



Old School Character Creation
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Foreword

As Athas is a world radically different from other traditional settings, it is to be expected that characters would reflect such differences. When they were presented in the original Dark Sun Box Set, most classes and races were new or changed in flavor in a way that made them stand out, giving Dark Sun a feel of alienness and wonder that made it particularly intriguing.

This time I am presenting an updated version of my original Dark Sun OSE conversion, one that at the time made me happy with the results, but in retrospect I realized it was very barebones, as I focused mostly on character classes and not so much about how to run Dark Sun. I worked on the other aspects of the setting and left character creation for last precisely to make the characters fit the setting and not the other way around like I did before. I am really excited about this, because I am able to see the results of my work bear fruits, so you may say this is my favorite part of this whole project, and I can reach the goals I set for myself when I first started.

This is part of a project to make a conversion of the Dark Sun campaign setting for ***Old School Essentials***[™] with the aim of fixing the complications of 2nd edition in a way that is easy to reference, to learn, convenient to use on table and most importantly, fun.

In this booklet I will be including rules for Character Creation, modified stat benefits adapted for the setting, methods of stat generation, rules for character trees, classes, options for race and class, rules for bard poisons, rules for magic and some additions to my previously published psionic rules!

I hope these rules are of your liking and that you may use them on your table. Lately I have been getting tons of support and feedback, for which I will be forever grateful. Please, If you have any feedback, additions or recommendations for these rules, please feel free to reach me out, I am always looking to improve and make my games the best I can.

This is a passion project, and you dear reader who are reading this, my deepest kind regards and gratitude. This is the fruit of my imagination, and if I can at least give you ideas for your games, that is the biggest honor I can receive, thank you.

Index

Introduction.....	4	Chapter 3: Character Options.....	58
Chapter 1: Player Characters.....	6	Character Races (Optional Rules).....	59
Rolling Ability		Dwarf.....	60
Scores.....	9	Elf.....	61
Languages.....	10	Half-Elf.....	62
Character Tree (Optional Rules).....	11	Half-Giant.....	63
Chapter 2: Character Classes.....	12	Halfling.....	64
Class Groups.....	13	Human.....	65
Game Modalities.....	15	Mul.....	66
Warrior Classes.....	16	Thri-Kreen.....	67
Fighter.....	17	Multiple Classes.....	68
Gladiator.....	19	Athasian Backgrounds (Optional Rules).....	69
Ranger.....	21	Chapter 4: Psionics and Magic.....	70
Rogue Classes.....	23	Psionics.....	71
Bard.....	24	Wild Powers.....	73
Thief.....	26	Psionic Power	
Priest Classes.....	28	List.....	75
Cleric.....	29	Psionic Power	
Druid.....	31	Descriptions.....	76
Templar.....	33	Magic.....	87
Magic-User Classes.....	35	Divine Magic.....	88
Defiler.....	36	Arcane Magic.....	90
Preserver.....	38	Priest Spells List.....	94
Psionicist Class.....	40	Magic-User Spells List.....	98
Demi-Human Classes.....	43	Priest Spells.....	100
Dwarf.....	44	1st Level.....	100
Elf.....	46	2nd Level.....	104
Half-Elf.....	48	3rd Level.....	108
Half-Giant.....	50	4th Level.....	111
Halfling.....	52	5th Level.....	115
Mul.....	54	Magic-User Spells.....	120
Thri-Kreen.....	56	Appendix L: House Rules.....	124

Introduction

Beneath a crimson sun lie wastelands of majestic desolation and cities of cruel splendor, where sandal-clad heroes battle ancient sorcery and terrible monsters. This is Athas, the world of the DARK SUN® campaign setting, a dying planet of savagery and desolation. Life hangs by a thread in this barren land, and now it is up to you to write your own story in blood and glory.

The Nine Truths of Athas

1. The World Is A Desert

Thousands of years of reckless spellcasting and epic wars have turned Athas into a barren world, on the verge of an ecological collapse. From the first moments of dawn until the last twinkling of dusk, the crimson sun shimmers in the olive-tinged sky like a fiery puddle of blood, creating temperatures up to 150° F (65° C) by late afternoon. Water is scarce, so most Athasians need to come up with alternative solutions for dealing with the heat or perish.

2. A World Without Metal

Metals are very rare on Athas. Its scarcity has forced Athasians to rely on barter and different materials, such as ceramic, to use as currency. It also hampers industrial and economic development as well, as other products tend to be low quality. Even then however, those with metal possess a big advantage against those who do not.

3. The Will and The Way

From the lowliest slave to the most powerful sorcerer-king, psionics pervade all levels of Athasian society. Virtually every individual has some mental ability, and every city-state has some sort of psionic academy available.

4. A World Without Gods

Athas is a world without true deities. Hundreds of ruin shrines and temples to old gods lay on the Tablelands, but with the exception of the cults of the tyrannical Sorcerer-Kings, the gods of old are either gone or may have never existed at all. All divine power comes from the Elemental planes and the spirits of the land that inhabit geographic features.

5. The City-States

The Tyr Region is the center of the world of Athas, at least as far as the people of the seven city-states are concerned. It's here, along the shores of the Silt Sea and in the shadows of the Ringing Mountains that civilization clings to a few scattered areas of fertile land and fresh water. The majority of the population lives in the city-states of Tyr, Urik, Raam, Draji, Nibenay, Gulg, and Balic. The remainder lives in remote villages built around oases and wells, or wanders about in nomadic tribes searching for what they need to survive.

6. Planar Insulation

Barriers exist between Athas and other planes. In the case of other planes of existence, the Gray impedes planar travel, except to the Elemental Planes. The same holds true for those trying to contact or reach Athas. The barrier formed by the Gray impedes travel in both directions.

7. Tone and Attitudes

Athas puts the survival of the fittest concept to its fullest. Those who cannot adapt to endure the tyrannical sorcerer-kings, the unrelenting sun, or the many dangers of the wastes will certainly perish. Illiteracy and slavery are commonplace, while magic is feared and hated. The term “hero” has a very different meaning in Athas.

8. The Struggle for Survival

The basic necessities of life are scarce on Athas. This means that every society must devote itself to obtaining food and safeguarding its water supply, while protecting themselves from raiding tribes, Tyr-storms, and other city-states. This essentially means that most Athasian must devote a large deal of their lives just to survive.

9. Familiar Races Aren't The Same

Athas has a long cruel history of genocide and catastrophies, meaning that many races found in a typical fantasy setting are either extinct or twisted beyond recognition. Many newer races, however, populate and sometimes thrive in the Tablelands.





Chapter 1: Ability Scores

Character Creation

This book will offer options for character creation supporting both methods present in *Old School Essentials*™, meaning that there would be the option of playing race-as-class, with demi-humans representing their own classes, and separate race and class options, to be allowed according to what DMs want to allow in their games.

Game Modalities: There will also be modalities of game, where DMs have the option of including all classes present in this book, or a shortened list of classes for a more simplified experience. More details found in *p15*.

Character Creation Process

1. Roll Ability Scores

Roll for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Methods for ability scores generation are found in *p9*.

Sub Par Characters

If you roll a character with very poor ability scores—for example an 8 or less in every score or an extremely low rating in one ability—the DM may allow you to discard the character and start again.

2. Choose a Race (Optional)

If the DM allows for separate class and race, you may choose a race and write its bonuses and skills. If not, go to the next step. More Details found in *p59*.

3. Choose a Class

Select one of the classes available (see Character Classes, *p12*), bearing in mind the minimum ability score requirements of some classes. If the DM is using the class-as-race option, the chosen class determines your character's race.

4. Adjust Ability Scores

If you wish, you may raise your character's prime requisite(s) by lowering other (non-prime requisite) ability scores. For every 2 points by which an ability score is lowered, 1 point may be added to a prime requisite.

5. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties.

6. Note Attack Values

The level progression chart for your character's class lists your THACo score. This indicates your chance of hitting opponents in combat, as determined by the Attack Matrix.

Ascending AC (Optional Rule)

If using the optional rule for Ascending AC, record your attack bonus on your character sheet, instead of the attack matrix quick reference.

7. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of their class, as well as your character's saving throws. If your character has a spell book, ask your referee which spells are recorded in it. The DM may allow you to choose.

Weapon Proficiencies (Optional): If using the optional rule for weapon proficiency (see *Old School Essentials*™) select which weapons your character is proficient with, choosing from the list of weapons usable by the character's class.

8. Roll Hit Points

Determine your character's hit points by rolling the die type specified for your class. Modifiers for high or low Constitution apply. Characters always start with at least 1 hit point, regardless of CON modifier.

Re-Rolling 1s and 2s (Optional)

If you roll a 1 or 2 (before applying any CON modifier), the referee may allow you to re-roll. This is in order to increase the survivability of 1st level PCs.

9. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic.

10. Note Known Languages

Your character's race determines their native languages. Characters with high INT may also choose additional languages. See *Languages*, p10.

11. Buy Equipment

Your character has $3d6 \times 30$ (Or $3d6 \times 10$ for level 1 start) ceramic pieces (see *DMG*). Consult the equipment lists (see *DMG*) and decide what to purchase with this initial wealth.

Remember: Your chosen race and class may restrict your use of some equipment (e.g. weapons and armor).

12. Note Armor Class

Your character's Armor Class is determined by two factors:

- **Armor:** The armor worn determines your character's base AC. See the equipment lists under Equipment, p.
- **Dexterity:** See Ability Scores, p9.

Unarmoured AC

If your character has no armor, their base AC is 9 [10].

13. Note Level and XP

Due to the lethality of Athas, your character begins play at **3rd level** with the minimum amount of experience for that level.

Level 1 Start (Optional Rule)

For a more extreme start, the DM may allow PCs to start at 1st level with 0 XP.

14. Secondary Skill (Optional)

If using the optional rule for secondary skills (see *Old School Essentials*™), determine the skill your character has.

15. Name Character

Once your character has a name, you are ready for adventure!

Rolling Ability Scores

Every Dark Sun character has the same six ability scores used in *Old School Essentials*™: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The following methods of ability scores generation may be chosen by the DM depending on intended types of campaign.

Method I: Default Method

Roll 4d6, drop the lowest result and add the rest together. Repeat the process six times and then assign them to each ability score freely, modify for Prime Requisites if needed.

Method II: Heroic Method

Roll 2d6+6 and add them together. Repeat the process six times and then assign them to each ability score freely, modify for Prime Requisites if needed. This method is intended for heroic fantasy games, where the PCs tend to be way more powerful than other individuals.

Method III: Hardcore Method

Roll 3d6 and add them together. Repeat the process six times and then assign them to each ability score freely, modify for Prime Requisites if needed. This is similar to the default method of ability score generation in *OSE*™, which due to the lethality of Athas is more appropriate for challenging games played by more advanced players.

The Ability Scores

The six ability scores govern a player character's interaction with the world of Athas just as described in *Old School Essentials*™, with one exceptions:

Intelligence (INT)

Intelligence works similar to how it does in *Old School Essentials*™, but with the difference that in Athas literacy is more rare due to restrictions in Athasian society concerning who gets to read and write, therefore, the following table showcases the bonuses of Intelligence in Athas.

Intelligence Modifiers Table

INT	Spoken Languages	Literacy
3	Native (broken speech)	Illiterate
4-5	Native	Illiterate
6-8	Native	Illiterate
9-12	Native	Illiterate
13-15	Native +1 additional	Basic
16-17	Native +2 additional	Literate
18	Native +3 additional	Literate

Literacy in Athas

In Athas, only people from nobility, templars, psionicists and magic-users, who may be allowed to be literate, regardless of their INT.

Languages

Athas is a world where the intelligent races come from a wide variety of species—the humans and demihumans are very different from the insectmen and beastmen. Each intelligent race has its own language, sometimes even its own approach to language and communication.

The Common Tongue

There is a standard language (known simply as common or the common tongue) that all humans, dwarves, elves, half-elves and muls speak. It is important to note that halflings and thri-kreen do not speak common. It is strongly recommended, however, that player character halflings and thri-kreen use one of their additional languages to obtain the common tongue.

Other Languages

Other Languages Table

d12	Language
1	Aarakocra
2	Anakore
3	Belgoi
4	Braxat
5	Ettercap
6	Giant
7	Gith
8	Jozhal
9	Pterrann
10	Ssurran
11	Thri-kreen
12	Human Dialect



Character Tree (Optional Rules)

Dark Sun campaigns are set in a violent world. Powerful magics and psionics, desperate hordes of raiders, and even the unforgiving desert wastes all conspire against player characters—death is not at all uncommon on Athas, nor is it uncommon for player characters in Dark Sun campaigns. Replacing a fallen player character of high level with a novice low level character is never satisfying for the player.

Setting up a Character Tree

To begin a character tree, a player should completely roll up four characters. Once this is done, the player selects the character that he intends to run for the first adventure, making that one his “active” character. The other three are inactive.

Changing Characters

There are three instances when a player may switch the character he wishes to use in play: between adventures or upon an active character's death.

Character Advancement

All Characters within the tree advance at the same rate, even those who are not active in the adventure.

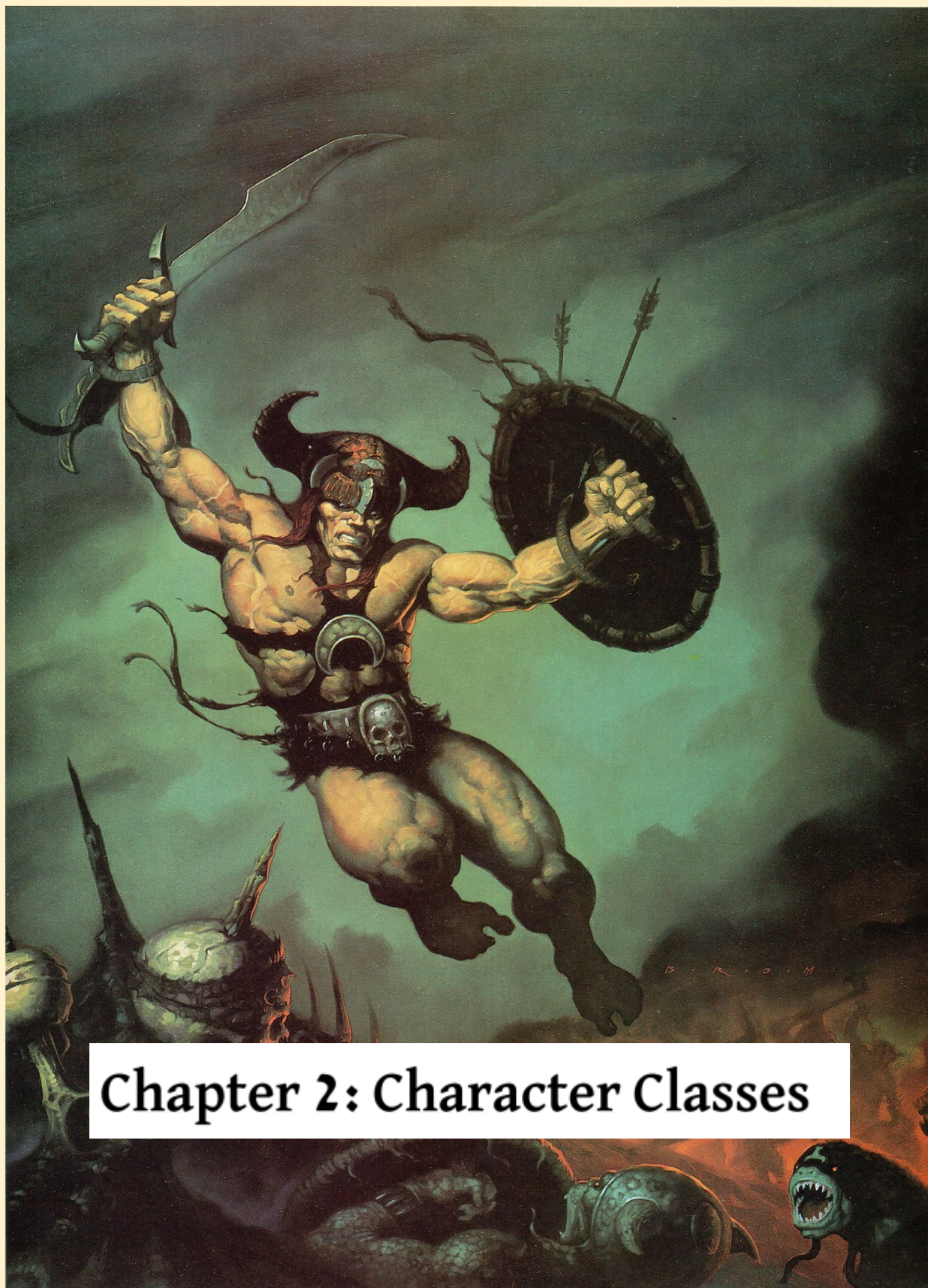
Inactive Characters

Inactive characters are not NPCs or followers. They aren't involved in the adventure at any time. At no time will a player's active and inactive characters come into contact in the campaign world. When not in play, inactive characters are assumed to be elsewhere on Athas, performing other tasks.

Advantages of a Character Tree

The character tree's chief purpose is to give every player a pool of adventurers to choose from for different situations or when one of his characters dies. The player is familiar with these characters and can apply their strengths more readily than he might be able to with freshly created characters. However, if care is taken, the character tree can be a valuable tool to the player in an extended campaign.

As an example, the quest might be a dangerous trek across the wilderness to steal a magical item from an ancient defiler's mansion. The player might use his ranger character to make the journey, but all the while might be using his inactive character advancements to make his thief more powerful for the final assault on the mansion.



Chapter 2: Character Classes

Class Groups

The character classes are divided into six groups according to general occupations: warrior, wizard, priest, rogue, psionicist and demi-humans. Within each group are several similar character classes that allow for easiness of reference and good separation of archetypes.

Warrior Group

The warrior group is composed of the human classes Fighter, Gladiator and Ranger. All are well-trained in the use of weapons and skilled in the martial arts.

- **Fighter:** A skilled warrior, trained for both individual combat and warfare in military formations.
- **Gladiator:** A specialized warrior trained for combat in the arenas, trained to fight and kill for the enjoyment of others.
- **Ranger:** A warrior knowledgeable in the ways of the wilderness, skilled in surviving the rigors of the wild oases and the brutal stretches of desert between them.

Rogue Group

The rogue group is composed of the human classes Thief and Bard. They are cunning, resourceful and dexterous, for they are specialists in tricks and problem solving.

- **Thief:** A rogue whose strengths lie in stealth and pilfering.

- **Bard:** A rogue who uses songs and tales as his tools of trade, hiding as well skills as assassins and poison alchemists.

Priest Group

The priest group is composed of the human classes Cleric, Druid and Templar. They are agents of powers above them, using divine magic in the name of their patrons.

- **Cleric:** A free-willed priest, tending the needs of the local people with his particular talents. On Athas, clerics draw their magical energy directly from one of the four elemental planes: earth, air, fire, or water.
- **Druid:** A priest tied to a particular feature or aspect of Athas. Unique geographic features are guarded by spirits the druids serve.
- **Templar:** A regimented priest devoted to a single sorcerer-king. Such disciples work within the hierarchy of that particular sorcerer-king's clergy, advancing in power and position.





Magic-Users Group

The magic-user group is composed of the human classes Preserver and Defiler. A magic-user is able to capture and master magical energies. However, on Athas, magic and the ecosystem are irrevocably bound.

- **Preserver:** They attempt to use magic in concert with the environment, looking to wield arcane powers without damaging the environment.
- **Defiler:** A wizard who activates tremendous magical energy without regard to its effect on the environment.

Psionicist Group

The psionicist uses the forces of his own mind to affect his environment. Psionic powers are not magical in nature, rather they are derived from within when the psionicist has his entire essence in coordination; his mind, body, and soul in perfect harmony.

Demi-Human Group

The Demi-human group is made up of the many non-human races of Athas, the dwarves, elves, halflings, half-elves, mul, thri-kreen and half-giants. These classes fall in various archetypes and skills, each providing different playstyles.

- **Dwarves:** Dwarves are tough, squat and hairless humanoids. They resemble fighters, but have extra benefits on taking on a special quest called focus.
- **Elves:** Tall humanoids that live as tribal nomads. They are avid rogues, making a living as raiders and merchants.
- **Halflings:** Short humanoids that live in small isolated tribes. As adventurers, they are known to be carnivorous and brutal.
- **Mul:** Products of eugenics, mul are half-dwarves. They are extremely strong and resistant, capable of great might.
- **Half-Elves:** A half-breed of humans and elves, half-elves live in isolation, not being truly accepted by either of their progenitors. Solitude, however, allows them to develop themselves in psionics.
- **Half-Giants:** Products of some ancient magic experiment, these big folks are extremely strong and ferocious, albeit a bit disingenuous.
- **Thri-kreen:** Mantis people with powerful bodies and natural hunting abilities.



Game Modalities

However, added all together there is a total of 18 classes to choose for the Dark Sun setting! For some DMs this may be a lot, which is why there is the option using game modalities. Game modalities are restrictions in classes and rules available, all made with the intent of providing guidelines for different kinds of experiences for the Dark Sun setting.

Default Mode

All classes and/or races are available for players to choose from. The rules for magic are to be followed as well, and all optional rules are to be used under the DMs discretion. This is the default mode of play intended for this conversion.

Basic Mode

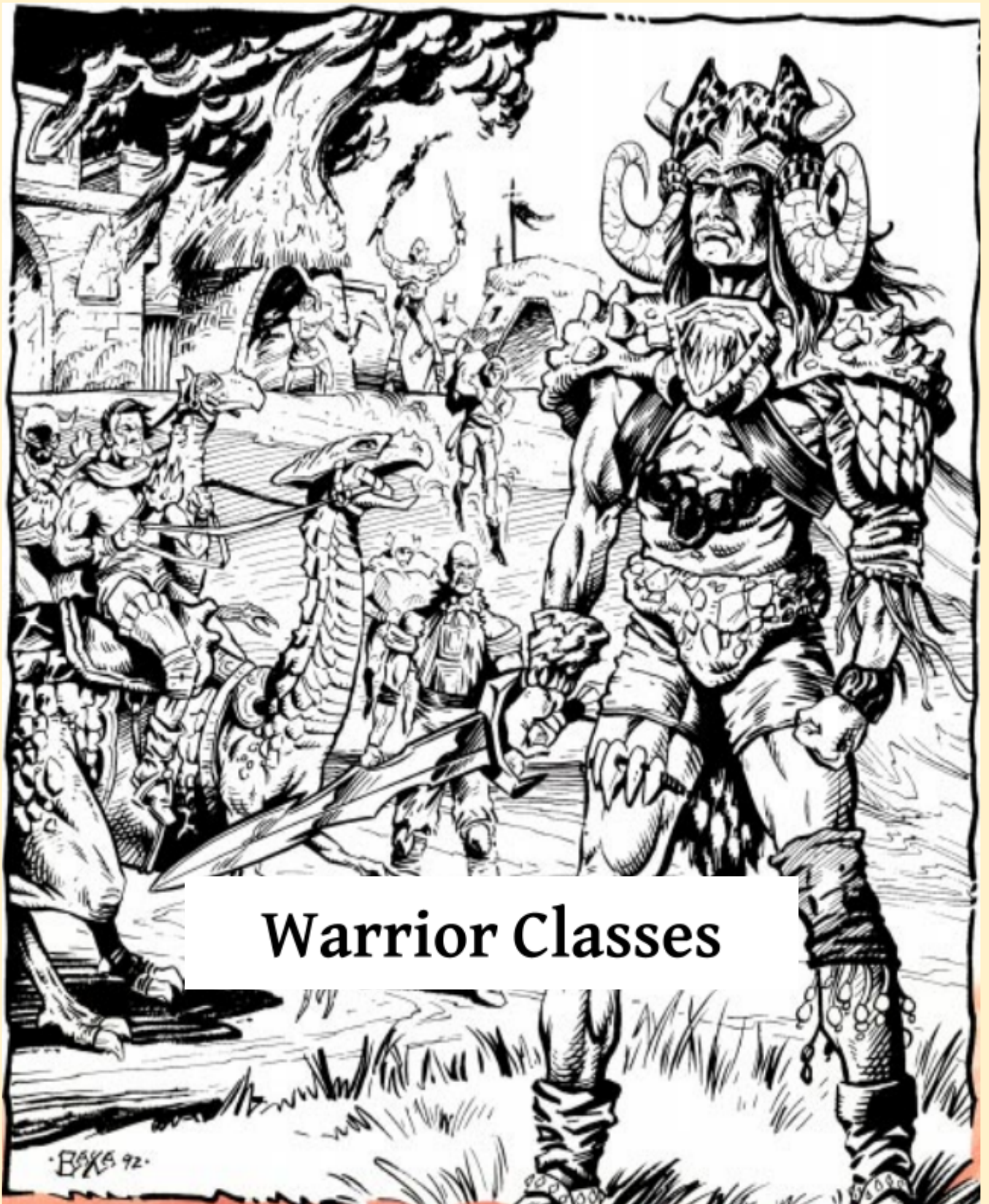
Classes available for this mode are fighter, cleric, magic-user (preserver), thief, psionicist, mul, thri-kreen and half-giant.

Divine Magic: Clerics can only cast spells from the sphere of the cosmos.

Arcane Magic: Magic-Users can only cast preserving magic.

Demi-humans: Other Demi-human races are present in game as NPCs only.

This mode is made with the intent of a more simplified experience of the Dark Sun setting, retaining the uniqueness of the setting while also making it recognizable for old fans.



Warrior Classes

Fighter

Requirements: None
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 14
Armor: Any, including shields
Weapons: Any
Languages: Alignment, Common

On Athas, the fighter is a trained warrior, a soldier skilled in mass warfare. Fighters are both the commanders and soldiers in these armies, and at higher levels are experts in individual and formation combat, leadership, and morale.

Combat

Fighters can use all types of weapons and armor.

Weapon Double Attack

Fighters may perform a second attack in the same round a number of times per day equal to twice their level.

Leadership

After reaching 5th level, fighters gain a +1 bonus to loyalty and morale.

Stronghold

Any time a fighter wishes (and has sufficient money), he can build a fort or stronghold and control the surrounding lands.

After Reaching 9th Level

A fighter may be granted the title of general, and may lead an army of his own followers.



Fighter Level Progression

Level	XP	HD	THACo	Saving Throws				
				W	D	P	B	S
1	0	1d8	19[0]	13	12	14	15	16
2	2,000	2d8	19[0]	13	12	14	15	16
3	4,000	3d8	19[0]	13	12	14	15	16
4	8,000	4d8	17[+2]	11	10	12	13	14
5	16,000	5d8	17[+2]	11	10	12	13	14
6	32,000	6d8	17[+2]	11	10	12	13	14
7	64,000	7d8	14[+5]	9	8	10	11	12
8	120,000	8d8	14[+5]	9	8	10	11	12
9	240,000	9d8	14[+5]	9	8	10	11	12
10	360,000	9d8+2*	12[+7]	7	6	8	9	10
11	480,000	9d8+4*	12[+7]	7	6	8	9	10
12	600,000	9d8+6*	12[+7]	7	6	8	9	10
13	720,000	9d8+8*	10[+9]	5	4	6	7	8
14	840,000	9d8+10*	10[+9]	5	4	6	7	8

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.



Gladiator

Requirements: Minimum STR 9
Prime requisite: STR and DEX
Hit Dice: 1d8
Maximum level: 14
Armor: Any, including shields
Weapons: Any
Languages: Alignment, Common

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.

Prime requisites: A gladiator with at least 13 in one prime requisite gains a 5% bonus to experience. If both STR and DEX are 16 or higher, the barbarian gets a +10% bonus.

Literacy: A starting Gladiator cannot read or write, irrespective of INT score

Combat

Gladiators can use all weapons and armor.

Unarmed Combat Skill

Gladiators are masters of hand-to-hand combat. When unarmed, a Gladiator inflicts 1d4 damage, modified by strength.

Weapon Mastery

Gladiators have a +1 bonus to all attack rolls and damage.

Improvised Weaponry

During combat, a Gladiator may spend his round looking for a weapon on the battlefield with a **2-in-6** chance of finding one. The DM decides what kind of weapon is found, and for the rest of the combat the gladiator has +2 damage bonus for that weapon. Said improvised weapon breaks after combat, as they tend not to be of good quality.

Armor Optimization

During a 24 hours rest, a Gladiator may optimize his armor or shield to gain a +2 permanent bonus to his Armor Class. However, next time the Gladiator receives a non-magical nor psionic attack with a natural 20, the armor will automatically break.

Slavery Background

All Gladiators start as slaves, and even if they are free men, the social stigmas related to being a former slaves will always haunt him. For any service, purchase or hiring of specialists, the Gladiator will have to pay 20% more than normal prices.

After Reaching 9th Level

A Gladiator attracts a number of up to 50 followers with his reputation and fame, getting the title of champion and commanding them as his own army. Gladiators can also build a stronghold or keep to use as a base of operations.

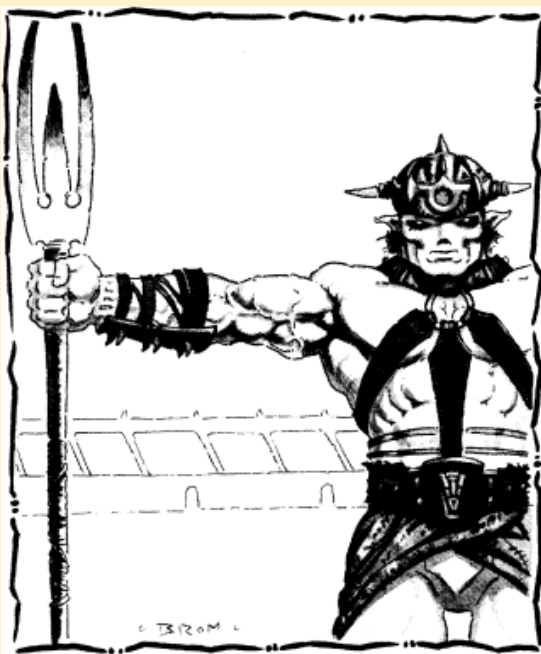
Gladiator Level Progression

Level	XP	HD	THACo	D	W	P	B	S
1	0	1d8	19[0]	12	13	14	15	16
2	2,500	2d8	19[0]	12	13	14	15	16
3	5,000	3d8	19[0]	12	13	14	15	16
4	10,000	4d8	17[+2]	10	11	12	13	14
5	18,500	5d8	17[+2]	10	11	12	13	14
6	37,000	6d8	17[+2]	10	11	12	13	14
7	85,000	7d8	14[+5]	8	9	10	11	12
8	140,000	8d8	14[+5]	8	9	10	11	12
9	270,000	9d8	14[+5]	8	9	10	11	12
10	350,000	9d8+2*	12[+7]	6	7	8	9	10
11	450,000	9d8+4*	12[+7]	6	7	8	9	10
12	550,000	9d8+6*	12[+7]	6	7	8	9	10
13	700,000	9d8+8*	10[+9]	4	5	6	7	8
14	840,000	9d8+10*	10[+9]	4	5	6	7	8

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [.])

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.



Ranger

Requirements: Minimum CON 9,
Minimum WIS 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 14

Armor: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization, like humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly drakes. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Alignment: As protectors, rangers may only be neutral. If a ranger ever changes alignment to lawful or chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their ranger status by performing a special quest.

Combat

Rangers can use all types of weapons and can use leather armor, chainmail, and shields. Because of their need for stealth, they cannot use plate mail.

Awareness

Rangers are only surprised on a roll of 1. This may mean that a ranger is able to act in the surprise round while their companions are surprised.

Stealth

Rangers have an uncanny ability to disappear from sight and move stealthily:

- In the wilderness, a ranger can hide with a 50% chance of success.
- In dungeons, a ranger can hide in shadows or behind other forms of cover. The chance of success is 1-in-6.
- When the ranger sneaks up on a target this way, the target has a -2 penalty in surprise checks.

Survival Abilities

A ranger has the ability of performing survival tasks with a 2-in-6 chance of success, with the exception of hunting, which has a 3-in-6 chance of success. (See *Survival Rules in Guide for DMs*).

Limited Possessions

A ranger may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Pursuit

When the ranger's party pursues an opposing group in the wilderness (see *Evasion and Pursuit, in Core Rules*), the chance of evasion is reduced by 10%.

Ranger Level Progression

Level	XP	HD	THACo	Saving Throws				
				W	D	P	B	S
1	0	1d8	19[0]	13	10	12	15	16
2	2,500	2d8	19[0]	13	10	12	15	16
3	5,000	3d8	19[0]	13	10	12	15	16
4	10,000	4d8	17[+2]	11	8	10	13	13
5	18,500	5d8	17[+2]	11	8	10	13	13
6	37,000	6d8	17[+2]	11	8	10	13	13
7	85,000	7d8	14[+5]	9	6	8	10	10
8	140,000	8d8	14[+5]	9	6	8	0	10
9	270,000	9d8	14[+5]	9	6	8	10	10
10	350,000	9d8+2*	12[+7]	7	4	6	8	7
11	450,000	9d8+4*	12[+7]	7	4	6	8	7
12	550,000	9d8+6*	12[+7]	7	4	6	8	7
13	700,000	9d8+8*	10[+9]	5	3	4	5	5
14	840,000	9d8+10*	10[+9]	5	3	4	5	5

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.

Tracking

Rangers can identify and follow tracks. This skill improves as the character gains levels (see the table below).

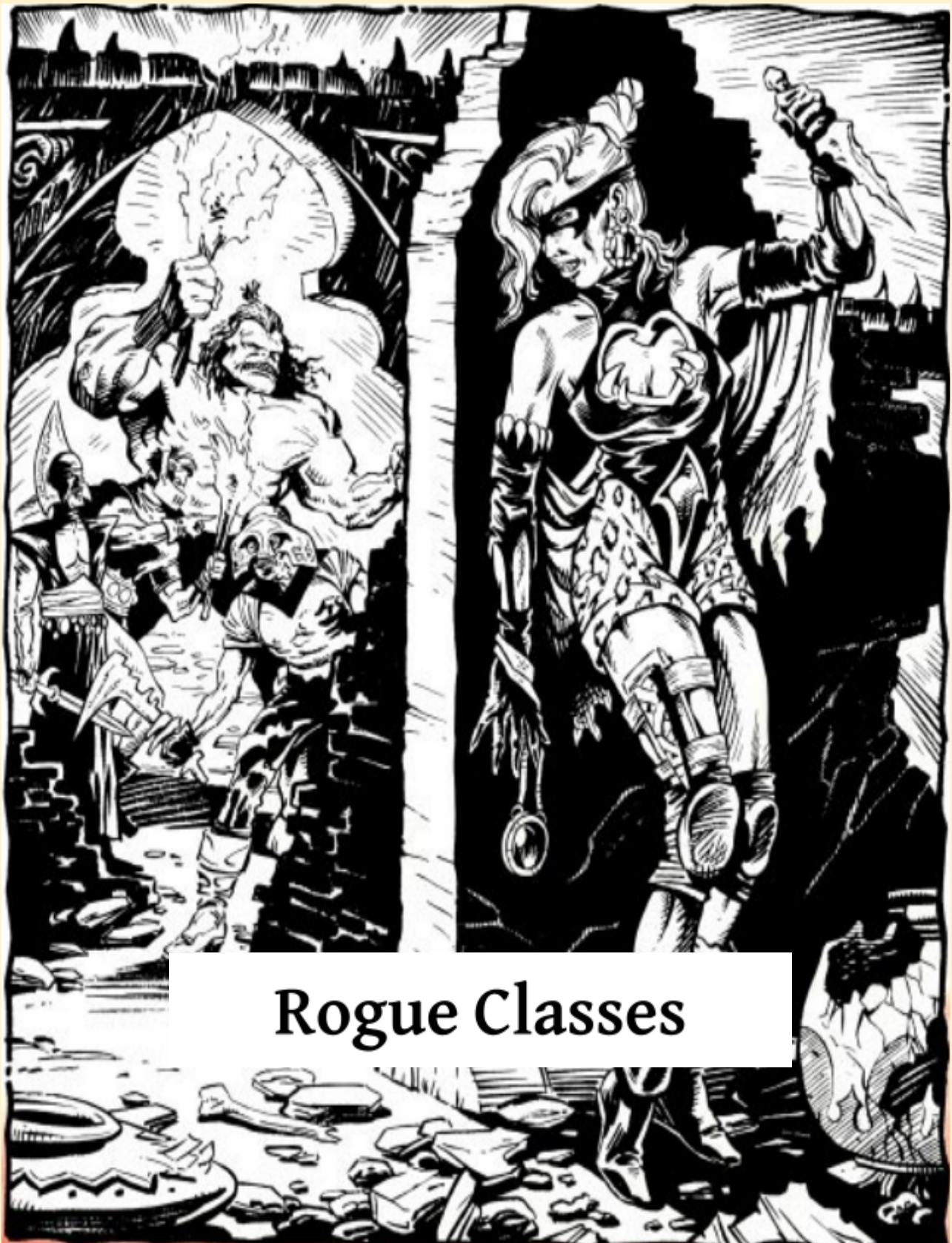
Ranger Tracking Chance of Success

Level	Tracking
1	15
2	25
3	35
4	45
5	55
6	65
7	75
8	85
9+	95

After Reaching 10th Level

2d12 beings will join the ranger as followers. They may include human or demihuman adventurers, animals, fantastic mounts, or special monsters, as determined by the DM. If any of the followers die, they are not replaced.





Rogue Classes

Bard

Requirements: Minimum DEX 9,
Minimum INT 9

Prime requisite: STR

Hit Dice: 1d4

Maximum level: 14

Armor: Leather, chainmail, no
shields

Weapons: Missile weapons,
one-handed melee weapons

Languages: Alignment, Common

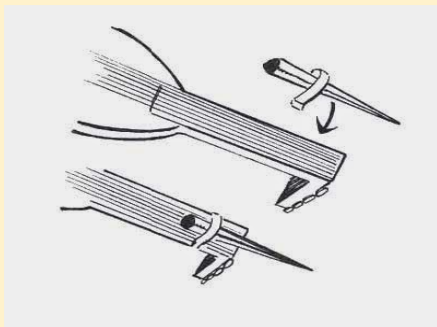
The bard is a member of a bizarre class of entertainers and storytellers prized by the aristocratic city dwellers. It is also widely accepted that many bards lead double lives as notorious blackmailers, spies, and even assassins.

Combat

Bards can use leather armor or chainmail but do not have the training required to use plate mail or shields. They can use all missile weapons and all one-handed melee weapons.

Languages

Bards learn new languages as they advance in level. At every even numbered level above 3rd (i.e. 4th, 6th, 8th, etc.), the player may choose an additional language. Bards, however, do not become literate this way.



Lore

From 2nd level onwards, a bard has a 2-in-6 chance of knowing lore pertaining to monsters, history, or heroes of folktale or legend. This ability may be used to hint on the nature of a magic item, but never identify it.

Bardic Inspiration

By playing music and singing, the bard can fascinate subjects in a 30' radius. This ability may be used once per day per level, and lasts until the bard stops or is interrupted (e.g. dealing damage to the bard).

Number of subjects: Up to 2 HD of creatures per level of the bard are affected.

Types of subjects: At 1st level, the bard can fascinate persons. At 4th level, animals may also be affected. At 7th level, monsters may be affected.

Effect

Enemy subjects must **save versus spells** or be fascinated, and will stay so until the performance is interrupted

- **Boost Morale:** +2 bonus to morale, "to hit" rolls, and damage rolls to other allies while the bard is performing.
- **Lower Morale:** This same song will also cause enemies within hearing range to incur a -2 penalty to morale, "to hit" rolls, and damage rolls.
- **Charm:** This ability provides the bard a chance, through his or

Bard Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d4	19[0]	13	14	13	16	15
2	2,000	2d4	19[0]	13	14	13	16	15
3	4,000	3d4	19[0]	13	14	13	16	15
4	8,000	4d4	19[0]	13	14	13	6	15
5	16,500	5d4	17[+2]	12	13	11	14	13
6	32,000	6d4	17[+2]	12	13	11	14	13
7	64,000	7d4	17[+2]	12	13	11	14	13
8	120,000	8d4	17[+2]	12	13	11	14	13
9	240,000	9d4	14[+5]	10	11	9	12	10
10	360,000	9d4+2*	14[+5]	10	11	9	12	10
11	480,000	9d4+4*	14[+5]	10	11	9	12	10
12	600,000	9d4+6*	14[+5]	10	11	9	12	10
13	720,000	9d4+8*	12[+7]	8	9	7	10	8
14	840,000	9d4+10*	12[+7]	8	9	7	10	8

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.

Poison Master

Victims of poisoning by a bard suffer a -2 penalty to the saving throw. After reaching 4 th level, this penalty becomes -3. After reaching 8 th level, this penalty becomes -4, and after reaching 12 th level, this penalty becomes -5.

After Reaching 11th Level

A bard can establish a manor. 2d6 apprentice bards of 1st level will come to study under the bard's tutelage



Thief

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armor: Leather, no shields
Weapons: Any
Languages: Alignment, Common

Athasian thieves run the gamut of society. They range from gutter snipes who prey upon the merchants and freemen of the cities to vagabonds who steal what they can from passing caravans or merchant trains.

Combat

Because of their need for stealth and free movement, thieves cannot wear armor heavier than leather and cannot use shields. They can use any weapon.

Read Languages

A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again until they reach a higher level of experience.

Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Thieving Skills

Thieves can use the following skills, with the chance of success shown opposite:

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage.
- **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), a thief may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the thief to be motionless—attacking or moving while hiding is not possible.
- **Move silently (MS):** A thief may attempt to sneak past enemies unnoticed.
- **Open locks (OL):** Requires thieves' tools. A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.
- **Pick pockets (PP):** If the victim is above 5th level, the thief's roll is penalized by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim.

Thief Level Progression									
Level	XP	HD	THACo	Saving Throws					
				D	W	P	B	S	
1	0	1d4	19[0]	13	14	13	16	15	
2	1,200	2d4	19[0]	13	14	13	16	15	
3	2,400	3d4	19[0]	13	14	13	16	15	
4	4,800	4d4	19[0]	13	14	13	6	15	
5	9,600	5d4	17[+2]	12	13	11	14	13	
6	20,000	6d4	17[+2]	12	13	11	14	13	
7	40,000	7d4	17[+2]	12	13	11	14	13	
8	80,000	8d4	17[+2]	12	13	11	14	13	
9	160,000	9d4	14[+5]	10	11	9	12	10	
10	280,000	9d4+2*	14[+5]	10	11	9	12	10	
11	400,000	9d4+4*	14[+5]	10	11	9	12	10	
12	520,000	9d4+6*	14[+5]	10	11	9	12	10	
13	640,000	9d4+8*	12[+7]	8	9	7	10	8	
14	760,000	9d4+10*	12[+7]	8	9	7	10	8	

THACo: Attack matrix row to use.
 (Ascending AC attack bonus in [].)
 *: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
 P: Paralysis / petrify; B: Breath attacks;
 S: Spells / rods / staves.

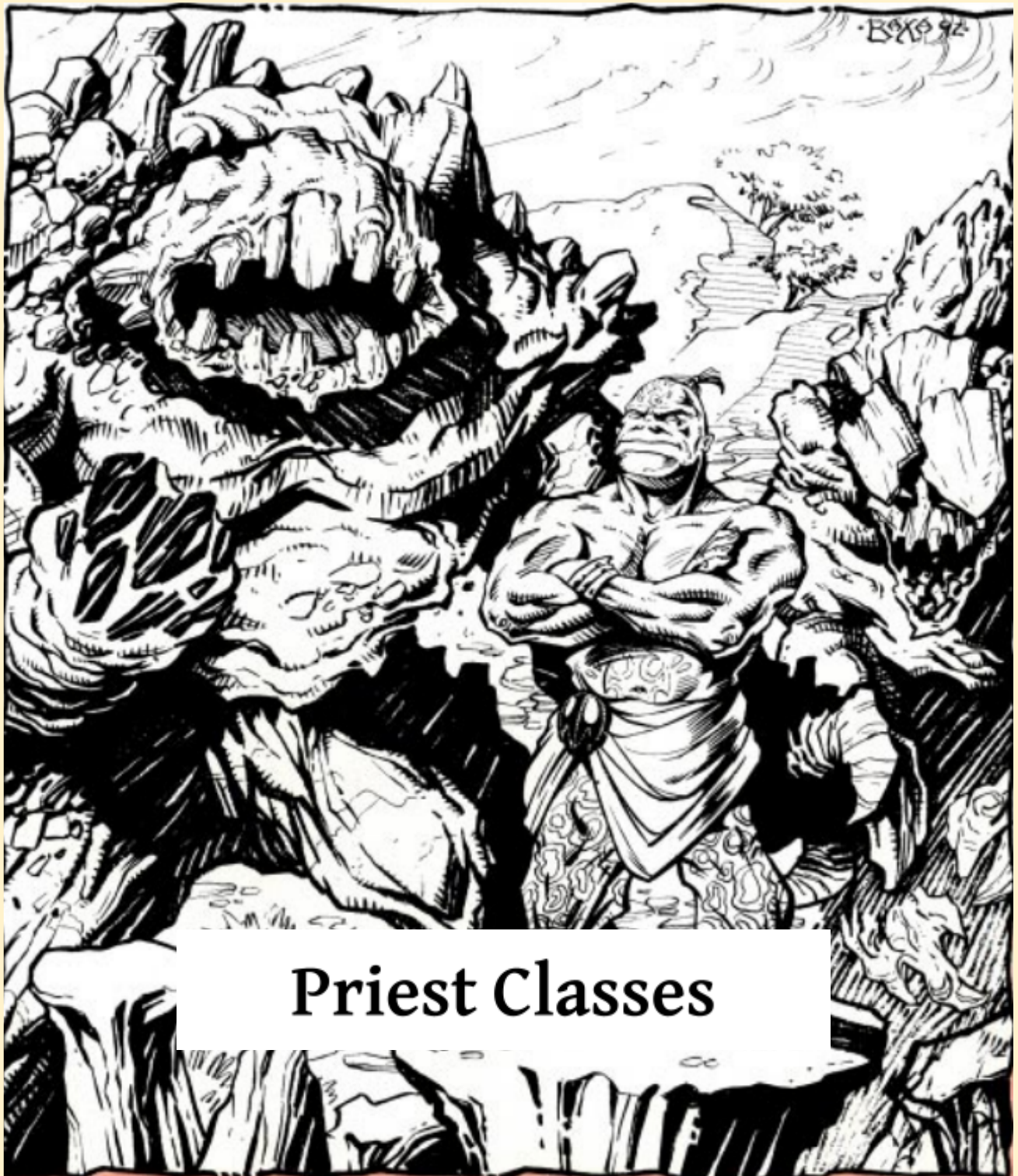
After Reaching 9th Level

A thief can become a trader and establish a trading house, attracting 2d6 employees of 1st level. These employees will be in charge of buying, selling and maintaining any business that they want.

Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success. Hear noise is rolled on 1d6. If

Thief Skills Chance of Success							
Level	CS	TR	HN	HS	MS	OL	PP
1	87	10	1-2	10	20	15	20
2	88	15	1-2	15	25	20	25
3	89	20	1-3	20	30	25	30
4	90	25	1-3	25	35	30	35
5	91	30	1-3	30	40	35	40
6	92	40	1-3	36	45	45	45
7	93	50	1-4	45	55	55	55
8	94	60	1-4	55	65	65	65
9	95	70	1-4	65	75	75	75
10	96	80	1-4	75	85	85	85
11	97	90	1-5	85	95	95	95
12	98	95	1-5	90	96	96	105
13	99	97	1-5	95	98	97	115
14	99	99	1-5	99	99	99	125



Priest Classes

Cleric

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armor: Any, including shields
Weapons: Blunt weapons, special
Languages: Alignment, Common

In Athas, the gods do not answer prayers, some say they may have never existed. As such, instead of gods, Clerics worship one of the four elemental planes: Earth, air, fire, or water. They call upon magical energies from those planes, specializing in one element's magical applications on the prime material plane.

Combat

Clerics can use all types of armor. Clerics are allowed to use all blunt weapons, plus additional ones depending on their element and material:

- **Air:** All missile weapons
- **Earth:** All stone weapons.
- **Fire:** All obsidian weapons.
- **Water:** All bone weapons.

Divine Magic

See *Magic*, p87 for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol.

Magical research: A cleric of any level may spend time and money on magical research. When a cleric reaches 9th level, they are also able to create magic items.

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells from the **sphere of the cosmos and one elemental sphere**. The power and number of spells available to a cleric are determined by the character's experience level.

Using magic items: As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Turning the Undead

Clerics can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The DM then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted. Elementals of the chosen domain are also susceptible to turning.

Successful Turning: If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups: If used against a mixed group of different types, those with the lowest HD are affected first.

Cleric Level Progression

Level	XP	HD	THACo	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d4	19[0]	11	12	14	16	15	–	–	–	–	–
2	1,800	2d4	19[0]	11	12	14	16	15	1	–	–	–	–
3	3,600	3d4	19[0]	11	12	14	16	15	2	–	–	–	–
4	7,200	4d4	19[0]	11	12	4	16	15	2	1	–	–	–
5	14,400	5d4	19[0]	9	10	12	14	12	2	2	–	–	–
6	28,000	6d4	17[+2]	9	10	12	14	12	2	2	1	1	–
7	52,000	7d4	17[+2]	9	10	12	14	2	2	2	2	2	–
8	110,000	8d4	17[+2]	9	10	12	14	12	3	3	2	2	1
9	220,000	9d4	17[+2]	6	7	9	11	9	3	3	3	2	1
10	360,000	9d4+2*	17[+2]	6	7	9	11	9	4	4	3	3	2
11	480,000	9d4+4*	14[+5]	6	7	9	11	9	4	4	4	3	2
12	600,000	9d4+6*	14[+5]	6	7	9	11	9	5	5	4	4	3
13	720,000	9d4+8*	14[+5]	3	5	7	8	7	5	5	5	4	4
14	840,000	9d4+10*	14[+5]	3	5	7	8	7	6	5	5	5	4

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.

Turning Table Results

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

After Reaching 9th Level

A cleric may establish or build a temple, always outside big settlements, as elemental worship is forbidden by the sorcerer kings. Once a temple is established, the cleric would have to attract followers on his own, helping local tribes and other travelers to attract his faith.

Turning the Undead

Level	Monster Hit Dice							
	1	2	2*	3	4	5	6	7-8
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

*: 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

†: At the referee's option, the table may be expanded to include more powerful types of undead monsters.

Druid

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armor: Leather, shields
Weapons: Club, dagger, spear, staff
Languages: Alignment, Common

Druids are independent priests who ally themselves with various spirits of the land. Virtually every feature of the land on Athas has a druid to protect it, but they serve independently, living patient, solitary lives of guardianship.

Alignment: Druids regard the ways of the natural world as the ideal state of things. Thus, druids must be neutral in alignment.

Combat

The holy doctrine of the druids stipulates that they may not use metal armor or shields (wooden shields may be purchased at the normal price). Their choice of weapons is limited to clubs, daggers, slings, spears, and staves.

Divine Magic

See *Magic, p87* for full details on divine magic.

Holy symbol: A druid must carry a holy symbol.

Magical research: A druid of any level may spend time and money on magical research. When a druid reaches 9th level, they are also able to create magic items.

Spell casting: A druid may pray to receive spells from the **sphere of the cosmos and the sphere of nature**.

The power and number of spells available to a druid are determined by the character's experience level.

Using magic items: As spell casters, druids can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves). Druids may not use magical books or tomes.

Guarded Lands

Every druid must choose one type of geographic feature to be his guarded lands. When in his guarded lands, a druid has several powerful granted powers, depending on the level:

- **1st Level:** Remain concealed from others while in his guarded lands. This is proof against all non-magical forms of detection (sight, hearing, etc.). The druid cannot move or cast spells in any way while concealed.
- **3rd Level:** Identify animals and plants from his guarded lands.
- **7th Level:** Speak with all animals in his guarded lands.
- **9th Level:** Speak with plants in his guarded lands.
- **10th Level:** Live without water or nourishment in his guarded lands. At that point the druid draws his life energy directly from his guarded lands.

Shape Change

Druids can identify all plants and animals and can discern pure water.

Druid Level Progression

Level	XP	HD	THACo	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19[0]	11	12	14	16	15	–	–	–	–	–
2	2,000	2d6	19[0]	11	12	14	16	15	1	–	–	–	–
3	4,000	3d6	19[0]	11	12	14	16	15	2	–	–	–	–
4	8,000	4d6	19[0]	11	12	14	16	15	2	1	–	–	–
5	16,000	5d6	17[+2]	9	10	12	14	12	2	2	–	–	–
6	32,000	6d6	17[+2]	9	10	12	14	12	2	2	1	1	–
7	64,000	7d6	17[+2]	9	10	12	14	12	2	2	2	2	–
8	120,000	8d6	17[+2]	9	10	12	14	12	3	3	2	2	1
9	240,000	9d6	14[+5]	6	7	9	11	9	3	3	3	2	1
10	360,000	9d6+2*	14[+5]	6	7	9	11	9	4	4	3	3	2
11	480,000	9d6+4*	14[+5]	6	7	9	11	9	4	4	4	3	2
12	600,000	9d6+6*	14[+5]	6	7	9	11	9	5	5	4	4	3
13	720,000	9d6+8*	12[+7]	3	5	7	8	7	5	5	5	4	4
14	840,000	9d6+10*	12[+7]	3	5	7	8	7	6	5	5	5	4

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.

Shape Change

At 7th level, a druid gains the power to change into the form of An animal from his favored land three times per day. The animal may be of any size up to around twice the bulk of the druid's normal form.

If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal. All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

After Reaching 12th Level

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. Druids who attain 12th level or above may build a shrine integrated into a natural setting, as well as take 1d6 low level druids as disciples.

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.

Templar

Requirements: Minimum WIS 9,
Minimum CHA 9

Prime requisite: WIS

Hit Dice: 1d6

Maximum level: 14

Armor: Leather, shields

Weapons: Club, dagger, shortbow,
short sword, staff

Languages: Alignment, Common

Templars are the greatly feared disciples of the sorcerer-kings. Their organization is steeped in ancient tradition and treacherous politics, and the work they perform for the sorcerer-kings is governed by endless bureaucracy.

Alignment: A templar character may only be lawful—as they operate as law enforcers in their cities.

Combat

Clerics can use all types of armor. They can wield clubs, daggers, shortbow, short swords and staves as weapons.

Royal Oath

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 for acceptance, where he may find an open hand or the taste of steel, at the new sorcerer king's whim.

Divine Magic

See *Magic, p87* for details on magic.

King's symbol: A templar must carry a royal holy symbol.

Magical research: A templar of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity.

When a cleric reaches 9th level, they are also able to create magic items.

Spell casting: Once a templar has advanced in the hierarchy (from 2nd level), the character may pray to receive spells from the **Sphere of the Cosmos**. The power and number of spells available to a templar are determined by the character's experience level.

Using magic items: As spell casters, templars can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Passing Judgement

A templar can pass judgment on his city-state at any time. In any matter involving felonies or suspicious actions of a inhabitant of his city, a templar may arrest, investigate, sentence, or pardon as he sees fit. Penalties can include imprisonment, torture, or even death, but only if a crime is proven to be committed.

- **1st level:** A Templar can pass judgement on slaves,
- **6th level:** A Templar can pass judgment on free men.
- **12th level:** A Templar can pass judgment on nobles.

Templar Level Progression

Level	XP	HD	THACo	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19[0]	11	12	14	16	15	–	–	–	–	–
2	1,500	2d6	19[0]	11	12	14	16	15	1	–	–	–	–
3	3,000	3d6	19[0]	11	12	14	16	15	1	1	–	–	–
4	6,000	4d6	19[0]	11	12	14	16	15	2	1	–	–	–
5	12,000	5d6	17[+2]	9	10	12	14	12	3	2	–	–	–
6	25,000	6d6	17[+2]	9	10	12	14	12	3	2	1	–	–
7	50,000	7d6	17[+2]	9	10	12	14	12	3	2	2	–	–
8	100,000	8d6	17[+2]	9	10	12	14	12	3	3	2	1	–
9	120,000	9d6	14[+5]	6	7	9	11	9	3	3	3	1	–
10	300,000	9d6+2*	14[+5]	6	7	9	11	9	3	3	3	2	1
11	400,000	9d6+4*	14[+5]	6	7	9	11	9	4	3	3	2	1
12	500,000	9d6+6*	14[+5]	6	7	9	11	9	4	4	3	3	2
13	600,000	9d6+8*	12[+7]	3	5	7	8	7	4	4	4	3	2
14	700,000	9d6+10*	12[+7]	3	5	7	8	7	5	5	4	4	3

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.

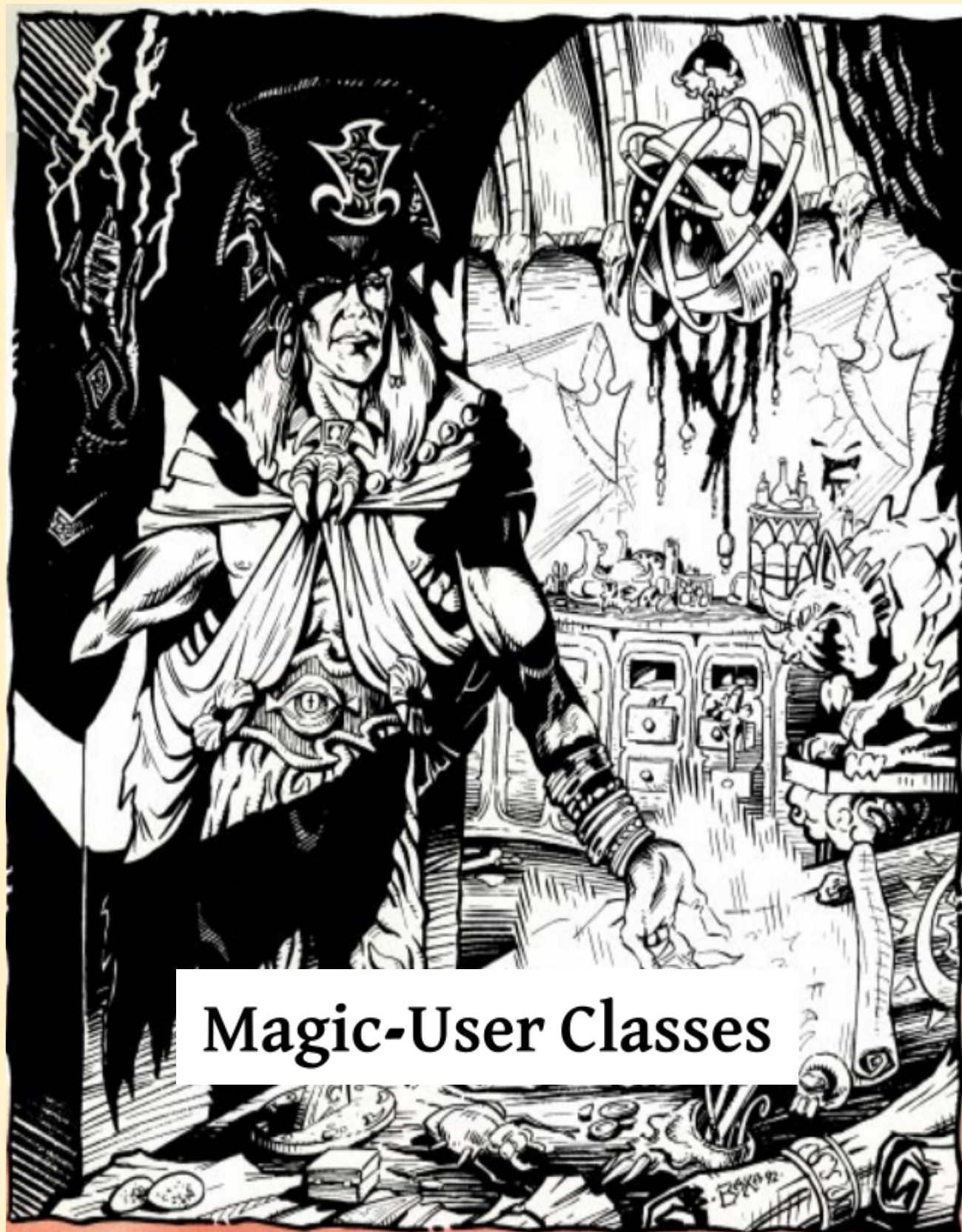
Requisition of Soldiers

A Templar may request the help of 1d4 soldiers from his city-state at any time, of any level no higher than the Templar. These soldiers can not leave their cities without the sorcerer king's permission. The Templar has to send a letter of magical message to request this aid, expressing specific objectives for them (e.g: Help him complete a dungeon) and the soldiers will arrive at the templar's location around the same amount of days it took him to arrive there. Once the mission is complete, the soldiers will go back to the city, and Templar may only request assistance again when they go back. When the soldiers are with the Templar, they act as **mercenaries**.

After reaching 10th level

A templar may be granted a land and title such as vizier. The land under the templar's control is then part of his noble house.





Magic-User Classes

Defiler

Requirements: None
Prime requisite: INT
Hit Dice: 1d4
Maximum level: 14
Armor: None
Weapons: Dagger and staff
Languages: Alignment, Common

The defiler is a magic-user who activates tremendous magical energy without regard to its effect on the environment. With the casting of each spell, a defiler destroys a portion of the world's ecosystem, rendering it dead and sterile.

In most cases, 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 organization in their underground, outlaw defilers tend to be loners, keeping their ambitions and powers to themselves. A sorcerer-king tolerates a select few defilers in his employ, 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.

Combat

Defilers can only use daggers and staves, they are also unable to use shields or wear any kind of armor. This makes them very vulnerable in combat.

Arcane Magic

See Magic, *p87* for full details on arcane magic.

Magical research: A magic-user of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a magic-user reaches 9th level, they are also able to create magic items.

Defiling Magic: Defilers always defile when casting spells, see *Defiling Magic, p90*.

Spell casting: Magic-users carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the magic-user's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to magic-users is found. **Using magic items:** As spell casters, magic-users are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

After Reaching 11th Level

The Defiler may build a mansion to continue his magical research and chase his ambitions. Eventually, he will attract 1d6 apprentices of levels 1-3 will then arrive to study under his tutelage to become defilers.

Defiler Level Progression

Level	XP	HD	THACo	Saving Throws					Spells					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19[0]	13	14	13	16	15	1	–	–	–	–	–
2	1,750	2d4	19[0]	13	14	13	16	15	2	–	–	–	–	–
3	3,500	3d4	19[0]	13	14	13	16	15	2	1	–	–	–	–
4	7,000	4d4	19[0]	13	14	13	16	15	2	2	–	–	–	–
5	14,000	5d4	19[0]	13	14	13	16	15	2	2	1	–	–	–
6	28,000	6d4	17[+2]	11	12	11	14	12	2	2	2	–	–	–
7	42,000	7d4	17[+2]	11	12	11	14	12	3	2	2	1	–	–
8	63,000	8d4	17[+2]	11	12	11	14	12	3	3	2	2	–	–
9	95,500	9d4	17[+2]	11	12	11	14	12	3	3	3	2	1	–
10	180,000	9d4+2*	17[+2]	11	12	11	14	12	3	3	3	3	2	–
11	270,000	9d4+4*	14[+5]	8	9	8	11	8	4	3	3	3	2	1
12	540,000	9d4+6*	14[+5]	8	9	8	11	8	4	4	3	3	3	2
13	820,000	9d4+8*	14[+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,080,000	9d4+10*	14[+5]	8	9	8	11	8	4	4	4	4	3	3

THACo: Attack matrix row to use.

(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;

P: Paralysis / petrify; B: Breath attacks;

S: Spells / rods / staves.



Preserver

Requirements: None
Prime requisite: INT
Hit Dice: 1d4
Maximum level: 14
Armor: None
Weapons: Dagger and staff
Languages: Alignment, Common

The preserver is a wizard of the old, established school of magic. In the give and take of spell casting, preservers have mastered the balance. A preserver's magical spells are cast in harmony with nature. When a preserver casts a spell, there is no damage to the nearby environment.

Combat

Preservers can only use daggers and staves, they are also unable to use shields or wear any kind of armor. This makes them very vulnerable in combat.

Arcane Magic

See Magic, **p90** for full details on arcane magic.

Magical research: A magic-user of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a magic-user reaches 9th level, they are also able to create magic items.

Defiling Magic: Preservers have the option defile when casting spells, see **Defiling Magic, p90**. The decision of defiling may carry consequences, so they are encouraged to defile if doing so is the only option for survival.

Spell casting: Magic-users carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the magic-user's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to magic-users is found. **Using magic items:** As spell casters, magic-users are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Preserver Cryptoelect

Preservers know a hidden language known as preserver cryptoelect. The language is a series of non verbal signs, queues and symbols used by preservers to communicate secretly to avoid persecution and allows the preserver to cast spells unnoticed with a 60% chance of success. This language is universal, and may be used to get in contact with the veiled alliance (for details, **p**).

After Reaching 11th Level

The Preserver may recruit 1d6 apprentices of levels 1–3 to train as preservers. Eventually, said apprentices may recruit their own, from which the preserver may set up his own veiled alliance.

Preserver Level Progression

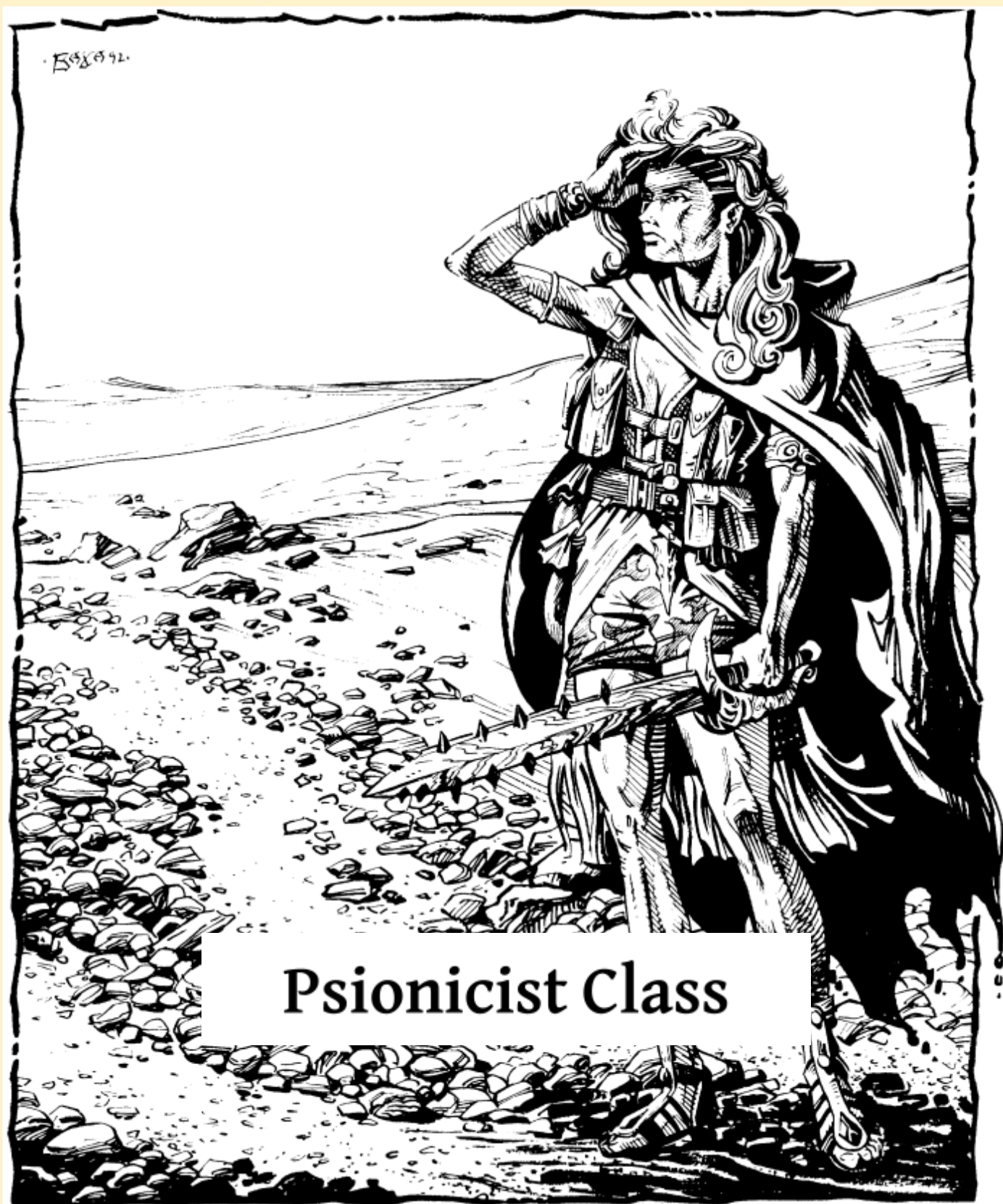
Level	XP	HD	THACo	Saving Throws					Spells					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19[0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2d4	19[0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3d4	19[0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4d4	19[0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5d4	19[0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6d4	17[+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7d4	17[+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8d4	17[+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9d4	17[+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9d4+2*	17[+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9d4+4*	14[+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+6*	14[+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+8*	14[+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+10*	14[+5]	8	9	8	11	8	4	4	4	4	3	3

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.





Psionicist

Requirements: None
Prime requisite: INT and WIS
Hit Dice: 1d4
Maximum level: 14
Armor: Leather, no shields
Weapons: Dagger, staff, short sword, shortbow
Languages: Alignment, Common, preserver cryptoelect

Psionicists are masters of mind over matter, their rigorous physical and mental training allows them to learn the Way, a philosophy of mental discipline, to become master of the Will, or innate mental power.

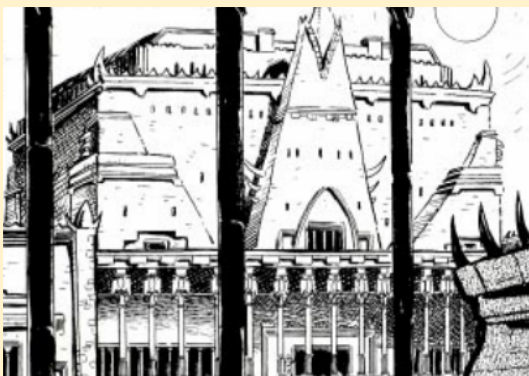
Prime requisites: A psionicist with at least a 13 in one prime requisite gains a 5% bonus to experience. If both INT and WIS are 16 or higher, the psionicist gets a 10% bonus.

Combat

Psionicists can wield daggers, staves, short swords and shortbows. They can wear leather armor, but no shields.

Mental Defense

Psionicist gain a +2 bonus to all saving throws against mental powers, even the powers of other psionicist.



Psionic Powers

Psionicists know a number of psionic powers depending on their level, as indicated in the table opposite. The table also shows the number of powers that can be activated per day. Psionic powers are chosen by the DM, who may allow the player to choose. See **Psionics** for details about psionics, **p70**.

Psionic Power Rank

Psionic Powers are classified by ranks, which determine the intensity of the power's effects, the table opposite indicates which rank is available to a psionicist's powers depending on their level.

Activating Psionic Powers: Psionic Powers take effect at the end of the character's round. When a psionic character activates a Power, he may not take other actions that round, but while said power is active, he may perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental powers take effect at the end of the combat sequence, after attacks.

One power per round: A psionicist cannot activate more than one power in a single round. However, a psionicist can maintain multiple powers at the same time, except for those powers where concentration is required.

After Reaching 9th Level

A psionicist may establish a psionic academy where they teach their skills to students. The psionicist will attract 1d6 apprentices, who are of level 1-4.

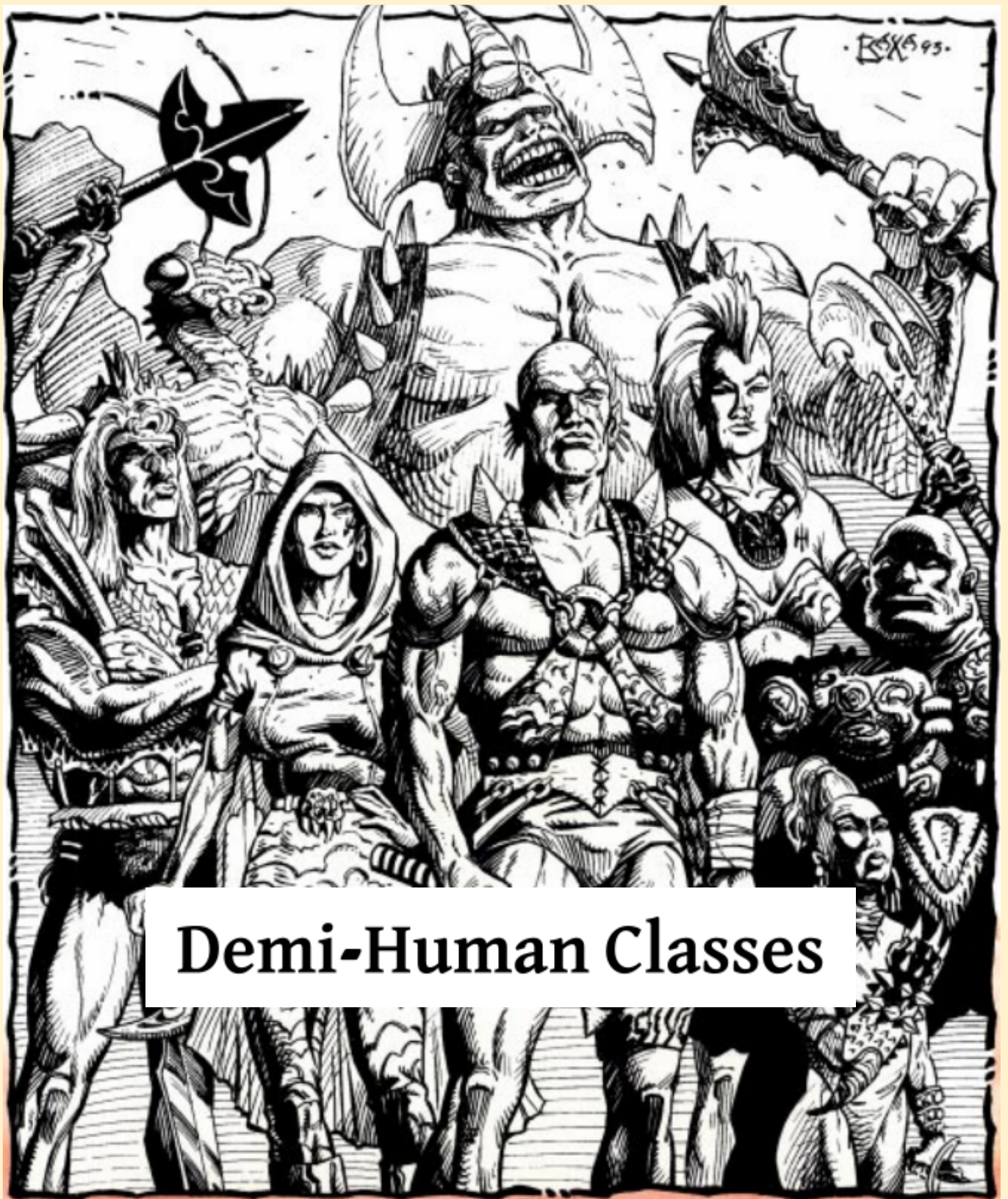
Psionicist Level Progression

Level	XP	HD	THACo	Saving Throws					Psionic Powers	Power Rank
				W	D	P	B	S		
1	0	1d4	19[0]	15	13	10	16	15	2	1st
2	2,200	2d4	19[0]	15	13	10	16	15	3	1st
3	4,400	3d4	19[0]	15	13	10	16	15	4	1st
4	8,800	4d4	19[0]	15	13	10	16	15	5	1st
5	16,500	5d4	19[0]	13	12	9	15	14	7	2nd
6	30,000	6d4	17[+2]	13	12	9	15	14	8	2nd
7	55,000	7d4	17[+2]	13	12	9	15	14	9	2nd
8	100,000	8d4	17[+2]	13	12	9	15	14	10	2nd
9	200,000	9d4	17[+2]	11	10	8	13	12	12	3rd
10	400,000	9d4+2*	17[+2]	11	10	8	13	12	13	3rd
11	600,000	9d4+4*	14[+5]	11	10	8	13	12	14	3rd
12	800,000	9d4+6*	14[+5]	11	10	8	13	12	15	3rd
13	900,000	9d4+8*	14[+5]	9	8	7	12	11	17	4th
14	1,000,000	9d4+10*	14[+5]	9	8	7	12	11	18	4th

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)
*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.





Demi-Human Classes

Dwarf

Requirements: Minimum CON 9
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 12
Armor: Any, including shields
Weapons: Small or normal sized
Languages: Alignment, Common, Dwarvish, Giant, Braxat, Gith.

The dwarves of Athas have the stature of their kindred in other worlds—short, sturdy, and thickly muscled. Most dwarves have deep tans from lives spent toiling in the hot sun, with wide, callused hands and feet. They usually have little or no hair; the flowing beards that are the pride of male dwarves on other worlds are never seen on the Athasian variety.

Combat

Dwarves can use all types of armor. Due to their short height, dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As traditionally expert builders, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching.

Infravision

Dwarves have infravision to 60' (see *darkness in Old School Essentials*TM).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see *dungeon adventuring in Old School Essentials*TM).

Psionic Resistance

Because of their stubbornness, dwarves gain a +1 bonus to all saving throws against mental powers, even the powers of psionist.

Dwarven Focus

When taking on a minor or major quest, a dwarf can choose to make said quest as his focus. The dwarf can not change his focus once chosen until he completes said quest. While performing tasks that are directly related to his focus, the dwarf receives a +1 bonus to all his saving throws and a +2 bonus to all his ability checks.

After Reaching 9th Level

A dwarf has the option of founding his own tribe and settling a region of the tablelands or a neighborhood in a city under a king's sponsorship. Dwarves from other tribes will generally be friendly and tribes may collaborate in times of war or disaster. A dwarf chief may only hire dwarven mercenaries. Specialists and retainers of any race may be hired.

Dwarf Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d8	19[0]	8	9	10	13	12
2	2,200	2d8	19[0]	8	9	10	13	12
3	4,400	3d8	19[0]	8	9	10	13	12
4	8,800	4d8	17[+2]	6	7	8	10	10
5	17,000	5d8	17[+2]	6	7	8	10	10
6	35,000	6d8	17[+2]	6	7	8	10	10
7	70,000	7d8	14[+5]	4	5	6	7	8
8	140,000	8d8	14[+5]	4	5	6	7	8
9	270,000	9d8	14[+5]	4	5	6	7	8
10	400,000	9d8+3*	12[+7]	2	3	4	4	6
11	530,000	9d8+6*	12[+7]	2	3	4	4	6
12	660,000	9d8+9*	12[+7]	2	3	4	4	6

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.



Elf

Requirements: Minimum CON 9
Prime requisite: DEX
Hit Dice: 1d6
Maximum level: 12
Armor: Leather, including shields
Weapons: Any
Languages: Alignment, Common, Elvish, Gith, Belgoi.

The dunes and steppes of Athas are home to thousands of tribes of nomadic elves. While each tribe is very different culturally, the elves within them remain a race of long-limbed sprinters given to theft, raiding, and warfare.

Combat

Elves can use all types of weapons, leather armor and shields.

Infravision

Elf have infravision to 60' (see *darkness in Old School Essentials™*).

Elven Run

Elves are known for their speed and ability to travel great distances on foot. Their movement rate is 180' (Encounter movement rate 60', Overland movement rate 36 miles).

Running during encounters: If Elves do not spend their entire encounter movement rate in a round, they can move the remaining feet at the end of the round.

Retainers

Elves are generally looked at with distrust by other races, so they tend to socialize better with certain races. An elf has a -1 penalty in loyalty with any race except for elves and half-giants.

Thieving Skills

Elves can use the following skills with the chance of success shown opposite:

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the elf falls at the halfway point, suffering falling damage.
- **Open locks (OL):** Requires thieves' tools. An elf can only try this skill once per lock. If the roll fails, the elf may not try the same lock again before gaining an experience level.
- **Pick pockets (PP):** If the victim is Above 5th level, the elf's roll is penalized by 5% for every level above 5th. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under Encounters, in *OSE™*).

Elf Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d6	19[0]	12	13	13	15	15
2	1,800	2d6	19[0]	12	13	13	15	15
3	3,600	3d6	19[0]	12	13	13	15	15
4	7,000	4d6	17[+2]	10	11	11	13	12
5	14,000	5d6	17[+2]	10	11	11	13	12
6	28,000	6d6	17[+2]	10	11	11	13	12
7	60,000	7d6	14[+5]	8	9	9	10	10
8	120,000	8d6	14[+5]	8	9	9	10	10
9	240,000	9d6	14[+5]	8	9	9	10	10
10	360,000	9d6+2*	12[+7]	6	7	8	8	8
11	480,000	9d6+4*	12[+7]	6	7	8	8	8
12	600,000	9d6+6*	12[+7]	6	7	8	8	8

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath
attacks; S: Spells / rods / staves.

Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success. Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

After Reaching 9th Level

An Elf may create a tribe with 2d10 level 1 elves. This tribe will wander through the desert living nomadic lives as herders, traders, raiders or bandits. Elves only accept other elven hirelings as members, other races may be hired, but only for short term periods.

Elf Skills Chance of Success

Level	CS	OL	PP
1	87	15	20
2	88	20	25
3	89	25	30
4	90	30	35
5	91	35	40
6	92	40	45
7	93	45	50
8	94	55	55
9	95	65	60
10	96	70	65
11	97	75	75
12	98	80	80

Half-Elf

Requirements: Minimum CHA 9,
Minimum CON 9

Prime requisite: INT and STR

Hit Dice: 1d6

Maximum level: 10

Armor: Any, including shields

Weapons: Any

Languages: Alignment, Common,
Elvish.

It is not at all unusual for children of mixed parentage of humans and elves to be born into the world—the half-elves. A half-elf's life is typically hardened by the intolerance of others. Neither fully human nor fully elven, half-elves rarely find acceptance with either race, so they remain outsiders, forever wandering from situation to situation, developing their minds and skills without a people, land, or village to call home.

Prime requisites: A half-elf with at least 13 INT and STR gains a 5% bonus to experience. A half-elf with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus

Combat

Half-elves can use all types of weapons and armor.

Infravision

When searching for secret doors, half-elves have a 2-in-6 chance of success (see *Dungeon Adventuring in Old School Essentials™*).

Animal Companion

A half-elf can befriend one pet when he reaches 5th level. The pet may be of maximum 1 HD. The half-elf must spend one week with the animal. After that time, the pet will follow the half-elf everywhere and obey simple orders.

Psionic Powers

Half-Elves know a number of psionic powers depending on their level, as indicated in the table opposite. The table also shows the number of powers that can be activated per day. See *psionics* for full details, *p70*.

Psionic Power Rank

Psionic Powers are classified by ranks, which determine the intensity of the power's effects, the table opposite indicates which rank is available to a half-elf powers depending on their level.

Activating Psionic Powers: Psionic Powers take effect at the end of the character's round. When a psionic character activates a Power, he may not take other actions that round, but while said power is active, he may perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental powers take effect at the end of the combat sequence, after attacks.

One power per round: A half-elf cannot activate more than one power in a single round. However, a half-elf can maintain multiple powers at the same time, except for those powers where concentration is required.

Half-Elf Level Progression

Level	XP	HD	THACo	Saving Throws					Psionic Powers	Power Rank
				W	D	P	B	S		
1	0	1d6	19[0]	12	13	13	15	15	2	1st
2	2,200	2d6	19[0]	12	13	13	15	15	3	1st
3	4,400	3d6	19[0]	12	13	13	15	15	4	1st
4	8,800	4d6	17[+2]	10	11	11	13	12	5	1st
5	16,500	5d6	17[+2]	10	11	11	13	12	6	2nd
6	30,000	6d6	17[+2]	10	11	11	13	12	7	2nd
7	55,000	7d6	14[+5]	8	9	9	10	10	8	2nd
8	100,000	8d6	14[+5]	8	9	9	10	10	9	2nd
9	200,000	9d6	14[+5]	8	9	9	10	10	10	3rd
10	400,000	9d6+2*	12[+7]	6	7	8	8	8	11	3rd

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath attacks;
S: Spells / rods / staves.

After Reaching 9th Level

A half-elf may strive to become a leader among humans and elves, constructing a stronghold either in the name of a human liege or founding a tribe with other elves. If the stronghold is done with humans, the half-elf earns becomes part of the nobility of a city-state. Half-elves may hire mercenaries of any race.



Half-Giant

Requirements: Minimum STR 9, Minimum CON 9
Prime requisite: CON and STR
Hit Dice: 1d10
Maximum level: 8
Armor: Any fitting their size, including shields
Weapons: Normal and Large sized
Languages: Common, Giant.

In some lost millennium, as a bizarre experiment or perhaps as some sort of curse, giants were magically crossbred with humans. Half-giants are now fairly common, especially to human controlled lands at the edge of the sea of dust.

Combat

Half-Giants can only use normal and large sized weapons, as well as using any kind of armor, including shields.

Lack of Alignment

Half-Giants don't follow any alignment; instead they take the alignment of those who surround them.

Natural Toughness

Half-Giants gain +2 Hit Points every time they reach a level (i.e: a 3 rd level Hal-Giant has 3d10+6 Hit Points).

Magic Resistance

Half-Giants have a +2 bonus to saving throws against Spells and Wands.

Damage Adjustment

Half-Giants deal more damage due to their natural strength. Every melee weapon that would inflict **1d4, 1d6, 1d8 and 1d10 damage**, when wielded by a Half-Giant it would inflict **1d6, 1d8, 1d10 and 1d12** damage respectively instead.

Huge Body

Due to their height, Half-Giants are forced to live and adapt to a world not suited to their size. Half-Giants must pay 20% more for armor, weapons and commodities. Additionally, Half-Giants need double the amount of food and water to survive.

By Reaching 8th Level

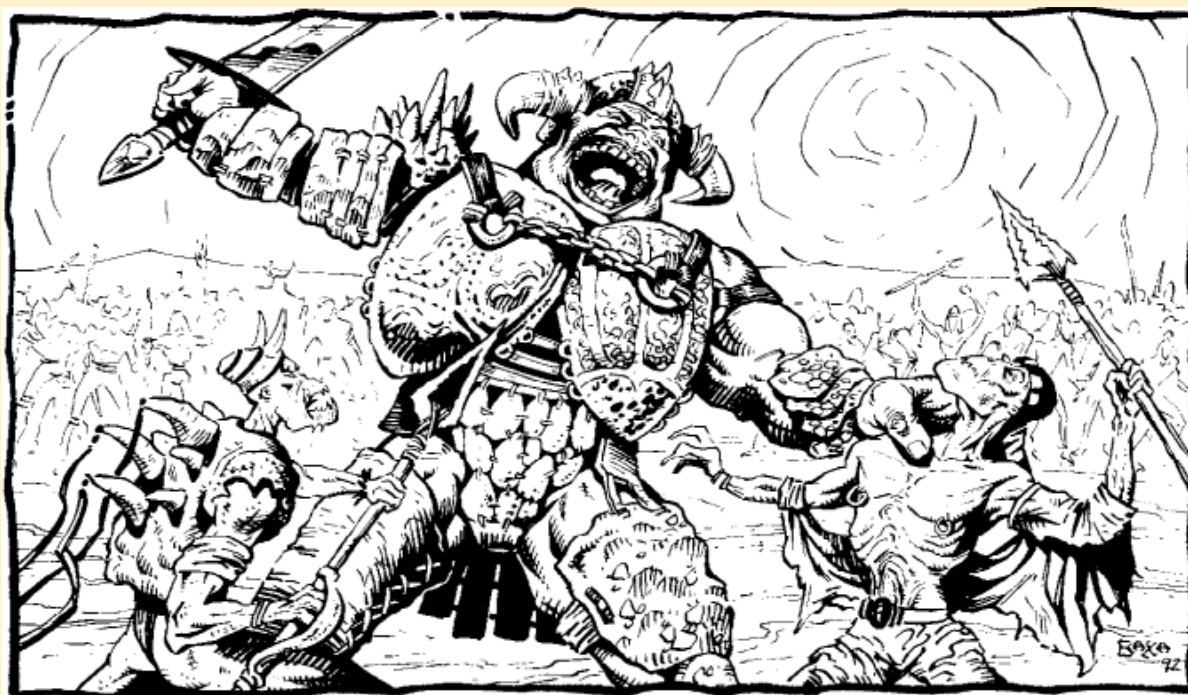
After reaching 8 th level, Half-Giants may build a stronghold, which will form the basis of a new community of Giants and other Half-Giants. Giant communities—known as Clans—are typically located across the shores and islands of the Sea of Silt. The leader of the clan is called the Chief.

Half-Giant Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d10+2	19[0]	13	10	15	16	13
2	2,500	2d10+4	19[0]	13	10	15	16	13
3	5,000	3d10+6	19[0]	13	10	15	16	13
4	10,000	4d10+8	17[+2]	10	8	12	14	11
5	20,000	5d10+10	17[+2]	10	8	12	14	11
6	40,000	6d10+12	17[+2]	10	8	12	14	11
7	80,000	7d10+14	14[+5]	7	6	9	12	9
8	150,000	8d10+16	14[+5]	7	6	9	12	9

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath
attacks; S: Spells / rods / staves.



Halfling

Requirements: Minimum DEX 9,
Minimum CON 9

Prime requisite: DEX and STR

Hit Dice: 1d6

Maximum level: 8

Armor: Any fitting their size,
including shields

Weapons: Small and Normal sized

Languages: Alignment, Halfling.

Beyond the Ringing Mountains are jungles that flourish in rains unheard of. The undisputed rulers of these jungles are the halflings. A halfling is a very short humanoid, standing no more than $3\frac{1}{2}$ feet in height. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. Though divided politically into separate villages and communities, halflings have great respect for their race as a whole.

Combat

Halflings can use all types of armor, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the DM). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armor Class when attacked by large opponents (greater than human-sized).

Hiding

Halflings have an uncanny ability to disappear from sight:

- In the wilderness, a Halfling can hide with a 90% chance of success.
- In dungeons, a halfling can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the halfling to be motionless.

Missile Attack Bonus

Halflings' keen coordination grants them a +1 bonus to attack rolls with all missile weapons.

Backstab

When attacking an unaware opponent from behind, a Halfling receives a +4 bonus to hit and doubles any damage dealt.

Brutalize Opponent

When halflings make the final blow to an enemy, they may brutalize that victim's corpse, in a way that intimidates other creatures on the victim's side, giving them a penalty of -1 to their morale in that encounter.

By Reaching 7th Level

The Halfling may create a tribe with a minimum of 20 other Halflings. This tribe would follow the culture and moral codes of the Halflings, as well as building a stronghold on forest lands. The Halfling may hire any mercenary or specialist, as long as they are Halflings.

Halfling Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d6	19[0]	13	10	15	16	13
2	2,000	2d6	19[0]	13	10	15	16	13
3	4,000	3d6	19[0]	13	10	15	16	13
4	8,000	4d6	17[+2]	10	8	12	14	11
5	16,000	5d6	17[+2]	10	8	12	14	11
6	32,000	6d6	17[+2]	10	8	12	14	11
7	64,000	7d6	14[+5]	7	6	9	12	9
8	120,000	8d6	14[+5]	7	6	9	12	9

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath
attacks; S: Spells / rods / staves.



Mul

Requirements: Minimum STR 9,
Minimum CON 9

Prime requisite: CON

Hit Dice: 1d8

Maximum level: 12

Armor: Any

Weapons: Any

Languages: Alignment, Common,
Dwarvish.

A mul is an incredibly tough crossbreed of a human and dwarf. They retain the height and cunning of their human parents, plus the durability and raw strength of their dwarven heritage. Muls are usually the products of the slave pits—owners recognize the muls' assets as gladiators and laborers, and so order the births of as many muls as can be managed within the ranks of their slaves. Muls are born sterile—they cannot perpetuate their kind.

Combat

Mul can use all types of weapons and armor

Natural Toughness

With their natural strength and build, a Mul can spend 48 hours without eating, drinking water or sleeping., after which They only need an 8 hours rest after getting fed. Mul recover 1d6 hit points instead of 1d3 hit points when doing a full rest, and if they are recovering from starvation, they recover 1d10 CON per day.

Carrying Capacity (Optional)

If using encumbrance rules (see encumbrance in *Old School Essentials*™), Mul have a maximum load of 3,200 coins they can carry (For clarification, all effects applicable to encumbrance apply at double the weight for Mul).

Listening at Doors

Mul have a 2-in-6 chance of hearing noises.

Natural Resistance

Mul have a bonus of +2 to all of their saving throws.

Leadership

All of a Mul's retainers and hirelings gain a +1 bonus to loyalty and morale.

Slavery Background

Every Mul start as slaves, and even if they are free men, the social stigmas related to being a former slaves will always haunt him. For any service, purchase or hiring of specialists, the Mul will have to pay 10% more than normal prices.

After Reaching 9th Level

A Mul may create a tribe with 2d10 Hirelings from a slave background. This group may set up a camp in the desert and attract new members from the same background over time. The Mul may hire mercenaries and specialists from any class and race.

Mul Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d8	19[0]	13	13	13	16	15
2	2,200	2d8	19[0]	13	13	13	16	15
3	4,400	3d8	19[0]	13	13	13	16	15
4	8,800	4d8	17[+2]	11	11	11	14	13
5	17,500	5d8	17[+2]	11	11	11	14	13
6	35,000	6d8	17[+2]	11	11	11	14	13
7	70,000	7d8	14[+5]	9	9	9	12	11
8	140,000	8d8	14[+5]	9	9	9	12	11
9	250,000	9d8	14[+5]	9	9	9	12	11
10	350,000	9d8+2*	12[+7]	7	7	7	10	9
11	500,000	9d8+4*	12[+7]	7	7	7	10	9
12	600,000	9d8+6*	12[+7]	7	7	7	10	9

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath
attacks; S: Spells / rods / staves.



Thri-Kreen

Requirements: Minimum STR 9,
Minimum DEX 9
Prime requisite: STR and DEX
Hit Dice: 1d6
Maximum level: 8
Armor: Shields
Weapons: Gythka and Chatkcha
Languages: Alignment, Thri-kreen.

Hulking insect-men standing as tall as 7 feet at the shoulder, the thri-kreen are the least "Human" of the player character races. Their survivability in the wilderness, combined with their cunning and intellect, have made the mantis warriors (as they are known to some races) the undisputed masters across large tracts of the Athasian wastes.

Prime requisites: A thri-kreen with at least 13 DEX and STR gains a 5% bonus to experience. A Thri-kreen with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus.

Combat

Thri-Kreen can only use their racial weapons: The Gythka and Chatkcha. They can not use any armor, but can use shields.

Natural Weaponry: When attacking unarmed, the Thri-kreen claws make 1d6 damage. Additionally, a Thri-kreen can attack once per day with a poisonous bite, inflicting 1d4 damage, the opponent must succeed **save vs paralysis** or become paralised for one round.

Multiple Limbs

Thri-kreen have four arms, these can be used to perform tasks such as opening doors, carrying torches, using tools. Thri-kreen may attack with only one arm (Two if the optional rules for dual wielding are being used). While carrying Shields, only one gives a bonus to the Armor Class.

Exoskeleton

Thri-kreen have hard bodies, which provide them with fixed Armor Class of 5(14).

Sleepless

Thri-Kreen do not have the need to sleep, they can remain active day and night. Thri-kreen can still be affected by sleeping venoms and magic, however

Hireling Restrictions

Due to their Alien nature, Thri-Kreen can not hire mercenaries nor specialists of any kind.

Creating a Pack

A Thri-kreen is able to create its own pack at any time by asserting dominance over other Thri-Kreen (e. g: role playing), becoming Chief of the Pack and commanding up to 15 thri-kreen just like with regular hirelings.

Thri-kreen Level Progression

Level	XP	HD	THACo	Saving Throws				
				D	W	P	B	S
1	0	1d6	19[0]	12	14	13	15	16
2	2,000	2d6	19[0]	12	14	13	15	16
3	4,000	3d6	19[0]	12	14	13	15	16
4	8,000	4d6	17[+2]	10	12	11	13	14
5	16,000	5d6	17[+2]	10	12	11	13	14
6	32,000	6d6	17[+2]	10	12	11	13	14
7	64,000	7d6	14[+5]	8	10	9	11	12
8	128,000	8d6	14[+5]	8	10	9	11	12

THACo: Attack matrix row to use.
(Ascending AC attack bonus in [].)

D: Death / poison; W: Wands;
P: Paralysis / petrify; B: Breath
attacks; S: Spells / rods / staves.

Tracking

Thri-kreen are natural hunters, so they have great tracking abilities. This skill improves as the character gains levels (see the table to the right). Success may be modified by the following factors:

Soft/hard ground: +20% to -50%.

Size of group being tracked: +2% per creature beyond the first.

Passing through an area where other tracks mingle: -50%.

Age of tracks: -5% per 12 hours.

Efforts made to hide tracks: -25%.

Ranger Tracking Chance of Success

Level	Tracking
1	15
2	25
3	35
4	45
5	55
6	65
7	75
8	85





Chapter 3: Character Options

Character Races (optional rules)

Just as it was present in *Old school essentials advanced fantasy*™, there is the option of separating race and class for more character combinations. DMs must decide if they want to use this option for their games, as once allowed the use of race-as-class characters may make them feel less powerful than their separate race and class counterparts. Class and Level restrictions do exist in Athas, and would be similar to those presents in the original Box Set.

Disclaimer: Because there are no rules for ability scores higher than 18, all ability scores modified by race will cap at 18, even if the bonus would allow it to be higher.

Lifting Class and Level Restrictions (Optional Rules)

Many groups and, by extension, DMs do lift class and level restrictions for demi-human to allow unlimited growth for all races in all classes. This, of course, makes it necessary to grant special traits to humans, as their sole advantage– being able to be from any class without restrictions– is taken from them. For this reason, optional racial abilities are given to the human race.

DMs should only provide the use of these rules only if it fits their vision of the setting and the kind of game they want to run.



Dwarf

Requirements: Minimum CON 9
Ability Modifiers: -1 CHA, +1 CON
Languages: Alignment, Common, Dwarvish, Giant, Braxat, Gith.

The dwarves of Athas have the stature of their kindred in other worlds—short, sturdy, and thickly muscled. Most dwarves have deep tans from lives spent toiling in the hot sun, with wide, callused hands and feet. They usually have little or no hair; the flowing beards that are the pride of male dwarves on other worlds are never seen on the Athasian variety.

Available Classes and Max Level

- **Cleric:** 9th
- **Fighter:** 11th
- **Gladiator:** 14th
- **Psionicist:** 14th
- **Templar:** 7th
- **Thief:** 9th



Combat

Due to their short height, dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

As traditionally expert builders, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Infravision

Dwarves have infravision to 60' (see *darkness in Old School Essentials™*).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see *dungeon adventuring in Old School Essentials™*).

Resilience

Because of their stubbornness, dwarves gain a +2 bonus to all saving throws.

Dwarven Focus

When taking on a minor or major quest, a dwarf can choose to make said quest as his focus. The dwarf can not change his focus once chosen until he completes said quest. While performing tasks that are directly related to his focus, the dwarf receives a +1 bonus to all his saving throws and a +2 bonus to all his ability checks.

Elf

Requirements: Minimum DEX 9
Ability Modifiers: -1 CON, +1 DEX
Languages: Alignment, Common, Elvish, Gith, Belgoi.

The dunes and steppes of Athas are home to thousands of tribes of nomadic elves. While each tribe is very different culturally, the elves within them remain a race of long-limbed sprinters given to theft, raiding, and warfare.

Available Classes and Max Level

- **Cleric:** 11th
- **Defiler:** 11th
- **Fighter:** 10th
- **Gladiator:** 7th
- **Preserver:** 11th
- **Psionicist:** 14th
- **Ranger:** 11th
- **Templar:** 11th
- **Thief:** 14th

Infravision

Elves have infravision to 60' (see *darkness in Old School Essentials™*).

Elven Run

Elves are known for their speed and ability to travel great distances on foot. Their movement rate is 180' (Encounter movement rate 60', Overland movement rate 36 miles).

Running during encounters: If Elves do not spend their entire encounter movement rate in a round, they can move the remaining feet at the end of the round.

Retainers

Elves are generally looked at with distrust by other races, so they tend to socialize better with certain races. An elf has a -1 penalty in loyalty with any race except for elves and half-giants.



Half-Elf

Requirements: Minimum CON 9, Minimum INT 9

Ability Modifiers: -1 CON, +1 INT

Languages: Alignment, Common, Elvish.

It is not at all unusual for children of mixed parentage of humans and elves to be born into the world—the half-elves. A half-elf's life is typically hardened by the intolerance of others. Neither fully human nor fully elven, half-elves rarely find acceptance with either race, so they remain outsiders, forever wandering from situation to situation, developing their minds and skills without a people, land, or village to call home.

Available Classes and Max Level

- **Bard:** 12th
- **Cleric:** 5th
- **Defiler:** 14th
- **Druid:** 10th
- **Fighter:** 8th
- **Gladiator:** 7th
- **Preserver:** 14th
- **Psionicist:** 14th
- **Ranger:** 8th
- **Templar:** 7th
- **Thief:** 12th

Infravision

When searching for secret doors, half-elves have a 2-in-6 chance of success (see *Dungeon Adventuring in Old School Essentials*™).



Animal Companion

A half-elf can befriend one pet when he reaches 5th level in any class. The pet may be of maximum 1 HD. The half-elf must spend one week with the animal. After that time, the pet will follow the half-elf everywhere and obey simple orders. It does not count as a familiar.

Half-Giant

Requirements: Minimum STR 9,
Minimum CON 9
Ability Modifiers: +2 STR, +1 CON,
-1 INT, -1 WIS, -1 CHA
Languages: Common, Giant.

In some lost millennium, as a bizarre experiment or perhaps as some sort of curse, giants were magically crossbred with humans. Half-giants are now fairly common, especially to human controlled lands at the edge of the sea of dust.

Available Classes and Max Level

- **Cleric:** 8th
- **Fighter:** 11th
- **Gladiator:** 9th
- **Psionicist:** 14th
- **Ranger:** 6th

Combat

Half-Giants can only use normal and large sized weapons, as well as using any kind of armor, including shields.

Lack of Alignment

Half-Giants don't follow any alignment; instead they take the alignment of those who surround them.

Magic Resistance

Half-Giants have a +2 bonus to saving throws against Spells and Wands.

Huge Body

Due to their height, Half-Giants are forced to live and adapt to a world not suited to their size. Half-Giants must pay 20% more for armor, weapons and commodities. Additionally, Half-Giants need double the amount of food and water to survive.



Halfling

Requirements: Minimum DEX 9,
Minimum CON 9

Ability Modifiers: -1 STR, +1 DEX

Languages: Alignment, Halfling.

A halfling is a very short humanoid, standing no more than $3\frac{1}{2}$ feet in height. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. Though divided politically into separate villages and communities, halflings have great respect for their race as a whole.

Available Classes and Max Level

- **Cleric:** 5th
- **Druid:** 6th
- **Fighter:** 6th
- **Gladiator:** 7th
- **Psionicist:** 14th
- **Ranger:** 8th
- **Thief:** 9th

Combat

Halflings can use any weapon appropriate to their stature (as determined by the DM). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armor Class when attacked by large opponents (greater than human-sized).



Missile Attack Bonus

Halflings' keen coordination grants them a +1 bonus to attack rolls with all missile weapons.

Brutalize Opponent

When halflings make the final blow to an enemy, they may brutalize that victim's corpse, in a way that intimidates other creatures on the victim's side, giving them a penalty of -1 to their morale in that encounter.

Human

Requirements: None
Ability Modifiers: None
Languages: Alignment, Common.

Humans are the predominant race of Athas. Centuries of abusive magic have not only scarred the landscape-they've twisted the essence of human appearance, as well. Their facial features might be slightly bizarre; a large chin or nose, pointed ears, no facial hair, etc. Their coloration might be subtly different, such as coppery, golden brown, hues of gray, or patchy.

Available Classes and Max Level

- **All classes:** Unlimited

Racial Abilities (Optional Rules)

If the optional rule for lifting demihuman class and level restrictions is used, it is recommended that the loss of human characters' main advantage (i.e. unlimited advancement in any class) be compensated by the following abilities.

Ability Modifiers

+1 CHA, +1 CON.

Blessed

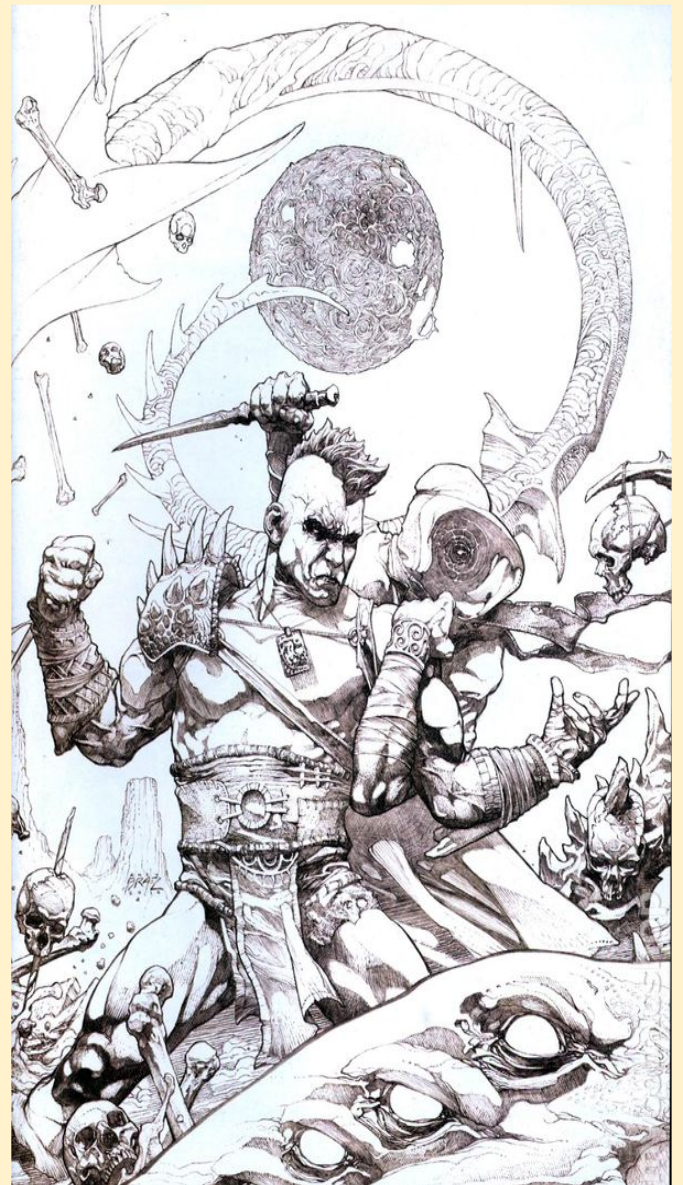
When rolling hit points (including at 1st level), the player of a human PC may roll twice and take the best result.

Decisiveness

When an initiative roll is tied, humans act first, as if they had won initiative. If using the optional rule for individual initiative (see Combat, p222), humans get a bonus of +1 to initiative rolls.

Leadership

All of a human's retainers and mercenaries gain a +1 bonus to loyalty and morale



Mul

Requirements: Minimum STR 9, Minimum CON 9
Ability Modifiers: +1 STR, -1 INT
Languages: Alignment, Common, Dwarvish.

A mul is an incredibly tough crossbreed of a human and dwarf. They retain the height and cunning of their human parents, plus the durability and raw strength of their dwarven heritage. Muls are usually the products of the slave pits—owners recognize the muls' assets as gladiators and laborers, and so order the births of as many muls as can be managed within the ranks of their slaves. Muls are born sterile—they cannot perpetuate their kind.

Available Classes and Max Level

- **Cleric:** 7th
- **Druid:** 8th
- **Fighter:** 14th
- **Gladiator:** 14th
- **Psionicist:** 14th
- **Thief:** 8th

Natural Toughness

With their natural strength and build, a Mul can spend 48 hours without eating, drinking water or sleeping., after which They only need an 8 hours rest after getting fed.

Natural Resistance

Mul have a bonus of +1 to all of their saving throws.

Leadership

All of a Mul's retainers and hirelings gain a +1 bonus to loyalty and morale.

Slavery Background

Every Mul start as slaves, and even if they are free men, the social stigmas related to being a former slaves will always haunt him. For any service, purchase or hiring of specialists, the Mul will have to pay 10% more than normal prices.



Thri-kreen

Requirements: Minimum STR 9,
Minimum DEX 9
Ability Modifiers: +1 DEX, -1 CHA
Languages: Alignment, Thri-kreen.

Hulking insect-men standing as tall as 7 feet at the shoulder, the thri-kreen are the least "Human" of the player character races. Their survivability in the wilderness, combined with their cunning and intellect, have made the mantis warriors (as they are known to some races) the undisputed masters across large tracts of the Athasian wastes.

Available Classes and Max Level

- **Cleric:** 7th
- **Druid:** 10th
- **Fighter:** 11th
- **Psionicist:** 14th
- **Ranger:** 9th

Combat

Thri-Kreen can only use their racial weapons: The Gythka and Chatkcha. They can not use any armor, but can use shields.

Natural Weaponry: When attacking unarmed, the Thri-kreen claws make 1d6 damage. Additionally, a Thri-kreen can attack once per day with a poisonous bite, inflicting 1d4 damage, the opponent must succeed **save vs paralysis** or become paralised for one round.

Multiple Limbs

Thri-kreen have four arms, these can be used to perform tasks such as opening doors, carrying torches, using tools. Thri-kreen may attack with only one arm (Two if the optional rules for dual wielding are being used). While carrying Shields, only one gives a bonus to the Armor Class.

Exoskeleton

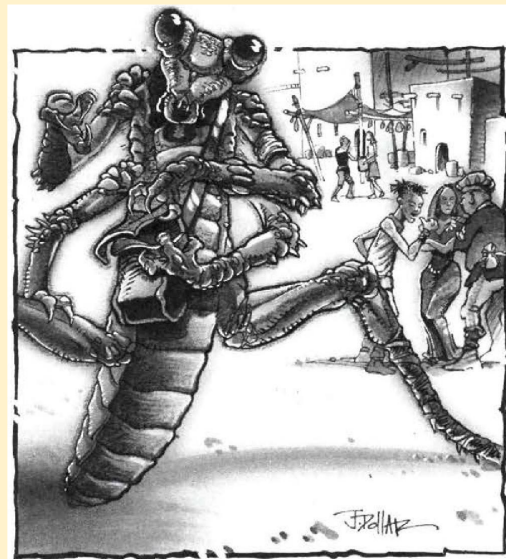
Thri-kreen have hard bodies, which provide them with fixed Armor Class of 5(14).

Sleepless

Thri-Kreen do not have the need to sleep, they can remain active day and night. Thri-kreen can still be affected by sleeping venoms and magic, however.

Hireling Restrictions

Due to their Alien nature, Thri-Kreen can not hire mercenaries nor specialists of any kind.



Multiple Classes (Optional Rules)

The Rules Present in *Old School Essentials Advanced Fantasy*™ still apply for Dark Sun. The following list may provide players an idea of the amount of combinations of class groups possible, based upon the race of the character and taking into account the use of the separate race and class rules (And the classes available to each race within a certain group):

Dwarf

- Priest/Psionicist
- Warrior/Priest
- Warrior/Psionicist
- Warrior/Rogue
- Rogue/Psionicist
- Warrior/Priest /Psionicist
- Warrior/Rogue/Psionicist

Elf or Half-Elf

- Warrior/Magic-User
- Warrior/Rogue
- Warrior/Psionicist
- Warrior/Priest
- Priest /Magic-User
- Priest /Psionicist
- Priest /Rogue
- Mage/Psionicist
- Mage/Rogue
- Rogue/Psionicist
- Warrior/Magic-User/Priest
- Warrior/Magic-User/Rogue
- Priest /Magic-User/Rogue
- Priest /Fighter/Rogue

- Warrior/Magic-User/Psionicist
- Warrior/Rogue/Psionicist
- Warrior/Priest /Psionicist
- Priest /Magic-User/Psionicist
- Priest /Rogue/Psionicist
- Magic-User/Rogue/Psionicist

Half-Giant

- Warrior/Priest
- Warrior/Psionicist
- Priest /Psionicist

Halfling

- Warrior/Rogue
- Warrior/Priest
- Priest /Psionicist
- Fighter/Psionicist
- Priest/Rogue
- Rogue/Psionicist
- Warrior/Rogue/Psionicist

Human

All the combinations listed here.

Mul

- Warrior/Thief
- Warrior/Priest
- Warrior/Psionicist
- Priest/Psionicist
- Priest/Rogue
- Psionicist/Rogue
- Warrior/Rogue /Psionicist
- Warrior/Rogue /Priest

Thri-Kreen

- Warrior/Priest
- Warrior/Psionicist
- Priest /Psionicist
- Warrior/Priest/Psionicist

Athasian Backgrounds (Optional Rules)

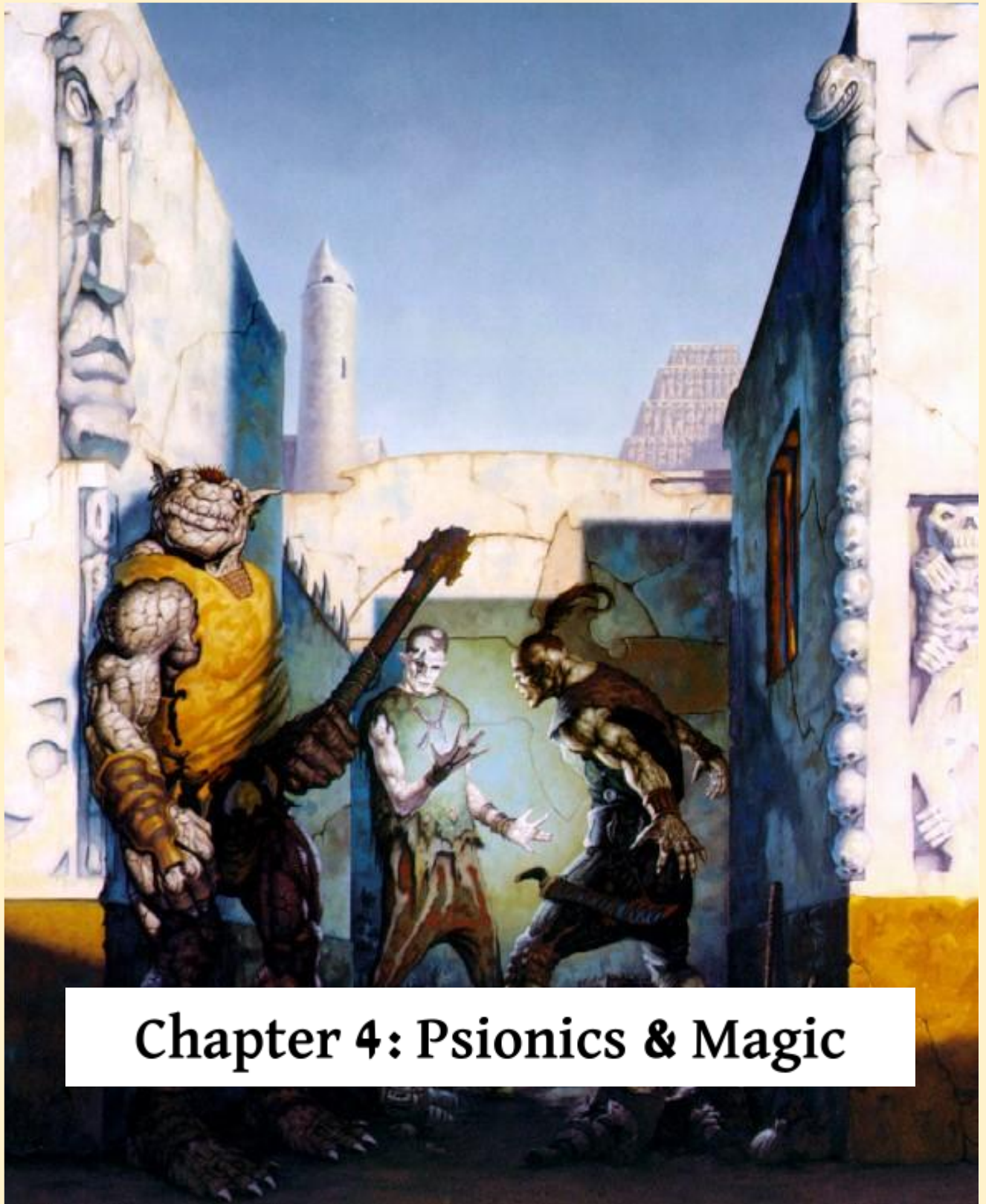
For some groups, the idea of providing PCs some semblance of backstory is one that is appealing, sometimes even crucial for players to connect with the world. Unfortunately, the often prevalence of character deaths could make the creation of backstories painful and unfulfilling (Why give a character a backstory if he is likely going to die in the first adventure?). For these reasons, the following tables may facilitate the generation of backstories, usable either for players for their characters and DMs for NPCs. Roll in both tables to generate one previous occupation and one misery (Or tragedy that forced said character to become an adventurer).

Background Generation Table

d20	Background
1	Minor Noble
2	Silt Sailor/Pirate
3	Nomad
4	Farmer
5	Ex-Slave (Worker)
6	Artisan
7	Ex-Slave(Servant)
8	Outlaw
9	Militia Soldier
10	Urchin
11	Merchant
12	Student/Scholar
13	Herder
14	Student/Scholar
15	Pit Fighter
16	Performer
17	Charlatan
18	Bounty Hunter
19	Hermit
20	Raider

Character Misery Generation Table

d20	Misery	d20	Misery
1	Abandoned at birth.	11	Farm failed due to plague.
2	Banished from hometown.	12	Owe someone money.
3	Betrayed by a loved one.	13	Pursued by templars.
4	Cursed by vengeful witch	14	Raised in the streets.
5	Disinherited or disowned.	15	Reduced to poverty.
6	Escaped slavery.	16	Rejected by society.
7	Running away due to a scandal.	17	Ruined by vice.
8	Framed for a crime.	18	Suffering from amnesia.
9	Killed someone important.	19	Survived a massacre.
10	Left for dead.	20	Town destroyed by drought/famine.



Chapter 4: Psionics & Magic

Psionics

Psionic characters have the ability to tap into their own mental energy to unleash powers. Psionic powers consist of patterns of supernatural energy born from within a psychic mind.

Using Psionics

Powers Known: The character's class determines how many Powers they know, as well as how many they can use before they run out of mental energy.

Recovering Mental Energy: After using all of their available Powers, a psionic character will regain their mental energy after an uninterrupted night's sleep including one hour of meditation to regain all Powers a character is able to utilize.

Activating Psionic Powers: Psionic Powers take effect at the end of the character's round. When a psionic character activates a Power, he may not take other actions that round, but while said power is active, he may perform other actions (e.g. moving, attacking, etc.) in the same round.

Combat sequence: Mental Powers take effect at the beginning of the combat sequence, before movement.

One power per round: A psionic character cannot activate more than one Power in a single round. However, a psionist can maintain multiple Powers at the same time, except for those that require concentration.

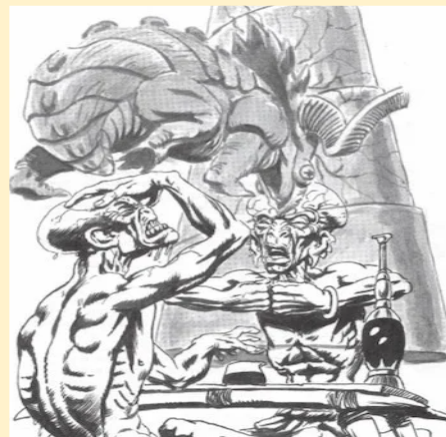
Psionic Power Rank: Psionic Powers are classified by Ranks, which determine the intensity of the Power's effects.

Power Effects

Selecting targets: Some Powers affect multiple targets, either by area or by Hit Dice total. If the power description does not specify how targets are selected, the DM must decide whether they are selected randomly, by the caster, etc.

Concentration: Some Powers specify that the caster must concentrate in order to maintain the psionic effect. Unless the psionic description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple Powers cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, etc.). Powers that affect different abilities can be combined. Powers can be combined with the effects of magical items.



The Freedom of Psionics

Unlike defilers and preservers, psionicists are free of the taint of magic and need not disguise their calling. They owe no loyalty to the sorcerer-kings, unlike the templars. Even clerics and druids have elemental powers and guarded lands that they must place before all other considerations. Psionicists are free of these patrons and responsibilities and may employ their powers as they see fit.

The Will and the Way

Athasians use the term Will to refer to someone's innate ability for psionics. The Way, meanwhile, is the study of the psionic sciences. Many people may possess the Will, but unless they are schooled in the Way they will never do more than scratch the surface of their potential. Psionicist, therefore, are individuals with a strong Will that have gone and mastered the Way.

Learning Psionics

While many beings can discover the strength of the Will within themselves, most who go on to study the Way require guidance from a teacher. There are schools of the Way in every city of Athas, and merchant houses and noble families often pay dearly to have their scions educated by the best. Rarely, the academies waive tuition for a promising student of the free classes. Slaves are never formally instructed in the Way, being instructed by an older, wiser slave in secret sessions.

Wild Talents (Optional rule)

A Wild Talent is someone from any non-psionic character class who has natural, latent psionic potential. This potential can be present in any character, regardless of class, alignment, or race. Wild Talents can never approach psionicists in skill, but they do boast at least one psionic power which is known as a "Wild Power" among psionicists.

Generating Wild Talent

During character creation, roll a d20. If the result is equal to or under the Intelligence score, or if the class is Psioniscist, the character is considered a Wild Talent and has a Wild Power. Refer to the table below to determine what the Wild Power is (psionicists may pick their power instead of rolling). Wild Powers can be used a number of times per day equal to half the character level (rounded up for Psionicist, rounded down for any other class).

Wild Talent Generation

D10	Result
1	All-Round Vision
2	Know Direction
3	Catfall
4	Chameleon Power
5	Animate Shadow
6	Control Sound
7	Sight Link
8	Life Detection
9	Send Thoughts
10	Control Lights

WILD POWER DESCRIPTIONS

All-Round Vision

Range: Self

Duration: 1d4 Rounds

This power gives the psionist "eyes in the back of his head-and in the sides and top, as well. (figuratively; eyeballs are not literally sprouting) In effect, the character can see in all directions simultaneously.

Know Direction

Range: Self

Duration: 1 day

The psionist becomes his own compass. For the duration of this power, the psionist knows which way is north.

Catfall

Range: Self

Duration: n/a

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved.

Chameleon Power

Range: Self

Duration: 1d4 Rounds

The character using this power changes the coloration of their skin, clothing, and equipment to match the background. The match is automatic; appearance is not chosen.

Animate Shadow

Range: 100'

Duration: 1d4 Rounds

The caster can animate the shadow cast by anyone or anything and make it seem to have life of its own.

Control Sound

Range: 100'

Duration: 1d2 Rounds

This power allows the caster to shape and alter existing sounds.

Sight Link

Range: Unlimited

Duration: 1d2 Rounds

Sight Links allows the telepath to tap into another creature's optical system. The telepath sees whatever his link sees.

Range: 100'

Duration: 1d4 Rounds

A telepath can detect the presence of living, thinking creatures within a limited area.

Send Thoughts

Range: Unlimited

Duration: 1d2 Rounds

This is one-way communication, allowing the telepath to send his own thoughts to a creature they can see to its mind.

Control Light

Range: 30'

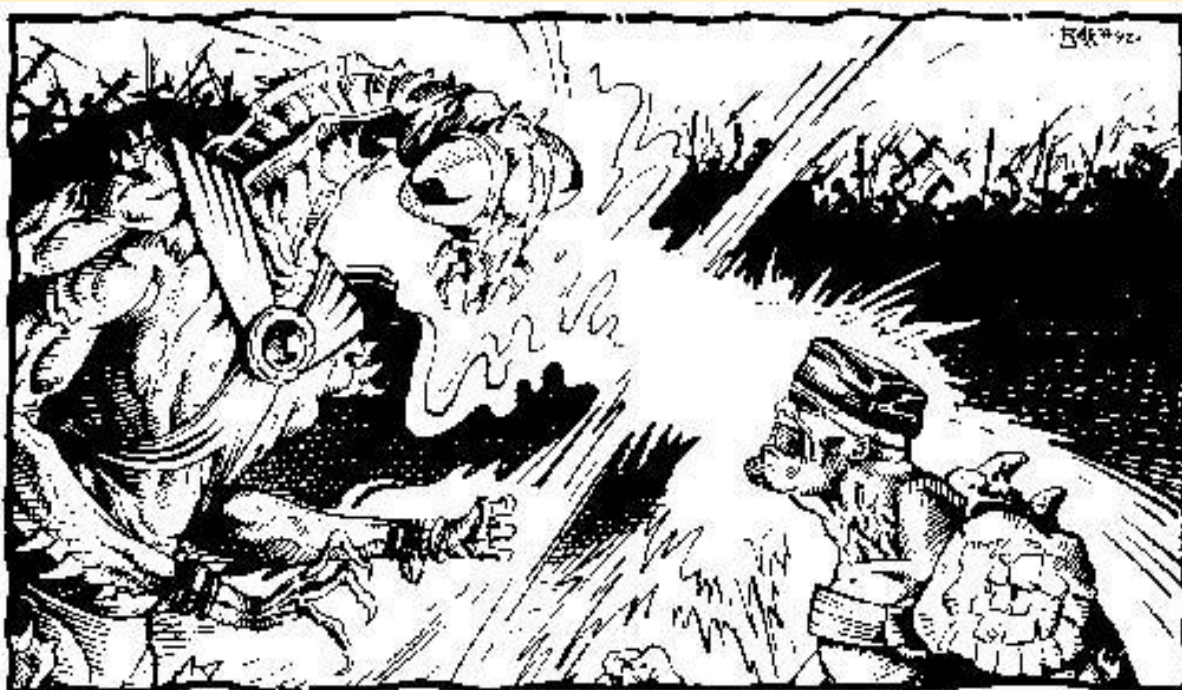
Duration: 1d4 Rounds

The caster can manipulate existing light, either changing colors or shading.



Psionic Power List

- Accelerated Motion
- Astral Projection
- Aura Alteration
- Body Control
- Body Equilibrium
- Body Weaponry
- Cell Adjustment
- Clairaudience
- Clairvoyance
- Control Density
- Crush Life
- Detect Evil
- Detect Magic
- Dimension Door
- Dimension Walking
- Domination
- Empathy
- Energy Control
- ESP
- Expansion
- Hypnosis
- Invisibility
- Kinetic Fist
- Kinetic Leap
- Kinetic Shield
- Kinetic Wave
- Levitation
- Mass Domination
- Mind Bar
- Mind Link
- Mind Over Body
- Molecular Agitation
- Molecular Manipulation
- Molecular Rearrangement
- Precognition
- Reduction
- Shape Alteration
- Suspend Animation
- Telekinesis
- Telepathic Projection
- Teleport
- Thought Shield
- Tower of Iron Will



Psionic Power Descriptions

Accelerated Motion

Range: n/a

Duration: 1 round

The caster makes a rapid burst of movement, driven by an internal surge of kinetic force.

- **Movement:** The caster's movement rate is doubled.
- **Melee attacks:** The caster may make multiple melee attacks per round. The number of melee attacks the caster can make depends on the rank, as indicated in the table below.

Accelerated Motion: Attacks per Round

Rank	Attacks per Round
1st	2
2nd	3
3rd	4
4th	5



Astral Projection

Range: n/a

Duration: 1 hour per rank

This power separates the caster's astral body from their physical one. This projection has the following conditions:

- **Physical tether:** The astral body is connected to its physical body by a long silver cord that disappears from sight after 10'. This cord is virtually indestructible but if it is somehow severed (perhaps from another projected astral body) then the caster dies.
- **Temporary Body:** The caster's astral body is projected into the astral plane, meaning that it is invisible to characters present in the physical plane and is not able to interact with any objects. However, its presence may be perceived by magical detection or any other projected astral bodies.

Aura Alteration

Range: Touch

Duration: 1 hour per rank

This power can be used in two ways:

- **Mask alignment and level:** The true alignment and level of the target remains the same but anyone viewing the aura will be fooled.
- **Remove geas or quest:** Remove a compulsion or charm effect imprinted on the target's aura (e.g., curses, geases, quests, etc.).

Body Control

Range: Self

Duration: 1 turn per rank

The caster is able to adapt their body to survive in a hostile environment such as fire, water, acid, or poison.

Body Equilibrium

Range: Self

Duration: 1 turn per rank

Allows the caster to adjust their weight so that they may walk on water, quicksand, etc.

Body Weaponry

Range: Self

Duration: 2 rounds per rank

One of the caster's limbs becomes a weapon of their choosing. The limb takes on the material of the weapon (wood, steel, etc).

Cell Adjustment

Range: Touch

Duration: 2 rounds per rank

This power is used in two ways:

- **Cure disease:** Psionic energy is used so a disease can be cured in 1 round.
- **Restore hit points:** 1d4 hit points can be restored each round.



Clairaudience

Range: Special

Duration: 1 turn per rank

Allows the caster to hear clearly up to a certain range in a certain direction. The range of the power is affected by the rank as per the table below.

Clairvoyance

Range: Unlimited

Duration: 1 turn per rank

Allows the caster to see clearly up to a certain range in a certain direction. The range of the power is affected by the rank as per the table below:

Clairaudience & Clairvoyance Range

Range	Rank
300'	1st
1 mile	2nd
10 miles	3rd
100 miles	4th

Control Density

Range: Touch

Duration: 1 day per rank

This shrinks or grows an object up to 2' per rank smaller or bigger in scale, However, its weight remains the same, as well as its material and density.

Crush Life

Range: 60'

Duration: N/A

The Caster chooses a target they can see, the target takes 1d8 per rank psychic damage or half damage after a succesful **save vs spell**.

Detect Evil

Range: 120'

Duration: 1 turn per rank

Objects enchanted for evil purposes or living beings with evil intentions are revealed by the aura.

- **Intent only:** This power does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil".

Detect Magic & Psionics

Range: 60'

Duration: 1 turn per rank

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.



Dimension Door

Range: 10'

Requirement: 3rd Rank

Duration: N/A

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the psionic character.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the power fails.
- **If the target is unwilling:** It may save versus spells to resist the teleportation.

Dimension Walking

Range: N/A

Requirement: 3rd Rank

Duration: 1 turn per rank

This power allows the caster to travel long distances by passing through a pocket dimension. They can travel at the rate of 21 miles a turn.

Domination

Range: 90'

Duration: 1 Round, varies

A single humanoid or creature must **save vs spells** or be dominated. A dominated creature is under the control of the psionic wielder but may make another **save** if forced to act against its own alignment. The caster may use this power again to maintain domination for another round.

Empathy

Range: 60'

Duration: 1 round per rank

This power is used to sense the emotions and motives of a mind. If the target is not willing, the target creature must **save vs spells** or be affected by the power.

Energy Control

Range: Self

Duration: 2 rounds per rank

Allows the caster to warp energy around themselves and dissipate it thereby protecting them from cold, heat, electricity, and fire that would normally harm them.

ESP

Range: 60'

Duration: 1 round per rank

This power grants the caster the ability to perceive and understand the thoughts of other living creatures.

- **Meaning:** The psionic character understands the meaning of all thoughts even if they do not share the creature's language.

Expansion

Range: Self

Duration: 1 round per rank

Allows the caster to increase their proportions by 50% per round up to four times their original size.

Hypnosis

Range: 30'

Duration: 1 round per rank

The psionic character is able to place targets into a trance in which they are very susceptible to suggestion. Target creature must **save vs spells**, to resist the hypnotic suggestion. . If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.

The number of hit dice of the targets that the caster is able to hypnotize depends on the caster's rank, as indicated below:

- **1-4:** 1st Rank.
- **5-8:** 3th Rank.
- **9-12:** 3th Rank.
- **13+:** 4th Rank.

Invisibility

Range: 300'

Duration: 2 rounds per rank

Unlike a magic user's invisibility, psionic invisibility involves tricking the minds of other creatures into not seeing the psionic character. Doing any other action except for movement will end the effects of the power. The caster may use this power again to maintain its effects.

Kinetic Fist

Range: Self

Duration: 1 round per rank

The caster's unarmed attacks are charged with focused kinetic energy, making their bare hands deadly weapons.

Damage: The caster's unarmed attacks inflict increased damage, as indicated in the table below.

Invulnerable monsters: Kinetically charged attacks are able to harm monsters which are immune to mundane damage (e.g. which can only be harmed by magic or silver weapons).

Kinetic Fist: Unarmed Damage

Rank	Unarmed Damage
1st	2d4
2nd	2d6
3rd	2d8
4th	2d12

Kinetic Leap

Range: 10' + 10' per rank

Duration: Instant

The caster propels their own body with a surge of kinetic force, allowing them to make a superhuman leap. Leap: The caster can leap to any location within range, including vertically.



Kinetic Shield

Range: Self

Duration: 1 round per rank

A shield of kinetic energy whirls around the caster's body, deflecting attacks against them.

Missiles: The kineticist is completely immune to small, non-magical missiles. No protection is granted against, for example, hurled boulders or enchanted arrows.

Melee attacks: Opponents suffer a -2 penalty to melee attack rolls against the kineticist.

Energy attacks: The kineticist gains a +2 bonus to saving throws versus magic wands, rods, and staves, breath weapons, and energy attacks.

Concentration: Performing any other action (except moving) causes the power to end.

Kinetic Wave

Range: 30'

Duration: Instant

A wave of kinetic force surges from the caster's hand at a single target in range.

Push: The target must **save vs paralysis** or be thrown back by the kinetic force.

If the save fails: The target suffers 1d6 damage per rank and is thrown away from the kineticist to a distance of 10' per rank of the caster.

Levitation

Range: Self

Requirement: 2nd Rank

Duration: 1 round per rank

Allows the caster to rise vertically at the rate of 3' per second or 90' per round. Weight beyond the caster's own weight is limited by their carrying capacity per rank.

Mass Domination

Range: 120'

Requirement: 2nd Rank

Duration: 2 rounds, varies.

The caster is able to dominate up to 5 creatures. Each target must be dominated separately and each must **save vs spells** or be dominated. All dominated creatures are under the control of the psionic wielder but may make another **save** if forced to act against their own alignment. The caster may use this power again to maintain domination for another round.

Mind Bar

Range: Self

Duration: 3 rounds per rank

Imparts the psionic character with the following benefits:

- **Magic Resistance:** +6 bonus to **saves versus spells** for charm, confusion, fear, feeblemind, and magic jar.
- **Psionic Protection:** +6 bonus to **saves** against mental attacks.

Mind Link

Range: Unlimited

Duration: 1 turn per rank

This power allows the caster to converse with an intelligent creature they can see without any words spoken. Only thoughts that the parties wish to transmit to the other will be understood. The two parties are able to understand each other regardless of language.



Mind Over Body

Range: Touch

Requirement: 3rd Rank

Duration: up to 10 days per rank

Allows a number of people to survive without food, water, or sleep through deep meditation. Characters who have survived in this fashion experience the following at the end of this period:

- **Complete Exhaustion:**
Characters must rest for one day for every two days surviving using Mind over Body.
- **Restored from Healing:**
Characters can be fully rested from this exhaustion with a full day of healing.

Molecular Agitation

Range: 120'

Duration: 1 + 1 up to round per rank

This power increases the speed of an object's molecules, generating heat. Its effect varies depending on the length of time it is maintained:

Molecular Agitation Effect

Rounds	Effect
1	Paper & grass ignite
2	Wood smokes, skin burns (1d4 damage)
3	Wood ignites, severe burns (1d6 damage)
4	Steel softens
5	Steel Melts

Molecular Manipulation

Range: 45'

Duration: 1 round per rank

The psionic character can weaken a substance by moving its molecules around at the rate two square inches per round.

Molecular Rearrangement

Range: 6'

Requirement: 3rd Rank

Duration: 1 hour per rank

This power can change the material of an object at the rate of one ounce an hour.

Psionic Blast

Range: 60/120/180'

Requirement: 3rd Rank

Duration: N/A

This power is a dreadful mental attack that makes. It has the following effect:

- **Health Deception:** The target's they must **save vs death** or for 6 turns the target believes they have lost 80% of their remaining hit points. If they lose their perceived hit points the target will pass out. They will not die unless their actual hit points are depleted.

There are three ranges that effect the target's **save**:

- ❖ 60 feet: no effect.
- ❖ 120 feet: +2 to save.
- ❖ 180 feet: +5 to save.

Precognition

Range: Self

Requirement: 3rd Rank

Duration: N/A

The psionic character is able to look into the future and see the most likely result of a plan or decision.

- **Player knowledge:** The referee should make the prediction cryptic, vague and/or redundant in order to give leeway to potential unforeseen outcomes of the player's actions.

Reduction

Range: Self

Duration: up to 2 rounds per rank

Allows the psionic character to shrink their body up to 3 feet or less. Below that they can reduce their current size by 2 feet per rank.

Shape alteration

Range: Self

Requirement: 2nd Rank

Duration: up to 1 round per rank

The psionic character can transform their body into an object or living thing as long as it is of similar mass. This transformation has the following effect:

- **Retained stats:** The psionic character's health points and THACo remain the same.
- **New AC and attacks:** The psionic character assumes the AC of that which they are transformed into, as well as any non magical attacks it may have.

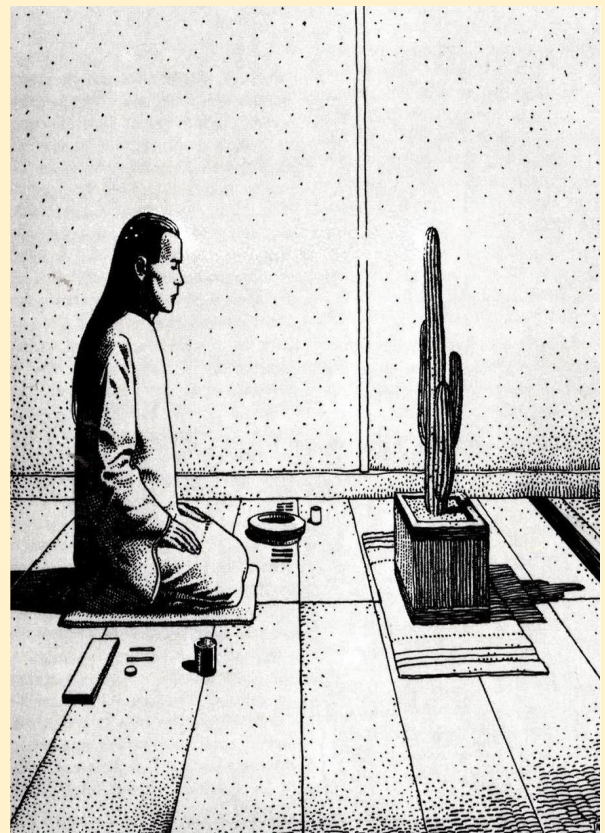
Suspend Animation

Range: Touch

Requirement: 3rd Rank

Duration: Up to 1 week per rank

Allows the caster to slow their life signs, or the life signs of another willing creature, to the point where they appear to be dead by most inspections. The duration of the suspension can go up to is equal to their rank. To end this slumber they may choose a time to awake at will. The caster may use this psionic power again to keep the target in suspension, as long as the target creature is willing to keep the slumber.



Telekinesis

Range: 90'

Duration: 1 round per rank

By concentrating, the psionic character is able to move objects or creatures by the power of thought.

- **Weight:** The target's weight allowed is determined by the caster's rank, as indicated by the table on the right.
- **Movement:** The target may be moved up to 30' per round, in whatever direction the psionic character wishes (including vertically).
- **Weapon:** The target may be used as a weapon using it as a ranged attack. The Damage is determined by the Target's weight and caster's power rank, as indicated in the table on the right.

Telekinesis Weight & Damage

Weight (Coins)	Damage	Rank
Up to 200	2d4	1
201-400	2d6	1
401-800	3d6	2
801-1,500	4d6	3
1,501+	5d6	4

Telepathic Projection

Range: Unlimited

Duration: Up to 2 rounds per rank

The caster is able to project emotions onto targets they can see. This cannot result in extreme changes but can only sway emotions.

Teleport

Range: Infinite, depending on the rank

Requirement: 3rd Rank

Duration: N/A

The psionic character or a chosen creature vanishes and reappears at a location of the psionic character's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Teleport other:** The target must be willing or unconscious. The caster must use one of their powers for any other partner.
- **Destination:** May be at any distance, but must be known to the psionic character. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.) The caster must roll on d%, with a result of less than or equal to the listed percentage indicating success., depending on the distance and/or caster's rank, as indicated on the table below.

Teleportation Difficulty and Rank

Range	3rd Rank	4th Rank
30'	55	75
300'	45	65
3000'	35	55
10 miles	25	40
100 miles	20	25
1,000 miles	10	20
10,000 miles	05	15
Interplanar	01	10

Thought Shield

Range: 60'

Duration: Up to 2 rounds per rank

This power has the following effects:

- **Recovery from Charm, Hypnosis or Domination:** Removes any instantaneous or permanent effect on the target caused by a psionic power only as long as said power was casted at a rank equal to the caster's.
- **Psionic Shielding:** +6 bonus to saves against mental attacks.
- **Concentration:** Performing any other action (except moving) causes the power to end.

Tower of Iron Will

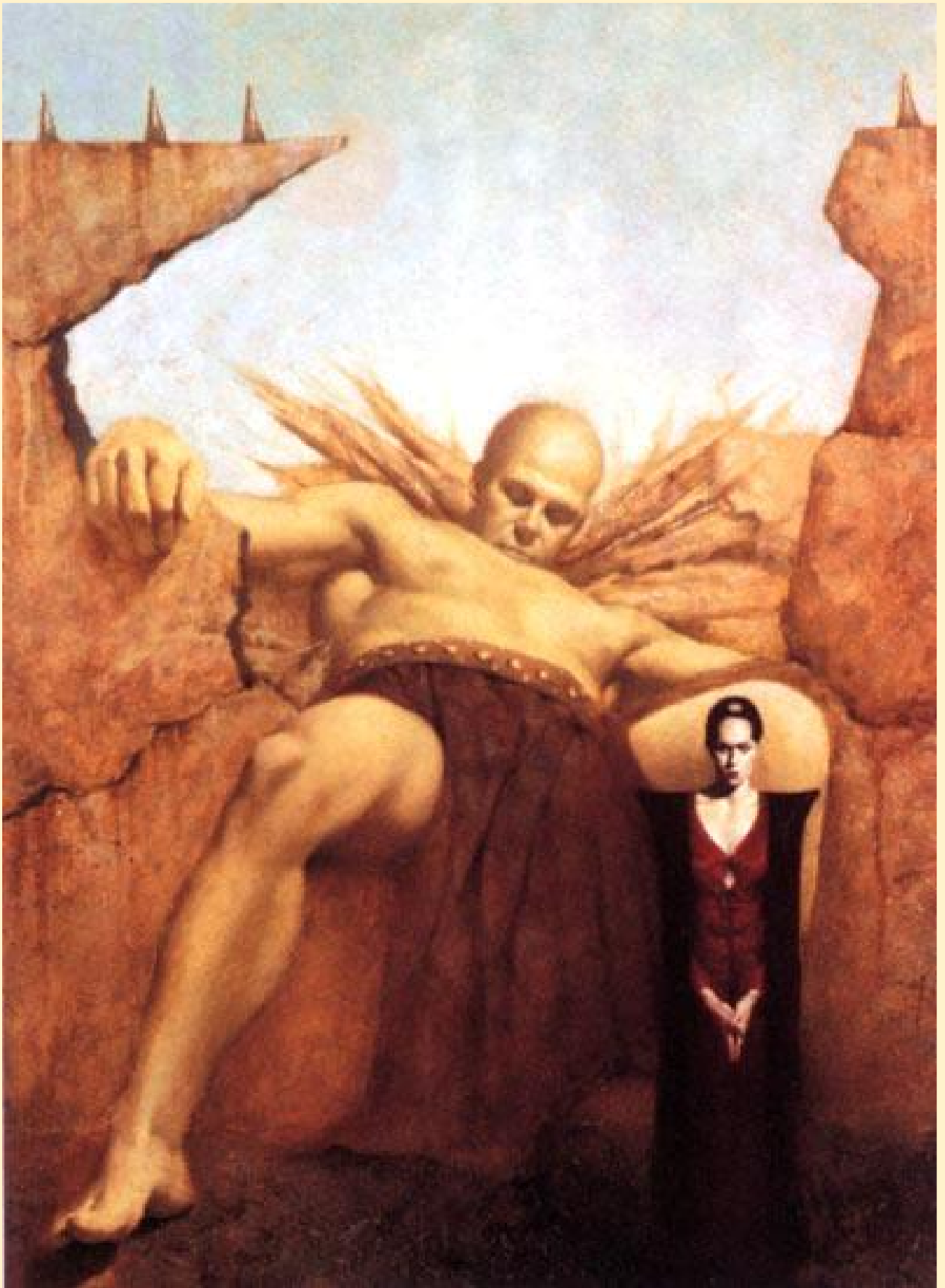
Range: Self

Duration: 1 round per rank

This Power creates a field emanated at a 10' from the psionist. Each creature inside this fields receives the following benefits:

- **Melee Attacks:** +2 Bonus Armor Class per rank per rank against melee attacks.
- **Missile Attacks:** +3 Bonus Armor Class against missile attacks





Magic

The sources of magical energy on Athas are very different from those on other campaign worlds. For example, Athas is a world without deities, where clerics worship the elemental powers themselves. Priests receive their magic directly from the elementals and thus are closely tied to the elemental planes. Wizards, however, draw the power to cast their spells from the land itself. Despite the tenacious brutality that seems infused in its soil, Athas is a fragile world. The use of wizardly magic can disrupt and destroy the land's ability to support life, for if a wizard takes too much energy from the land, plants and soil die.

How Magic Works

Magic works mechanically the same way as it does in *Old School Essentials Classic or Advanced Fantasy*™. However, some spells were either changed, removed or modified for Athasian use.



Psionics and Magic

Psionics operate similarly to, but not on the same principles as, magic. Magic draws on sources of power “outside” the spellcaster (i.e., clerics receive energy from their deities, and magic-users call upon arcane powers). Psionics, by comparison, is the power of the unlocked potential of the mind, and its ability to access the fundamental nature of being and the world that stems from it. DMs have, therefore, two choices for dealing with these matters should they want to include psionics in their games:

Magic and Psionics can affect each other:

Spells that may affect other spells (i.e, *Dispel Magic*) work on psionic powers as well and vice versa. The nature of both psionics and magic may be different, but they operate in the same plane of the supernatural.

Magic and Psionics can not affect each other:

Spells that may affect other spells (i.e, *Dispel Magic*) do not work against psionic powers and vice versa. This means that both forces do not operate in the same plane, even though they manifest and manipulate reality. This however, still allows the use of spells and psionic powers to detect the presence of the other (i.e, *Detect Magic* and/or *Detect Psionics*).

Divine Magic

The priests of Dark Sun worship the beings that inhabit the elemental planes: those of earth, air, fire, and water. In Dark Sun campaigns, priest spells fall into four spheres associated with those four elemental planes, a druidic Sphere of Nature, and one separate Sphere of the Cosmos. This last sphere is by far the largest, though the other five hold generally more powerful, more specialized spells. All priests on Athas thus draw magical energy (the energy with which they cast spells) from the elemental planes.

Clerical Magic

Memorizing Spells

Clerics memorize spells through channeling their patron element. When praying for spells, clerics may choose any spells listed in the sphere of the cosmos and their chosen elemental sphere that they are of high enough level to cast.

Reversing Spells

Clerics can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Elemental Pact

All clerics take an oath with their patron element with the goal of promoting the presence of their element in the world. This pact requires clerics to follow practices and codes of conduct that align with said element.

Breaking the Pact

Clerics who do not act according to their pact could potentially lose their ability of casting spells, amid many other penalties determined by the DM. Clerics will require days of channeling said element to potentially gaining the patron's favor back.

Druidic Magic

Memorizing Spells

Druids memorize spells through pleasing and connecting with the spirits of nature, specially those of their guarded lands. When praying for spells, druids may choose any spells listed in the sphere of the cosmos and the sphere of nature that they are of high enough level to cast.

Reversing Spells

Druids can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Pact with Nature

Druids take an oath with spirits of nature that allows them to take powers from the elemental planes. The goal of these spirits is to first maintain their guarded lands safe and second to return life to the planet. Druids therefore are required to scather on a journey to seek to clean the land, but eventually return to the lands they sought to protect.

Breaking the Pact

Although not restricted in conduct like clerics, if Druids allowed their sacred lands to be completely damaged (e.g. defiled in its majority), they may lose their powers permanently.

Templar Magic

Memorizing Spells

Templars receive spells from their devotion to their sorcerer king, who is able to channel energy from the elemental planes directly into them. When praying for spells, templars may choose any spells listed only in the sphere of the cosmos that they are of high enough level to cast.

Reversing Spells

Templars can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Kings Favor

Templars act as agents of their king, and therefore operate as their law-enforcers, priests and even bureaucrats. For this reason, they take an oath to serve their monarch and seek to reach their goals for their favor.

Kings Disfavor

Openly committing treason against their king or failure in the face of their superiors usually cause templars to lose their powers, followed shortly after by death or enslavement. This ensures that templars have to be ruthless, efficient and always competing with each other.



Turn Undead

In Athas, all the rules applicable to Turn Undead apply just the same as listed in *Old School Essentials*™.

Turn Elemental

Because of the different sources of powers present in Athas however, Clerics in particular have the ability to apply the effects of Turning Undead to elemental creatures of their patron element, provided that said elemental has a number **HD** the Cleric is able to turn or destroy.

Turn All Elementals (Optional rules)

The DM may allow Clerics to turn all kinds of elementals regardless of the element, provided that said elemental has a number **HD** the Cleric is able to turn or destroy. This option, however, falls under DM discretion.

Patron's Alignment

Divine casters may be required to keep acting according to certain alignment to keep its patrons favor, as going against the alignment of their source of powers may incur penalties.

- **Lawful characters:** Templars and Earth clerics tend to align with Law.
- **Chaotic characters:** Fire and Air clerics tend to align with Chaos.
- **Neutral characters:** Water and Druids tend to align with Neutrality.

Arcane Magic

Magic-Users draw their magical energies from the living things and life-giving elements around them. Preservers cast spells in harmony with nature, using their magic so as to return to the land what they take from it. Defilers care nothing for such harmony and damage the land with every spell they cast.



Preserving Magic

Preserving magic, as its name implies, aims to cast arcane spells while preserving the life energy of the plants and soil around the caster. Preserving magic works as regular arcane magic works in *Old Essentials*™.

Defiling Magic

Defilers wield magic with no concern for their dying world, as with each spell they cast, defilers draw magical energy from the life force of plants in the vicinity and channel it to their own selfish ends.

Defilings Taint

All Magic-users have the ability to defile if they choose to, but once they do, every spell they cast afterwards will defile the land. The only way to cast magic without defiling again is spending up to six days without using magic at all, mostly isolating themselves from others and practicing heavy meditation. If a preserver manages to get enough experience to level up while defiling, he would permanently become a defiler, who will always defile while casting.

Effects of Defiling

Every time a defiler casts a spell, all vegetation in the area is consumed as the earth around them is turned to ash. The radius (in feet) destroyed around the defiler is equal to the spell level Times 10.

Spell Recovery: While defiling, the caster must roll 2d6, getting a different result depending on the outcome.

Defiling Effects Table

2d6	Defiling Spell Effect
1-6	No effect, cast as normal
7-9	Cast as normal, but the spell is kept prepared
10-12	Cast as normal, spell is kept prepared +1 additional spell from spell book prepared

Spell books

Access to spell books and ancient arcane tomes in today's Athas is severely limited. Time, dwindling resources, and the actions of superstitious people have destroyed most of these books. Paper, once plentiful, has become even more scarce than the trees needed to produce it.

How Magic-Users make their spell books

Due to constant persecution from most of Athasian society, magic-users, both preservers and defilers, need to protect themselves and avoid detection to keep their powers secret. Because of this, spell books are sewn into the pattern of a wizard's robe, or scrawled on animal hides, or carved into bone staves or small stone blocks, or fashioned as knots tied in a length of string. No matter what the form, an Athasian wizard's collection of spells is always referred to as his "spell book."

Adding Spells

Excluding scrolls and research, wizards gain spells depending on their practice.

Preservers: Preservers gain new spells from their mentors. Later, they must petition the Veiled Alliance for mentors on more powerful or obscure spells.

Defilers: Defiler learns new spells from a teacher, but inevitably, a defiler and his teacher will go separate ways.

Spell Research

Prices listed in *Old School Essentials*™ for spell research should be listed in Ceramic Pieces (CP).



The Veiled Alliance

The Veiled Alliances are confederations of Preservers working together to protect their members from assassination and harassment by sorcerer-kings and other lieges. The members work together to shield each other's identities from the authorities or to help those who have been discovered to escape persecution, and they are often involved in plots to undermine or even overthrow their oppressive overlords. Although each league goes by the same name, they are in fact separate organizations, with their own goals and doctrines.

Joining the Alliance

Preservers are usually introduced to the alliance by their members.

Membership, however, is permanent, and once a preserver joins an alliance a pledge is made until death.

Defilers and the Alliance

Defilers are forbidden in alliance, and any member who turns into or it's confirmed to be a defiler is casted out and subsequently seeked for execution.

Trees of Life

A tree of life is a mighty and magical tree, enchanted by a powerful priest or wizard. The magical life forces of trees of life make them virtually eternal.

Special Powers

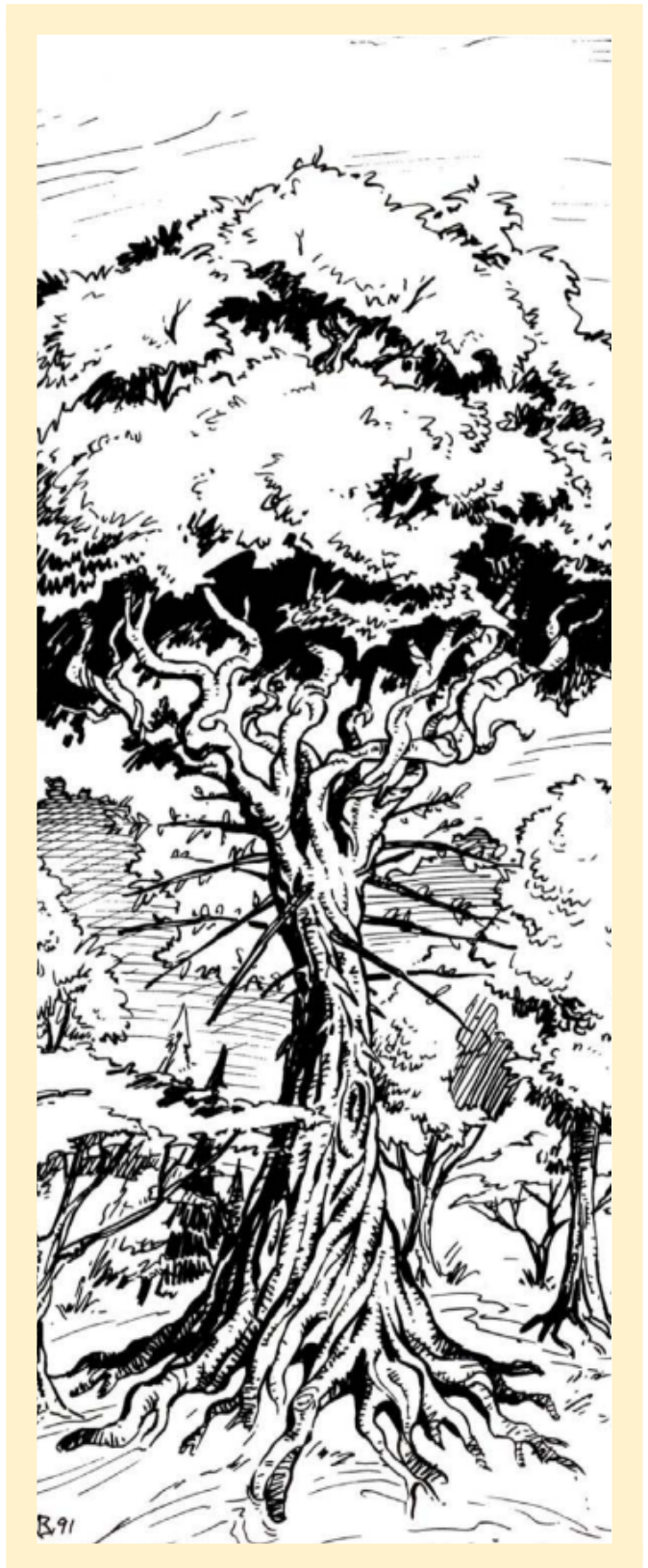
Any cleric or druid in contact with a tree of life recovers from the tree four spells, not going beyond the limit of how many spells could be casted by day. Additionally, its sap has magical healing properties.

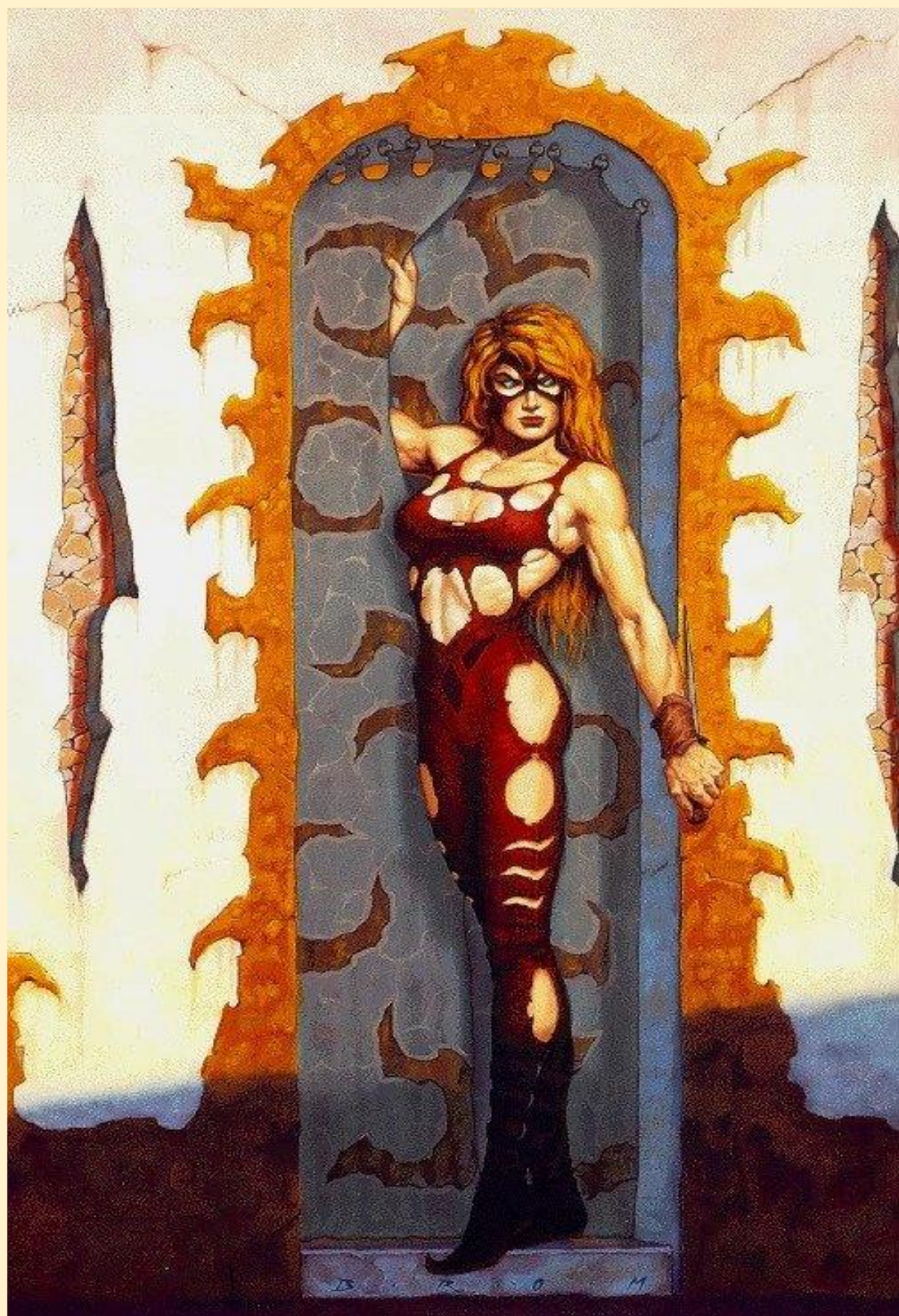
Destroying a Tree of Life

A tree of life has two distinct parts: its **physical form** and its **life force**. The stump, branches, roots, or leaves of a tree of life make up its **physical form**, and are not inherently magical. The same things that would destroy a normal tree will destroy the **physical form** of a tree of life (e.g., chopping it down, burning it). The **life force** of a Tree of Life has 10 Hp, and the only way to deplete it is by defiling. Defiler may extract the **life force** of the Tree instead of defiling the land around them, taking a number of Hp equal to the spell level.

Regeneration

Both a tree of life's **physical form** and its life force regenerate. If the tree's physical form is damaged or destroyed, it will grow back to full size. The tree will regrow at a rate of one quarter of its full size per week. The **life force** of a tree of life regenerates one level (10 Kit points) per hour. It regenerates even if the life force reaches zero points, but not if it goes below zero.





Priest Spells List

The following list are the spells available for Clerics to use in Athas. Many of these spells listed here are described in *Old School Essentials*™, but some of them had to be removed or changed to fit Athas. Any spell that are not present in this list are assumed to be removed, and any modified spell will be marked with asterisk (*) and would be described later in this chapter.

Sphere of Air

1st Level

1. Feather Fall*
2. Warding Wind*
3. Longstrider*

2nd Level

1. Dust Devil*
2. Gust of Wind*
3. Wind Message*

3rd Level

1. Fly*
2. Call Lightning*

4th Level

1. Conjure Minor Elemental*, **
2. Wind Wall*

5th Level

1. Conjure Elemental*, **
2. Control Winds

** : Conjure Elemental spells limited only to Air Elementals.

Sphere of Earth

1st Level

1. Earth Tremor*
2. Mold Earth*
3. Magical Stone*

2nd Level

1. Earthbind*
2. Meld Into Stone*
3. Stone Tell*

3rd Level

1. Stoneskin*
2. Stone Shape*

4th Level

1. Conjure Minor Elemental*, **
2. Wall of Sand*

5th Level

1. Conjure Elemental*, **
2. Earthquake*

** : Conjure Elemental spells limited only to Earth Elementals.



Sphere of Fire

1st Level

1. Endure Heat/Cold*
2. Produce Flame*
3. Fire Trap*

2nd Level

1. Heat Metal*
2. Light Amplifying*
3. Pyrotechnics*

3rd Level

1. Flame Walk*
2. Protection from Lightning*

4th Level

1. Conjure Minor Elemental*, **
2. Wall of Fire*

5th Level

1. Conjure Elemental*, **
2. Firestorm*

** : Conjure Elemental spells limited only to Fire Elementals.



Sphere of Water

1st Level

1. Shape Water*
2. Locate Water*
3. Water Boiling*

2nd Level

1. Water Breathing(Silt Breathing)*
2. Fog Cloud*
3. Mirage*

3rd Level

1. Create Water*
2. Water Walk (Silt Walk)*

4th Level

1. Conjure Minor Elemental*, **
2. Transmute Dust to Water
(Transmute Water to Dust)*

5th Level

1. Conjure Elemental*, **
2. Maelstrom

** : Conjure Elemental spells limited only to Air Elementals.

Sphere of Nature

Under the DMs discretion, players may use the listed Druid spells list present in *Old School Essentials Advanced Fantasy™*, although the following spells list may be used alternatively for Athasian use.

1st Level

1. Detect Danger*
2. Faerie Fire*
3. Locate Plant or Animal*
4. Predict Weather*
5. Speak with Animals*
6. Animal Friendship*

2nd Level

1. Obscure*
2. Produce Fire*
3. Shillelagh*
4. Warp Wood*
5. Animal Command*
6. Pass without Thrace*

3rd Level

1. Hold Animal*
2. Protection from Poison*
3. Snare*
4. Spike Growth*

4th Level

1. Animal Summoning*
2. Control Plant*
3. Protection from Fire and Lightning*
4. Speak with Plants*

5th Level

1. Goodberry*
2. Commune with Nature*
3. Wall of Thorns*
4. Weather Summoning*



Sphere of the Cosmos

The Sphere of the Cosmos is roughly the same from *Old School Essentials*™, with some spells replaced. The spell will be listed still, but for the spells that are still present from the original list, refer to their descriptions in *Old School Essentials*™.

1st Level

1. Cure Light Wounds (Cause Lt. Wounds)
2. Detect Evil
3. Detect Magic (Detect Psionics)
4. Light (Darkness)
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear (Cause Fear)
8. Resist Cold

2nd Level

1. Bless (Blight)
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Sanctuary*
7. Silence 15' Radius
8. Snake Charm

3rd Level

1. Continual Light (Continual Darkness)
2. Cure Disease (Cause Disease)
3. Growth of Animal
4. Locate Object
5. Remove Curse (Curse)
6. Striking

4th Level

1. Cure Serious Wounds (Cause Sr. Wounds)
2. Neutralize Poison
3. Protection from Evil 10' Radius
4. Speak with Dead*
5. Spell Immunity*
6. Sticks to Snakes

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest (Remove Quest)
6. Raise Dead (Finger of Death)



Magic-User Spells List

The Magic-Users Spell List is roughly the same found in *OSE™*, with some spells being added or replaced. DMs also may make available the Illusionist spells list from *Old School Essentials Advanced Fantasy™*, at their discretion.

1st Level

1. Burning Hands*
2. Charm Person
3. Detect Magic (Detect Psionics)*
4. Find Familiar*
5. Floating Disc
6. Fog cloud*
7. Hold Portal
8. Light (Darkness)
9. Magic Missile
10. Protection from Evil
11. Read Languages
12. Read Magic
13. Shield
14. Sleep
15. Ventriloquism

2nd Level

1. Acid Splash*
2. Continual Light (Continual Darkness)
3. Detect Evil
4. Detect Invisible
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force

11. Ray of Enfeeblement*
12. Rope Trick*
13. Silence*
14. Web
15. Wizard Lock

3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Vampiric Touch*
13. Water Breathing (Silt Breathing)*

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Fire Trap*
5. Growth of Plants (Defilement of Plants)*
6. Hallucinatory Terrain
7. Massmorph
8. Polymorph Others
9. Polymorph Self
10. Remove Curse (Curse)
11. Wall of Fire
12. Wall of Ice
13. Wizard Eye

5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud (Mud to Rock)
12. Wall of Stone

6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas (Remove Geas)
6. Invisible Stalker
7. Lower Water (Lower Silt)*
8. Move Earth
9. Part Water (Part Silt)*
10. Projected Image
11. Reincarnation
12. Stone to Flesh (Flesh to Stone)



Priest Spells

1st Level

Animal Friendship

Duration: 1 Day

Range: 30'

This spell lets you convince a beast that you mean it no harm.

- **Charm Animal:** Caster targets an animal, which then must **save vs spell** and be charmed on a failure.
- **Breaking the Charm:** If the caster or present companions harm the charmed animal, the spell ends.

Detect Danger

Duration: 6 turns

Range: 5' per level of the caster

This spell reveals hazards present within range.

- **Area:** A 20' radius circle from range
- **Creatures:** Detected 1 round after casting.
- **Objects:** Detected 2 rounds after casting.

After Scanning: The caster is aware of all potential benign objects, immediate dangers and potential dangers.

Detect Magic (Detect Psionics)

Detect Magic works exactly as it does in *Old School Essentials*™.

Variant: Detect Psionics

This spell can be used to detect the use of psionics.

Earth Tremor

Duration: Instant

Range: 10' around the caster

You cause a tremor in the ground within range.

- **Loss of Balance:** Each creature other than you in that area must make a save vs breath. On a failed save, any affected creatures are knocked prone, dropping any weapons, shields and/or held items in the process.

Endure Heat/Cold

Duration: 9 turns

Range: Touch

This spell protects a subject from the effects of extreme cold and heat.

- **Range of Temperatures:** -30°F to 130°F.
- **Temperature protection:** For the duration of the spell the effects of temperature are nullified for the target.

Faerie Fire

Duration: 9 turns

Range: Touch

Creates harmless green flames on detected target:

- **Area of Effect:** A cube 10'x 10'x 10' in dimensions.
- **Flames Effect:** : Attacks on targets gain a +2 bonus to hit.
- **Counters invisibility:** The flickering fire makes invisible targets visible.

Feather Fall

Duration: 1 Round per Spell Level

Range: 20'

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down.

- **The rate of falling:** is instantly changed to 2 feet per second (120 feet per round).
- **Damage mitigation:** no damage is incurred upon landing while the spell is in effect.

Fire Trap

Duration: Permanent until discharged

Range: Touch

The caster sets up an explosive trap on an item.

- **Size of the trap:** 5' x 5' ins size
- **Detecting/disabling the trap:** It may be detected and disabled just like any other trap.
- **Activating the trap:** By stepping on it, the trap explodes.
- **Trap Damage:** 1d4+caster level

Material Components: A pouch of powder iron sprinkled on the object.

Locate Plant or Animal

Duration: 6 turns

Range: 120'

The caster can sense the direction (but not distance) of a non-magical, non-sentient plant or animal of a chosen type, identifying them based on species or a specific individual the caster can visualize.

Locate Water

Duration: Instant

Range: Self

The caster senses the direction to any water source of at least 5 gallons, as long as that water source is within 2 miles of the caster.

Longstrider

Duration: 1 round

Range: Self

This spell increases the caster's movement rate times 2.

- **Exceptions:** It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Components: A pinch of dirt.

Magic Stone

Duration: 2 rounds or until thrown

Range: Touch

Enchant up to 3 pebbles with magical energy.

- **Range Attack:** The pebbles may be thrown by the caster or companions as a ranged attack.
- **Rock Damage:** Each pebble deals 1d4 damage on a hit.

Material Components: Up to 3 pebbles.

Mold Earth

Duration: 1 hour per caster level

Range: 30'

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- **Loose Earth:** If the caster targets an area of loose earth, the caster can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- **Molding:** The caster causes shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour per caster level.

Predict Weather

Duration: Instantaneous

Range: Self

The caster gains 100% knowledge of the weather in the area for the next day per caster level, up to 5 days in advance.

- **Exception:** Any spell or creature made effect that changes the weather of the area may contradict the prediction, causing all subsequent days predicted potentially invalid.

Material Components: A branch of mistletoe.

Produce Flame

Duration: Permanent

Range: Touch

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a produce flame spell.

- **Caster Touch:** The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.).

Shape Water

Duration: 1 hour

Range: 30'

The caster chooses an area of water that he can see within range that fits within a 5-foot cube. The caster can manipulate it in one of the following ways:

- The caster instantaneously moves or otherwise changes the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- The caster causes the water to form into simple shapes and animate at his direction. This change lasts for 1 hour.
- The caster changes the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- The caster freezes the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

Speak with Animals

Duration: 1 hour

Range: 30'

This spell empowers the caster to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless.

- **Communication:** The caster is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured.
- **Shared Alignment:** If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM).

Warding Wind

Duration: 1 round

Range: Self

A strong wind (20 miles per hour) blows around the caster in a 10-foot radius and moves with him, remaining centered as well. The wind lasts for the spell's duration. The wind has the following effects:

- **Deafening:** It deafens the caster and other creatures in its area.
- **Fire extinguishing:** It extinguishes unprotected flames in its area that are torch-sized or smaller.
- **Fogging:** It hedges out vapor, gas, and fog that can be dispersed by strong wind.

Water Boiling

Duration: 1 turn

Range: Touch

The caster chooses a volume of water of up to 5 gallons and heats it up to boiling point.

- **Heating:** The water is hot enough to heat up and cook other materials around it, like water boiling in a pot.
- **Damage:** If it's splashed against other creatures, it causes **1d4+2 splash damage**.



2nd Level

Animal Command

Duration: 1 round

Range: 60'

The caster speaks a one-word command to a non-hostile animal he can see within range. The target must **save vs spell** and follow the command on its next turn.

- **Vagueness:** If the command is vague, the DM determines how the target behaves. If the target can't follow the command, the spell ends.

Dust Devil

Duration: 2 rounds per caster level

Range: 30'

This spell enables the caster to conjure up a weak sand elemental, known as a dust devil.

Dust Devil

AC 4[16], **HD** 1(4 hp), **Att** 1 x attacks (1d4 by punch), **Thaco** 19[+0] **MV** 40'

- **Loyal Servant:** For the spell duration, the dust devil will obey the caster's commands.



Earthbind

Duration: Up to 2 Rounds

Range: 300'

This spell binds flying creatures to the ground.

- **Choosing Target:** The caster chooses he can see within range. Yellow strips of magical energy loop around the creature.
- **Binding Creature:** The target must **save vs spell**, on a failure its flying speed (if any) is reduced to 0 feet for the spell's duration.
- **Descent:** An airborne creature affected by this spell safely descends at 60' per round until it reaches the ground or the spell ends.

Fog Cloud

Duration: 4 Rounds

Range: 30'

The caster creates a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Gust of Wind

Duration: 2 Rounds

Range: 60'

The caster creates a line of strong winds.

- **Area of Effect:** 60'x10' line blasted from from the caster in a direction he chooses for the spell's duration.
- **Getting caught in the blast:** Each creature that starts the round in the line must **save vs breath** or be pushed 15 feet away in the direction following the line.

Heat Metal

Duration: 3 Rounds

Range: 30'

The caster causes a metallic object he can see to glow red-hot.

- **Heating Damage:** Any creature in physical contact with the object takes 1d4 fire damage. Until the spell ends, the damage is applied each round.

Light Amplifying

Duration: 1 turn

Range: 30'

The caster takes a non-magical source of light and amplifies it.

- **Torches:** Using it in torches or lanterns will double its range, but also halve its duration.
- **Sun and Moons:** The caster may also amplify sun and moon light and shape the beam of light at will.

Meld into Stone

Duration: 8 hours

Range: Touch

The caster steps into a stone object or surface large enough to fully contain your body, melding himself and all the equipment he carries with the stone for the duration of the spell, making him undetectable for non magical means.

- **While merged in stone:** The caster can hear what happens around the stone, but not see.
- **Getting harmed:** If the stone merged object the caster is in is damaged (Cracked, halved, crushed, etc), the caster receives 6d6 damage.
- **Ending the Spell:** The Caster may use his movement rate to get out of the object, using the spell.

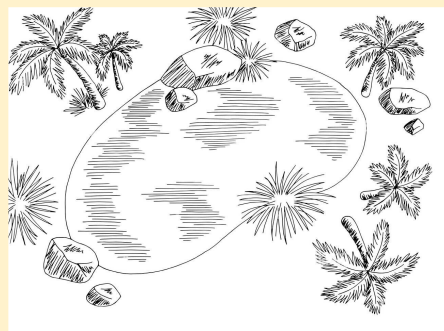
Mirage

Duration: 1 turn

Range: 120'

You make terrain in an area up to 30'x 30' square look like some other sort of terrain.

- **Lifting the illusion:** Magical means of detection, as well as getting within the illusionary area causes the spell to end.



Obscure

Duration: 4 rounds

Range: Self

This spell allows the caster to create misty vapors that blur out all vision 20' radius around himself.

- **Blur out effect:** Any creature within the area of effect will have problems seeing, having a -4 penalty in attack rolls and all checks that may require vision.
- **Wind currents:** Any strong wind, including those created by magical spells end, cut the spell duration by half.

Pass without Thrace

Duration: 1 turn per caster level

Range: Touch

This spell allows the caster to bestow upon a creature designated by touch (or upon himself) the ability to move normally through any natural terrain (dust, sand, mud, etc) without leaving footprints or scent.

- **Tracking:** Even though tracking is impossible through normal means, magical detection is still able to reveal tracks.

Material Components: A sprig of pine burned to ashes.

Produce Fire

Duration: 1 round per caster level

Range: Touch

This spell allows the caster to produce a magical flame as bright as a torch in the palm of his hand.

- **Combustion:** The flame does not harm the caster, but it may burst flames to combustible materials (oil, cloth, dry wood, etc.).
- **Duration:** Even when the spell ends, the combusted materials will still produce non magical fire.

Pyrotechnics

Duration: Instant

Range: 120'

A pyrotechnics spell draws on an existing fire source to produce one of two effects, at the option of the caster.

- **Fireworks:** First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round.
- **Blinding Lights:** This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d2 rounds unless they successfully **save vs. spell**.

Material Components: A pouch of fertilizer burned to ashes.

Sanctuary

Duration: 2 rounds + 1 round per caster level

Range: Touch

This spell allows the caster to provide protection to a target against attacks.

- **When attacked:** Any enemy who attempts to attack the protected target must **save vs death**, and on a failure the enemy will ignore the target for the rest of the encounter.
- **Magic Damage:** The spell does not apply its effect against magical damage

Material Components: A silver coin and the caster's holy symbol.

Shillelagh

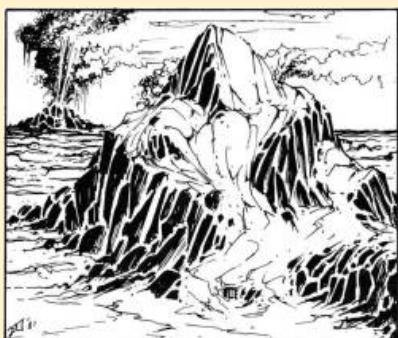
Duration: 2 rounds + 1 round per caster level

Range: Touch

This spell allows the caster to enchant a wooden staff or club to temporarily become a magical weapon.

- **Magical Damage:** As long as the caster is able to wield the weapon during spell duration, the weapon deals **2d4 magical damage**.

Material Components: A leaf of shamrock and the caster's holy symbol.



Stone Tell

Duration: 1 Turn

Range: Touch

The caster gains the ability to speak with natural or worked rocks within the effective area for the spell's duration.

- **Descriptions:** The stones can describe who or what has touched them, what they hold inside or what is under them. The stones never lie, but they may not know everything, so the DM may determine details based on the circumstances.

Material Components: A bit of soft clay and a drop of mercury.

Warp Wood

Duration: Permanent

Range: 60'

This spell warps, bends, and twists wood.

- **Volume:** The volume of about one 2-inch x 4-inch x 5-foot plank may be affected per every two levels of the caster - the volume of a spear or several arrows.
- **Bigger Objects:** However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

Water Breathing

Duration: 1 day

Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

Reversed: Silt Breathing

It may also allow the target creature to breathe under Silt and move under it. Any Silt that may enter the respiratory system of the target may disappear once the spell ends.

Wind Message

Duration: 1 hour per caster level

Range: 1 mile per caster level

This spell allows the caster to send whispering messages through wind currents.

- **Location:** The whispering wind travels to a specific location within range that is familiar to the caster, provided that it can find a way to the location.
- **The messenger:** A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound.
- **The message:** The message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

3rd Level

Call Lightning

Duration: 1 turn per caster level

Range: 360'

This spell calls lightning bolts from a storm.

- **Storm requirement:** This spell cannot be used unless a storm of any type is taking place.
- **Calling the lightning:** The caster may call 1 lightning bolt per turn, which descends from the sky hitting an area 20' across.
- **Lightning damage:** Each victim within the area of effect takes 6d6 lightning damage, but may **save vs spells** and take half damage on a success.

Create Water

Duration: Permanent

Range: Touch

This spell causes a magical spring to gush forth from the ground.

- **Volume:** The fount produces approximately 5 gallons of water.
- **Higher level casters:** If the caster uses a higher spell level, the volume of water increases by 5 gallons per spell level.

Material Components: A Drop of water.

Flame Walk

Duration: 1 Round per caster level

Range: Touch

This spell has two uses:

- **Fire resistance:** By means of this spell, the caster empowers one or more creatures to withstand non magical fires of temperatures up to 2,000 F. (enabling them to walk upon molten lava).
- **Fire magic resistance:** It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed.

Fly

Duration: 1d6 turns +1 per spell level

Range: Touch

The subject gains the ability to fly through the air.

- **Movement rate:** Up to 360' (120').
- **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.



Hold Animal

Duration: 1 Turn per level

Range: 180'

This spell paralyzes one or more animals if they fail a **saving throw vs spells**.

- **Number of targets:** Up to 1 Hit Die of animals per level of the caster may be targeted.
- **Restrictions:** Normal or giant animals may be affected. Fantastic creatures, intelligent animals, or magically conjured, controlled, or summoned animals cannot be affected.

Protection from lightning

Duration: 1 Turn per level

Range: Touch

This spell protects the target against lightning attacks:

- **Lightning Protection:** the target gains invulnerability to normal lightning and electricity, a +4 bonus to saves against electric attacks, and reduces damage from magical electricity by half.

Protection from poison

Duration: 1 Turn per level

Range: Touch

This spell protects the target against invulnerability to normal poison and venom, a +4 bonus to saves against electric attacks, and reduces damage from magical poison by half.

Snare

Duration: 8 hours

Range: Touch

The caster creates a magical snare out of any flexible vine, thong, or rope. The cord blends with its background, being 90% undetectable, and it forms a loop that will ensnare a creature that steps within it.

- **Tree trap:** If a supply tree is nearby, the spell will make it part of the snare, causing it to bend, and then suddenly snap upright when the trap is triggered, dealing 1d6 damage and lifting the creature off the ground (strangling it if the head/neck is caught).

Material components: Mistletoe, snake skin, and sinew from a strong animal woven into the cord

Spike Growth

Duration: 1 turn

Range: 150'

This spell twists and sprouts hard spikes and thorns from the ground in a 20' radius centered within range.

- **Creatures caught:** any creatures within or moving through that area receives **6d4 damage + 1d4 per spell level**, unless they succeed a **saving throw vs spell**, which makes them only take half damage.

Stoneskin

Duration: 1 round per spell level

Range: touch

This spell grants the receiver complete immunity to blows, cuts, stabs, and slashes. The receiver suffers only half damage from normal fire and other non-magical effects: however, magical effects cause normal damage.

Material Components: Granite and diamond dust sprinkled on the receiver's skin.

Stone Shape

Duration: Permanent

Range: Touch

This spell allows the caster to form an existing piece of stone of no more than 14 cubic feet into any shape of the same volume that suits his purpose.

- **Shaping Weapons:** While it's possible to use this spell to make crude stone coffers, weapons, items, etc; fine detail is not possible.

Material Components: Soft clay and the casters holy symbol.

Water Walk

This spell works exactly as described in *Old School Essentials*™, with the added effect of working to **walk over silt as a reversed spell**.

4th Level

Animal Summoning

Duration: 3 turns

Range: 360'

Normal animals within range are summoned to the caster's aid. The creatures that respond to the summons are determined as follows:

- **Restrictions:** Insects, arachnids, and other "bugs" are not summoned. Magical creatures and those of greater than animal intelligence are not summoned.
- **Number of animals:** A number of animals of total Hit Dice equal to the caster's level will respond to the summons.
- **Small animals:** Normal, small animals (e.g. mice, sparrows, squirrels, etc.) are treated as one tenth of a HD, for this purpose. Summoned creatures: Behave as follows:
- **Arrival:** They will come to the caster's location as fast as they can.
- **Comprehension:** They understand the caster's words while the spell lasts. Aid: They will aid the caster in whatever way they can.
- **If the caster is being attacked:** The summoned animals will attack the enemy, only fleeing if they fail a morale check.
- **Once an animal flees:** The spell is broken for that animal.

Conjure Minor Elemental

Duration: 6 turns

Range: 90'

The caster summons elementals that appear in unoccupied spaces that he can see within range.

- **Materials:** The summons requires a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a freewilled entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by dispel magic or dispel evil.
- **Restrictions:** The caster may summon at most one elemental from each plane in a single day.
- **Elemental Specialization:** Elemental Clerics have the restriction of only being able to summon elementals belonging to their elemental sphere. **E.g:** A Fire Cleric can only summon a Fire Elemental.

Minor Air Elemental

AC 4[16], HD 4(18 hp), Att 2 x attacks (1d6 by Air Slash), **Thaco** 17[+2] **MV** 30'(40') flying **SV** D10 W11 P12 B13 S14 (4) **XP** 200 **TT** Nil

- **Wind Vortex:** doubles the amount of damage the lesser air elemental can cause per round, but halves the number of rounds it remains conjured or summoned, starting in the round it is created.



Minor Earth Elemental

AC 4[16], HD 6(27 hp), Att 1 x attacks (1d12 by Stone Punch), **Thaco** 15[+4] **MV** 30' **SV** D10 W11 P12 B13 S14 (6) **XP** 200 **TT** Nil

- **Blocked by water:** Cannot cross a channel wider than its own height.
- **Damage Resistance:** All damage received by physical attacks, fire and air is halved.

Minor Fire Elemental

AC 4[16], HD 5(22 hp), Att 1 x attacks (1d8 by Fire Punch), **Thaco** 15[+4] **MV** 40' **SV** D10 W11 P12 B13 S14 (5) **XP** 200 **TT** Nil

- **Flame Tongue:** Any flammable object struck by the minor fire elemental must save versus magic fire with a -1 penalty or immediately begin to burn.



Minor Water Elemental

AC 4[16], HD 5(22 hp), Att 1 x attacks (1d8 by Water Whip), **Thaco** 15[+4] **MV** 40'(60') swimming **SV** D10 W11 P12 B13 S14 (5) **XP** 200 **TT** Nil

- **Ram:** Once per day Gathering speed as it goes, it uses its entire body to ram, inflicting 3d6 points of damage.

Control Plants

Duration: 6 turns

Range: 4 rounds'

This spell allows the caster to control the actions of one or more plant creatures for a short period of time.

- **Targets:** Up to 5 HD/level of plant creatures.
- **Language:** The caster commands the creatures by voice and they understand him, no matter what language he speaks.
- **Limited Communication:** Even if vocal communication is impossible the controlled plants do not attack the caster.

Protection from Fire and Lighting

Duration: 1 turn per level

Range: The caster or a creature touched

The subject is granted immunity to a certain amount of either electrical or fire damage.

- **Fire or lightning:** Upon casting the spell, the caster must choose the type of energy the subject is protected from.
- **Damage negation:** The subject gains protection against 6 hit points of damage of the chosen type per level.
- **Ending:** When all of the hit points of protection are used up, the spell ends.

Speak with Dead

Duration: 1 turns

Range: 30'

This spell allows the caster to ask questions to dead creatures.

- **Language:** The caster must speak at least one same language as the dead creature.
- **Speech of the Dead:** Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally, at the DM's discretion to handle them.

Material Components: Caster's holy symbol and incense.

Speak with Plants

Duration: 3 turns

Range: 30'

This spell has two uses:

1. **Normal plants:**
Communication with normal plants. The caster is able to ask questions and receive answers and may ask for simple favors. Plants may comply if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the caster and party may travel.
2. **Monstrous plants:**
Communication with plant-like or plant-based monsters.

Spell Immunity

Duration: 1 turn per level

Range: touch

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower.

- **Previous Experience:** The caster must have directly experienced the effect of the specified spell.
- **Exceptions:** The spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device.
- **Only Specific Spells:** Only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the lightning bolt spell is still vulnerable to a shocking grasp spell.

Material Components: the same as that for the spell to be protected against.

Wall of Fire

Duration: 2 + 1 rounds per level

Range: 60'

The wall of fire spell brings forth an immobile, blazing curtain of magical fire of shimmering color-yellow-green or amber. The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 per spell level. The wall deals 4d4 Fire damage.

Wall of Sand

Duration: 2 + 1 rounds per level

Range: 60'

You create a wall of swirling sand on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. A creature is blinded while in the wall's space and must spend 3 feet of movement for every 1 foot it moves there.



Wind Wall

Duration: 2 + 1 rounds per level

Range: 60'

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. The wall deals 3d8 Wind damage.

Transmute Dust to Water

Duration: 2d6 days / Permanent
(transmute Water to Dust)

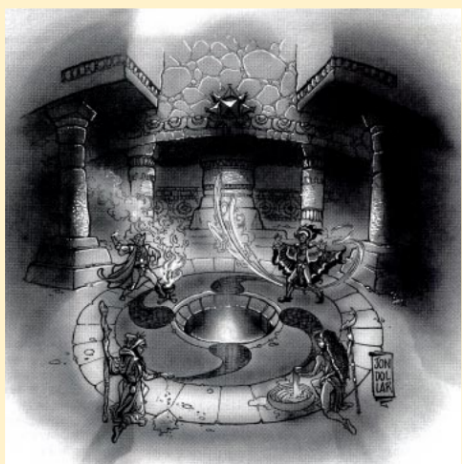
Range: 120'

This spell turns up to 300 square feet of silt into 10' deep water.

- **Consumption:** This water is salt water, meaning that it cannot be consumed right away, but it may be purified. However, once the spell duration is over, all the water turns into silt.

Reversed: Transmute Water to Dust

Changes an area of dust—up to 300 square feet and up to 10' deep—into silt. This alteration is permanent.



5th Level

Commune with Nature

Duration: 1 turn

Range: Half a mile per level

The caster enters into a trance of communion with the natural world.

- **During the trance:** Over 1 turn, one fact about the surrounding land is revealed to the caster per experience level.
- **Facts:** Knowledge of one of the following, in a certain direction: the terrain, bodies of water, plants, animals, minerals, or resident intelligent creatures.
- **Restrictions:** The spell has no effect if cast underground or in a non-natural environment.



Conjure Elemental

Duration: Permanent (until dismissed or slain)

Range: 240'

A 16 Hit Dice elemental—a being formed of pure elemental matter—is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do the caster's bidding.

- **Materials:** The summons require a large volume of the appropriate element.
- **Concentration:** Is required to command an elemental.
- **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.
- **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a freewilled entity and will immediately try to kill the caster and any who get in its way.
- **Dispelling:** A conjured elemental may be dispelled by dispel magic or dispel evil.
- **Restrictions:** The caster may summon at most one elemental from each plane in a single day.
- **Elemental Specialization:** Elemental Clerics have the restriction of only being able to summon elementals belonging to their elemental sphere.

Air Elemental

Huge vortexes of whirling air

AC -2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THACo** 8 [+11], **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 32' tall, 8' across.
- **Whirlwind:** Creatures with less than 2HD swept aside (save versus death).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge, humanoid figures of earth or stone.

AC -2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THACo** 8 [+11], **MV** 60' (20') burrow, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

- **Size:** 16' tall.
- **Blocked by water:** Cannot cross a channel wider than its own height.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire

AC -2 [21], HD 16* (72hp), Att 1 × blow (3d8), THACo 8 [+11], MV 120' (40'), SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300, NA 1 (1), TT None

- **Size:** 16' tall, 16' across.
- **Blocked by water:** Cannot cross a channel wider than its own diameter.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC -2 [21], HD 16* (72hp), Att 1 × blow (3d8), THACo 8 [+11], MV 60' (20') / 180' (60') swimming, SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300, NA 1 (1), TT None

- **Size:** 8' tall, 32' across.
- **Water-bound:** Must remain within 60' of water.
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Harm creatures in water:** Inflict extra 1d8 damage.

Control Winds

Duration: Up to 1 hour.

Range: 300'

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell.

- **Gusts:** A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have a -2 on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.
- **Downdraft:** You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have -2 on their attack rolls. A creature must make a **saving throw vs paralysis** if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.
- **Updraft:** You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

Earthquake

Duration: 1 round

Range: 120'

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground.

- **Earthquake duration:** The shock is over in one round.
- **Effects:** The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect.
- **Area:** The area of effect of the earthquake spell is circular, with a diameter of 50'

Firestorm

Duration: 1 round

Range: 120'

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame that equal a wall of fire spell in effect.

- **Damage:** Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level (2d8 +1/level).
- **Saving Throws:** Creatures that roll successful **saving throws vs. spells** suffer only one-half damage.

Goodberry

Duration: 1 round

Range: 120'

Casting a goodberry spell upon a handful of freshly picked berries makes 2d4 of them magical. These Berries have two effects:

- **Nourishment:** Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten,
- **Hit Points Recovery:** Each berry cures 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

Maelstrom

Duration: 1 round

Range: 120'

A swirling mass of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range.

- **Casting Condition:** The point must be on the ground or in a body of water.
- **Effect:** Until the spell ends, any creature that starts its turn there must succeed on a paralysis saving throw or take 6d6 water damage and be pulled 10 feet toward the center.

Wall of Thorns

Duration: 1 turn per level

Range: 80'

A barrier of tough, thorny plants is conjured at a point of the caster's choosing.

- **Size:** The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires. For example, it may be a straight wall or curved into a protective circle.
- **Enveloping creatures:** Any creatures standing in a spot where the wall is conjured suffer damage equal to 1d8 plus their AC score.
- **Pushing through:** Creatures may push through the wall, but suffer damage equal to 1d8 plus their AC score for every 10'.
- **Ascending AC:** If using the optional rule for Ascending Armor Class (see Ascending AC, p13), the damage inflicted by the thorns is 1d8 + (19 – AAC score).
- **Hacking through the wall:** Is possible and does not inflict damage on those breaking through. It takes 4 turns to chop through a 10' section.
- **Fire:** The wall is unharmed by normal fire, but magical fire will burn it away completely in 2 turns.

Weather Summoning

Duration: Special

Range: 240 yards around the caster

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in.

- **Summoned Weather:** The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases.
- **Area of Effect:** The area of effect likewise varies from about 1 square mile. Several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.
- **Summoning Time:** Within four turns after the spell is cast, the trend of the weather to come is apparent-- e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc.
- **Weather Arrival:** Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned.
- **Dispelling:** Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Magic-User

Spells

1st Level

Burning Hands

Duration: Special

Range: 240 yards around the caster

With this spell, jets of searing flame shoot from his or her fingertips. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the caster.

Damage: Any creature in the area of the flames suffers 1d3+caster level points of damage. Those successfully **saving vs. spell** receive half damage.

Detect Magic (Detect Psionics)

Detect Magic works exactly as it does in *Old School Essentials*™.

Variant: Detect Psionics

This spell can be used to detect the use of psionics.

Find Familiar

Duration: 1 turn per level

Range: 1 mile per level

This spell enables the caster to attempt to summon a familiar to act as his aide and companion.

- **Utility of a familiar:** A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well.

- **Assigned Familiar:** A wizard can have only one familiar at a time, however he has no control over what sort of creature answers the summoning, if any at all come.
- **Empathic Link:** The wizard has an empathic link with the familiar and can issue mental commands at a distance of up to one mile. Note that empathic responses from the familiar are generally fairly basic - while able to communicate simple thoughts, these are often overwhelmed by instinctual responses.
- **Death of a Familiar:** If separated from the caster, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points. When the familiar is in physical contact with its wizard, it gains the wizard's saving throws against special attacks.
- **Generating Familiar:** The Animal (Some described in the **OSE Dark Sun Monster Manual**) that may become the caster's familiar may be decided by the DM or generated using the table below:

Familiar Found Table

1d20	Animal
1-5	Cat
6-7	Crow
8-9	Hurum
10-11	Critic Lizard
12-13	Kes'trekel
14-15	Floater
16-20	Ferret

Fog Cloud

Duration: 6 turns

Range: 60'

The caster creates a sphere of fog centered on a point within range.

- **Size:** 20' radius.
- **Once created:** The sphere spreads around corners, and its area is heavily obscured.
- **Duration:** It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

2nd Level

Acid Splash

Duration: Instant

Range: 60'

The caster hurls a bubble of acid.

- **Target:** The caster chooses one or two creatures he can see within range. If he chooses two, they must be within 5 feet of each other.
- **Damage:** Target takes **1d6 + caster level** acid damage or half after a successful **save vs spell**.

Ray of Enfeeblement

Duration: 1 round per level

Range: 30'

By means of a ray of enfeeblement, the caster weakens an opponent.

Weakening Creature: On a failed **save vs spells**, a target creature suffers a penalty of -2 to attack rolls and -1 damage per die rolled.

Rope Trick

Duration: 1 turn per level

Range: touch

The caster touches a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground.

- **Extradimensional space:** At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends.
- **Entering the space:** The extradimensional space can be reached by climbing to the top of the rope.
- **Number of creatures allowed:** The space can hold as many as eight creatures.
- **Hiding the rope:** The rope can be pulled into the space, making the rope disappear from view outside the space.
- **Inside the rope:** Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.
- **Items left inside:** Anything inside the extradimensional space drops out when the spell ends.

Material Components: powdered corn extract and a twisted loop of parchment.

3rd Level

Vampiric Touch

Duration: Instant

Range: touch

The caster sucks life out of a creature and heals from it.

- **Sucking Life:** When the caster touches an opponent in melee with a **successful attack roll**, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points.
- **Healing:** The hit points are added to the caster's total.
- **Undead:** This spell is ineffective against undead creatures.
-

Water Breathing

Duration: 1 day

Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

Reversed: Silt Breathing

It may also allow the target creature to breathe under Silt and move under it. Any Silt that may enter the respiratory system of the target may disappear once the spell ends.



4th Level

Fire Trap

Duration: Instant

Range: touch

The caster sets up an exploding trap.

- **Placing:** Any closeable item (book, box, bottle, chest, and so forth) can be warded by a fire trap spell.
- **Triggering the Trap:** as soon as the offending party enters or touches the item, the trap discharges.
- **Damage:** When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll **saving throws vs. spell**. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving.
- **Disabling:** Dispel Magic or a Thieves Disable Trap skill works to disable the trap.

Plant Growth

Duration: Permanent

Range: Special

This Spell has two uses:

- **Sudden Growth:** Causes normal vegetation at a 10' range to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round. The area of effect is a square 10' on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting.
- **Plant Blessing:** This effect takes place in a 1 square mile area. The caster sacrifices all of his magical might and blesses the land around him, losing all levels in the process and abandoning the path of magic forever. In consequence, the land around the caster receives back all of the energy he has taken from it, and all plants become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Reversed: Plant Defiling

When this spell is cast, the caster defiles the land and all the plants in a 40' radius die and turn to ashes. The caster may roll for the defilement effect check with a +2 bonus.

6th Level

Lower Water (Lower Silt)

Duration: 10 turns

Range: 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

Reversed: Lower Silt

This Spell takes the same effect as Lower Water, but applied to Silt.

Part Water (Part Silt)

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell's effect before the duration ends.

Reversed: Lower Silt

This Spell takes the same effect as Part Water, but applied to Silt.



Appendix L: House Rules

House Rules

This appendix will be written from the perspective of the Author talking to any potential DM, as it is a more personal piece, at least in relation to the rest of this book. Every table has its own share of house rules, a way DMs exercise their power as masters of the game by modifying, adding or removing rules to make their games more fun. This specific appendix is to showcase the house rules that I, the author (u/Lixuni98) use on the table. Some of these are more heretical relative to OSR gaming than others, but are the ones that I find more practical and overall fun, and the goal is that I can at least provide you with ideas for your games that you may find cool or appealing for you as a DM or your players.

Ascending Ability Checks

This was a mechanic introduced in 3rd edition onwards, which is doing ability checks by rolling a d20 and adding a **Modifier** determined by the character's ability score, success determined by whether or not the roll of the die is equal or higher than a number set by the DM, called **Difficulty Check**, the highest it is the more difficult the task the character is attempting to do is as well.

Personally, I love this mechanic, it is simply too simple and elegant that I honestly could not see my games without it, so I just added it back on my games. I did not straight up use the one

used by 3rd edition onwards, as I thought it just had a power spike too high, so I am using the modifiers I read in the game *Castles and Crusades*[™], which I find more fitting for *OSE*[™].

Ability Score Modifier

Assign each modifier to each ability score, all bonuses granted to any ability score determined by its number will be tied to the modifier, as determined by the following table.

Ability Score Modifier Table

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Difficulty Checks

The following table is to give an idea to DMs of what number represents what difficulty.

Difficulty Checks Table

Task Difficulty	DC
Easy	5
Medium	10
Hard	15
Heroic	20
Legendary	25

Advantage & Disadvantage

Introduced in 5th edition, rolling with advantage means rolling the dice two times and choosing the highest result, while rolling with disadvantage is the opposite, rolling the dice two times and choosing the lowest result. Simple, elegant, it is useful to use instead of bonuses and penalties, which is why I use it.

Critical Hits

Old School Essentials™ have these in a way. Rolling a 20 on an attack roll equals an automatic hit, while rolling a 1 means automatically failing. I personally love the idea of critical hits, which is why use the following variant instead:

Critical hit: On a natural roll of 20, the attacker deals the maximum amount of damage possible, while adding a second damage roll plus all damage modifiers (e.g: A fighter with 14 STR attacks with a sword and roll a natural 20. The damage dealt is $9(1d8+STR)$ plus an additional roll of $1d8+STR$).

Critical Breakage

Critical breakage is a ruling that allows for more brutal attacks at the cost of one's weapon. Basically, whenever an attacker with a weapon rolls a natural 20, aside from applying the damage done by **critical hit**, he gets to roll for damage a third time at the cost of breaking the weapon (no matter the material) and adding it all together for a devastating and brutal attack!

This is a way to provide players with the choice of spending resources in a meaningful and dramatic way. Maybe they are facing an opponent way more powerful than they are, in which this rule may give them a chance of surviving by spending something arguably of less worth than their lives.



Inspirational Material

Inspiration is crucial in rpgs, and Dark Sun is no exception. For all potential DMs out there who want to catch a feel of the setting, the following is a reading list of novels, movies, tv shows, etc, to provide an idea of the themes of Athas:

- The Prism Pentad Series™ (Troy Denning)
- The Dune Series™ (Frank Herbert)
- The Barsoom Series™ (Edgar Rice Burroughs)
- The Scroll of Saqqara™ (Pauline Gedge)
- Mad Max™ Movie Series
- Book of Eli™
- Dark Sun: Shattered Lands™
- The Counter-Earth Series™ (John Norman)
- The Fallout™ Game Series
- The Conan the Barbarian™ Stories (Robert E. Howard)
- The Dying Earth™ (Jack Vance)
- The Spartacus™ TV series
- Stargate™
- Eternal Champions™ Series (Michael Moorcock)



