



DARK • SUN™

C A M P A I G N S E T T I N G

Old School Guide for DMs
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Foreword

One of the many things that made Dark Sun so appealing when it came out in the 90s was how different it was from previous settings. It was a post-apocalyptic setting that put emphasis on surviving a harsh and oppressive environment, the perfect for games that put heavy emphasis on resource management and life or death situations. This, of course, forced a change in how the games should be run and what rules should be used, as Athas provided a different theme and aesthetics that demanded a change of pace for DMs to capture it.

This document will showcase a series of rules for items, resource management, climate conditions, treasures and many more, some of them are optional and applicable at the DM discretion for their games. Your Athas may be different from my Athas, but with these options I aim to provide DMs out there a way to be able to capture the themes of Athas not only accurately, but also conveniently, easy to reference and remember and most importantly, fun.

These rules are to be used in OSR systems based on the B/X edition, but with a heavy emphasis on Old School Essentials™, which is gonna be used as a frame of reference for the rules that will be presented in this document. It is also to assume that you hold a copy of either the *Classic or Advanced Fantasy Rule Books for OSE™*

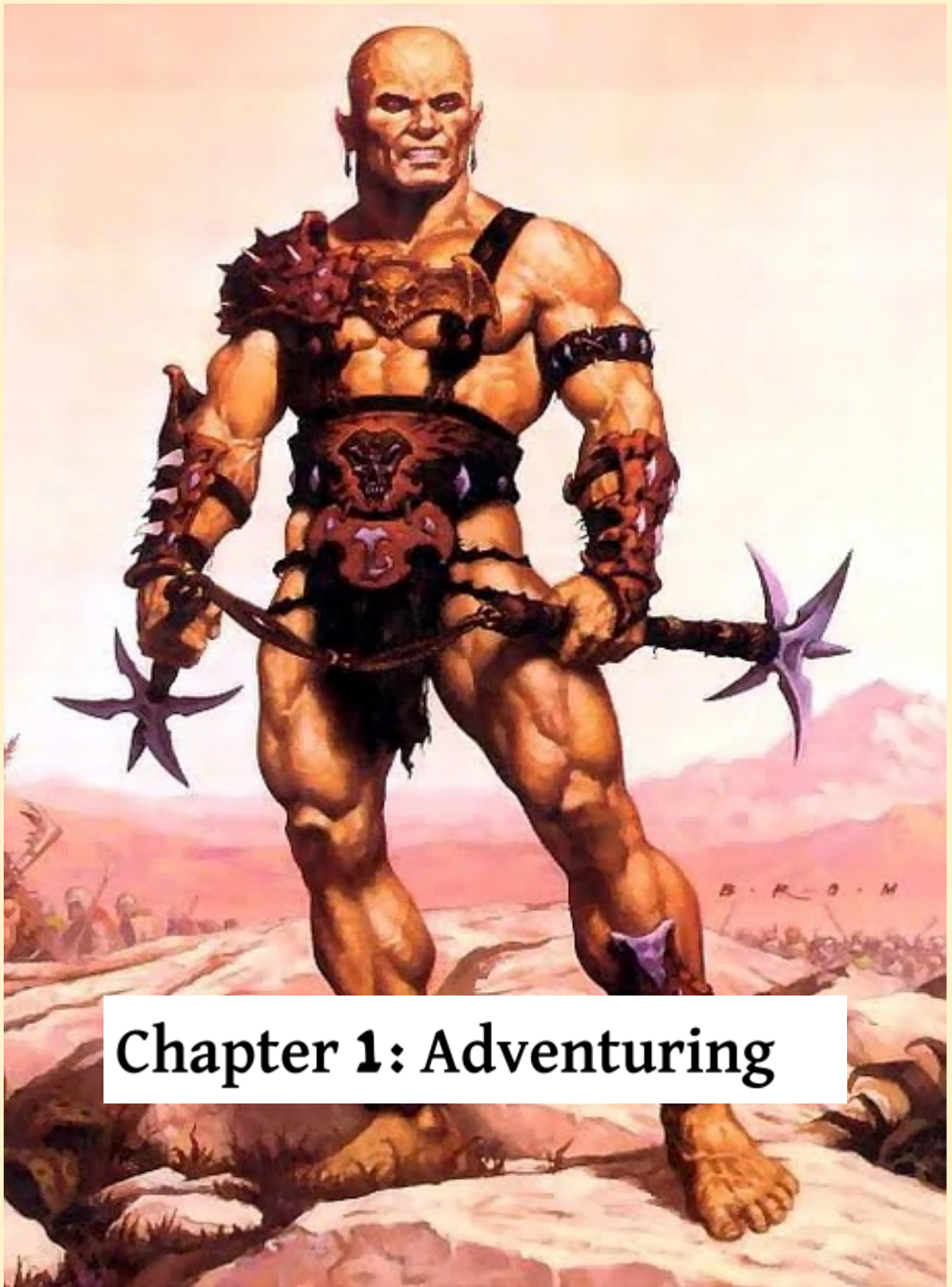
This is part of an ongoing project to create an *Old School Essentials™* conversion of Dark Sun that aims to fix the complicated rules of 2E. As such, expect changes to these in future.

Feel free to use these on your games, and if you have any recommendation or feedback, please feel free to reach out and let me know, I am always looking to improve.

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Chapter 1: Adventuring

Experience

All characters who make it through an adventure alive receive experience points (XP), awarded by the DM. XP in the Dark Sun setting may be gained from four sources: treasure recovered, monsters defeated, resources acquired and class related actions (optional).

Treasure Recovery

Treasure that PCs bring back from an adventure works the same as in *Old School Essentials™ and other B/X based games*.

The value of XP: Characters gain 1 XP per 1 ceramic piece (cp) value of the treasure.

Monsters Defeated

All monsters defeated by the party (i.e. slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. Similar to how it works in *Old School Essentials™ and other B/X based games*.

Resource Acquisition

The findings of water sources, food or a place for shelter grant XP based on how valuable these are.

Water Source: Water accounts for **50 XP x Number of days it lasts**. If an Oasis or other significant body of water is discovered, it is worth up to 2,000 XP.

Food Source: Food accounts for **25 XP x Number of days it is able to feed one person**.

Place for Shelter: Finding a good place to take refuge is worth **20 XP x number of days it was used or safe**.

Class Action (Optional Rule)

Experience may be granted by the use of class or race abilities that follow the class' respective archetype, looking to incentivise roleplaying and creative problem solving, given at the DM's discretion.

Class Action XP table

Class	Action	XP granted
Fighter	Showcasing martial prowess	50 XP per Level
Gladiator	Taking the final hit on a foe	100 XP
	Performing creative moves in combat	10 XP per Level
Ranger	Performing survival tasks	100 XP
Cleric	Promoting Elemental Patron	100 XP
Druid	Defeating Defiler	200 XP per level
Templar	Enforcing Sorcerer king's law or goals	100 XP
Preserver	Solving problems with magic creatively	50 XP per Level
	Maintaining spell's secrecy	100 XP
Defiler	Defiling the Land	50 XP per Level
Thief	Thieving Skill successful use	20 XP per Level
	Finding or acquiring treasure	100 XP per Level
Bard	Effective use of poison	100 XP
	Inspiring individuals	20 XP per Level
Psionicist	Using Psionics to solve problems	40 XP per Level
Dwarf	Complete Focus quest	300 XP per Level
Elf	Thieving Skill successful use	20 XP per Level
	Promoting tribe's well being	200XP
Halfling	Practice another's race custom	50XP
	Aid another Halfling	100 XP
Half-Elf	Better a Human or Elf in their customs	150 XP
Half-Giant	Shift alignment per influence	100 XP
Mul	Showcase strength and/or resistance	50 XP
Thri-kreen	Showing hunting ability	100 XP

Survival

In a world of survival, characters may have extended periods of time just caring for their day-to-day needs. The following rules may be used in conjunction to the rules for wilderness adventuring present in *Old School Essentials*™.

Wilderness Adventuring Sequence of Play per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The DM determines whether the party gets lost.
3. **Upcoming Obstacles:** The DM makes checks for monsters and weather.
4. **Description:** The DM describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. If a monster is determined to appear, it may happen at any time during this step.
5. **Survival Tasks:** The players may choose to attempt a task related for survival, they must make a check to determine success or failure in such actions.
6. **End of day:** The DM updates time records, with special attention to rations, spell durations, and the party's need to rest.

Overland Travel

Terrain Modifiers Some types of terrain modify the speed at which characters can travel:

- Broken lands, desert, salt flats, : 33% slower.
- Jungle, mountains, salt marshes: 50% slower.

Food and Water

Due to the barren conditions of Athas, water is an important resource, especially when adventuring in the wilderness.

Water Consumption

An active character (hard exertion, walking, riding, etc.) needs 1 gallon of water per day, also known as a **water unit**.

Food Consumption

The amount of food a character needs to eat per day is known as **food unit**, or the amount of food a normal human needs for survival

Unusual Races

Thri-kreen: Thri-kreen only consume half the amount of water and food units per day.

Mul: Mul can stand up to 2 days without consuming water or food .

Half-giants: Half-Giants consume double the amount of water and food units per day.

Effects of Starvation

Everyday a character spends a day without the proper amount of food or water, they **receive a penalty of losing 1d6 CON per day**. Once the character's CON drops to 0, the character dies.

Recovering from Starvation

A character suffering from the effects of starvation able to find food and water to survive may recover slowly. The recovering character regains 1d8 CON each subsequent day they receive food and water once more (assuming the character is safe from starvation), until it regains its original CON score.

Survival Tasks

Survival tasks are downtime activities that may be attempted during wilderness travel. These actions will require a check to determine success or failure.

Survival check: Unless otherwise stated, all survival checks have a chance of **1-in-6 of success**.

Survival Tasks Descriptions

Pathfinding

It allows the character to look for the right path to their destination if they are currently lost in direction.

Gear Repairing

The character sharpens weapons and armor. A Broken weapon or armor is repaired on a success. Only one piece of gear may be repaired at a time, an metal equipment may need at least two successful attempts to be repaired

Tending Wounds

The character may tend wounds, provided they have bandages, proper herbs or other required objects set by the DM. On a success, the wounded character recovers 1d3 hit points, on top of recovery from resting.

Hunting

When hunting, success means encountering animals which may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters.

Foraging

Foraging for herbs, fruits, nuts, etc. On a success, the character finds 1d4 food units, medicinal herbs or 1d4 water units.

Treating Illness

The character may treat illnesses, provided they have proper remedies or other required objects set by the DM. On a success, the character treats status ailments like poison, paralysis or diseases (assuming they can be cured).

Gear Crafting

The character is able to create a weapon or armor, assuming the character has the necessary materials to craft one. This is a long and complicated process, especially in the wilderness, therefore multiple successful attempts are required to create a weapon or armor. The following table describes the amount of attempts necessary depending on the material for armor or weapons.

Gear Crafting Table

Material	Attempts
Leather, Wood	2
Bone, Hide	3
Obsidian, Chittin	4
Metal*	5

*: Steel Weapons can only be crafted in specialized almost nonexistent forges.

Environmental Hazards

Athasian weather is harsh and as deathly as its inhabitants. For this reason, DMs are encouraged to place challenges that come from the environment itself.

Generating Weather

See the tables below to determine the highest temperature in the day and temperature effects.

Day Temperatures

2d6	Descriptor	F° Degrees	Water Consumption
2	Cool	60-79	Half
3	Warm	80-89	–
4	Warm	90-99	–
5	Hot	100-109	–
6	Hot	110-119	–
7	Very Hot	120-124	–
8	Very Hot	125-129	–
9	Very Hot	130-134	–
10	Very Hot	135-139	–
11	Furnace	140-149	Double
12	Furnace	150+	Double

Night Temperatures

2d6	Descriptor	F° Degrees	Water Consumption
2	Cold	40-44	Half
3	Cold	45-49	Half
4	Cool	60-63	Half
5	Cool	64-67	Half
6	Cool	68-71	Half
7	Cool	72-75	Half
8	Cool	76-79	Half
9	Warm	80-87	–
10	Warm	88-94	–
11	Warm	95-99	–
12	Hot	100+	–

Heatstroke & Cold Damage

Any character unprotected for extreme temperatures receives damage depending on the temperatures listed on tables to the left:

- **Hot:** 1d2 Damage Daily
- **Cold and Very Hot:** 1d4 Damage Daily.
- **Furnace:** 1d6 Damage Daily

Winds

Roll on the table below to determine wind strength. The Wind Effects table is repeated here.

Wind Conditions

2d6	Descriptor	Sailing Speed	Weather Effect
2	None	0	–
3	Light	1/2	–
4	Light	1/2	–
5	Moderate	x1	–
6	Moderate	x1	–
7	Moderate	x1	–
8	Strong	x2	–
9	Strong	x2	–
10	Storm	x3	Sandstorm
11	Storm	x3	Sandstorm
12	Sirocco	N/A	Tornado*

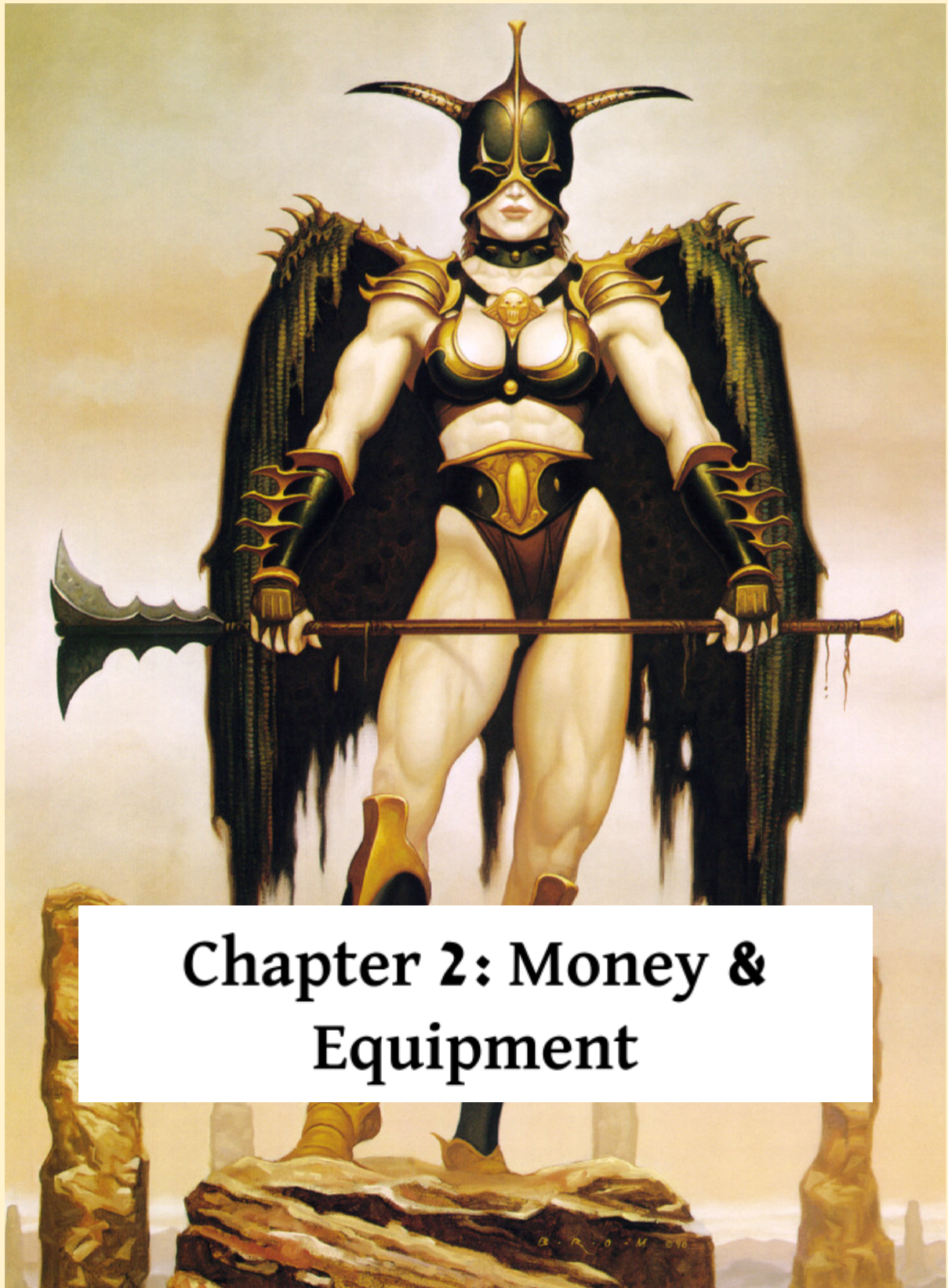
*: On the Silt Sea, it causes gray death on a 20 miles radius

Sailing Speed: It modifies the sailing speed of Silk Skimmers on the silt sea, for details see *silt vehicles*, p21.

Sandstorm: Sandstorms give a penalty of -4 on attack rolls and a penalty of +1 on all Survival tasks

Tornado: It causes 1d6 damage to all unprotected characters.

Gray Death: Silt Sandstorms that gives unprotected characters -4 on attack rolls, a penalty of +1 on all Survival tasks and increases water consumption by 2.



Chapter 2: Money & Equipment

Athasian Coins Conversion Table

	1 GP	1 SP	1 BP	1 CP	1 Bit
Value in GP	1	1/10	1/20	1/100	1/1,000
Value in SP	10	1	1/2	1/10	1/100
Value in BP	20	2	1	1/5	1/50
Value in CP	100	10	5	1	1/10
Value in Bits	1,000	100	50	10	1

Wealth

Athas is a metal poor world. In game terms, all metal items—swords, armor, coins—are worth considerably more than one other fantasy world.

Money

The most commonly used coin throughout Athas is the ceramic piece (cp). Ceramic coins can be manufactured from the most common clay of Athas, then glazed in specific colors and kilned to discourage forgery. Coins made of other materials—gold (gp), silver(sp), bronze (sp), and fractured ceramic pieces or bits (bit)—are also used. The conversion rates of coins are shown above.

Starting Wealth

Characters in Athas start with **3d6 x 10 ceramic pieces**.

- **3rd Level characters starting wealth:** When using the optional rules to start characters at 3rd level, those characters start with **3d6 x 20 cp**.
- **Character tree starting wealth:** When creating alternate characters using the character tree optional rules, those inactive characters also get starting wealth, and may be equipped prior to first time play.

Hirelings

Just like in other settings, NPCs can be hired by a character to perform certain services

Hirelings and Adventuring

Hirelings do not accompany characters on adventures. Characters may hire NPCs to join them on adventures, but these are treated separately, called retainers; their rules are stated on **p24**.

Types of Hirelings

Hirelings are divided into three types:

- **Mercenaries:** Hiring soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party. For more details, see **p26**.
- **Specialists:** Hiring individuals who have a particular trade or who have special knowledge. These individuals are usually hired for a specific task. For more details, **p28**.
- **Slaves (Optional Rules):** Slaves are individuals owned as property by another individual to perform certain task as specialist, no pay beyond their upkeep for living or freedom to terminate working for their owner. Players are only allowed to buy slaves on DMs discretion. For more details, see **p30**.

Equipment

Athas is a metal poor world. In game terms, all metal items—swords, armor, coins—are worth considerably more than one other fantasy world. In the lack of metal, however, alternatives are found in the use of inferior materials for weapons and armor.

Weapon Materials

Materials for weapons known in Athas are those similar during Earth's bronze age. The material determines not only the cost of the weapon, but also overall quality and reliability of it during and after use. Table below explains the differences of each weapon materials.

Price for weapon: The table below lists the type of coin in which a weapon is priced based on its material.

Breaking weapons: On a natural 1, roll a d6, the table below explains the chances of a weapon breaking.

Repairing a weapon: Once a weapon breaks, it may be repaired by paying 50% of its original cost, rounded up.

Weapons Materials Table

Material	Coins	Breakage Condition
Wood	Bits	Automatically breaks
Stone	CP	4-in-6 chance of breaking
Bone	BP	3-in-6 chance of breaking
Obsidian	SP	2-in-6 chance of breaking
Metal*	GP	1-in-6 chance of breaking
Magical	GP**	These never break

*: Steel weapons never break

** : Magical Weapons cost the same no matter the material.



Masterwork Weapon

Masterwork weapons are weapons whose making technique is very advanced and high-quality. A masterwork weapon gives **+1 to all attack rolls and +1 to damage and costs double the amount of its original cost.** Masterwork and magical properties can stack together.

Armor Materials

Armor tends to be made out of animal hide, leather, chitin, etc; with metal armor being rare. The table below explains the difference of each armor by material.

Price for armor: The table below lists the type of coin in which a weapon is priced based on its material.

Breaking armor: When being hit by a natural 20, roll a d6, the table below explains the chances of an armor set breaking.

Repairing armor: Once armor breaks, it may be repaired by paying 50% of its original cost, rounded up.

Metal Armor: Using armor made out of metal causes water needs and consumption to double, as well as penalties from dehydration.

Armor Materials Table

Material	Armor Type	Coins	Breakage Condition
Leather	Leather, Shield	Bits	4-in-6 chance of breaking
Hide	Leather	CP	3-in-6 chance of breaking
Bone	Chainmail	BP	3-in-6 chance of breaking
Chitin	Chainmail, Plate, Shield	SP	2-in-6 chance of breaking
Metal	Plate, Shield*	GP	1-in-6 chance of breaking
Magical	Any	GP**	Never breaks

*: Metal shields do not apply penalties from metal armor

** : Magical Armor costs the same regardless of material

Adventuring Gear

The following are the equivalent of the adventuring gear present in *Old School Essentials™* or the base *B/X* game. Any items not present in the original game will be described next to the table below.

Adventuring Gear Table

Item	Cost (cp)
Backpack	5
Crowbar (Bone)	10
Incense (Garlic)	5
Grappling Hook (Obsidian)	50
Hammer (Stone)	10
Idol Amulet (Holy Symbol)	25
Life sap (Holy Water, vial)	50
Stone spikes (12)	25
Lantern	10
Mirror (hand-sized, glass)	5
Oil (1 flask)	2
Pole (10' long, wooden)	1
Rations (food or water, 3 days)	30
Rations (food or water, 1 day)	10
Rope (50')	1
Sack (large)	2
Sack (small)	1
Stakes (3) and mallet (Stone)	15
Thieves' tools	25
Fire rocks (tinderbox)	3
Torches (6)	5
Waterskin	20
Beer (2 pints)	1
Rosemary (Wolfsbane)	10

Descriptions

Incense: burned incense may be intended as a symbolic offering to various deities or spirits, or to serve as an aid in prayer. Incense in *Dark Sun* may be used to temporarily repel undead and other malicious ethereal beings.

Idol Amulet: Figures representing divinity that may channel power. Sorcerer kings, elemental patrons and nature spirits have their own amulets.

Life Sap: Extract from trees and other plants and blessed by priests to use for medicinal purposes. It has all for all intent and purposes the same effects of holy water, plus the ability of healing 1d3 hit points upon pouring it into a wound and healing some poisons and paralysis upon drinking it. A variant of this is **Life Tree Sap**, which is way more strong and valuable, for more details, refer to *treasures*, p49.

Fire Rocks: Fire striker rocks that can create a spark of fire. Basically a non-metal tinderbox.

Rosemary: Herb associated with calming properties to "clear the mind". It may be used to calm beasts, whether wild or domestic.



Poison

Athasian bards are masters of the fine art of creating potent poisons out of plant extracts and creature venom. The following are a description of some of the Athasian poisons, usable in conjunction with the rules present in the *Old School Essentials Advanced Fantasy Player's Tome™*.

Poison Table

Poison	Type	Cost (CP)
<i>Bloodstream poisons</i>		
Bug extract	I	15
Cactus juice	II	80
Cistern fiend saliva	III	800
Drake's blood	IV	1,600
<i>Ingested poisons</i>		
Bleached inix slumber	I	10
Elf Scent	II	35
Kank taint	III	250
Purple grass extract	IV	600
Templar's ultimatum	V	1,200



Armor

The following are the armor list of their equivalent in Athas. The price reflects the minimum amount to get the armor set in question, regardless of the quality of the material. Refer to the rules for armor materials on *pu* for more details regarding the type of coins used for superior materials.

Armor Table

Armor	AC	Weight (Coins)	Cost (CP)
Leather Armor	7[12]	200	25
Chain Mail	5[14]	400	60
Plate Mail	3[16]	500	100
Shield	+1 bonus	100	20

Ammunition

Armor Table

Ammunition	Cost
Arrows (quiver of 20)	5 cp
Crossbow bolts (case of 30)	10 cp
Silver tipped arrow 1	5 gp
Sling Stones	Free



Weapons

The following is a list of Athas exclusive weapons. The list of weapons available in *Old School Essentials™* or *B/X based games* can also be used in addition to these. The price reflects the minimum amount to get the weapon in question, regardless of the quality of the material. Refer to the rules for weapon materials on *pu* for more details regarding the type of coins used for superior materials.



Athasian Weapon Table

Weapon	Cost (CP)	Weight (coins)	Damage	Qualities
Alhulaks	10	30	1d6	Melee, Reach
Cahulak	20	60	1d10	Melee, Two-handed, Missile (5'-10'/11'-20'/21'-30')
Carrikal	10	50	1d6+1	Melee, Slow
Chatkcha	5	30	1d4	Melee, Boomerang, Missile (5'-10'/11'-20'/21'-30')
Crusher	8	30	1d6	Blunt, Melee, Two-handed
Dragon's Paw	10	50	1d8+1	Melee, Brace, Two-handed
Gythka	8	40	1d10	Melee, Brace, Two-handed
Macahuatl	16	30	1d6+1	Melee
Singing Stick	14	20	1d4+1	Blunt, Melee
Trikal	25	60	1d10	Melee, Reach, Slow, Two-handed
Tortoise Blade	12	30	1d4	Melee, Defensive

Weapon Qualities

Boomerang: After throwing this weapon as a projectile, it has a 50% chance of coming back afterwards.

Defensive: Using this weapon can be used as a Shield. If a Shield is carried, the bonus to AC comes only from the shield, and if carrying two defensive weapons at the same time, only one of them gives bonus to AC

Reach: This weapon adds 5 feet to your reach when you Attack with it.



Weapon Descriptions

Alhulak: This weapon consists of a 5-foot length of rope with a four-bladed grappling hook on one end. The other end is secured to a 2-foot-long handle, which can be used to block attacks.

Cahulaks: A pair of four-bladed heads tied to either end of a 12-foot length of rope, this weapon can be employed in melee or as a thrown weapon.

Carrikal: By lashing a length of mekillot bone to the jawbone of any sharp-toothed creature, a kind of battle axe is created. Sharp ridges of teeth run down half the length of the bone handle, and the hinges of the jaw are sharpened to a keen edge.

Chatkcha: This thri-kreen throwing weapon is common among the steppes tribes. It's a crystal wedge that can be thrown up to 90 yards and, due to its spin and effect upon the air, returns to the thrower.

Crusher: A spiked stone (or, rarely, metal) ball at the end of a 20- to 25-foot-long flexible pole makes up this unique melee weapon.

Dragon's paw: This weapon has two blades, one attached to either end of a 5- to 6-foot-long wood shaft. The blades can be fashioned from any suitable material. A centrally located curved bar or basket protects the wielder's hand and features a protruding blade that juts perpendicularly to the shaft.



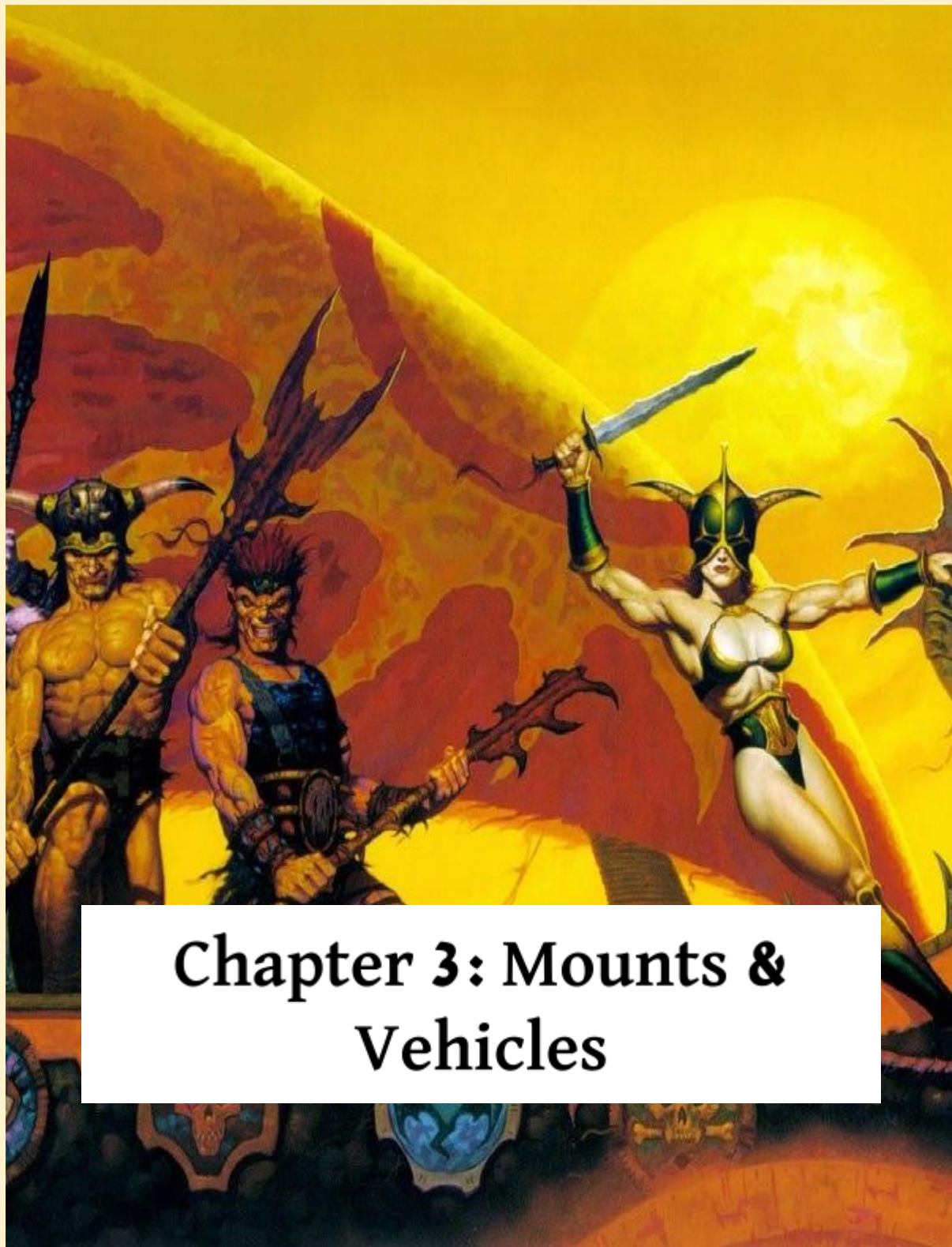
Gythka: This thri-kreen polearm has wicked blades at either end. The weapon's thick shaft allows it to be used like a quarterstaff against similarly armed opponents.

Macahuatl: A macahuatl is a sword painstakingly crafted using a core of solid wood, with small, sharp shards of obsidian embedded into the wood to form an edge on two opposite sides of the weapon.

Singing sticks: Singing sticks are used in pairs, one wielded in each hand. Each stick is made from a springy, straight wood and measures 1 inch in diameter and 2½ feet long. The ends are slightly wider than the center.

Trikal: This small polearm is a 6-foot-long, mostly wood shaft. The uppermost 12 inches consist of three blades projecting from a central shaft. Beneath the blades is a series of spikes, generally extremely sharp. The other end of the shaft is weighted to increase the momentum of the weapon.

Tortoise blade: This weapon is basically a small shield with a protruding blade. Though named for a specific creature, its protective shell can be carved from bone or chitin, or fashioned from hardened leather.



Chapter 3: Mounts & Vehicles

Vehicles and Animals

Due to lack of oceans and predominance of desert landscapes, most transportation in Athas is made with land wagons and silt skimmers, which will be described in this section.

Game Statistics

Hull Points (hp)

The vehicle's structural integrity and ability to keep moving when damaged. Analogous to a character's hit points. A vehicle that reaches 0 hull points is destroyed.

Armour Class (AC)

The vehicle's ability to resist damage from attacks.

Movement Rate

The speed at which the vehicle can move. Every vehicle has a base movement rate and an encounter movement rate (noted in parentheses). The encounter movement rate is one third of the base movement rate.

Cargo Capacity

The maximum load the vehicle can carry, measured in coins.

Required Crew

The number of people or animals (e.g. sailors, oarsmen, etc) required for the vehicle's normal operation.

Passengers or Mercenaries

Some vehicles have extra space aboard specifically intended to carry passengers or mercenaries in addition to the normal crew. If a vehicle's description does not mention this space for passengers, it is assumed to only

have space for the crew—the DM may rule that cargo hold space could be converted into additional living quarters.

Siltworthiness

Silt Skimmers are ships designed for travel on the Sea of Silt, they have four wheels that are tend to be pulled by slaves or undead drones and large wind sails. Some are designed for longer journeys than others, which will be detailed later.

Damaging Vehicles

In combat, attacks and damage may be directed at vehicles in addition to characters and monsters.

Normal attacks: Unless noted in a vehicle's description, attacks with normal weapons (e.g. bows, swords, etc.) do not inflict hull damage.

Magical attacks: Damaging spells or magical attacks inflict one point of hull damage per five points of normal hit point damage the attack does.

Giant monsters: Can damage vehicles, inflicting one point of hull damage per five points of normal hit point damage the attack does.

Mounted weaponry: Some vehicles carry mounted weaponry specifically designed for vehicle-to-vehicle combat. Such weapons inflict hull damage directly. The rules for attacking with ship-mounted weapons are described in **p22**.

Effects of Hull Damage

When a vehicle loses hull points, its movement rate is also affected. This may be due to structural damage influencing how the vehicle moves or, in the case of water vessels, due to taking on silt.

Movement rate reduction: For every 10% a vehicle is reduced from its maximum hull points, its movement rate is reduced by an equal percentage. For example, if a vehicle loses 20% of its hull points, its movement rate is reduced by 20%.

Destruction

- If a vehicle is reduced to 0 hull points: It will lose its structural integrity in 1d10 rounds (e.g. a water vessel sinks).
- Any mounted weaponry is no longer functional.

Repairs

In a workshop: Vehicle damage can be repaired by experienced technicians working in a suitable workshop or dock.

In the field: A vehicle's crew can repair up to half of any damage sustained. Remaining damage can only be repaired in a suitable workshop or dock.

Time: It takes five crew-members one turn to repair one hull point. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel.



Boarding

When the occupants of a vehicle wish to board another vehicle, the two vehicles must be brought alongside one another.

Forceful boarding: If the occupants of one vehicle wish to forcefully board the other vehicle, there is a 2-in-6 chance of being able to successfully maneuver the vehicle into a boarding position. The two vehicles may then be clamped together with grappling hooks.

Mutual boarding intent: If the occupants of both vehicles wish to board one another, their mutual intent makes the action succeed with no chance of failure.

Boarding characters: Characters who are in the act of boarding another vehicle suffer a -2 penalty to attack rolls and Armor Class for one round.

Rowed Silt Skimmers

Rowing Encounter Speeds

Some rowed vessels may have an increased encounter movement rate. This represents the great effort on the part of the pullmen that may be exerted during combat. Such speeds cannot be maintained for long periods, thus the per turn and per day movement rates of such vessels are much slower.

Reduced Pullmen

Having less than the required number of oarsmen reduces a vessel's speed.

Movement rate reduction: For every 10% reduction in the available rowing crew, the vessel's rowing speed is reduced by an equal percentage. For example, if 10% of the **pullmen** are being used to repair hull damage, the vessel moves at 90% of its normal speed (i.e. 10% slower than normal).

Animals of Burden

Animals of Burden Table

Animal	Cost (cp)	Unencumbered			Encumbered		
		Miles per Day	Movement Rate	Max Load (Coins)	Miles per Day	Movement Rate	Max Load (Coins)
Erdlu	50	18	90'(30')	4,500	9	45'(15')	9,000
Kank	120	24	120'(40')	4,000	12	60'(20')	8,000
Mekillot	500	8	40'(15')	8,000	4	20'(8')	16,000
Inix	100	20	100'(35')	3,500	10	50'(20')	7,000

Tack and Harness

Armor Table

Item	Cost
Saddle and bridle	25 sp
Saddle Bags	5 cp
Leather Barding	25 sp
Chitin Barding	40 sp
Leather Barding, Mekillot	50 gp
Chitin Barding, Mekillot	75 gp

Barding: Armor made of leather and plates of metal. Provides the animal with an AC of 5 [14] in leather and 3[16] in chitin and weighs 600 coins.

Saddle bags: Hold up to 300 coins in weight.

Mekillot Barding: Mekillots have their own style of barding due to their size. This set of barding provides an AC of 5 [14] in leather and 3[16] in chitin and weighs 1,200 coins.

Land Vehicles

Chariot: Lightly armored vehicle designed for combat. Chariots have an AC of 9 [10] and 1d4 hull points.

Howdah: Frame with seats designed to be mounted on the back of an animal. Howdahs have an AC of 9 [10] and 1d4 hull points.

Wagons, open: Little more than a wooden box on four wheels. Wagons have an AC of 9 [10] and 2d4 hull points.

Wagons, closed: Closed armored wagons that provide rest and shade. Wagons have an AC of 7 [12] and 3d4 hull points.

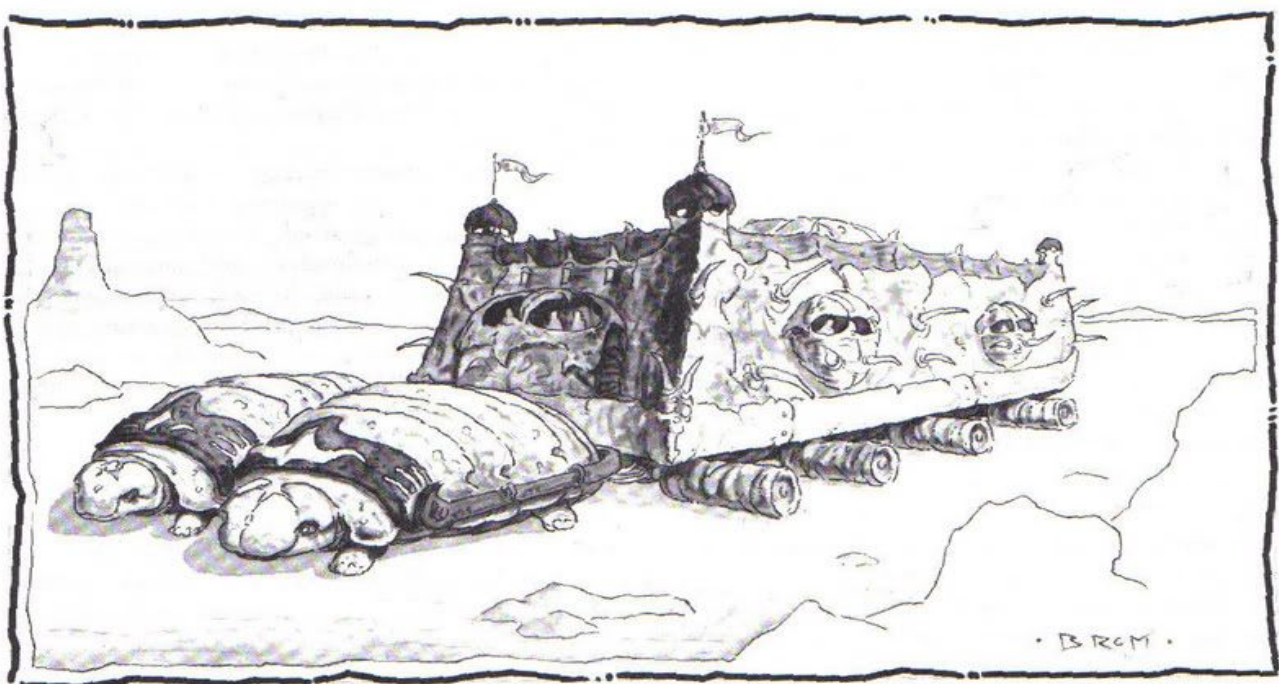
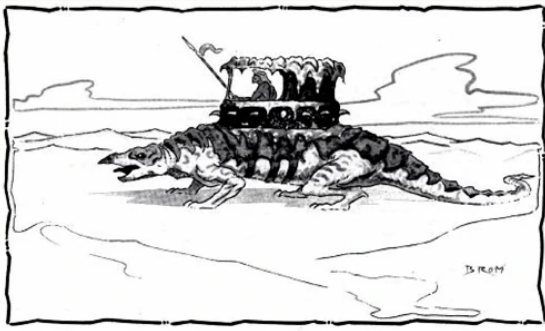
Wagon, caravan: Mobile fortress pulled by mekillots, for long mercantile journeys. Defended usually by escorts and armed second only to forts in the desert.

Difficult Terrain

When traveling through difficult terrain (e.g. desert, forest, mountains, swamp), these vehicles can only travel on maintained roads.

Land Vehicles Table

Vehicle	Cost (cp)	Miles per Day	Movement Rate	Minimum Animals	Max Load (Coins)	Extra Animals	Max Load (Coins)
Chariot	250	12	60'(20')	1 erdlu, inix or kank	1,000	2 erdlus, inix or kank	2,500
Howdah	100	—	—	1 inix or mekillot	1,000	1 inix or mekillot	2,000
Wagon, open	150	12	60'(20')	1 kank or erdlu	4,000	2 kanks or erdlus	8,000
Wagon, closed	400	12	60'(20')	1 kank or erdlu	4,000	2 kanks or erdlus	8,500
Wagon, caravan	10,000	10	50'(15')	1 mekillot	25,000	2 mekillots	50,000



Silt Vehicles

Silt Vessels Table

Vessel	Cost (cp)	Miles per Day	Movement Rate	Required Crew*	Cargo Capacity (Coins)	Size	Draft
Scout Sail	2,000	18	90'(60')	4	20,000	20' x 10'	2'-3'
Merchant Skimmer	5,000	12	60'(60')	10	100,000	80' x 20'	5'-8'
Army Transport	6,600	10	50'(35')	15	80,000	60' x 20'	5'-8'
War Galley	10,000	10	50'(35')	20	30,000	100' x 20'	4'-6'
Royal Warship	26,000	8	40'(30')	30	60,000	120' x 25'	10'-12'
Sail Canoe	500	18	90'(60')	1	6,000	15' x 5'	1'

*: Required Crew not taking oarsmen into account

Descriptions

Scout Sail: A small vessel with a single mast. They are built for high speed deep scouting and exploration on the Sea of Silt.

Merchant Skimmer: Medium sized ship designed to transport goods between ports on the Sea of Silt. They are designed to allow large amounts of cargo and lodgings for passengers.

Army Transport: Vessels designed to transport troops across the Sea of Silt. Equipped for lodgings for troops, compartments for animals and war machines.

War Galley: Vessel for patrolling the Sea, as well to perform naval operations, anti-piracy and pursuit of enemies. These tend to be equipped with ballistas and/or catapults for ship-to-ship engagement.

Royal Warship: Flagships of navies, used almost exclusively by admirants or kings themselves for large battles or as command centers for campaigns. Equipped with many ballistas, catapults and a sturdy ram battery.

Sail Canoe: Small vessel, usually used by pirates or individual travelers of the sea, light and fast, but offering next to nothing to protect against the elements.

Crew

Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given in the table above. The pay rates for crew are listed in *Specialists*, p28.

Vessel Combat Stats

Vessel	Maximum Mercenaries	Armor Class	Hull Points	Ram?	Catapults?
Scout Sail	10	9[10]	20-40	Can be added	Up to 1
Merchant Skimmer	20	8[11]	80-100	–	–
Army Transport	100	7[12]	100-120	Can be added	–
War Galley	50	7[12]	100-120	Built in	Up to 2
Royal Warship	75	8[11]	120-140	Built in	Up to 3
Sail Canoe	–	9[10]	5-15	–	–

*: Required Crew not taking oarsmen into account

Ship Modifications

The following modifications may be made to an existing ship:

Catapult: A catapult may be added to a scout sail, war galley, or royal warship.

Ram: A ram may be added to a large or small skimmer (as described on the table above).

Rams

Can be used against ships or giant sea monsters. Small individuals cannot be targeted. **Rams cost 3,000 extra CP**

Attack rolls: Are made using a THACo of 19 [0] and occur at the same point in the combat sequence as missile fire.

Attack modifiers: May be applied for weather conditions, maneuverability, etc.

Royal Warship or war galley: Deals $1d6+5 \times 10$ hull points damage against ships and $6d6$ hit points damage against monsters.

Scout Sail or Transport: Deals $1d4+4 \times 10$ hull points damage against ships and $3d8$ hit points damage against monsters.

Catapults

Fire either large rocks or flaming pitch.

Catapults cost 100 CP.

Weight: A catapult plus twenty rounds of shot weighs 10,000 coins (subtracted from the ship's cargo allowance).

Range: 150–300 yards.

Attack rolls and rate of fire: Depend on the number of crew manning the catapult:

2 crew (minimum): Attacks with THACo 19 [0]. Fires every 10 rounds.

4 crew (maximum): Attacks with THACo 17 [+2]. Fires every 5 rounds.

Attack modifiers: May be applied for weather conditions, maneuverability, etc.

Catapult Shot

Inflicts $3d6$ hull damage against ships.

Shots cost 5 CP each.

Catapult Shot, Pitch

Sets a $10' \times 10'$ area of a ship on fire. The burning does $1d6$ hull points of damage per turn (for at least one turn) and will spread to other areas of the ship if not extinguished. **A Pitch Shot cost 25 CP.**



Chapter 4: Hired Help

Retainers

Just as explained in **Old school essentials™** or the **B/X base game**, retainers work the same in Athas.

Limit per PC: Each character is limited to a finite number of retainers, as indicated by the character's Charisma score.

Duties: Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Class and Level

Retainers can be of any class (including normal humans—effectively of level 0), but must be of equal or lower level to the hiring PC.

Recruitment

Potential retainers are adventurers, just like the PCs, so they may be found in drinking establishments, or offering their services at the local trading emporiums.

Applicants are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the wages paid.

Wages and Upkeep

The referee should determine the rate of pay desired by potential retainers, taking the following factors into account:

- **Skill level:** More experienced retainers will want a higher rate of pay, whereas those employed for unskilled tasks will have lower demands.
- **Competition:** Retainers may accept lower rates of pay if there are many applicants, but may demand higher rates if there is little competition for the job.

Standard Rate

Retainers will usually want a guaranteed fee (per day or per adventure) and a share of treasure recovered (at very least a half share). For example: a fee of 1 cp per day plus a half share of treasure.

Upkeep

The hiring PC must also pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (who receive full shares) plus one retainer (who is paid a half share) discover 2,750 cp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500 cp. Thus, each PC gains 500 cp and the retainer gains 250 cp.

Applicant Reactions

Once an offer is made, the referee determines the potential retainer's reaction by rolling 2d6 on the table below, modified as follows:

- **Charisma:** The roll is modified by the hiring character's reaction modifier due to CHA.
- **Generosity:** The referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, -1 or -2 for poor offers).
- **Reputation:** A penalty of -1 or -2 may be applied, if the hiring PC has a bad reputation.

Retainer Hiring Reactions

2D6	Result
2 or less	Ill will
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Ill will: A -1 penalty applies to further hiring reaction rolls while recruiting in the same town or area.



Experience

Although retainers are played by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules as PCs.

XP penalty: Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, XP they receive is penalized by -50%.

Normal humans: When a normal human (i.e. a retainer of level 0 with no character class) gains XP, they must choose an adventuring character class.

Loyalty

Retainers have a loyalty rating, determined by the hiring character's CHA. This rating may be adjusted at the referee's discretion:

- **Bonuses:** A retainer's loyalty may be increased if the PC has been particularly good to the retainer (e.g. has repeatedly given additional treasure).
- **Penalties:** A retainer's loyalty may be reduced if the PC has been cruel or contrary to their word.

Loyalty Checks

To make a loyalty check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's loyalty rating, accounting for any adjustments, the roll has succeeded.

When to check for Loyalty

- **Peril:** Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.
- **After an adventure:** If the roll fails, the retainer will not work for the PC again.

Mercenaries

Hired soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party.

Note that as mercenaries are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

Locating Mercenaries

From all walks of life on Athas, mercenaries can be found almost everywhere, from trading emporiums to slave tribes, as long as someone pays, one can hire a mercenary.

Wages

Outside of wartime: As listed on the next page.

During wartime: All wages are doubled.

Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armor when hired, though their employer may give them additional gear. Note that armorers are required to repair mercenaries' armor and weapons.



Mercenaries

Type	Armor Class	Morale	Daily	Weekly	Monthly
Archer/Artillerist	6[13]	8	5 bits	4 cp	16 cp
Cavalry, heavy	3[16]	8	1 cp	7 cp	28 cp
Cavalry, light	7[12]	9	6 bits	4 cp	16 cp
Cavalry, medium	5[14]	9	8 bits	6 cp	24 cp
Engineer	9[10]	9	5 cp	4 sp	16 sp
Footman, heavy	4[15]	8	1 cp	7 cp	28 cp
Footman, irregular	9[10]	9	2 bits	2 cp	8 cp
Footman, light	7[12]	9	6 bits	4 cp	16 cp
Footman, militia	8[11]	8	5 bits	4 cp	16 cp
Shieldbearer	1[18]	8	2 cp	15 cp	6 sp

Archer/Artillerist

Equipped with a shortbow, leather armor and a leather shield.

Cavalry, heavy

Mounted on an erdlu or kank.
Equipped with an obsidian sword, a bone lance and a chitin plate mail.
There is a 5% chance they have a metal weapon.

Cavalry, light

Mounted on an erdlu or kank.
Equipped with a wooden or stone lance and leather armor.

Cavalry, Medium

Mounted on an erdlu or kank.
Equipped with a bone lance and a hide chainmail.

Engineer

Specialists in siege warfare, they are unarmed.

Footman, heavy

Equipped with an obsidian sword, hide chainmail and chitin shield.

Footman, irregular

Equipped with a random bone weapon, unarmored.

Footman, light

Equipped with a bone sword, leather armor and a leather shield.

Footman, militia

Armed with a random stone weapon, leather armor and a leather shield.

Shield bearer

Equipped with a stone warhammer, chitin plate mail and a chitin shield.
There is a 5% chance they have a metal shield

Specialists

All types of characters that PCs may wish to hire for non-combat and non-adventuring purposes (i.e. not mercenaries or retainers) are termed specialists.

Note that as specialists are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

The most common types of specialists are described, along with their typical monthly pay rates. This list is not exhaustive and the referee may create additional types of specialists as needed.

Locating Specialists

Specialists can be located in almost any settlement on the tablelands, usually in trading emporiums. The response will depend on the availability of suitable specialists in the area and the offer made.

Wages and Upkeep

The monthly rate of pay includes food and basic gear.

Specialists

Specialist	Wage per Month
Alchemist	100 cp
Animal Trainer	50 cp
Armorer	30 cp
Assistant armorer	15 cp
Blacksmith	1,000 cp
Engineer	150 cp
Entertainer	15 cp
Freeman	4 cp
Guide	30 cp
Oarsman	5 cp
Sage	200 cp
Sailor	15 cp
Ship's captain	250 cp
Spy	300 cp (or more)

Alchemist

Recreating medicines or poisons:

Based on a sample or recipe, an alchemist can produce a medicine or poison at twice the normal speed and for half the normal cost.

Recreate potions: An alchemist may also create potions, but this takes twice as long and costs twice as much as normal, also being highly illegal and requiring great trust with the customer.

Animal Trainer

Trainers are not required for small numbers of common animals like inix, cordlus, or kanks, but more exotic animals or larger numbers of normal animals require a specialized trainer.

Speciality: All animal trainers are specialized in a particular kind of animal. Number of animals: A trainer can have up to six animals under their care at a time.

Time required: The referee decides how long an animal must be trained, based on the nature of the training. It will take a minimum of one month to teach an animal the first new behavior or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviors at twice the rate (two weeks per behavior).

Interruptions: If training is interrupted, all time already spent on that particular behavior is lost and the animal becomes unable to learn further behaviors.

Armorer

Producing weapons and armor: Per month, an armorer can make five weapons, three shields, or one suit of armor.

Maintaining mercenaries' gear: A dedicated armorer is required per 50 troops.

Assistants: An armorer's output (either in terms of arms produced or troops maintained) may be doubled by hiring two assistant armorers.

Assistant Armorer

Apprentices who may work under an armorer to increase the rate of production. See Armorer.

Blacksmith

Craftsmen trained in the art of forging metal. They are very rare to find and very expensive.

Engineer

Engineers plan and oversee large construction projects such as building strongholds .

Number required: One engineer is needed per 100,000gp cost of the project.

Speciality: Humans usually handle overground structures, while dwarves may be hired for underground construction.

Entertainer

Musicians, poets, storytellers and/or actors who perform in front of an audience. They have 25% of being bards, which could be employed as spies too.

Freeman

Unskilled worker employed as farmer or worker.

Guide

A guide is a traveler who understands how to read charts, navigate based on instruments and the position of the stars and overall how to travel across the tablelands and sometimes beyonds.

Oarsman

Unskilled normal humans who man the oars of silt vessels. Not trained for combat.

Oarsman

Sages are very rare individuals who devote their lives to the study of obscure knowledge. A sage may be consulted to answer unusual questions. **Time and cost:** The referee must judge the time and cost required to research the answer to a question.

Sailor

Skilled normal humans who can handle a ship. Sailors can fight to defend their ship, typically being equipped with a sword, shield, and leather armor.

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts they frequent.

Spy

Agents hired to gather information about a person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon. There is a 25% chance of them being bards.

Time and chance of success:

Determined by the DM.

Reliability: Spies may or may not be reliable and could stab the hiring character in the back.

Slaves (Optional Rules)

One dark element of Athasian society is slavery. All of the city-states have a considerable amount of their populations as slaves, either owned by the monarchs or by the many noble families, a punishment reserved for criminals, defeated in battle or outright kidnapped and submitted by force. Slavery is the practice upon which an individual is owned as property by another to perform a task, with no freedom on the owned person's side to break off this relationship, unless the owner decides to either sell them or let them free.

Despite slavery being a widespread practice and component in Athasian civilization, **PCs are assumed to be heroes!** Therefore they should not be part-taking in this practice. The decision of allowing them to own slaves, whether by principle of choice or by themes of the campaign, **falls under DM discretion!** For which the following rules may be followed.

Locating Slaves

Trading Emporiums are the most usual place to locate slaves, usually sold in auctions. Sometimes however, arrangements for a deed of slaves can be made with slaveowners to buy them.

Purchasing Slaves

Slaves function exclusively as specialists, but they cost **10 times its monthly wages** as specialist. After that, they only require the daily expenses for their subsistence.

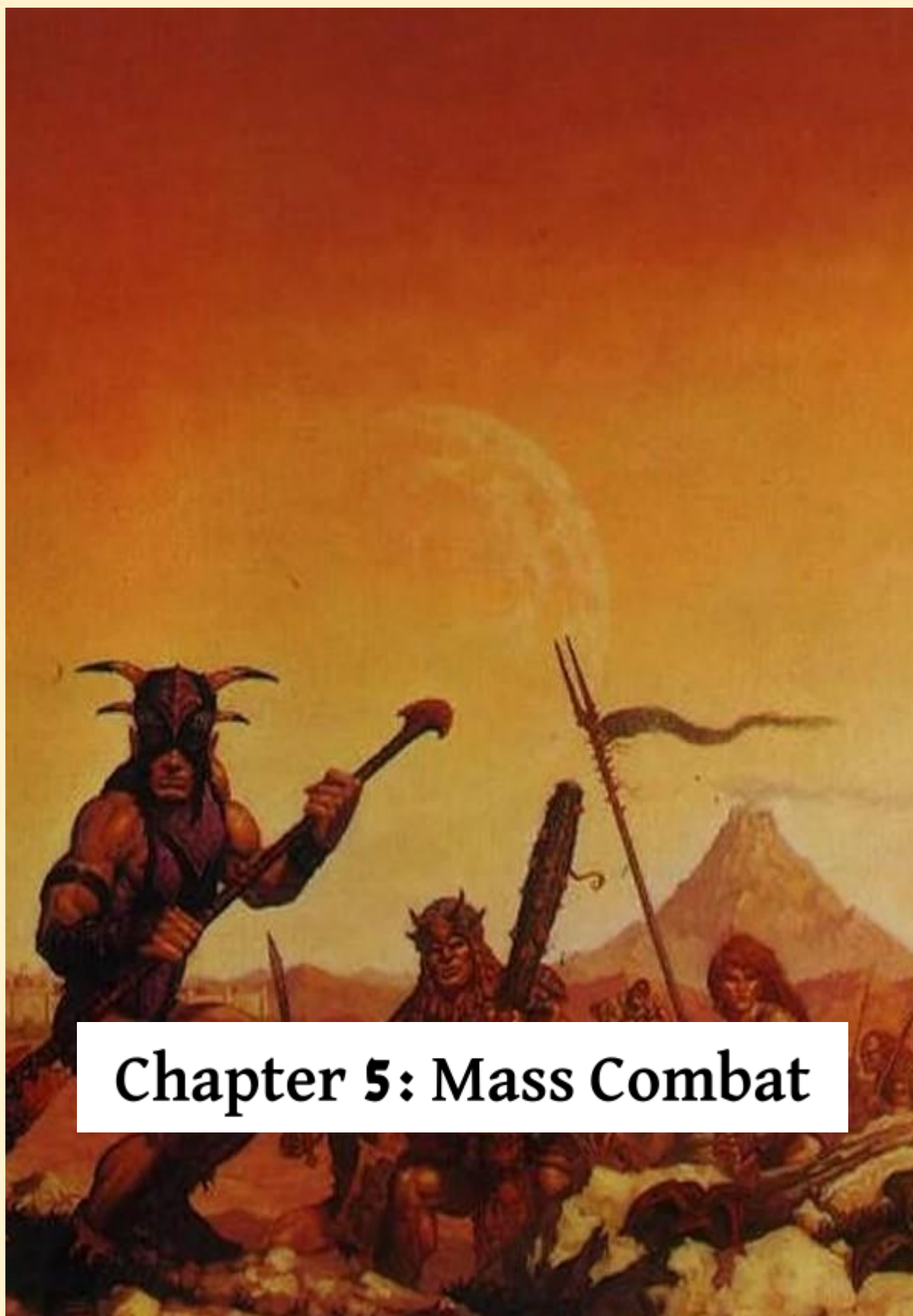
Slave Morale

Slave morale is always low (**ML: 4**), as even if the owner treats them kindly, they are always conscious of their condition. If a slave sees it possible, they will try to escape their enslavement, usually escaping into the wilderness of Athas. If a slave is treated in a particularly cruel manner, however, they may (and often times will) even seek revenge against their owner!

Liberating Slaves

A slave may be freed by its owner at any time if they fit. This in turn will forbid the original owner to force them back to their previous status as slave, but would not forbid the new freed man or women to be enslaved again by third parties (Law enforcement, bandits, kidnappers, etc).





Chapter 5: Mass Combat

Mass Combat

Athas is a world where the sword is the one that rules. With resources being scarce, and the kings scheming with each other for control over the Tablelands, armies are raised almost daily in the city-states, villages and marauding tribes on the desert, leaving the world either waging war or preparing for the next one. For these reasons, the PCs may be involved in battles, and the following rules may be used to manage them.

When is Mass Combat used?

It could be used anytime as the DM sees fit, but as a rule of thumb, **any hostile encounter where each of two or more sides have at least 50 creatures on their side** may be required to use mass combat.

Army Organization

Armies need to be organized to be effective, so the following are ways that any army may be organized.

Units:

A group of 5-10 men form a unit, the most basic division of any army. These determine the battle rating of an army and may be joined together. Units range between many types of specializations, depending on the type of individuals that form them.

Centuria:

A group of 5-10 units form a centuria, they are the most common subdivision of an army, as they are the ones that tend to reach the middle ground of flexibility and strength in numbers to be effective. A group of centuriae operating together in conjunction is known as a Legion.

Game Statistics

Hit Points (hp)

A Unit's amount Hit Points is determined by the table on the next page. When units form a centuria, the hit points of each unit are added together.

Battle Rating (br)

A Unit battle rating is a bonus representing offense and defense during combat. When different types of units form a centuria, the centuria battle rating is determined by the unit with the highest battle rating.

Movement Rate

The speed at which units may move on the battlefield. When different units form a centuria, the movement rate is determined by the unit with the lowest movement rate.

Morale

Morale is the capacity of an army to maintain cohesion and belief in victory. When different units form a centuria, the morale is determined by the unit with the highest morale.

Battle Rank (Optional Rules)

Battle rank is a badge of veterancy, to gain one up, units or centuriae must defeat at least one enemy unit or centuria and survive a battle without retreating. Ranks are written in roman numbers from 1 to 3 (I-III) and grant an extra point of battle rating per rank.

Battle Formations

Special stances that units may take that modify their stats, usable depending on the situation. Battle formations are only available for centuriae composed of the same type of unit.

Types of Units Table

Unit	Monthly Wages	Hit Points	Battle Rating	Movement Rate	Morale	Battle Formations
Archers	16 sp	4	2	40'	7	Range, Skirmish
Cavalry, heavy*	28 sp	8	5	75'	9	Charge, Diamond
Cavalry, light	16 sp	5	3	90'	7	Charge, Skirmish
Cavalry, medium	24 sp	7	4	80'	8	Skirmish, Diamond
Engineers	16 sp	2	1	40'	6	Arm/Disarm
Footmen, heavy	28 sp	6	4	30'	9	Phalanx, Hoplite
Footmen, irregular	8 sp	2	3	40'	6	Berserk, Charge
Footmen, light	16 sp	3	2	35'	7	Hoplite, Turtle
Footmen, militia**	16 sp	4	2	40'	7	None
Shieldbearers	6 gp	7	3	30'	8	Turtle, Hoplite

*: Heavy cavalry may be comprised of Templars, see Special Units

** : Militia Footmen may be comprised of psionist and other spellcaster, see Special Units

Formation Descriptions

Arm/Disarm: The unit is able to mount and dismount barricades, siege machines and traps, taking 1d4 turns to mount or dismount them.

Berserk: Increases the morale and battle rating of the unit by 1 for one turn.

Charge: The unit moves at double its movement rate, but at the cost of having -1 to its battle rating for the next turn afterwards.

Diamond: Increases the battle rating by +1 when attacking in melee, but at the cost of having -1 battle rating when attacked.

Hoplite: The unit stands in place and gains +2 battle rating, but at the cost of not being able to move.

Phalanx: The unit gains +2 battle rating against attackers who charge, skirmish and in diamond formation, but moves at half its movement rate.

Range: The unit is able to attack at a range of up to 40 yards.

Skirmish: The unit is able to quickly attack at melee or range and then move again if it hasn't spent all of its movement for that turn.

Turtle: The unit raises its shields up the air and becomes immune to ranged attacks, but suffers a penalty of -2 battle rating against chargers, skirmishers and diamond formations.

Special Units

Units that may have spellcasters or psionist may cast their powers at once to another unit or centuria, with the same effects and limitations of magic and psionics, as well as only being able to do it in units and centuriae of the same type. Doing so, however, leaves them vulnerable to attacks, suffering a penalty to -3 **battle rating** if they are attacked that same turn.

Running Battles

1. **Roll for initiative:** Each side rolls 1d6.
2. **Determine Morale**
3. **Order actions.**
4. **Each side determines battle rating:** Each side rolls 1d6.
5. **Losing side checks for morale**

Turns: Mass combat is divided by turns, unlike regular combats that use rounds

Initiative

Roll 1d6: For each side at the start of each round.

Winner: The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

Ties: Either both sides may roll again or actions on both sides may be resolved simultaneously. (This means that both sides may inflict deadly blows on each other!)

Morale

The leader of the army must always check for morale for any unit or centuria before making orders. If the morale check fails, instead retreating, the unit or centuria stay still or keep their previous order for the rest of the turn.

Order actions

Once morale has been checked, the leader make the orders, in the following order:

1. **Movement (If applicable).**
2. **Formation (If applicable).**
3. **Attack Target.**

Determine Battle Rating

Determine the battle rating of the unit or centuria plus any bonus or penalty from special formations. Additionally, the following may be taken into account:

Commanders:

If any of the units attacking or defending have the leader of their army, said attacking or defending unit or centuria has +1 to their battle rating.

PC Combat:

If the unit or centuria the PCs are on attacks or is defending, they get to participate in a regular combat encounter, if they win their army get +1 battle rating that turn.

Metal Equipment:

Metal Equipment grants +1 battle rating

Supplies: Armies without a steady supply of food and water suffer a penalty of -2 battle rating and -2 morale.

Resolving the Attack

After determining the Battle Rating of each faction, both sides roll 1d6 and add them to their Battle Rating. The side who has a higher result gets to apply said result as damage against said unit or centuria.

Exceptions:

Range Attacks: The defending side doesn't get to damage the attacker if it wins.

Flank and rear attacks: If the attack comes from the rear of the flanks, the defender doesn't apply damage back.

Losing Side Checks Morale

Losing side checks morale, if the check fails, the morale rating decreases by 1. If a unit of centuria fails its morale check three times in battle, it will lose cohesion and flee from the battlefield.

Sieges

When Sieges take place, the attacking side needs the use of specialized weapons to penetrate the enemy's fortress. The use of engineers is crucial to operate them, and their presence is crucial between victory or defeat.

How Sieges work

Sieges are managed the same way a mass combat would, with exception of siege weapons and how they interact with walls, gates and other defensive structures.

Walls

The walls of the fort are the only thing protecting the defenders against the attacker. Their stats are listed as follows:

Hull Points (hp)

The wall's structural integrity and ability to keep moving when damaged. Analogous to a character's hit points. A wall that reaches 0 hull points is destroyed.

Armour Class (AC)

The wall's ability to resist damage from attacks.

Price of Walls

For more details regarding the price and construction walls and fortresses, see *Strongholds*, p37.

Wall Stats Table

Structure	Hull Points	Armor Class
Wall	40-60	9[10]
Tower, small	20-30	8[11]
Tower, large	30-40	8[11]
Gatehouse	40-50	9[10]

Siege Weapons

Battering-Rams

Very effective against gatehouses. **Rams cost the same as a closed wagon (400 cp).**

Attack rolls: Are made using a THACo of 19 [0] and occur at the same point in the combat sequence as missile fire.

Attack modifiers: May be applied for weather conditions, maneuverability, etc.

Damage: Deals 1d6+5 hull points damage against Gatehouses and 1d4+4 against walls.

Catapults

Fire either large rocks or flaming pitch.

Catapults cost 100 CP.

Range: 150-300 yards.

Attacks roll: Attacks with THACo 17 [+2]. Fires every 5 rounds.

Attack modifiers: May be applied for weather conditions, maneuverability, etc.

Catapult Shot

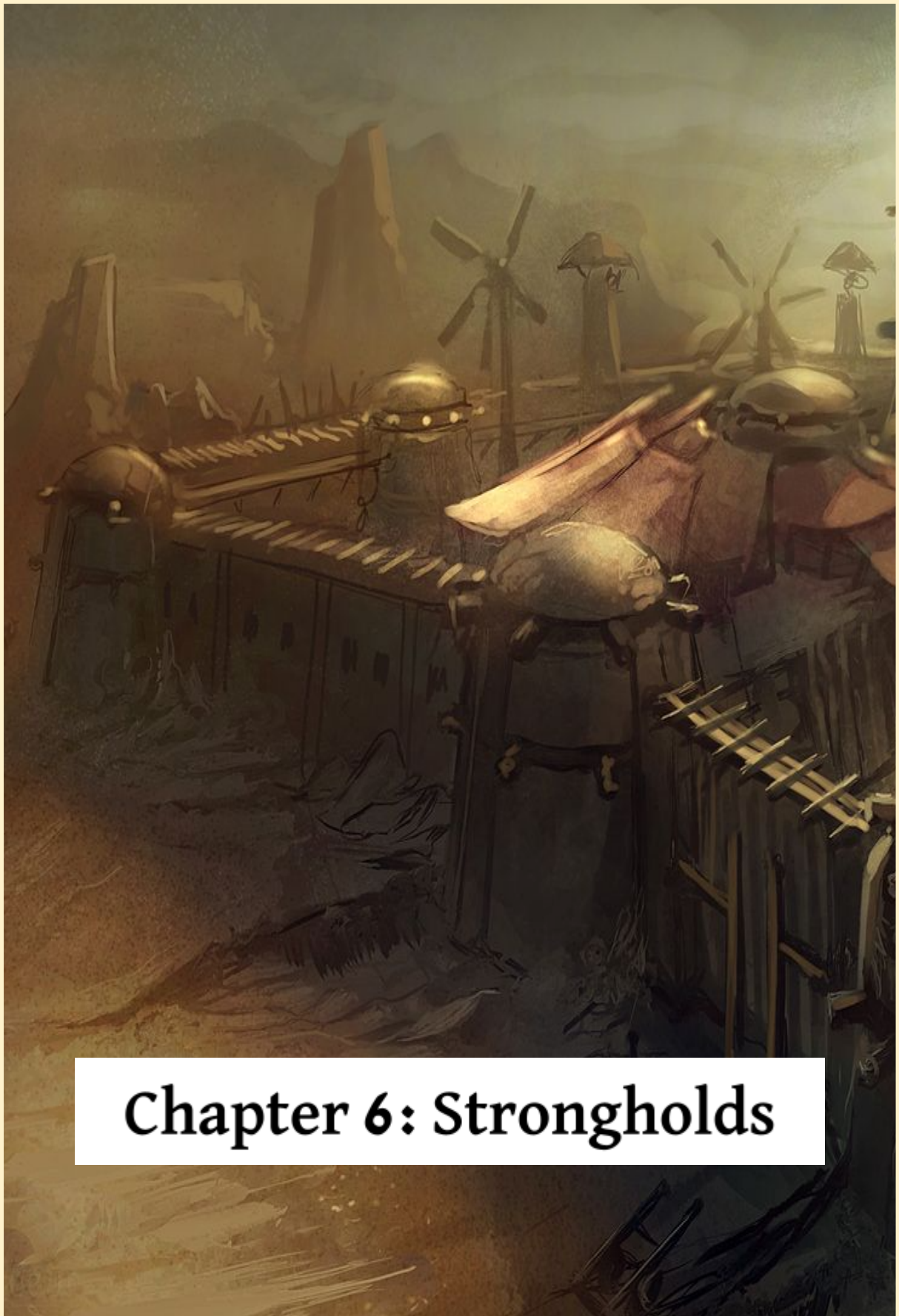
Inflicts 3d6 hull damage against structures. **Shots cost 5 CP each.**

Catapult Shot, Pitch

Sets a 10'x10' area of a structure on fire. The burning does 1d6 hull points of damage per turn (for at least one turn) and will spread to other areas of the walls if not extinguished. **A Pitch Shot cost 25 CP.**

Dismantling Siege Weapons

Disposing of the engineers operating the weapons or outright attacking them once will render them useless.



Chapter 6: Strongholds

Strongholds

When PCs become leaders, they may choose to make their own fort to manage as their domain. The following procedure should be used:

- 1. Permission:** It may be necessary to secure permission to build from a monarch or trade house over the land. This may not be required if the land is uncharted wilderness.
- 2. Clear land:** If the construction site is in the wilderness, first and foremost it needs to have a reliable source of water. Also, all monsters in a 6-mile area (i.e. one hex on a typical small-scale wilderness map) must be killed or driven off.
- 3. Design:** The player creates a plan for the stronghold and calculates the costs (see construction prices overleaf).
- 4. Review:** The referee should review and approve the player's plans.
- 5. Hire Sages:** For every 100,000 cp cost of the stronghold, the PC must hire one sage (see Specialists, p24).
- 6. Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500cp. PCs may employ either workers or slaves for the construction
- 7. Prepare for settlers:** If the PC wishes to found a dominion and attract settlers, a wider area around the stronghold should be cleared of dangers.

Domain Management

Maintaining Dominance

To keep its domain safe, constant patrols by hired mercenaries must be arranged on a radius of 18 miles around the fort (6 miles, in inhospitable terrain such as salt flats, mountains, or thick jungle or the silt sea). All menaces must be kept at bay, ranging from monsters, marauding tribes or rival city-states.

Settlers

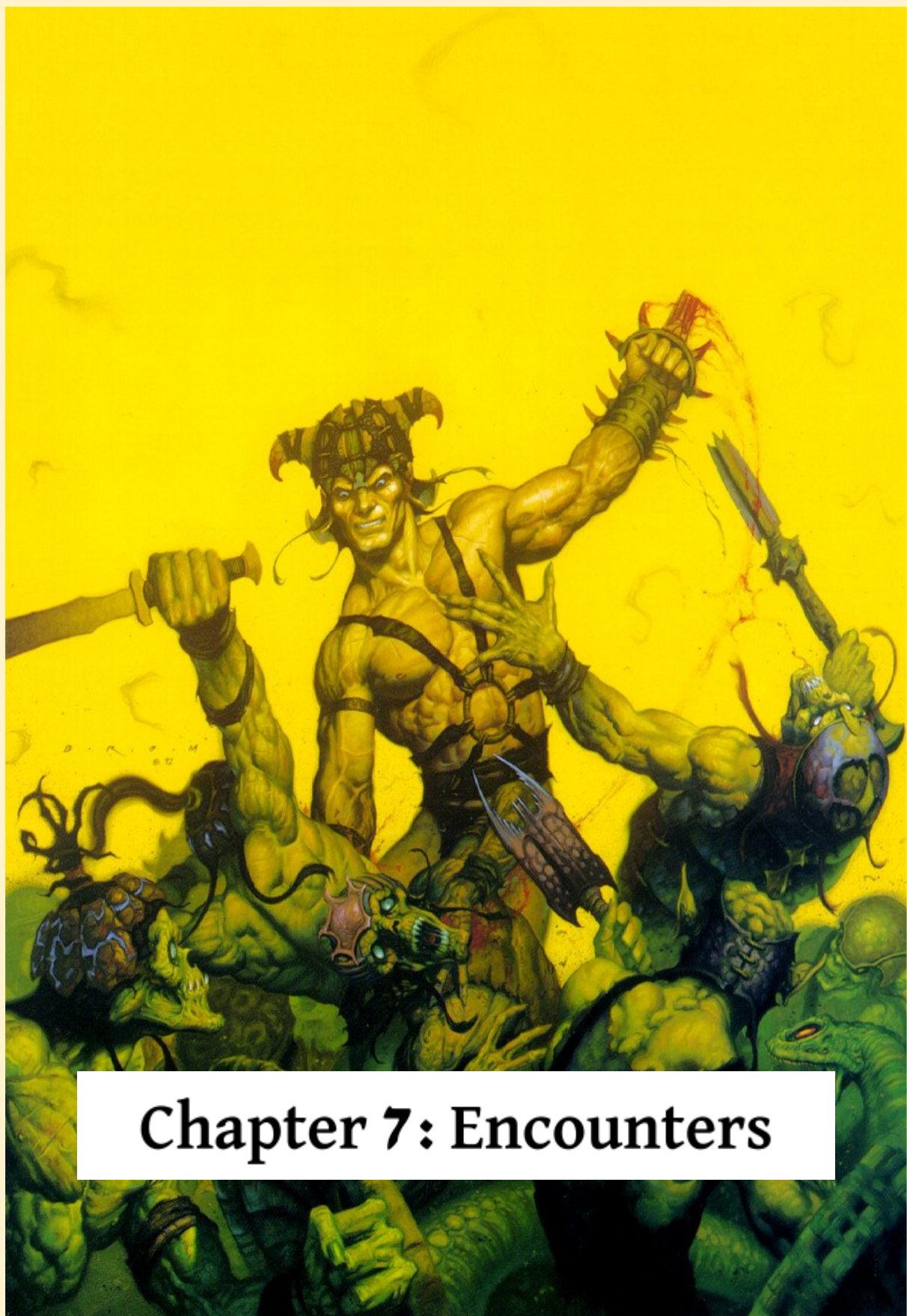
The PC may wish to attract settlers into a cleared area. The PCs will have to find ways to keep the area attractive, from declaring non-slavery zone, hosting a trading emporium or financing infrastructure. Advertising may also be necessary. The referee will determine the costs involved and how many settlers are attracted.

Taxation

If settlers move into the PC's domain, the character can expect to gain 10cp of taxes per year from each settler.

Construction

For constructing forts and other structures, the rules for domain management found in *Old School Essentials Classic Fantasy Rule Set™* or *Advanced Fantasy Player Tome™* may be used as guidelines for construction, with the change being that all prices listed in GP would be listed in CP.



Chapter 7: Encounters

Encounters Tables

The following tables are made to provide some guidelines to DMs to determine encounters for the PCs. Demihuman, slave worker, and templar patrol encounters must be organized by the DM. The following tables require the use of the *OSE Dark Sun Monster Manual and Old School Essentials Classic Fantasy Rule Set™*.

How to Roll an Encounter

Roll 1d12 and look up on the table depending on the type terrain the PCs currently find themselves in.

Stoney Barrens

d12	Encounter
1	Gaj
2	Roc
3	Brambleweed
4	Human/Demi-human
5	Wyvern
6	Basilisk
7	Spider, giant
8	Gith
9	Sylk wyrm
10	Baazrag
11	Braxat
12	Cloud ray

Stoney Barrens, Alternative

d12	Encounter
1	Drake, earth
2	Id fiend
3	Tohr-kreen
4	Plain giant
5	B'rogh
6	Human/Demi-human
7	B'rogh
8	Kank
9	Erdland
10	Cat, psionic
11	So-ut
12	Nightmare beast

Verdant Belt

d12	Encounter
1	Cloud ray
2	Drake, fire
3	Erdland
4	Gaj
5	Human/Demi-human
6	Belgoi
7	Thri-kreen
8	Jozhal
9	Stirge
10	Cat, giant
11	Braxat
12	Drake, water





Sandy Wastes

d12	Encounter
1	Basilisk
2	Ssurran
3	Snake
4	Gith
5	Human/Demi-human
6	Scorpion, giant
7	Inix
8	Silt runner
9	Cilop
10	Anakore
11	Purple Worm
12	Cloud ray

Sandy Wastes, Alternative

d12	Encounter
1	Megapede
2	Rock cactus
3	Thrax
4	Sink worm
5	B'rogh
6	Silt runner
7	Cat, psionic
8	Beetle, Giant
9	Drake, earth
10	Sand Cactus
11	Kank
12	Drake, fire

Rocky Badlands

d12	Encounter
1	Cyclop
2	Roc
3	Ssurran
4	Braxat
5	Human/Demi-human
6	Rat, giant
7	Jhozal
8	Belgoi
9	Gith
10	Aaracokra
11	Nightmare beast
12	Drake, Earth

Rocky Badlands, Alternative

d12	Encounter
1	Cloud ray
2	Drake, fire
3	Beetle, giant
4	B'rogh
5	Pterrax
6	Desert giant
7	So-ut
8	Belgoi
9	Aaracokra
10	Id fiend
11	Erdland
12	Drake, Air

Mountains

d12	Encounter
1	Tyrannosaurus Rex
2	Salamander
3	Roc
4	B'rogh
5	Pterrax
6	Pterrann
7	Zombie
8	Gith
9	Aaracokra
10	Villich
11	Wyvern
12	Drake, Air

Scrub Plains

d12	Encounter
1	Mekillot
2	Sylk wyrm
3	Roc
4	Gith
5	Belgoi
6	Kank
7	Inix
8	Thrax
9	Spider, giant
10	Stirge
11	Cactus, rock
12	Gaj

Mountains, Alternative

d12	Encounter
1	Triceratops
2	Banshee, dwarf
3	Cat, psionic
4	Id fiend
5	Scorpion, giant
6	Cloud Ray
7	Tarek
8	Gith
9	Ghoul
10	Villich
11	Pterosaur
12	Drake, Air

Scrub Plains, Alternative

d12	Encounter
1	Drake, Earth
2	Thri-kreen + Tohr-kreen
3	B'rogh
4	Sand Bride
5	Villich
6	Human/Demi-human
7	Tarek
8	Anakore
9	Giant, plain
10	Basilisk
11	Cactus, rock
12	Gaj

Salt Flats

d12	Encounter
1	Basilisk
2	Snake, giant
3	Wyvern
4	Sand Bride
5	Skeleton
6	Scorpion, giant
7	Silt Runner
8	Roc
9	Centipede, giant
10	Spider, Giant
11	Cactus, rock
12	Gaj

Forests

d12	Encounter
1	Nightmare beast
2	Cat, kirre
3	Pterrann
4	Halfling
5	Gith
6	Pterrax
7	Spider, giant
8	Cat, psionic
9	Cistern fiend
10	Beetle, giant
11	Wyvern
12	Drake, water

Salt Flats, Alternative

d12	Encounter
1	Basilisk
2	Id fiend
3	Wyvern
4	Sand bride
5	Megapede
6	Erdland
7	Silt Runner
8	Razorwing
9	Centipede, giant
10	Purple worm
11	B'rogh
12	Drake, fire

Silt Sea

d12	Encounter
1	Cloud ray
2	Purple worm
3	Silt runner
4	Razorwing
5	Giant, beasthead
6	Sailor (Pirate)
7	Demi-human (trader/pirate)
8	Sand bride
9	Giant, plain
10	Trader
11	Pterrax
12	Silt horror

NPC Encounters

This procedure generates parties of NPC adventurers. As the procedure is fairly involved, referees may wish to pre-generate some NPC parties for use in random encounters. The following general details apply to all types of NPC party described:

- **Spells:** If spell casters are present, choose or roll their memorized spells.
- **Equipment:** Normal adventuring gear.
- **Treasure:** Treasure types U+V, shared among the group.
- **Marching order:** Decided by referee. If the classes presented in this book are not in use, the referee should replace the listed classes by equivalents in use in the campaign.

NPC Adventurer Class and Level

d12 Class	Level	
	Basic	Expert
1 Bard	1d3	1d6+4
2 Druid	1d3	1d6+2
3 Cleric	1d3	1d6+3
4 Fighter	1d3	1d6+5
5 Gladiator	1d3	1d6+3
6 Preserver	1d3	1d6+2
7 Defiler	1d3	1d6+4
8 Psionicist	1d3	1d6+3
9 Ranger	1d3	1d6+4
10 Templar	1d3	1d6+3
11 Thief	1d3	1d6+4
12 Demi-human	1d3	1d6+3

NPC Demi-human Class and Level

d6	Class	Level	
		Basic	Expert
1	Dwarf	1d3	1d6+3
2	Elf	1d3	1d6+4
3	Halfling	1d3	1d6+3
4	Half-elf	1d3	1d6+2
5	Half-giant	1d3	1d6+2
6	Mul	1d3	1d6+3

Basic Adventurers

Composition: 1d4+4 characters of random class and level (see below).

Alignment: Either roll the alignment of each NPC or roll once for the party.

Expert Adventurers

Composition: 1d6+3 characters of random class and level (see below).

Alignment: Either roll the alignment of each NPC or roll once for the party.

Mounts: 75% chance of being mounted in the wilderness.

Valuable Items: Per individual: there is a chance of the NPC having a metal or magic item from each suitable valuable item sub-table (see Magic Items, p). The chance per sub-table is 5% per level of the NPC. Rolled items that cannot be used by the NPC should be ignored (no re-roll).

NPC Adventurer Alignment

d6	Alignment
1-2	Lawful
3-4	Neutral
5-6	Chaotic

Encounter complications

Athas is a living world, and the struggle for survival is a challenge that almost all of Athas inhabitants face. The following tables will help DMs to decide in what state the PCs may find encounters in the wilderness. The intent of these is to give DMs some inspiration and provide the possibility of emergent narrative within the game.

Monster Behavior

The table below describes what actions the creature of a potential encounter may be taking at the moment of finding the players. For some results the DM will be required to fill the blanks, but most times re-rolling the encounter table should be enough.

Monster Behavior

2d6 Monster is...

- | | |
|----|--------------------------------|
| 2 | Caring for... |
| 3 | Trapmaking/marketing territory |
| 4 | Crafting/Sharpening weapons |
| 5 | Resting/Sleeping/Recreation |
| 6 | Moving through area |
| 7 | Patrolling Territory |
| 8 | Eating/Cooking |
| 9 | Searching for... |
| 10 | Escaping from... |
| 11 | Trading with... |
| 12 | Fighting with... |

Monster Complication

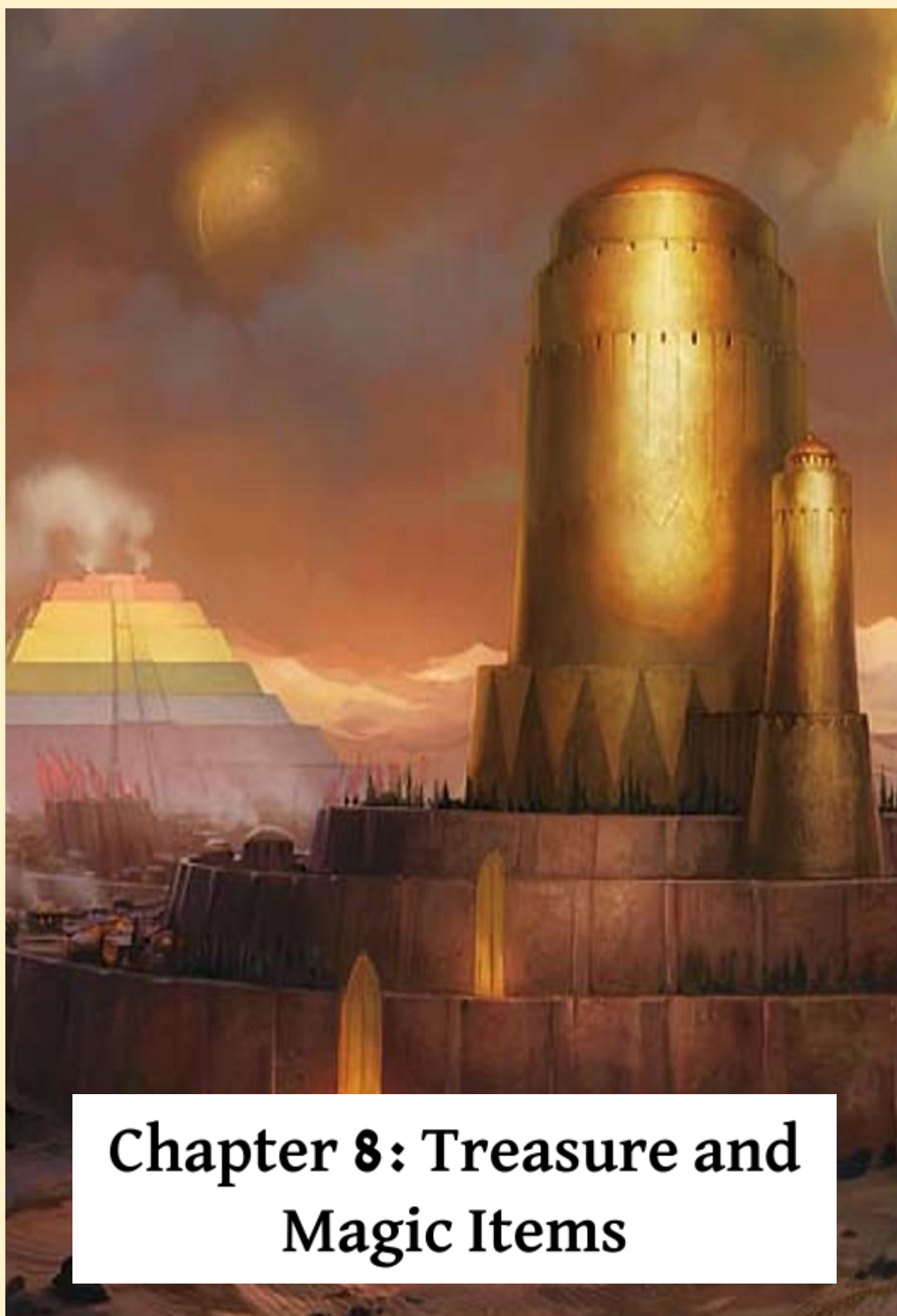
The table below describes possible complications the monsters may be facing. These shall be rolled at the DMs discretion with the intent of adding depth to an encounter.

Monster Behavior

2d6 Monster suffers from...

- | | |
|----|----------------------------------|
| 2 | Lacking a limb |
| 3 | Dehydration |
| 4 | Hunger |
| 5 | Broken Equipment/Attacking limb |
| 6 | Wounded (minor injuries) |
| 7 | Tied/Trapped |
| 8 | Illness |
| 9 | Heatstroke/Hypothermia |
| 10 | Lacking eyes/ears |
| 11 | Having spent special abilities |
| 12 | Fatally wounded (major injuries) |





Chapter 8: Treasure and Magic Items

Treasure

Since Athas is a metal-poor-world, the treasure tables found in *Old School Essentials*™ are inappropriate for coins found in a lair. The DM may use these tables instead for all Dark Sun treasure.

Rolling Randomly

Monster listings note which treasure type is present in the creature's lair and which it may carry on its person. Each treasure type (see overleaf) lists one or more types of coins or items that may be found in the hoard. For each item in the list:

1. If a percentage value is given, first roll d100 to see whether this item is present in the hoard.
2. If a range of values is given (e.g. 100-1,000cp, 6d6 gems), decide upon that range to determine the quantity of this item that is present in the hoard.
3. For gems and valuable items, the procedures for determining the value and properties of the items in the hoard are found in later sections.

Manual Adjustments

If the value of the randomly generated treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Lair Treasures Table

Treasure Type	Bits	Ceramic Pieces	Bronze Pieces	Silver Pieces	Gold Pieces	Gems	Valuable Item
A	200-2,000	100-2,000	50-1,000	10-100	10-100	10-40	Any 2
	30%	40%	40%	35%	25%	60%	30%
B	400-4,000	100-1,000	50-500	10-100	5-50	1-8	Armor, Weapon
	25%	25%	25%	25%	30%	30%	10%
C	–	100-600	50-200	10-60	–	1-6	Any 2
	–	15%	15%	20%	–	25%	10%
D	1,000-10,000	1,000-3,000	500-1,000	100-600	100-400	1-10	Any 2+1 potion
	15%	50%	20%	15%	10%	30%	15%
E	2,000-12,000	1,000-4,000	500-1,100	300-1,800	200-1,200	1-12	Any 3+1 scroll
	25%	25%	25%	25%	30%	15%	25%
F	3,000-18,000	1,000-4,000	600-2,400	300-1,200	100-400	2-20	Any 5 except
	10%	30%	20%	10%	10%	35%	weapons 30%
G	–	1,000-8,000	1,200-2,400	300-1,800	10-40	3-18	Any 5
	–	40%	30%	20%	10%	45%	35%
H	1,000-10,000	1,000-6,000	1,200-3,000	200-1,200	20-120	3-30	Any 6
	35%	30%	30%	30%	15%	60%	15%
I	–	–	–	100-600	10-100	2-12	Any
	–	–	–	30%	10%	65%	15%

Individual and Small Lair Treasure Table

Treasure Type	Bits	Ceramic Pieces	Bronze Pieces	Silver Pieces	Gold Pieces	Gems	Valuable Item
J	2-12	–	–	–	–	–	–
K	–	2-12	–	–	–	–	–
L	–	–	5-10	–	2-8	–	–
M	–	–	6-12	1-6	–	–	–
N	–	–	–	–	1-4	–	–
O	10-30	10-20	–	–	–	–	–
P	–	10-40	–	–	1-10	–	–
Q	–	–	10-20	–	–	1-6	–
R	–	–	–	2-16	10-40	3-18	–
S	–	–	–	–	–	–	1-8 potions
T	–	–	–	–	–	–	1-4 scrolls
U	–	–	–	–	–	3-24	Any 1
	–	–	–	–	–	90%	70%
V	–	–	–	–	–	–	Any 2
W	–	–	–	4-24	1-6	2-20	Any 2
	–	–	–	50%	25%	70%	60%
X	–	–	–	–	–	–	Any 2 potions
Y	–	–	–	200-800	–	–	–
Z	100-300	100-400	100-500	100-600	100-400	1-10	Any 3
	50%	50%	50%	50%	60%	75%	50%

Coins

Because metal coins are more valuable on Athas, they are somewhat more rare in treasures. No platinum or electrum pieces are regularly minted on Athas. The metal is occasionally found in small amounts, but not enough to warrant inclusion on the table.

Gems

Where metals are very rare, gems become a more frequent medium of exchange. On Athas, gems are fairly common and still quite valuable.

NPC Demi-human Class and Level

D100	Base Value	Class
01-25	15 CP	Ornamental
26-50	15 BP	Semi-precious
51-70	15 SP	Fancy
71-90	75 SP	Precious
91-99	15 GP	Gems
00	75 GP	Jewels

Objects of Art

Art is not usually a part of lair treasures on Athas. Such finds will be specially placed by the DM.

Valuable Items

Valuable Items is a denomination for items of high utility whose properties ensure superiority of their users while adventuring. By all intents and purposes, valuable items work the same as magic items, but the terminology is changed to also include Masterwork Weapons and Metal weapons and armor (details found in *equipment p.10*).

The nature of magic items

Use of magical items never causes a defiling effect on the surrounding grounds. However, defilers who create magical items do cause destruction at the time of manufacture.

Potions and Oils: On Athas, potions are drawn from the juices of fruits, known as **magic fruits**.

Scrolls: Scrolls found as part of a treasure will always be papyrus and will lack a case of any kind, unless otherwise noted. As such, these delicate scrolls often do not survive the combat in which they are won. The spells on a scroll can be either wizard or priest, as indicated in *Old School Essentials™*. The process of setting a spell to a scroll inherently strips the spell of defiler or preserver characteristics. Thus, spells cast from scrolls do not cause defiler destruction.

Rings, Rods, Staves, Wands, and Miscellaneous Magic: These items function just as described in *Old School Essentials™*. Such items rarely consist of metal, but rather are fashioned from the finest alternate materials available.

Armor and Shields: Substitute the following table for the one present in *Old School Essentials™*. Unless the material is listed, the DM may choose the material of the armor set.

Valuable Armor and Shields

d100	Item
01-10	Metal Armor
11-15	Steel Armor
16-25	Armour +1
26-27	Armour +1, Shield +1
28	Armour +1, Shield +2 Armour
29-33	+1, Shield +3
34-36	Armour +2
37-41	Armour +2, Shield +1 Armour
42	+2, Shield +2 Armour +2,
43-45	Shield +3 Armour +3
46	Armour +3, Shield +1
47	Armour +3, Shield +2
48	Cursed Armour -1
49-51	Cursed Armour -2
52-53	Cursed Armour -2, Shield +1
54	Cursed Armour, AC 9 [10]
55-56	Cursed Shield -2
57-62	Cursed Shield, AC 9 [10]
63-65	Metal Shield
66-80	Steel Shield
81-90	Shield +1
91-95	Shield +2
96-00	Shield +3

Weapons: For valuable weapons, all valuable weapons found as monster loot have a 25% of being a master work, 5% of being made of metal and 1% of being made of steel. For magical weapons, all of them found as part of a treasure are metal or have metal components. Nonmetal weapons can be enchanted as well, but magical adjustments must still take into account the inherently poorer quality of the material used. Weapons are determined as in *Old School Essentials*™. Weapons can have intelligence, and those with intelligence 15 or greater can have a psionic power (25% chance).

Miscellaneous Magical Items

These new magical items can be found as part of lair treasures in Dark Sun. Because they do not appear in *Old School Essentials*™, the DM may grant them if it is applicable or convenient for the campaign.

Amulet of Psionic Interference

This item scrambles the wearer's psionic abilities, making casting psionic powers or wild powers more difficult.

- **Casting Psionics:** Instead of casting an intended power, a different one is casted, picked by the DM.
- **Removing it:** Only the person who places the amulet around someone's neck can remove it, unless supernatural means of removal are found.

Ring of Life

The ring of life also bestows upon its wearer recuperative powers within or around them.

- **Land healing:** 1 time per day, the ring is able to heal defiled land in a 5' radius around the wearer.
- **Improved healing:** After a complete bed rest, the wearer recovers 1d3 extra hit points.

Rod of Divining

This item is a small "Y" shaped stick that must be held in both hands to use. With each charge expended this item will locate and pull its holder toward any accumulation of water of at least one gallon within 1,000 yards.

- **Water Priority:** If multiple accumulations of water reside in the rod's range, it draws itself to the largest one.

Tree of Life Sap

Life Sap extracted from a Tree of Life and blessed by a Druid or Cleric, with powerful healing energies and properties.

- **Land healing:** Pouring a vial on defiled land will heal an area of 5'x5'.
- **Healing:** Consuming it will heal 1d6+6 hit points, as well as all ailments or diseases (Not curses)
- **Damaging Undead:** Throwing it at undead creatures will cause them 2d8 damage.

Notes: