, to simply getting a better price.

Targets with Intelligence 3 or less are so dim that attempts to fast talk succeed automatically, while those with Intelligence or Wisdom 20 or higher are immune. Fast talk should never be used in place of good role-playing and can't be used on other player characters.

Fast talk requires a Charisma check. Apply the target's Insight Bonus and Will Bonus as penalties to the result, as well as a situation penalty:

A *routine situation* is a normal transaction for a trader, including receiving up to 10% more or paying 10% less for an item than it's worth, or persuading a target to believe a plausible exaggeration or falsehood. A routine situation is a normal Charisma check.

A *moderate situation* isn't beyond a trader's ability, but challenges him. It includes getting 30% more or paying 30% less for an item than it's worth, persuading a target to believe an implausible lie, or convincing a band of raiders of equal or lesser level not to attack. A moderate situation is a Charisma check at -3.



A *very difficult situation* is probably beyond the skills of the trader in question, but the payoff is such that he has to try. These include receiving 50% more or paying 50% less for an item than it's worth, convincing a target of an outright and obvious lie, or talking higher level opponents out of making an attack. A very difficult situation is a Charisma check at -6 or more.

A trader gains a +I bonus on fast talk attempts per four experience levels.

**Poisons:** A trader is skilled with poisons, knowledgeable in their use and manufacture. Each level, the trader rolls 1d4, adds the result to his level, and consults the poisons table (see the bard class) to determine which new poison he has learned. If the trader has already learned the poison, he gains no new poison but may alter a known poison so all saves against that poison are at -2. If the total is 2I or higher, the trader may choose any poison on the list.

Once learned, the trader can make a single dose of the poison per day using easily obtained materials at no cost, without needing to make a proficiency check. Each dose of poison lasts for 24 hours before becoming inert.

A trader handling poisons never risks poisoning himself.

**Rogue Skills:** A trader learns the arts of stealth, double-dealing, and thievery from an early age, for intrigue and espionage are normal parts of everyday business on Athas. A starting trader may select eight rogue skills. These are modified by the character's race, Dexterity score, and armour being worn. Like a bard, a trader adds no points to the base values at 1st level. Each time the trader advances a level, he receives 20 points to distribute among the skills. No more than 10 points can be assigned to a single skill at one time, and no skill can ever be raised above 95%. As Dark Sun characters start play in at 3rd level, a starting trader receives 40 points to distribute among his rogue skills.

**Language:** A trader is a skilled linguist. He gains an extra language per three levels, in addition to those he knows due to his race and proficiency choices.

**Agents:** Once a trader reaches 10th level, he starts to attract agents. These agents are individuals of exceptional ability who serve as personal aides to the trader. A trader never has to accept the services of a given agent, but if an agent is rejected, the player can't roll again for a new agent until his character earns another level.

Using the tables below, check the number of followers gained at each level, roll for their levels, and check to see if any of them are special agents by rolling the given percentage or less. If this roll does not succeed, roll for the agent's race and class. If this roll succeeds, roll on the special agent table for that follower.

If the result calls for an exceptional situation, the player may roll on the appropriate table. The trader may roll at 10th level and once per level after that. This is by no means automatic; only those traders who have been in close contact with one or more of the groups or individuals in the Exceptional Situations table should be allowed to roll. If the result is a group or individual with whom the trader has never had any contact, then the roll fails.

The friendship of a tribe, such as thri-kreen or halflings, indicates that the trader or his family has done a favour for or maintained good relations with the tribe. The DM should create a description of the tribe and a reason why their friendship with the trader exists. Friendly tribes are always well-inclined toward the trader and his companions. They offer food and shelter and, in extreme cases, fight for the trader. Note that friendship is not easily given. Any who abuse the trust of a tribe will find that friendship can swiftly turn to hostility.

The favour of an official is less reliable than the friendship of tribes. A trader who is in an official's favour may ask for assistance from local guards or templars (although there is no assurance that such assistance will be given). He can also expect to be able to bend local law without being harassed. Any trader who abuses an official's favour will find it swiftly withdrawn.

Services from planar creatures, and the exact nature of those creatures, are to be determined by the DM. Note that many of these creatures are evil, untrustworthy entities. Any services provided will not come cheaply; the cost may be such that not even the most foolhardy trader will want to pay.

**Enchantments:** At 21st level, traders gain the ability to cast wizard spells from the enchantment/charm school. They are essentially wizards, with the usual restrictions for spell books and preparation. However, trader enchanters have no weapon or armour restrictions when casting spells. They are not specialist mages, so they do not gain the specialist advantages. Further, they are not subject to the 16 minimum Charisma score for specialist enchanters.



All spellcasting rules that apply to wizards also apply to traders. They use components, prepare new spells out of their own spell books, and so on. Trader enchanters begin as preservers but can defile as any other wizard, with the standard effects and consequences.

**Improve Charisma:** On gaining a new level, a trader of 21st level or higher may forego the usual 20 discretionary percentage points and instead add 1 point to his Charisma score. A trader can raise his Charisma to a maximum of 21 this way. The increase is immediate and affects all related statistics.

**Advanced Rogue Skills:** At 21st level, the trader can add the remaining six rogue skills to his abilities, starting at their base scores, modified for race, Dexterity and armour as normal.

**Seneschal:** At 21st level, the trader gains a powerful individual follower keen to work alongside him. The new follower must have been impressed by the trader's accomplishments before he attained his new level. The DM determines the exact follower. Some examples include: a high-level thief, bard, or fighter; a terek champion; or a wayward tohr-kreen. If necessary, use the Ranger's Followers table to determine the seneschal.

**Troops:** When the trader reaches the heights of fame and fortune, his reputation grows. As word spreads, warriors who are eager to serve in a successful merchant house will seek him out. These troops will remain loyal to the trader for as long as they are not mistreated and there are profits to be won. They do not require payment; the prestige of serving a great house is sufficient reward.

Troops are always gained in groups of 10 individuals called a stand. All 10 are of the same race and experience level with the same equipment. A unit consists of some number (usually 2–20) of identical stands.

Once a trader reaches 21st level, he attracts his first unit of troops. This first unit will always be made up of warriors of the same race and background as the trader. The first unit consists of  $1d10+2$  stands (30–120 individuals). Roll  $1d2+1$  to determine the unit's level.

As the trader gains each new level beyond 21st, he will attract another unit of troops. These subsequent troops, though, may be of very different backgrounds than the trader himself.

A trader cannot avoid attracting troops. The fame of his achievements will draw the attention of warriors who seek to share in the accomplishments of his house and bring glory to his name.

**Eminence:** From 23rd level, the trader exudes an aura of command and confidence. He receives a -4 encounter reaction bonus when acting in a friendly manner. If the trader behaves in a threatening manner, his eminence can strike fear into those who hear his words. Creatures of less than 4 Hit Dice flee until the trader is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The ability works against all types of creatures – even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect. Once a creature has resisted the fear effect, it is not subject to fear effects from the same trader for the rest of the day.

Creatures within 30 feet of an opposing trader using the eminence ability are not subject to the fear effect if the second trader's level is equal to or higher than the trader using the fear effect.

**Perfect Morale:** From 26th level, the trader's followers, henchmen, and hirelings become fanatically loyal to the trader and never fail a morale check. Their morale is treated as 20 at all times.

**Golden Tongue:** At 30th level, a trader's words carry great authority. To use this ability, the trader must speak loudly and clearly for a full round. Every creature within 180 feet can hear the trader speaking unless it has been magically deafened. Creatures that hear the trader are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the trader's words – they merely have to hear them. Undead and creatures normally immune to *charm* spells, such as golems and creatures with Wisdom scores of 19 or more, are not affected.

The trader can hold an audience enthralled for up to one hour, as per the *enthral* spell, but excessive jeering can break the effects (see the spell description in the *Player's Handbook*).

The trader can also utter a *mass suggestion* to creatures the character has enthralled; this functions as the 6th-level wizard spell of the same name except that it affects every creature currently *enthralled* regardless of the trader's level. There is no saving throw vs. the *mass suggestion* if it is completed before the *enthral* effect ends. The trader can issue only one *mass suggestion* per use of the golden tongue ability.

The trader can use this ability three times per day.

## Character Classes

### Trader Agents

Trader's Level	Agents Gained	Agent's Level	% Special
10	1	1d4+1	0
11	1	1d4+2	5
12	1d2	1d6+1	10
13	1d2	1d6+2	15
14	1d4	1d8+1	20
15	1d4	1d8+2	25
16	1d6	1d10+1	30
17	1d6	1d10+2	35
18	1d8	1d12+1	40
19	1d8	1d12+2	45
20	1d10	1d12+3	50

### Agent Race and Class

1d100 Roll	Agent's Race	1d100 Roll	Agent's Class
1-5	Aarakocra	1-5	Bard
6-14	Dwarf	6-15	Cleric (roll d20)
15-26	Elf	1-2	<i>air</i>
27-39	Half-Elf	3-5	<i>earth</i>
40-46	Half-Giant	6-8	<i>fire</i>
47-49	Halfling	9-11	<i>magma</i>
50-75	Human	12-13	<i>rain</i>
76-92	Mul	14-16	<i>silt</i>
93-95	Pterrann	17-18	<i>sun</i>
96-100	Thri-Kreen	19-20	<i>water</i>
		16-20	Defiler
		21-25	Druid
		26-40	Fighter
		41-48	Gladiator
		59-55	Preserver
		56-65	Psionicist
		66-70	Ranger
		71-86	Thief
		87-100	Trader

### Special Agents

1d100 Roll	Special Agent's Type
1-15	Fighter or gladiator and followers (if any)
16-25	Agent is a multi-class character
26-35	Roll agent as normal, but add 1d6 levels
36-45	Belgoi
46-55	Genie, jann
56-65	Gith
66-81	Kenku
82-86	Pseudodragon
87-96	Tarek
97-100	Exceptional situation

### Trader Troops

Trader's Level	Stands Attracted	Stands' Level	Special*
22	1d10+4	1d3+1	5%
23	1d12	1d3+2	10%
24	1d12+2	1d4+1	15%
25	1d12+4	1d4+2	20%
26	1d20	1d6+1	25%
27	1d20+2	1d6+2	30%
28	1d20+4	1d8+1	35%
29	1d20+6	1d8+2	40%
30	1d20+8	1d10+1	45%

### Exceptional Situations

d20 Roll	Situation
1-4	Friendship of a thri-kreen pack
5-11	Friendship of an elf tribe
12-13	Friendship of a halfling tribe
14-18	Friendship of a slave tribe
19	Favour of an official (in a city or village)
20	Service of a planar creature

\* Chance that the unit is unusual in nature. Examples include kank cavalry, thri-kreen, elves, aarakocra, or human fighters of exceptional equipment or morale. The DM decides all special characteristics.

## Character Classes

### Traders Table

Experience Points	Level	Hit Dice (d6)	Attack Bonus	Abilities	Spells						
					1	2	3	4	5	6	7
0	1	1	+0	Fast talk, poisons, rogue skills	—	—	—	—	—	—	—
1,250	2	2	+0	Poisons	—	—	—	—	—	—	—
2,500	3	3	+1	Language, poisons	—	—	—	—	—	—	—
5,000	4	4	+1	Fast talk +1, poisons	—	—	—	—	—	—	—
10,000	5	5	+2	Poisons	—	—	—	—	—	—	—
20,000	6	6	+2	Language, poisons	—	—	—	—	—	—	—
40,000	7	7	+3	Poisons	—	—	—	—	—	—	—
70,000	8	8	+3	Fast talk +2, poisons	—	—	—	—	—	—	—
110,000	9	9	+4	Language, poisons	—	—	—	—	—	—	—
160,000	10	10	+4	Agents, poisons	—	—	—	—	—	—	—
220,000	11	10+2	+5	Agents, poisons	—	—	—	—	—	—	—
440,000	12	10+4	+5	Agents, fast talk +3, language, poisons	—	—	—	—	—	—	—
660,000	13	10+6	+6	Agents, poisons	—	—	—	—	—	—	—
880,000	14	10+8	+6	Agents, poisons	—	—	—	—	—	—	—
1,100,000	15	10+10	+7	Agents, language, poisons	—	—	—	—	—	—	—
1,320,000	16	10+12	+7	Agents, fast talk +4, poisons	—	—	—	—	—	—	—
1,540,000	17	10+14	+8	Agents, poisons	—	—	—	—	—	—	—
1,760,000	18	10+16	+8	Agents, language, poisons	—	—	—	—	—	—	—
1,980,000	19	10+18	+9	Agents, poisons	—	—	—	—	—	—	—
2,200,000	20	10+20	+9	Agents, fast talk +5, poisons	—	—	—	—	—	—	—
2,420,000	21	10+22	+9	Enchantments, improve Charisma, language, rogue skills, seneschal, troops	2	1	—	—	—	—	—
2,640,000	22	10+24	+9	Troops	3	2	1	—	—	—	—
2,860,000	23	10+26	+9	Eminence, troops	4	3	2	1	—	—	—
3,080,000	24	10+28	+9	Fast talk +6, language, troops	4	4	2	2	—	—	—
3,300,000	25	10+30	+9	Troops	5	4	3	2	1	—	—
3,520,000	26	10+32	+9	Perfect morale, troops	5	5	4	3	2	—	—
3,740,000	27	10+34	+9	Language, troops	5	5	5	4	3	1	—
3,960,000	28	10+36	+9	Fast talk +7, troops	5	5	5	5	4	2	—
4,180,000	29	10+38	+9	Troops	6	6	5	5	5	3	1
4,300,000	30	10+40	+9	Golden tongue, language, troops	6	6	6	6	5	4	2



## Warrior

There are three different types of warrior on Athas, each with a slightly different approach and a particular style of combat. There are no paladins on Athas, because the idea of serving good and right for the simple rewards of inner peace and faith faded from Athas long ago.

The **fighter** is a skilled warrior, trained for both individual combat and warfare in military formations. Characters of this type are the mainstay of any organised military force.

The **gladiator** is a specialised warrior trained for combat in the arenas. He's skilled in the use of many obscure weapons and combat techniques, including those peculiar to specific combat games and popular blood sports. He is forged in the blood and excitement of the arena, trained to fight and kill for the enjoyment of others. When a gladiator earns his freedom and becomes a player character, he demonstrates skills and abilities that make him a deadly opponent.

The **ranger** is a warrior knowledgeable in the ways of the wilderness, skilled in surviving the rigours of the wild oases and the brutal stretches of desert between them. Many tribes have at least one ranger in their ranks.

**Proficient:** Warriors are automatically proficient in all weapons without spending any weapon proficiency slots.

## Fighter

**Ability Requirements:** Strength 9

**Armour:** All

**Weapons:** All

From the small forts in sandy wastes of Athas to the guards of the merchant houses in the city-states, fighters can be found everywhere in the Tablelands. On Athas, the fighter is a trained warrior, a soldier skilled in mass warfare. Every society on Athas maintains an army of fighters to protect itself from attack or to wage wars of plunder and annihilation against its neighbours. Fighters are both the commanders and soldiers in these armies and, at higher levels, are experts in individual and formation combat, leadership, and morale.

Fighters can be of any alignment. While fighters cannot cast spells, they can use many magical items, including potion fruit, protection scrolls, most rings, and all forms of enchanted armour, weapons and shields.



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## Class Abilities

**Weapon Group Expertise:** Fighters gain expertise in an entire weapon group for one weapon proficiency slot (other classes gain expertise in a single weapon for one weapon proficiency slot).

**Combat Dominance:** The fighter can attack once per level every round against foes with less than one Hit Die.

**Instructor:** A fighter can teach other characters weapon proficiencies when he reaches 3rd level. The fighter can train students in the use of any weapon. The fighter may train a number of students equal to his level in a single class – a class requires 8 hours of training each and every day for one month. At the end of that time each student must make an Intelligence check; those who pass become proficient in that weapon. A student may only be trained once, regardless of success, with a specific weapon. Students can become proficient with any number of new weapons in this manner.

**Specialisation:** As a master of weapons and combat, a fighter can spend a weapon proficiency slot to develop exceptional skill with a particular weapon. The fighter gains a +1 to hit and +2 damage with that weapon. Initially, a fighter can only specialise in a single weapon.

**Danger Sense:** From 4th level, the fighter can make a Wisdom check to discover threats that are not obvious to less perceptive characters. The fighter can sense if hidden enemies are lurking in any area he can see well, scanning an area roughly 200 yards square in a single round, and discerning approximately how many creatures are hiding in the area and their approximate size. On the individual level, the fighter can tell if a creature is prepared to attack, determining the battle readiness of every being in an area the size of a 30-foot cube. He can study a single creature to determine if it has any concealed weapons, noting their general size, location, and type.

**Operate War Machines:** A fighter can operate and supervise the use of war machines when he reaches 4th level, including bombardment engines (like ballistas, catapults, and trebuchet), crushing engines (like rams and bores), and siege towers. See **Chapter Seven: Equipment** for more information.

**Construct Defences:** A fighter can supervise the construction of defensive emplacements when he reaches 5th level. See **Chapter Seven: Equipment** for more information on this.



**Commander:** A fighter can command large numbers of troops when he reaches 6th level, up to 100 soldiers per level. This includes terminology, use of messengers and signals, use of psionic and magical aids to communication, etc.

The fighter gains a Command Diameter equal to his level plus his Loyalty Adjustment. Note that this allows the fighter to command troops assigned to him, but does not give him the ability to raise the troops himself.

**Mastery:** From 6th level, the fighter may spend a weapon proficiency slot to increase the bonus with their specialised weapon to +3 to hit and +3 damage.

**Extra Attack:** The fighter gains an extra attack every other round with all melee weapons at 7th level and an extra attack every round at 13th level.

**Construct War Machines:** Once the fighter reaches 8th level, he can oversee the construction of heavy war machines. See **Chapter Seven: Equipment** for details.

**Followers:** As a fighter increases in experience levels, his reputation as a warrior and leader of men grows. As word spreads, less experienced warriors who are eager to fight for the same causes will seek him out. These followers remain loyal to the fighter for as long as they are not mistreated and there are battles to be fought.

Followers are always gained in groups of 10 individuals called a stand. All 10 are of the same race and experience level and have the same equipment. A unit consists of several (usually 2–20) identical stands.

Once a fighter reaches 9th level, he attracts his first unit of followers. This first unit will always be made up of warriors of the same race and background as the fighter (if the fighter is a slave tribesman, so will be his first unit of followers). The first unit consists of  $1d10+2$  stands (30–120 individuals). Roll  $1d2+1$  to determine the unit's level.

As the fighter gains each new level beyond 9th, he will attract another unit of followers. These subsequent followers may be of different backgrounds than the fighter himself.

A fighter cannot avoid gaining followers. The desperate populations of Athas are constantly on the lookout for great commanders; warriors who will lead them on campaigns of glory. These warriors pledge themselves to the fighter's banner.

### Fighter Followers

Fighter's Level	Stands Attracted	Stands' Level	Special*
10	$1d10+4$	$1d3+1$	5%
11	$1d12$	$1d3+2$	10%
12	$1d12+2$	$1d4+1$	15%
13	$1d12+4$	$1d4+2$	20%
14	$1d20$	$1d6+1$	25%
15	$1d20+2$	$1d6+2$	30%
16	$1d20+4$	$1d8+1$	35%
17	$1d20+6$	$1d8+2$	40%
18	$1d20+8$	$1d10+1$	45%
19+	$1d20+10$	$1d10+2$	50%

\* Percentage chance that the unit is of an unusual nature. Examples include kank cavalry, thri-kreen, elves, aarakocra, or human fighters of exceptional equipment or morale. The DM decides all special characteristics.

A fighter continues to gain followers beyond 20th level. Each level he gains another unit of followers with  $1d20+10$  stands and of  $1d10+2$  levels; it is 50% likely to be special in nature.

**Bravery:** From 10th level, the fighter can harness his own strength of will to resist any *fear* effect. The character is immune to any form of unnatural fear from a spell, creature, or magical item.

**Bypass Resistance:** Beginning at 11th level, a fighter using any weapon – including his bare hands – can harm creatures that are normally hit only by +1 or better magical weapons. The fighter does not actually get an attack or damage bonus but can harm creatures

such as a lycanthropes with any physical attack. This power is not magical and is not diminished by factors such as planar distances or effects that disrupt magic. At 15th level, a fighter can harm creatures that are hit only by +2 or better weapons. This ability increases to allow the fighter to strike creatures that require a +3 weapon at 19th level, a +4 weapon at 23rd level, and a +5 weapon at 27th level.

**Companion:** At 21st level, the fighter gains a powerful individual follower sympathetic to his cause. The new follower must have been impressed by the fighter's accomplishments before he attained his new level. The DM determines the exact follower. Some examples include a high-level preserver, cleric, or ranger; a belgoi champion; or wayward half-giant. If necessary, use the Ranger's Followers table to determine the follower.

**Elites:** A fighter can create entire units of elites upon reaching 21st level. The unit of followers to be trained must be of at least 5th level and can have no more stands than the fighter's level. The unit's equipment, mounts, or special characteristics have no effect.

Training to elite status takes 30 uninterrupted days. At the end of that time, the unit gains certain advantages: its AD rises to the next higher die (AD 6 becomes AD 8, etc.); its AC is improved by one point; its hits are increased by 3 points; and its ML is raised 4 points. Individual characters within the unit gain no benefit; the elite status applies only to the unit as a whole. New characters recruited into the unit are not considered elites. A fighter may train unlimited numbers of elite units.

**Improved Specialisation:** From 21st level, a fighter can specialise or gain mastery in any number of weapons, paying for this as normal with weapon proficiency slots.

**Challenge:** At 25th level, a fighter can issue a verbal challenge that can shake an enemy's resolve. To use this ability, the fighter must be in plain sight, within hearing, and close enough to see the opponent's face clearly (10 yards if the visibility is good). This ability is not an attack and has no initiative modifier.

Opponents with  $4+1$  Hit Dice/levels or less retreat, cautiously backing away and avoiding confrontation with the fighter for the rest of the day. If the fighter or his party attacks, the creature can return the attack, with the penalties detailed below. If the opponent has more than  $4+2$  Hit Dice/levels, it receives a save vs. death magic to escape the effects.



If the creature fails its saving throw, it retreats from the fighter or remains in the area, suffering a +2 penalty on initiative and a -2 penalty on attacks, saving throws, and ability checks as long as the fighter remains within 60 feet. The creature may leave the area to avoid the effects, launching missile attacks or directing other activities, but the penalties return once it gets within 60 feet of the fighter.

If the opponent has 10 or more Hit Dice, it is compelled to answer the challenge and attack the fighter. If it fails the save against death magic, it must immediately advance and engage in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but occupies the creatures involved for a full round). Creatures unwilling to fight can attempt to save vs. death magic each round to break off the fight, otherwise, they engage in melee with the fighter. Affected creatures can employ spells or missiles if they wish, but must close to melee before doing so.

**Hardiness:** As a last ditch effort, a fighter can extend his life once per day. Instead of falling unconscious at zero hit points and dying at -10, the fighter can remain active until reaching -20 hit points, functioning in this state for 20 rounds. If not healed above -10 hit points by the end of this period, the fighter dies.

During this period, the fighter is immune to blindness, deafness, ability score reductions, paralysation, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

Hardiness does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of physical damage, such as severed limbs or broken bones. Nor does it protect against effects that are not directly harmful, such as *charms*, *entanglement*, or *imprisonment*.



## Fighters Table

Experience Points	Level	Hit Dice (d10)	Attack Bonus	Abilities
0	1	1	+1	Proficient, weapon group expertise
2,000	2	2	+1	Combat dominance
4,000	3	3	+2	Instructor, specialisation
8,000	4	4	+3	Danger sense, operate war machines
16,000	5	5	+4	Construct defences
32,000	6	6	+4	Commander, mastery
64,000	7	7	+5	Extra attack
125,000	8	8	+6	Construct war machines
250,000	9	9	+7	Followers
500,000	10	9+3	+7	Bravery, followers
750,000	11	9+6	+8	Bypass resistance (+1), followers
1,000,000	12	9+9	+9	Followers
1,250,000	13	9+12	+10	Extra attack, followers
1,500,000	14	9+15	+10	Followers
1,750,000	15	9+18	+11	Bypass resistance (+2), followers
2,000,000	16	9+21	+12	Followers
2,250,000	17	9+24	+13	Followers
2,500,000	18	9+27	+13	Followers
2,750,000	19	9+30	+14	Bypass resistance (+3), followers
3,000,000	20	9+33	+15	Followers
3,250,000	21	9+36	+15	Companion, elites, followers, improved specialisation
3,500,000	22	9+39	+15	Followers
3,750,000	23	9+42	+15	Bypass resistance (+4), followers
4,000,000	24	9+45	+15	Followers
4,250,000	25	9+48	+15	Challenge, followers
4,500,000	26	9+51	+15	Followers
4,750,000	27	9+54	+15	Bypass resistance (+5), followers
5,000,000	28	9+57	+15	Followers
5,250,000	29	9+60	+15	Followers
5,500,000	30	9+63	+15	Followers, hardiness

## Gladiator

**Ability Requirements:** Strength 13  
Dexterity 12  
Constitution 15

**Armour:** All  
**Weapons:** All

Gladiators are the slave warriors of the city-states, specially trained for brutal physical contests. Disciplined in many diverse forms of hand-to-hand combat and skilled in the use of dozens of different weapons, gladiators are the most dangerous warriors on Athas.

Gladiators can have any alignment: good, evil, lawful, chaotic, or neutral. A gladiator can use most magical items, including potions, protection scrolls, most rings, and all forms of enchanted armour, weapons, and shields; he abides by all warrior restrictions that apply.

### Class Abilities

**Improved Specialisation:** As a reward for their years of training and discipline, gladiators are the ultimate masters of weapons. A gladiator can spend a weapon proficiency slot to specialise in any weapon, gaining +1 to hit and +2 damage with that weapon. A gladiator can specialise in multiple weapons, if desired.

**Unarmed Combat:** A gladiator is an expert in unarmed combat. He receives a +4 to hit with all unarmed attacks and a +4 bonus to both CMB and CMD for the purposes of all unarmed combat.

**Combat Dominance:** The gladiator can attack once per level every round against foes with less than one Hit Die.

**Armour Optimisation:** A gladiator learns to optimise his armour from 5th level. He conditions himself to use his armour to its best advantage, dodging and moving to confound opponents with his armour and shield. Provided the gladiator is wearing armour or using a shield, he receives a +1 bonus to Armour Class every five levels (+1 at 5th level, +2 at 10th level, +3 at 15th level, etc.). Some magical items (like a *ring of protection* +2) do not count as armour while others (such as *bracers of defence*) do – the DM will rule on this on a case-by-case basis.

**Mastery:** From 6th level, the gladiator may spend a weapon proficiency slot to increase the bonus with a specialised weapon to +3 to hit and +3 damage.



**Extra Attack:** The gladiator gains an extra attack every other round at 7th level with all melee weapons and an extra attack every round at 13th level.

**Followers:** A gladiator attracts followers when he reaches 9th level. The followers arrive in the same manner as for fighters. A gladiator's first unit will always consist of other gladiators who have come to study his fighting style and "learn from a true master".

**Inner Focus:** From 18th level, a gladiator can concentrate for one round and marshal his personal energies to boost his Strength, Dexterity, or Constitution for one round per level. The gladiator gains +1 to the chosen score, with an additional +1 per three levels above 18, to a maximum of +5 at 30th level. The other two abilities suffer a -2 penalty for the same duration.

The gladiator can take no other actions during the round spent concentrating on raising the selected ability. Bonuses are applied immediately and are lost immediately when the boost's duration ends. A gladiator who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then vanish when the improvement ends. A character can have only one ability score improvement from this skill operating at any given time.



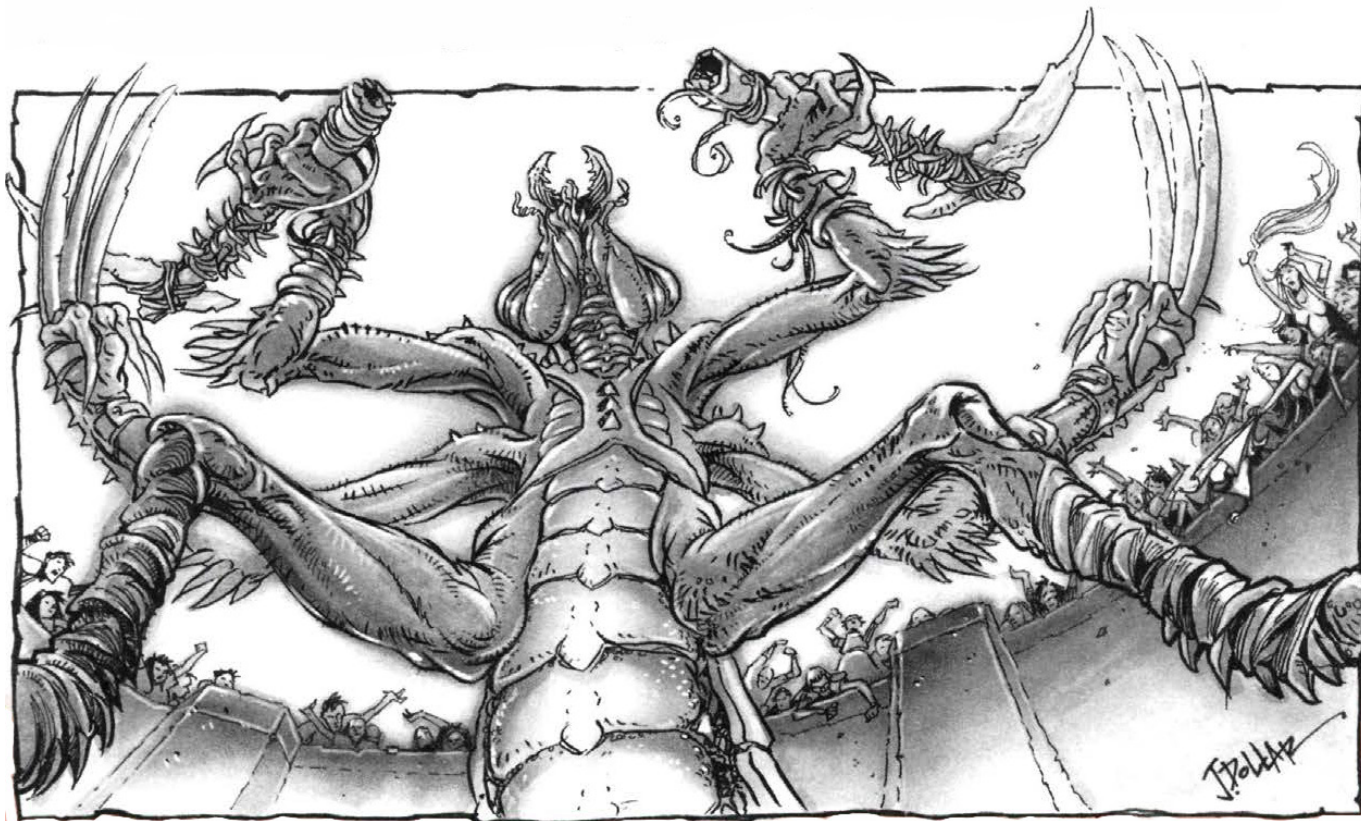
**Whirlwind Attack:** At 23rd level, a gladiator is capable of launching a massive blow that can be extended into a whirlwind attack that damages every enemy within reach. The gladiator makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the gladiator automatically inflicts damage on every enemy within a 5-foot radius, as decided by the character. Every enemy within range takes 2d8 damage, plus an additional d8 damage per two levels above 23rd, to a maximum of 5d8 damage at 29th level.

Enemies who are larger than the original target, or whose Armour Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armour Classes (after the +4 bonus for invisibility) are not better than the original target's. If the initial attack misses, the whirlwind attack fails. If the initial attack hits, the target suffers normal damage from the attack. If the damage inflicted fails to kill the original target, there is no radius effect. The gladiator cannot move or take another action during the round when he attempts a whirlwind attack.

**Death Blow:** At 30th level, a gladiator can strike a deadly blow that can fell an opponent in a single stroke. The gladiator makes a single melee attack roll against any adjacent opponent that he is eligible to attack. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be slain immediately. The opponent's defensive bonuses from protective devices (such as magical armour and *rings* or *cloaks of protection*) always apply to the saving throw, as do any other specific bonuses for saving throws against death magic.

Opponents with more Hit Dice/levels than the gladiator are immune to the death blow. Creatures that would not normally be vulnerable to damage from the weapon the gladiator is using in the attack also are immune.

When a gladiator attempts a death blow, that is the only attack he can make during the round. A gladiator can combine a death blow with a whirlwind attack. In such a case, only the initial target of the whirlwind attack is subject to the instant death effect, but this might allow the whirlwind attack to succeed when it otherwise might not.



## Gladiators Table

Experience Points	Level	Hit Dice (d10)	Attack Bonus	Abilities
0	1	1	+1	Improved specialisation, proficient, unarmed combat
2,250	2	2	+1	Combat dominance
4,500	3	3	+2	
9,000	4	4	+3	
18,000	5	5	+4	Armour optimisation +1
36,000	6	6	+4	Mastery
75,000	7	7	+5	Extra attack
150,000	8	8	+6	
300,000	9	9	+7	Followers
600,000	10	9+3	+7	Armour optimisation +2, followers
900,000	11	9+6	+8	Followers
1,200,000	12	9+9	+9	Followers
1,500,000	13	9+12	+10	Extra attack, followers
1,800,000	14	9+15	+10	Followers
2,100,000	15	9+18	+11	Armour optimisation +3, followers
2,400,000	16	9+21	+12	Followers
2,700,000	17	9+24	+13	Followers
3,000,000	18	9+27	+13	Followers, inner focus +1
3,300,000	19	9+30	+14	Followers
3,600,000	20	9+33	+15	Armour optimisation +4, followers
3,900,000	21	9+36	+15	Followers, inner focus +2
4,200,000	22	9+39	+15	Followers
4,500,000	23	9+42	+15	Followers, whirlwind attack 2d8
4,800,000	24	9+45	+15	Followers, inner focus +3
5,100,000	25	9+48	+15	Armour optimisation +5, followers, whirlwind attack 3d8
4,400,000	26	9+51	+15	Followers
4,700,000	27	9+54	+15	Followers, inner focus +4, whirlwind attack 4d8
5,000,000	28	9+57	+15	Followers
5,300,000	29	9+60	+15	Followers, whirlwind attack 5d8
5,600,000	30	9+63	+15	Armour optimisation +6, death blow, followers, inner focus +5

## Ranger

Ability Requirements: Strength 13  
 Dexterity 13  
 Constitution 14  
 Wisdom 14

Armour: All

Weapons: All

Though Athas is a wasteland, the role of the ranger is unchanged. The wilderness is harsh and unforgiving, calling for skilled and capable souls to master its ways. The ranger answers that challenge.

A ranger's motivations can vary greatly. For instance, human rangers are very often former slaves 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. Whatever their origin, all rangers are of good alignment, living rugged lives through clever mastery of their surroundings.

As the ranger rises in level, he learns to commune with the elements, gaining the ability to cast spells and fire deadly arrows infused with spiritual energy.

### Class Abilities

**Animal Empathy:** If a ranger carefully approaches or tends any natural animal, he can try to modify the animal's reactions. When dealing with domestic or non-hostile animals, a ranger can approach the animal and befriend it automatically. He can easily discern the qualities of the creature (spotting the best kank in the corral or seeing that the runt of the litter actually has great promise).

When dealing with a wild animal or an animal trained to attack, the animal must save vs. rods to resist the ranger's overtures. (This table is used even though the ranger's power is non-magical.) The ranger imposes a -1 penalty on the die roll for every three experience levels he has earned. If the creature fails the save, its reaction can be shifted one category as the ranger chooses. Of course, the ranger must be at the front of the party and must approach the creature fearlessly.

**Specialisation:** A ranger is a skilled warrior and can specialise in any number of fighting styles. A ranger receives two free fighting style specialisations of his choice. A ranger cannot specialise in any type of weapon, however.



**Species Enemy:** Rangers learn the vulnerabilities of desert-dwelling foes. Before advancing to 2nd level, every ranger must select a species enemy. Typical enemies include giants, gith, elves, tareks, or thri-kreen; your DM has final approval on the choice. Whenever the ranger encounters that enemy, he gains a +4 bonus to hit and damage, but suffers a -4 penalty on all encounter reactions with creatures of the chosen type.



Furthermore, the ranger will actively seek out this enemy in combat in preference to all other foes unless someone else presents a much greater danger.

The ranger chooses an additional species enemy at 5th, 8th, 11th, 14th, and 17th level.

**Stealth:** The ranger can hide in shadows and move silently when in natural surroundings and wearing nothing heavier than light armour. The ranger's race, Dexterity, and armour worn modify his scores, as per the rogue skills of the same name.

**Tracking:** The ranger is a skilled tracker. The ranger receives the tracking proficiency for free and gains a +1 bonus per three levels to all tracking proficiency checks.

**Combat Dominance:** The ranger can attack once per level every round against foes with less than one Hit Die.

**Botanical Enchantment:** As spellcasters, rangers learn the secret of using a potion fruit to grow more potion fruit from 3rd level onwards. Your DM has full details on this process.

**Extra Attack:** The ranger gains an extra attack every other round with all melee weapons at 7th level and an extra attack every round at 13th level.

**Spells:** A ranger can learn cleric spells from 8th level. He must choose a single element and can only cast spells from that sphere (a ranger cannot use spells from the Sphere of the Cosmos). A ranger gains bonus spells for a high Wisdom score, but cannot use cleric scrolls or magic items until 21st level. A ranger prepares his spells, meditating in the presence of his chosen element.

**Followers:** At 10th level, a ranger attracts 2d6 followers. To determine the type of follower acquired, consult the table below (rolling once for each follower).

These followers arrive over several months, and are often encountered during the ranger's adventures. While the followers are automatically loyal and friendly toward the ranger, their future behaviour depends on the ranger's treatment of them. The ranger does not gain any special method of communicating with his followers. He must either have some way of speaking to them or they simply mutely accompany him on his journeys.

The ranger is not obligated to have followers. If he prefers to be independent, he can release his followers at any time. They reluctantly depart, but stand ready to answer any call for aid he might put out at a later time.

A ranger gains an additional 2d6 followers at 21st level and again every level thereafter.

## Ranger Followers

1d100 Roll	Follower*
1-4	Aarakocra
5-8	Anakore
9-12	Ant lion, giant
13-18	Baazrag
19	Behir
20-25	Belgoi
26-30	Cat, great
31	Dragonne
32-35	Druid
36-39	Ettin
40-46	Fighter (elf)
47-52	Fighter (human)
53-58	Fighter (thri-kreen)
59-62	Giant
63-68	Kenku
69-78	Lizard
79-82	Preserver
83	Psionicist (human)
84-90	Roc
91-95	Thief
96-98	Wyvern
99	Yuan-ti
100	Other wilderness creature (chosen by the DM)

\* Roll 1d3+I to determine follower level, where appropriate

**Clerical Items:** A ranger can use clerical scrolls or clerical magical items at 21st level. He can use any item listed without limitation.

**Scribe Scrolls:** A ranger can write clerical scrolls at 24th level. He can write scrolls only for spells he already knows. Consult your DM for details on this process.

**Scrying:** At 27th level, a ranger can employ *crystal balls* and other scrying devices as a 9th-level wizard.

**Slaying Arrow:** At 30th level, a ranger can fire an arrow infused with the powers of the spirits of the land that can slay a foe in a single stroke. The ranger makes a single attack roll against any opponent in range that he is eligible to attack. If the attack hits, the opponent suffers normal damage and must save vs. death magic or die immediately. The opponent's defensive bonuses from protective devices (such as magical armour, *rings* or *cloaks of protection*) always apply to the save, as do any other specific bonuses for saves against death magic.

Opponents with more Hit Dice/levels than the ranger are immune to the arrow, as are creatures that are not vulnerable to damage from the ranger's weapon.

## Character Classes

### Rangers Table

Experience Points	Level	Hit Dice (d10)	Attack Bonus	Abilities	Hide in Shadows	Move Silently	Caster Level	Spells		
								1	2	3
0	1	1	+1	Animal empathy, proficient, specialisation, species enemy, stealth, tracking	10%	15%	—	—	—	—
2,250	2	2	+1	Combat dominance	15%	21%	—	—	—	—
4,500	3	3	+2	Botanical enchantment, tracking +1	20%	27%	—	—	—	—
9,000	4	4	+3		25%	33%	—	—	—	—
18,000	5	5	+4	Species enemy	31%	40%	—	—	—	—
36,000	6	6	+4	Tracking +2	37%	47%	—	—	—	—
75,000	7	7	+5	Extra attack	43%	55%	—	—	—	—
150,000	8	8	+6	Species enemy, spells	49%	62%	1	1	—	—
300,000	9	9	+7	Tracking +3	56%	70%	2	2	—	—
600,000	10	9+3	+7	Followers	63%	76%	3	2	1	—
900,000	11	9+6	+8	Species enemy	70%	86%	4	2	2	—
1,200,000	12	9+9	+9	Tracking +4	77%	84%	5	2	2	1
1,500,000	13	9+12	+10	Extra attack	85%	99%	6	3	2	1
1,800,000	14	9+15	+10	Species enemy	93%	99%	7	3	2	2
2,100,000	15	9+18	+11	Tracking +5	99%	99%	8	3	3	2
2,400,000	16	9+21	+12		99%	99%	9	3	3	3
2,700,000	17	9+24	+13	Species enemy	99%	99%	9	3	3	3
3,000,000	18	9+27	+13	Tracking +6	99%	99%	9	3	3	3
3,300,000	19	9+30	+14		99%	99%	9	3	3	3
3,600,000	20	9+33	+15		99%	99%	9	3	3	3
3,900,000	21	9+36	+15	Clerical items, followers, tracking +7	99%	99%	9	3	3	3
4,200,000	22	9+39	+15	Followers	99%	99%	9	3	3	3
4,500,000	23	9+42	+15	Followers	99%	99%	9	3	3	3
4,800,000	24	9+45	+15	Scribe scrolls, followers, tracking +8	99%	99%	9	3	3	3
5,100,000	25	9+48	+15	Followers	99%	99%	9	3	3	3
4,400,000	26	9+51	+15	Followers	99%	99%	9	3	3	3
4,700,000	27	9+54	+15	Followers, scrying, tracking +9	99%	99%	9	3	3	3
5,000,000	28	9+57	+15	Followers	99%	99%	9	3	3	3
5,300,000	29	9+60	+15	Followers	99%	99%	9	3	3	3
5,600,000	30	9+63	+15	Followers, slaying arrow, tracking +10	99%	99%	9	3	3	3

## Wizard

On Athas, magic is irrevocably linked to the environment. The casting of magical spells and the enchantment of magical items always draws energy directly from the living ecology in the vicinity, destroying the life there. Wizards can choose two paths toward mastery of magical energy

The **preserver** learns to tap magical energies in such a way as to minimise or even cancel this destruction through balance and in-depth study, but his power is limited as a result. In the give and take of spell casting, preservers have mastered the balance. A preserver's magical spells are cast in harmony with nature and cause no damage to the nearby environment.

**Defilers**, on the other hand, are wizards who take a darker approach to mastering spells. Their spells are faster and more powerful than a preserver's. In the give and take of spell casting, defilers are well versed in the taking, but give nothing in return. With every spell cast, a defiler leeches the life energy out of the plants and soil around him, leaving a lifeless zone.

Defilers are outlaws (even in the eyes of the corrupt sorcerer-kings), so they keep their magical abilities under cover. Unlike preservers who have a loose organisation in their underground, outlaw defilers tend to be loners. A sorcerer-king tolerates a select few defilers, to carry out day-to-day magical tasks that he has no patience for. These defilers are always at the beck and call of their master, and the sorcerer-king himself oversees the training of new recruits. The sorcerer-king's defilers are feared and hated far and wide. Wherever they travel they leave behind a swath of ashen destruction.

### Preserver

**Ability Requirements:** Intelligence 9

**Armour:** None

**Weapons:** Dagger, dart, knife, puchik, sling, staff, widow's knife

The preserver is a wizard of the old, established school of magic. Despite their balanced approach to magic, preservers are often as feared as defilers; most Athasians neither know nor care about the difference between the two types of spellcasting.

All wizards start play as preservers. For information on defiling and how wizards become defilers, see **Chapter Five: Defiling and Preserving**.





## Class Abilities

**Botanical Enchantment:** As spellcasters, wizards know the secret of using a potion fruit to grow more potion fruit. Consult your DM for more information on this process.

**Spells:** A wizard learns, prepares, and casts spells according to the rules in the **Player's Handbook**. Because Athasian spells are powered by life energy, the fertility of the local terrain affects the caster level and casting speed of the spell. When casting a spell, the wizard can choose whether or not he will defile.

All Athasian wizards use spell books, however, actual books with flat pages bound between heavy covers are rare, usually only found as artifacts. Athasian wizards tend to have their spells written on paper or papyrus scrolls, or woven into small tapestries or, in extreme cases, some use complicated knot and string patterns or stone tablets. They are all still collectively referred to as "spell books" and function accordingly.

**Mind over Matter:** From 4th level, a wizard can use his intellect, coupled with secrets learned studying magic, to gain an advantage in situations usually demanding brute force. In situations requiring a Strength, Dexterity, or Constitution check, he can make an Intelligence check instead.

**Craft Potions and Scrolls:** The wizard can brew potions and scribe scrolls (or craft their Athasian equivalents, potion fruit and arcane orbs) when he reaches 7th level. Consult your DM for more information on this.

**Heighten Spell:** At 8th level, a wizard can cast a spell as if he were one level higher. All spell characteristics are calculated at the higher level. A heightened *fireball* cast by a 7th-level wizard, for example, would deal 8d6 damage, as if cast by an 8th-level wizard. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

**Maximise Spell:** At 11th level, the wizard can cast a spell at maximum capacity (it deals maximum damage, has maximum duration etc.) without needing to roll for these characteristics. A maximised 8d6 *fireball*, for example, automatically deals 48 points of damage. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

**Craft Magic Items:** The wizard learns how to craft all other magic items from 12th level onwards. Consult your DM for details on this process.

**Quicken Spell:** At 14th level, the wizard can reduce the casting time of a spell to 1. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

**Arcane Power:** Targets of the wizard's spells suffer the listed penalties on all saving throws against his magics.

**Advanced Being:** When a wizard reaches 20th level (3,750,000 experience points), he must make a decision. He can, if he chooses, continue to advance as a wizard, in which case he can attain 21st through 30th level, gaining the powers listed hereafter.

If, however, he is a dual-classed wizard/psionicist with 20 levels in each class, he can seek to become an advanced being - a defiler or preserver of extreme power. The character cannot do both. The player must inform the DM which path the character wishes to take. Once it's chosen, the character can never switch.

Consult your DM for further information on advanced beings.

**Psionic Enchantments:** A 20th-level wizard who is also a 20th-level psionicist gains the ability to cast *psionic enchantments* - 10th-level spells. A wizard who advances to 20th level but is not a psionicist cannot cast such spells.

**Twin Wizardry:** At 20th level, the wizard can cast two spells per round. He can begin casting the second spell on the initiative count immediately after completing the first spell. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

**Arcane Versatility:** At 24th level, each day when the wizard prepares his spells for the day, he may prepare any one spell that he does not know, as if he knew it, and add it to his spells for the day. This spell does not count against his maximum number of spells known.

**Arcane Resilience:** At 27th level, the wizard's spells become resilient to being dispelled. Whenever anyone tries to dispel one of the wizard's spells, they must make two successful attempts (possibly requiring multiple uses of *dispel magic* or a similar ability).

**Arcane Endurance:** At 30th level, the wizard gains a permanent connection to the life energies in the world around him. His spells can no longer be disrupted by interruptions or damage. Whenever the wizard falls below zero hit points (but not below -10 hit points), he is immediately cured of a number of hit points equal to five times his Insight Bonus.

## Character Classes

### Wizards Table

Experience Points	Level	Hit Dice (d4)	Attack Bonus	Abilities	Spells										
					1	2	3	4	5	6	7	8	9	10*	
0	1	1	+0	Botanical enchantment, spells	1	—	—	—	—	—	—	—	—	—	—
2,500	2	2	+0		2	—	—	—	—	—	—	—	—	—	—
5,000	3	3	+0		2	1	—	—	—	—	—	—	—	—	—
10,000	4	4	+1	Mind over matter	3	2	—	—	—	—	—	—	—	—	—
20,000	5	5	+1		4	2	1	—	—	—	—	—	—	—	—
40,000	6	6	+1		4	2	2	—	—	—	—	—	—	—	—
60,000	7	7	+2	Craft potions and scrolls	4	3	2	1	—	—	—	—	—	—	—
90,000	8	8	+2	Heighten spell	4	3	3	2	—	—	—	—	—	—	—
135,000	9	9	+2		4	3	3	2	1	—	—	—	—	—	—
250,000	10	10	+3		4	4	3	2	2	—	—	—	—	—	—
375,000	11	10+1	+3	Maximise spell	4	4	4	3	3	—	—	—	—	—	—
750,000	12	10+2	+3	Craft magic items	4	4	4	4	4	1	—	—	—	—	—
1,125,000	13	10+3	+4	Arcane power (-1)	5	5	5	4	4	2	—	—	—	—	—
1,500,000	14	10+4	+4	Quicken spell	5	5	5	4	4	2	1	—	—	—	—
1,875,000	15	10+5	+4		5	5	5	5	5	2	1	—	—	—	—
2,250,000	16	10+6	+5	Arcane power (-2)	5	5	5	5	5	3	2	1	—	—	—
2,625,000	17	10+7	+5		5	5	5	5	5	3	3	2	—	—	—
3,000,000	18	10+8	+5		5	5	5	5	5	3	3	2	1	—	—
3,375,000	19	10+9	+6	Arcane power (-3)	5	5	5	5	5	3	3	3	1	—	—
3,750,000	20	10+10	+6	Advanced being, psionic enchantments*, twin wizardry	5	5	5	5	5	4	3	3	2	1	—
4,125,000	21	10+11	+6		5	5	5	5	5	4	4	4	2	1	—
4,500,000	22	10+12	+6	Arcane power (-4)	5	5	5	5	5	5	4	4	3	1	—
4,875,000	23	10+13	+6		5	5	5	5	5	5	5	5	3	2	—
5,250,000	24	10+14	+6	Arcane versatility	5	5	5	5	5	5	5	5	4	2	—
5,625,000	25	10+15	+6	Arcane power (-5)	5	5	5	5	5	5	5	5	5	2	—
6,000,000	26	10+16	+6		6	6	6	6	5	5	5	5	5	3	—
6,375,000	27	10+17	+6	Arcane resilience	6	6	6	6	6	6	6	5	5	3	—
6,750,000	28	10+18	+6	Arcane power (-6)	6	6	6	6	6	6	6	6	6	3	—
7,125,000	29	10+19	+6		7	7	7	7	6	6	6	6	6	4	—
7,500,000	30	10+20	+6	Arcane endurance	7	7	7	7	7	7	7	6	6	4	—

\* Psionic enchantments can only be cast by wizard/psionicists.

## Saving Throws

Class and Level	Attack to be Saved Against					
	Paralysis, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath	Weapon**	Spell***
Priests	1-3	10	14	13	16	15
	4-6	9	13	12	15	14
	7-9	7	11	10	13	12
	10-12	6	10	9	12	11
	13-15	5	9	8	11	10
	16-18	4	8	7	10	9
	19+	2	6	5	8	7
Psionicists	1-4	13	15	10	16	15
	5-8	12	13	9	15	14
	9-12	11	11	8	13	12
	13-16	10	9	7	12	11
	17-20	9	7	6	11	9
	21+	8	5	5	9	7
Rogues	1-4	13	14	12	16	15
	5-8	12	12	11	15	13
	9-12	11	10	10	14	11
	13-16	10	8	9	13	9
	17-20	9	6	8	12	7
	21+	8	4	7	11	5
Warriors	0	16	18	17	20	19
	1-2	14	16	15	17	17
	3-4	13	15	14	16	16
	5-6	11	13	12	13	14
	7-8	10	12	11	12	13
	9-10	8	10	9	9	11
	11-12	7	9	8	8	10
	13-14	5	7	6	5	8
	15-16	4	6	5	4	7
	17+	3	5	4	4	6
Wizards	1-5	14	11	13	15	12
	6-10	13	9	11	13	10
	11-15	11	7	9	11	8
	16-20	10	5	7	9	6
	21+	8	3	5	7	4

\*Excluding *polymorph wand* attacks.

\*\*Excluding those that cause petrification or polymorph.

\*\*\*Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.



## Turning/Commanding Undead

Hit Dice	Level of Priest														
	1	2	3	4	5	6	7	8	9	10-11	12-13	14-15	16-17	18-19	20+
1	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	D*	D*	D*
1+	13	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	D*	D*
2	16	13	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	D*
3-4	19	16	13	10	7	4	T	T	D	D	D*	D*	D*	D*	D*
5	20	19	16	13	10	7	4	T	T	D	D	D*	D*	D*	D*
5+	—	20	19	16	13	10	7	4	T	T	D	D	D*	D*	D*
6	—	—	20	19	16	13	10	7	4	T	T	D	D	D*	D*
7	—	—	—	20	19	16	13	10	7	4	T	T	D	D	D*
8	—	—	—	—	20	19	16	13	10	7	4	T	T	D	D
9	—	—	—	—	—	20	19	16	13	10	7	4	T	T	D
10	—	—	—	—	—	—	20	19	16	13	10	7	4	T	T
11+	—	—	—	—	—	—	—	20	19	16	13	10	7	4	T
Special**	—	—	—	—	—	—	—	—	20	19	16	13	10	7	4

\*An additional 2d4 creatures of this type are turned or commanded.

\*\*Special creatures include unique undead, free-willed undead of the Gray, certain entities of the Black, and denizens of the Beyond.

