


# Old School Genre Rules

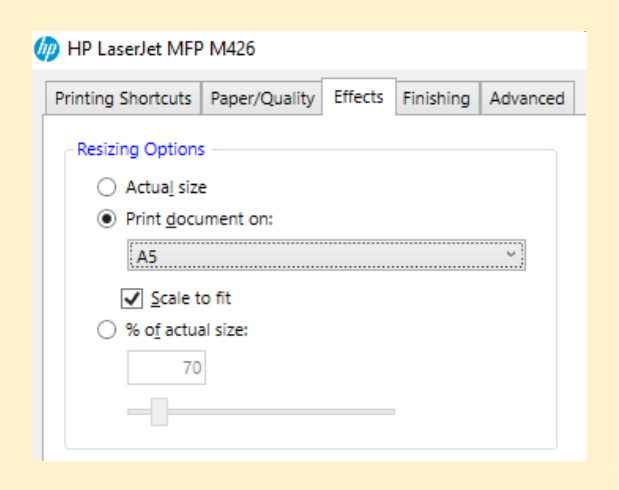
## By Lixu

DESIGNED FOR USE WITH
OLD-SCHOOL ESSENTIALS

# Printing Guidelines

This booklet was written in A4 format, if you want to print it in an A5 format (the one used by ***Old School Essentials***™) the following guideline may be followed.
**Disclaimer:** This guide assumes you are using Windows™ as your Operative System, so Mac™ users may have to search for a specialized guide.

There may be three ways to adjust printing scale:
1. Many printer drivers have native support for such functionality. Here is HP's example:




2. Generate A4 size PDF from your document. Then use your favorite PDF reader to print the PDF on A5, by selecting "fit to paper".
3. There's also a semi-manual way, directly in Word, if both above solutions fails for you:
Go to print and, from Printer Properties, set the scale factor to 70.7 percent. That will adjust it to A5 size (on A4 paper). However, the printer's margins will *not* scale, as they are set by the printer's hardware. Hence you may need to set the scale factor slightly lower, depending on your printer's margins. There is also the issue that Word will still tell the printer to use A4 paper, and you can't change that to A5 because, as you discovered, Word paginates the document to the paper size. For good measure, changing the paper size from Printer Properties at print time will be ignored by Word - it must be done from Page Setup, prompting re-pagination.
No matter which option you choose, make sure that your printer actually "see" A5 paper in a tray. You can verify this in printer settings, on the printer panel or other ways -- depending on your printer.
For example, on many LaserJet printers you have to:

1. Send the actual print job to the printer (any of above methods).
2. Wait until it signals that an incorrect paper size (A4) is inserted into the tray.
3. Remove the tray, place A5 paper and put it back.
4. Only then you'll see a message to confirm in-tray paper size permanent change.

# Table of Contents


Introduction……4
Chapter 1: Player Characters……6
Rolling Ability Scores……9
Languages……10
Character Tree (Optional Rules)……11
Chapter 2: Character Classes……12
Class Groups……13
Game Modalities……15
Warrior Classes……16
Fighter……17
Gladiator……19
Ranger……21
Rogue Classes……23
Bard……24
Thief……26
Priest Classes……28
Cleric……29
Druid……31
Templar……33
Magic-User Classes……35
Defiler……36
Preserver……38
Psionicist Class……40
Demi-Human Classes……43
Dwarf……44
Elf……46
Half-Elf……48
Half-Giant……50
Halfling……52
Mul……54
Thri-Kreen……56
Chapter 3: Character Options……58
Character Races (Optional Rules)……59
Dwarf……60
Elf……61
Half-Elf……62
Half-Giant……63
Halfling……64
Human……65
Mul……66
Thri-Kreen……67
Multiple Classes……68
Athasian Backgrounds (Optional Rules)……69
Chapter 4: Wealth and Equipment……70
Wealth……71
Equipment Breakage……72
Adventuring Gear……73
Poison……74
Armor & Ammunition……75
Weapons……76
Weapons Descriptions……77
Chapter 5: Mounts & Vehicles……78
Animals of Burden & Land Vehicles……81
Silt Vehicles……84
Chapter 6: Hired Help……85
Retainers……86
Mercenaries……88
Specialist……90
Slaves (Optional Rules)……92
Chapter 7: Strongholds……93

# 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 or 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, Draj, 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.

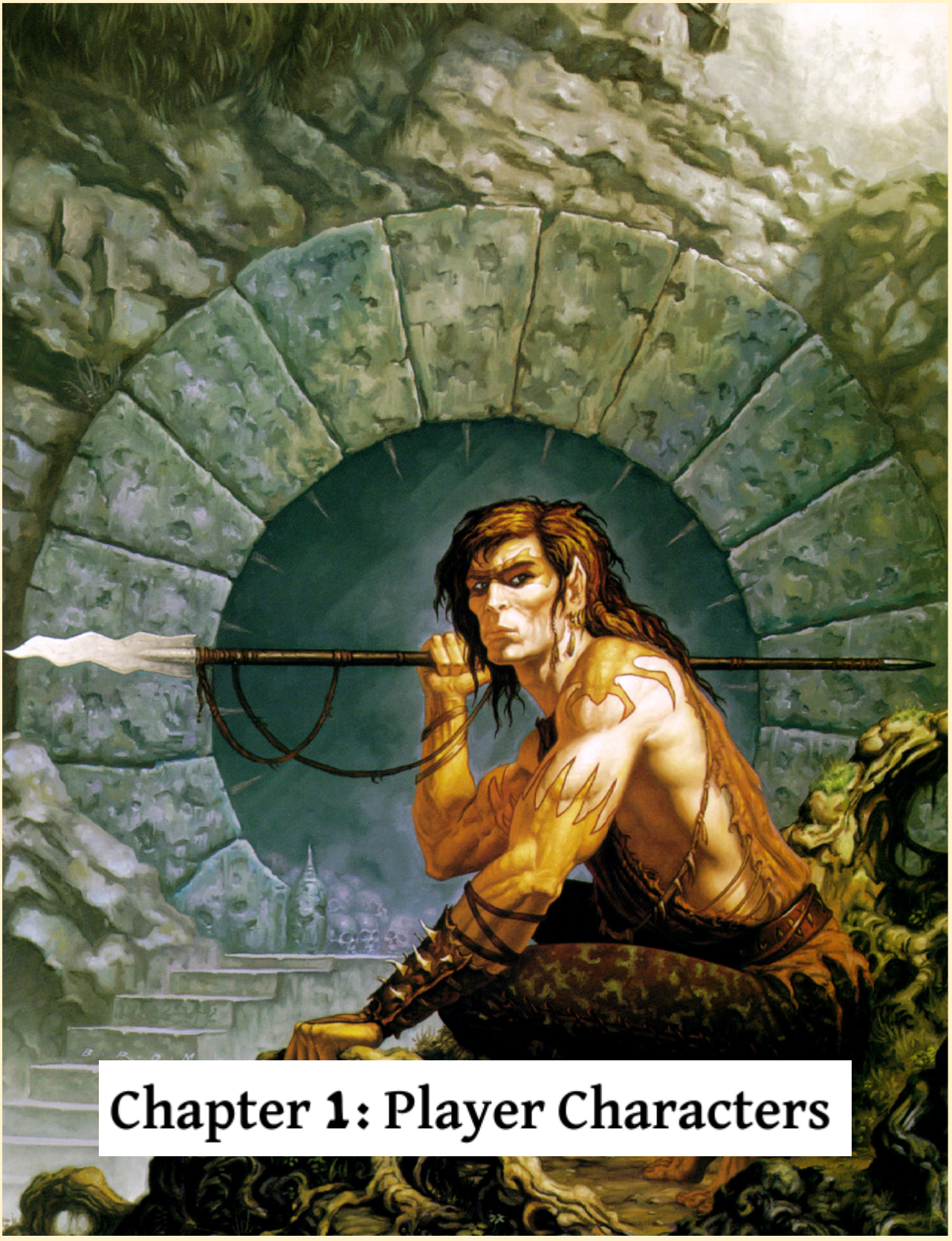
## 8. The Struggle for Survival

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: Player Characters

# 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 × 30 (Or 3d6 x 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 | Pterran |
| 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.

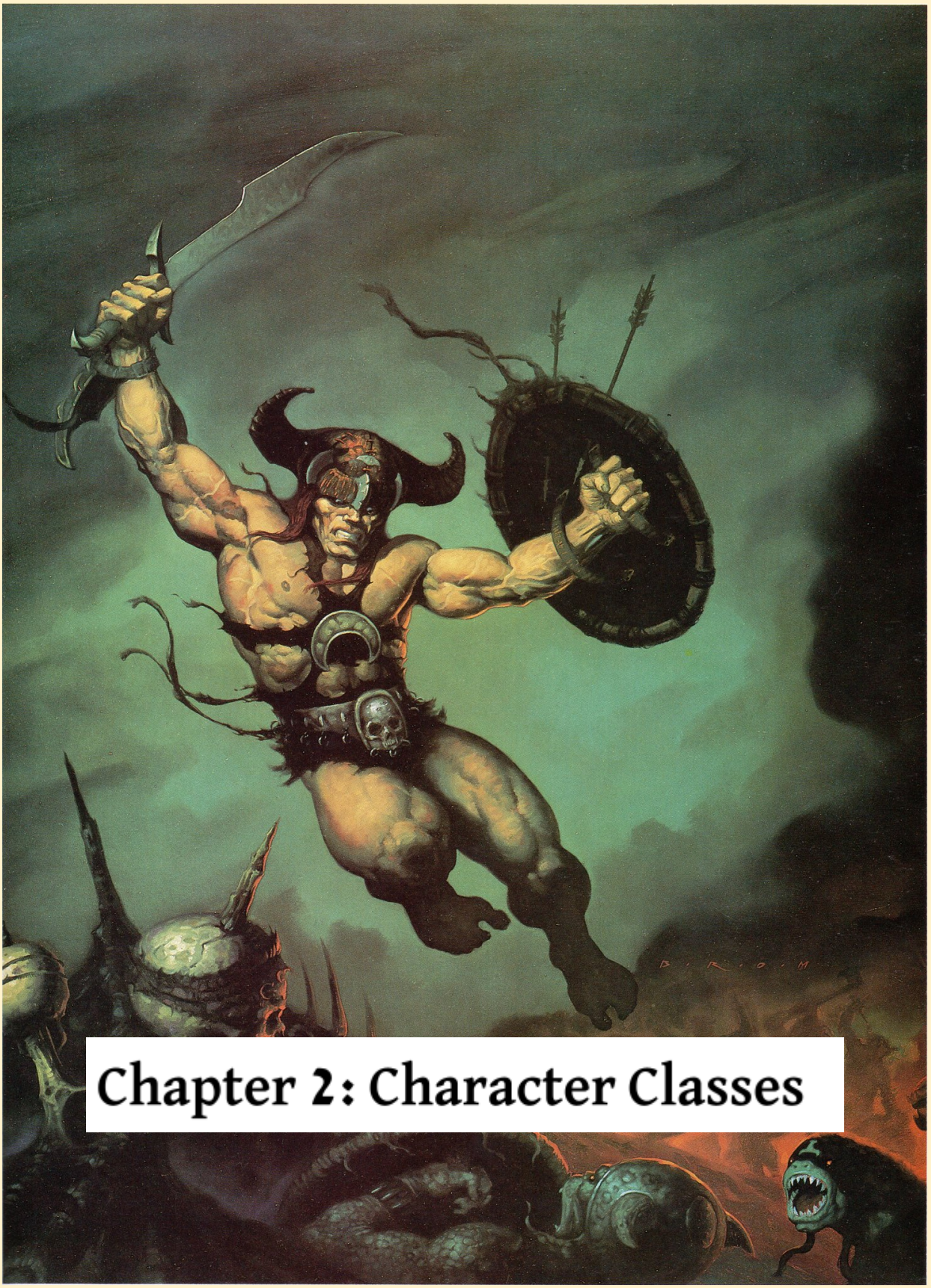
## Inactive Characters

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.

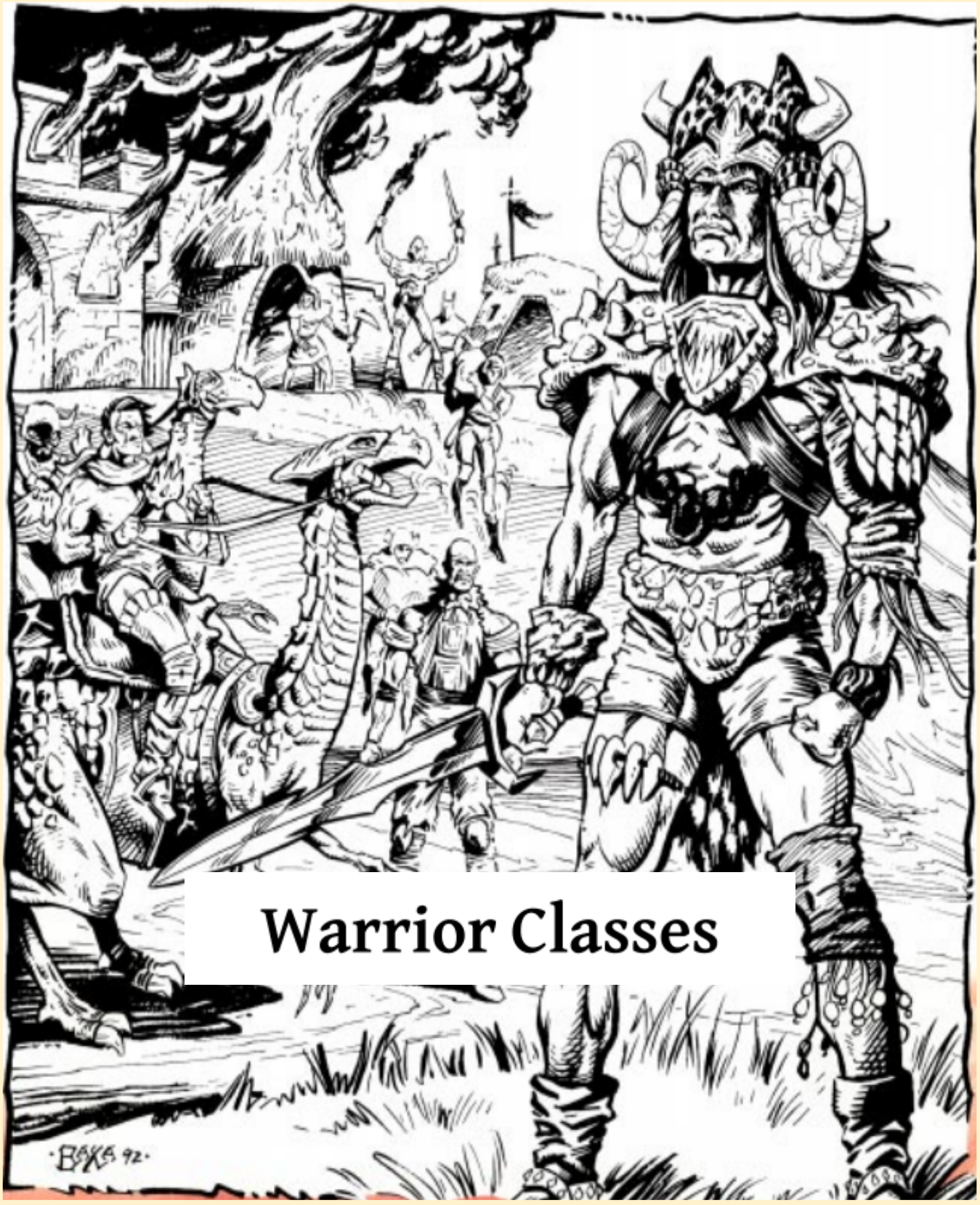
## Default Mode

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 gladiator 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

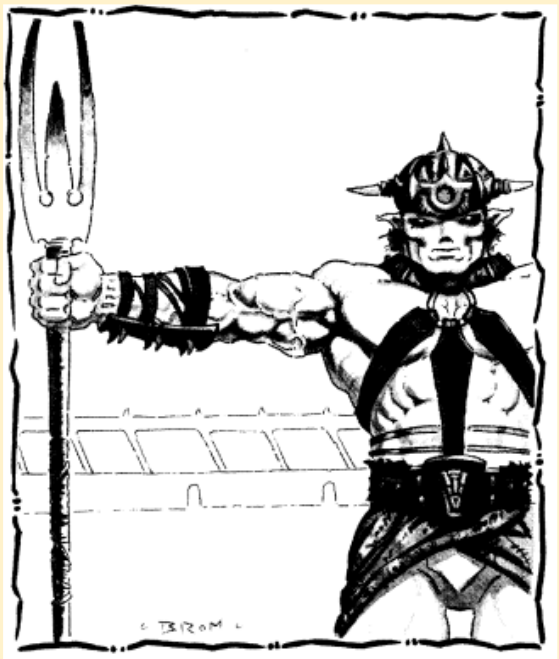
A Gladiator attracts a number of up to 50 followers with his reputation and fame, getting the title of champion and commanding them as his own army. Gladiators can also build a stronghold or keep to use as a base of operations.

## 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 | 101 | 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).

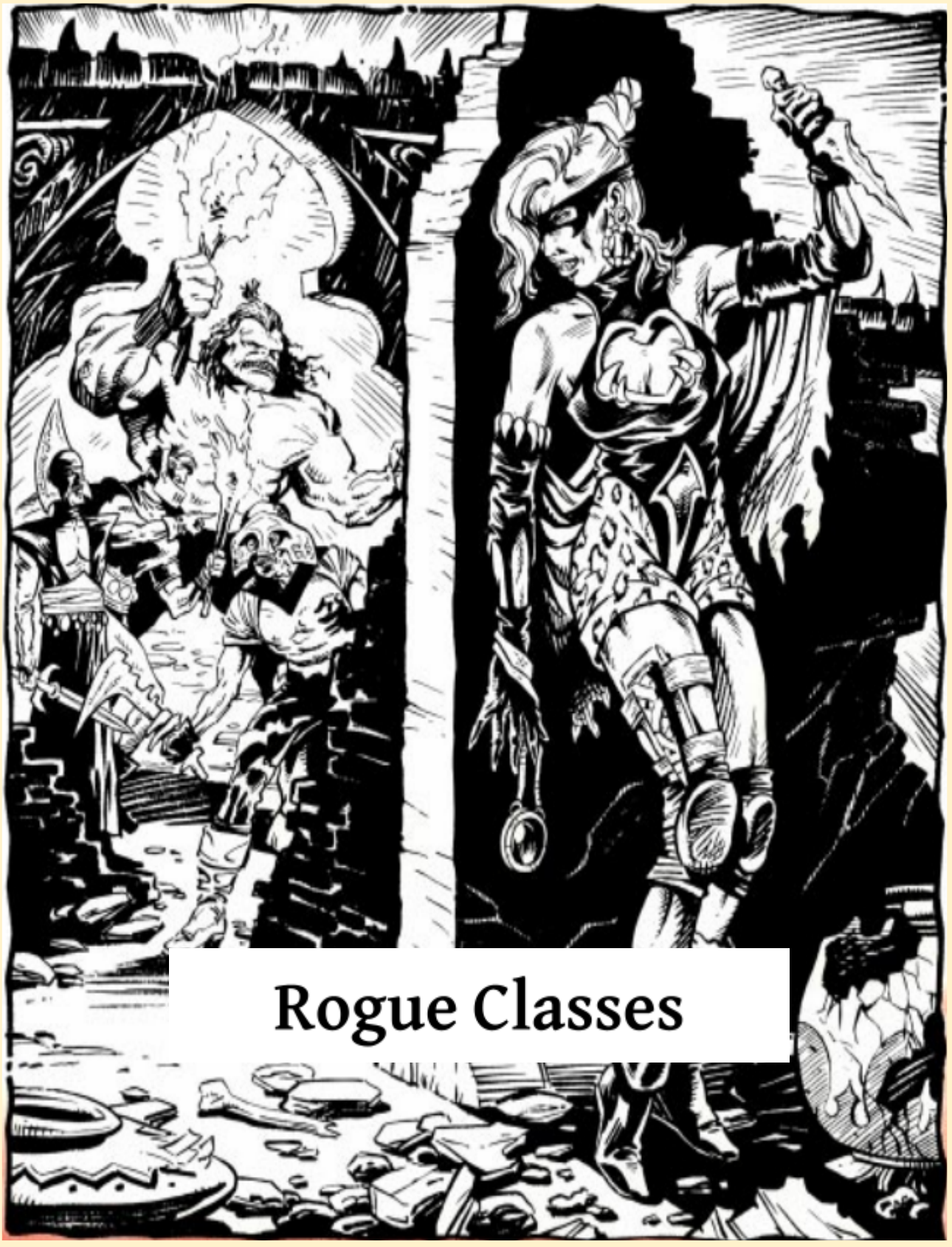
### Ranger Tracking Chance of Success

| 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

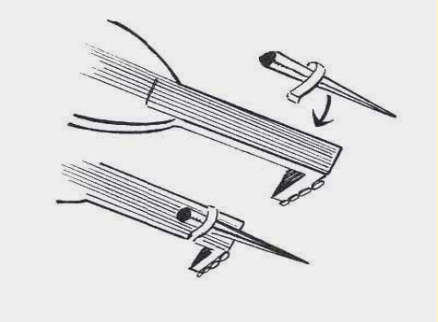
The bard is a member of a bizarre class of entertainers and storytellers prized by the aristocratic city dwellers. It is also widely accepted that many bards lead double lives as notorious blackmailers, spies, and even assassins.

## 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 ability to charm creatures within range with his music.

## 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 | 161 | 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 | 16 | 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

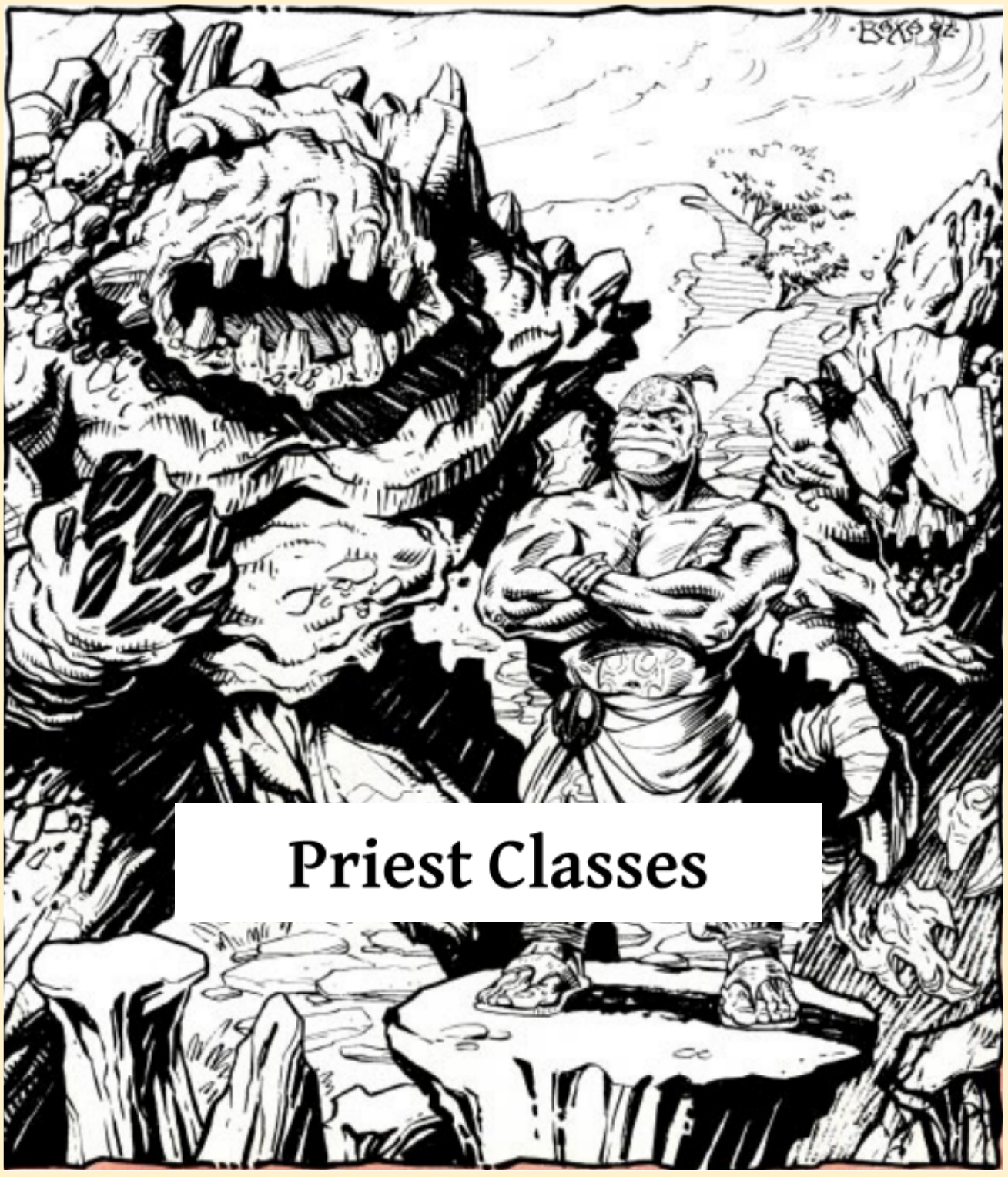
A thief can become a trader and establish a trading house, attracting 2d6 employees of 1st level. These employees will be in charge of buying, selling and maintaining any business that they want.

## 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 the roll is within the listed range of numbers, the skill succeeds.

## 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 additionals 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 | 1d6 | 19[0] | 11 | 12 | 14 | 16 | 15 | – | – | – | – | – |
| 2 | 1,800 | 2d6 | 19[0] | 11 | 12 | 14 | 16 | 15 | 1 | – | – | – | – |
| 3 | 3,600 | 3d6 | 19[0] | 11 | 12 | 141 | 16 | 15 | 2 | – | – | – | – |
| 4 | 7,200 | 4d6 | 19[0] | 11 | 12 | 4 | 16 | 15 | 2 | 1 | – | – | – |
| 5 | 14,400 | 5d6 | 19[0] | 9 | 10 | 12 | 14 | 12 | 2 | 2 | – | – | – |
| 6 | 28,000 | 6d6 | 17[+2] | 9 | 10 | 12 | 14 | 121 | 2 | 2 | 1 | 1 | – |
| 7 | 52,000 | 7d6 | 17[+2] | 9 | 10 | 12 | 14 | 2 | 2 | 2 | 2 | 2 | – |
| 8 | 110,000 | 8d6 | 17[+2] | 9 | 10 | 12 | 14 | 12 | 3 | 3 | 2 | 2 | 1 |
| 9 | 220,000 | 9d6 | 17[+2] | 6 | 7 | 9 | 11 | 9 | 3 | 3 | 3 | 2 | 1 |
| 10 | 360,000 | 9d6+2* | 17[+2] | 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* | 14[+5] | 3 | 5 | 7 | 8 | 7 | 5 | 5 | 5 | 4 | 4 |
| 14 | 840,000 | 9d6+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 | 1 | 2 | 2* | 3 | 4 | 5 | 6 | 7-8 |
|---|---|---|---|---|---|---|---|---|
| 1 | 7 | 9 | 11 | – | – | – | – | – |
| 2 | T | 7 | 7 | 11 | – | – | – | – |
| 3 | T | T | 9 | 9 | 11 | – | – | – |
| 4 | D | T | T | 7 | 7 | 11 | – | – |
| 5 | D | D | T | T | 9 | 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. The druid cannot move or cast spells 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.

## Identify Plants and Animals

At 8th Level, 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.

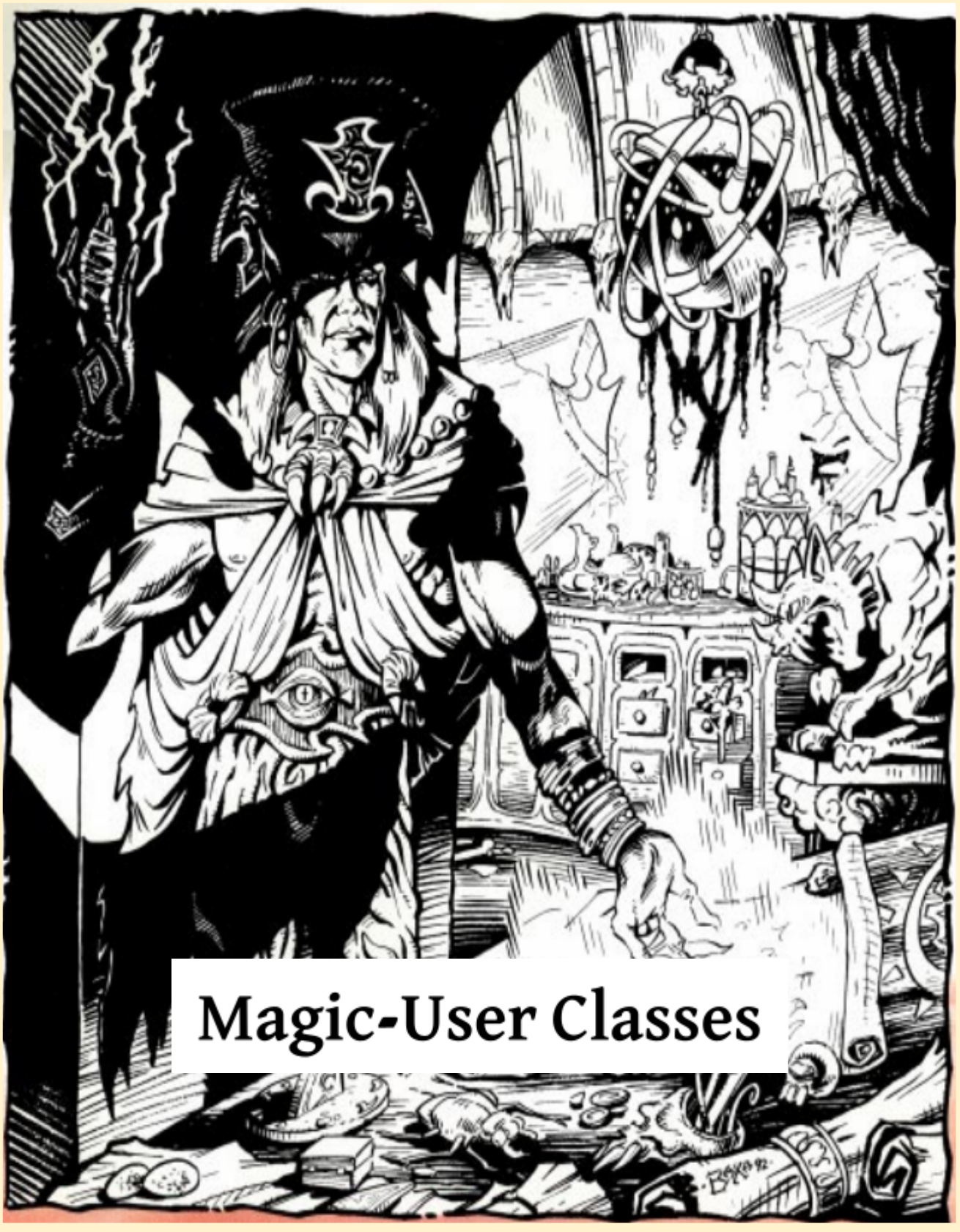
## Requisition of Soldiers

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 only 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 Cryptolect

Preservers know a hidden language known as preserver cryptolect. 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, ***p91***).

## 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.

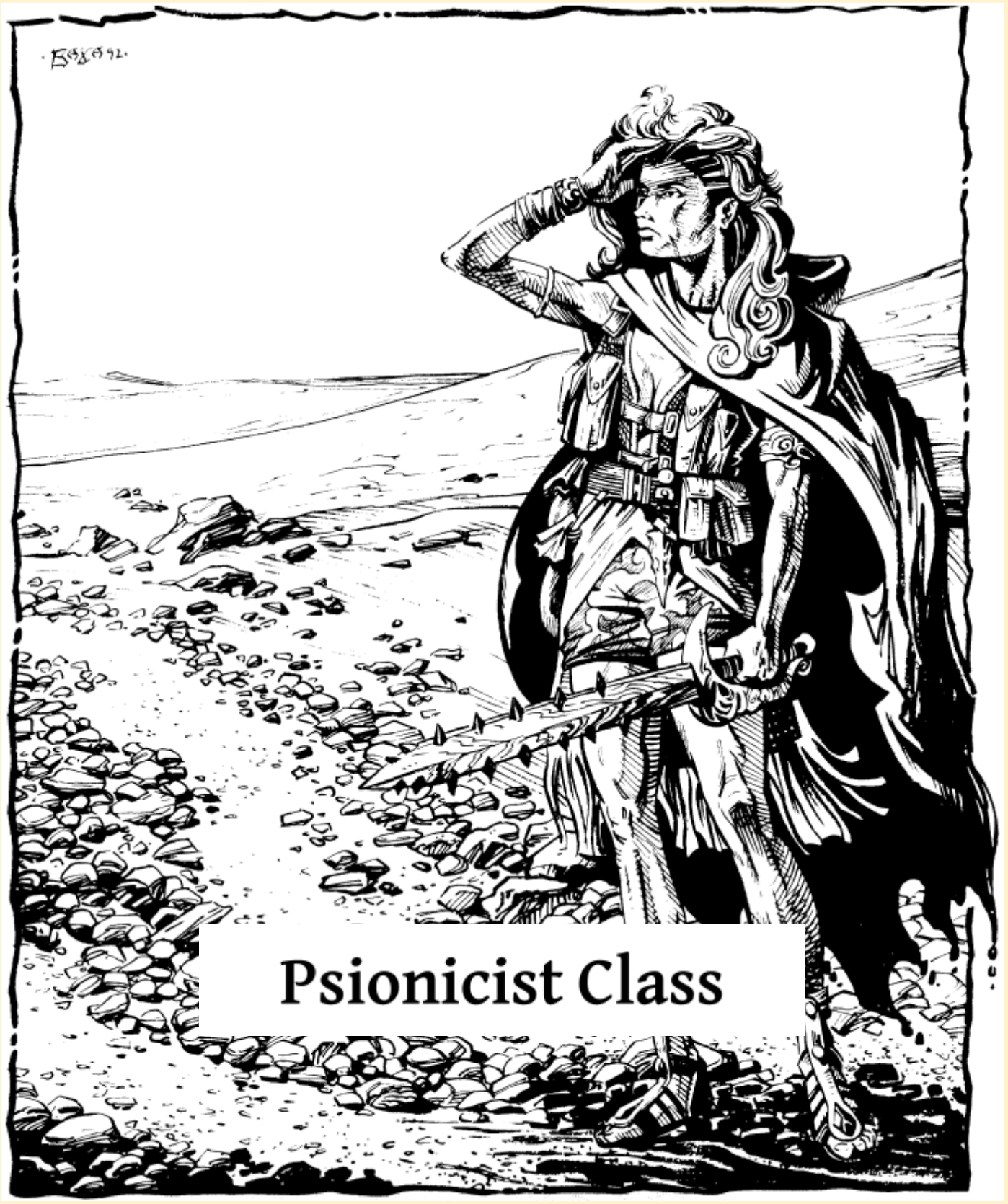
## Preserver Level Progression

| | | | | Saving Throws | | | | | Spells | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Level | XP | HD | THACo | 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 Class

# 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 cryptolect

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.

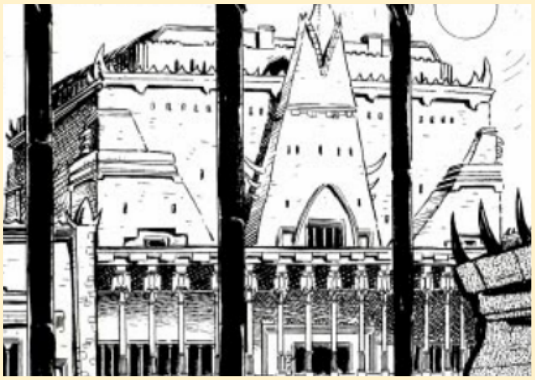
**Prime requisites:** A psionicist with at least a 13 in one prime requisite gains a 5% bonus to experience. If both INT and WIS are 16 or higher, the psionicist gets a 10% bonus.

## Combat

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

## Mental Defense

Psioniscist 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.

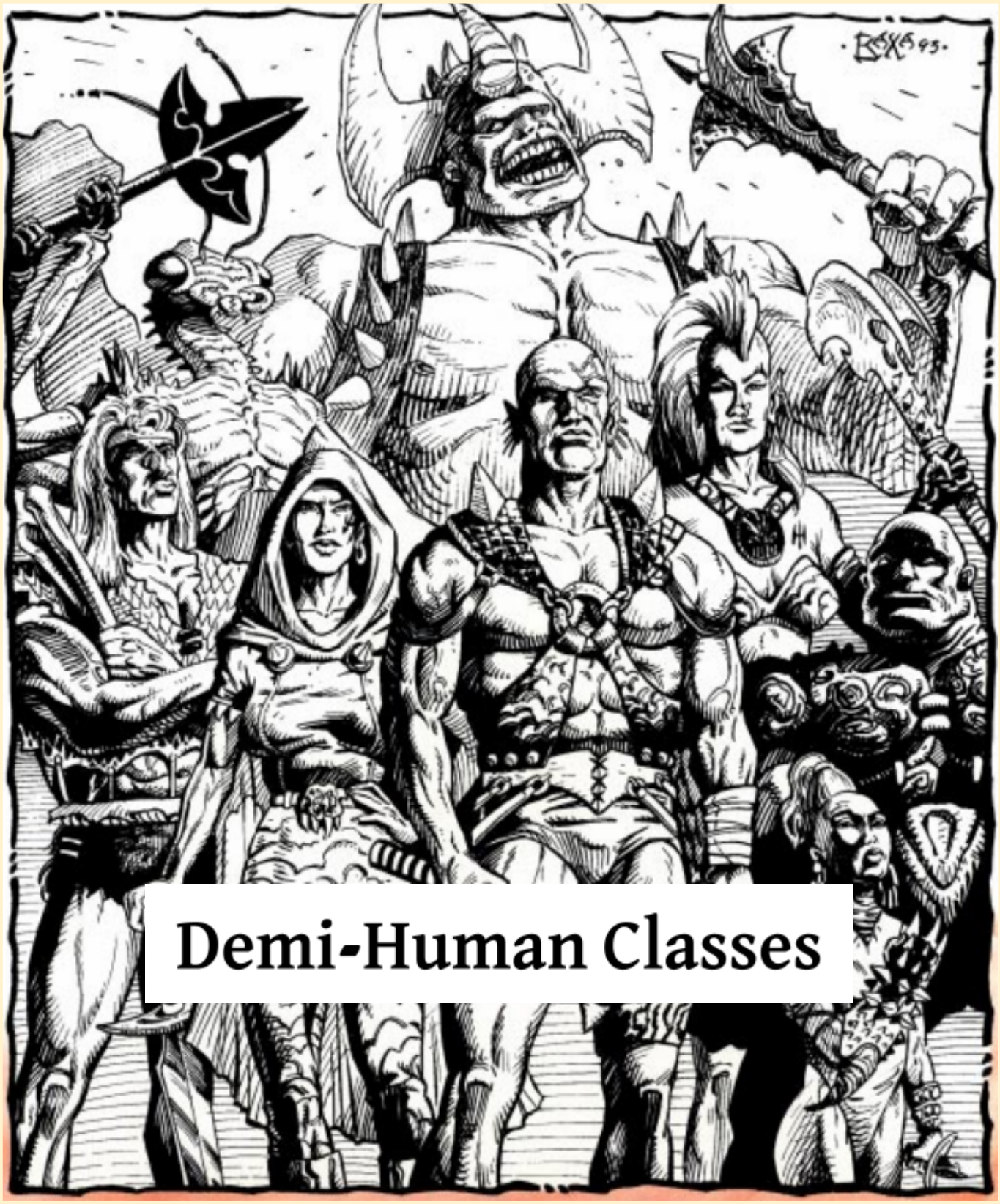
## Psionicist Level Progression

| Level | XP | HD | THACo | Saving Throws W | D | P | B | S | Psionic Powers | Power Rank |
|---|---|---|---|---|---|---|---|---|---|---|
| 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-in6 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***™).

## Listening at Doors

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

## Psionic Resistance

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

## 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 3½ 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 ex- perience. 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-in6 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 stubborness, 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

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.



# 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 3½ 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

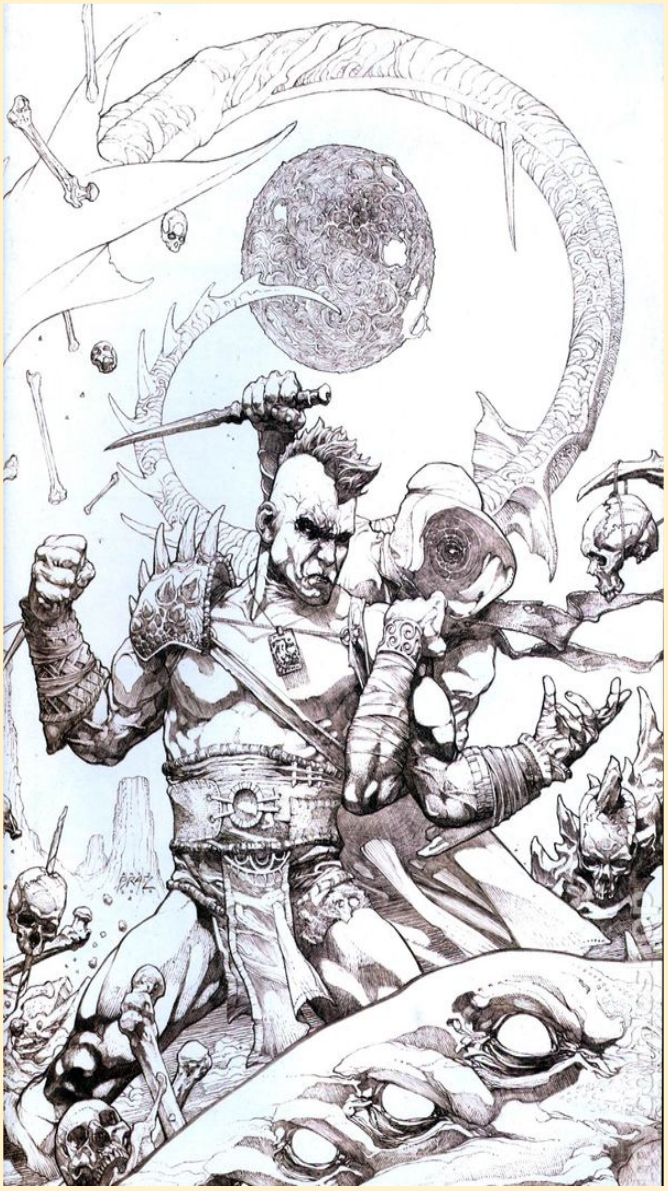
When rolling hit points (including at 1st level), the player of a human PC may roll twice and take the best result.

#### 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

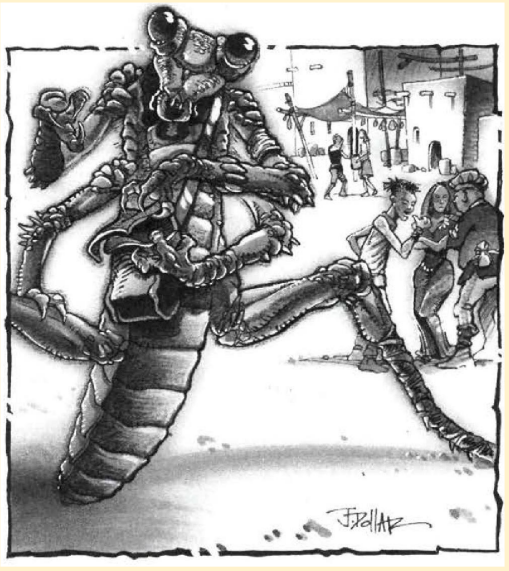
Thri-kreen have hard bodies, which provide them with fixed Armor Class of 5(14).

## 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)

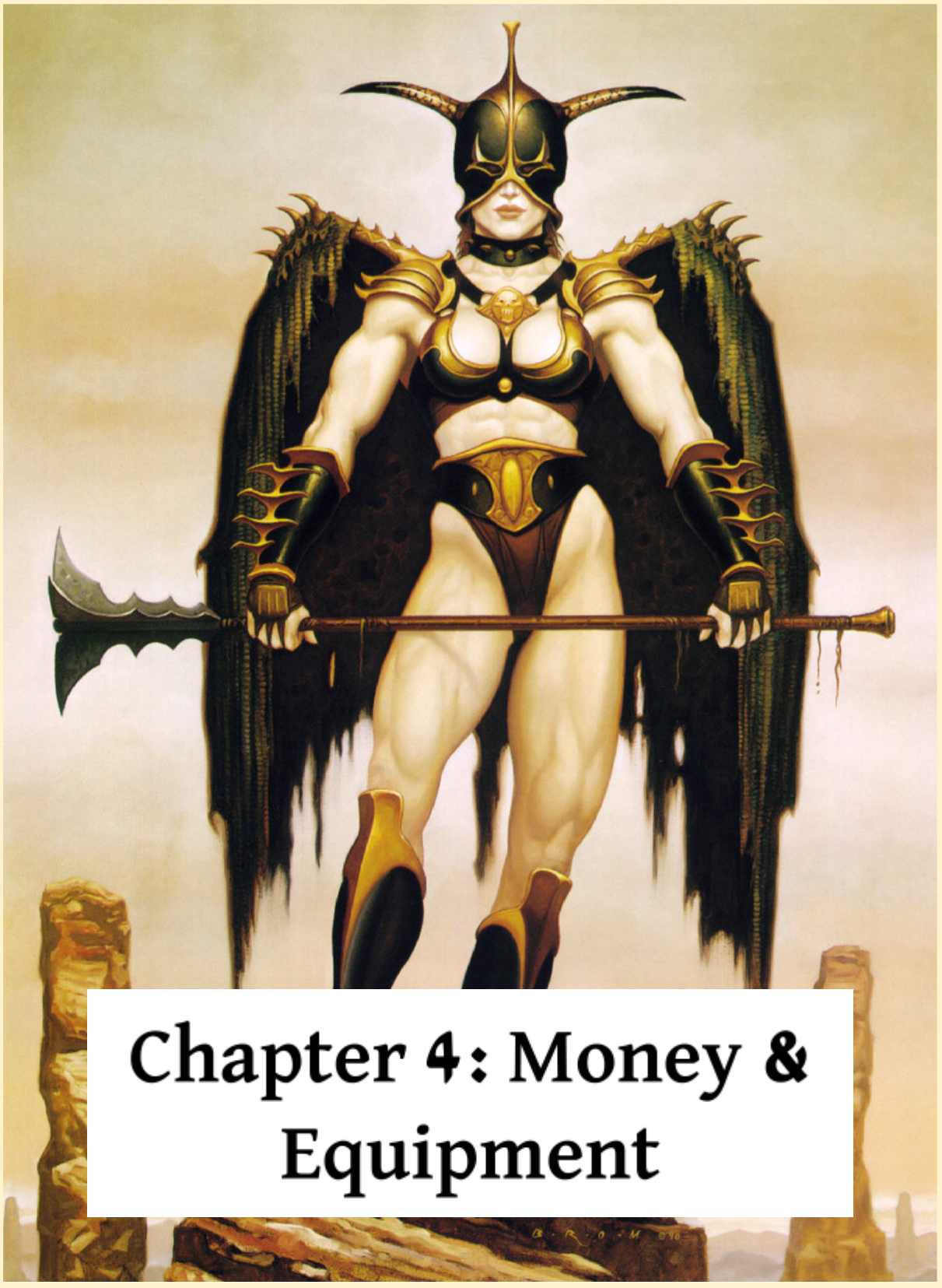
For some groups, the idea of providing PCs some semblance of backstory is one that is appealing, sometimes even crucial for players to connect with the world. Unfortunately, the often prevalence of character deaths could make the creation of backstories painful and unfulfilling (Why give a character 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, usables 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: 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:** Hired 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:** Hired 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 | Cost (CP) | Save Mod. | Onset Time | Effect (Success) | Effect (Fails) |
|---|---|---|---|---|---|
| *Bloodstream poisons* | | | | | |
| Bug extract | 15 | +6 | 1d4+1 rounds | None | 2d10 damage |
| Cactus juice | 80 | +5 | 1d3 rounds | None | 3d10 damage |
| Cistern fiend saliva | 800 | +4 | 1 round | None | 4d10 damage |
| Drake's blood | 1,600 | +3 | Instant | None | Death |
| *Ingested poisons* | | | | | |
| Inix slumber | 10 | +6 | 2d4 rounds | 1d10 damage | 3d10 damage |
| Elf Scent | 35 | +5 | 1d4+1 rounds | 2d10 damage | 4d10 damage |
| Kank taint | 250 | +4 | 1d2 rounds | 3d10 damage | 5d10 damage |
| Purple grass extract | 600 | +3 | Instant | 4d10 damage | 6d10 damage |
| Templar's ultimatum | 1,200 | +2 | 1d4 turns | 5d10 damage | Death |
| *Inhaled Poisons* | | | | | |
| Brain seed powder | 110 | +3 | Instant | None | 1 turn paralysis |
| Fordorran | 350 | +2 | Instant | 1 round paralysis | 2 turns paralysis |
| Gaj poison gas | 700 | +1 | Instant | 2 rounds paralysis | 3 turns paralysis |
| Poison weed gas | 1500 | +0 | Instant | 3 rounds paralysis | 4 turns paralysis |



# 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 ***p11*** 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

Ammunition for weapons is the same in other worlds, although it may be assumed that metallic projectiles are more effective and more piercing than regular stone projectiles.

**Ammunition 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 ***p11*** 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.



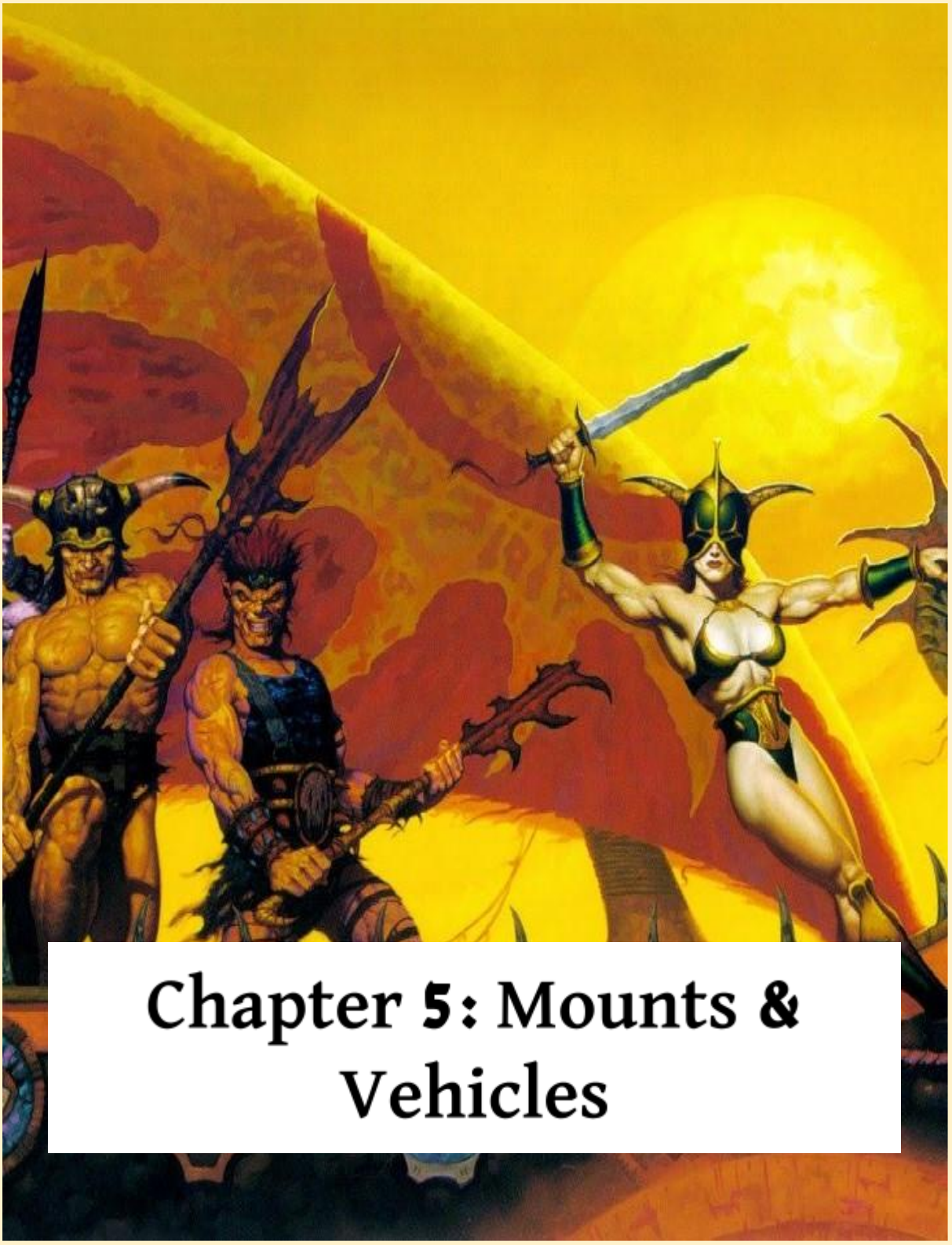
**Gythka:** This thri-kreen polearm has wicked blades at either end. The weapon's thick shaft allows it to be used like a quarterstaff against similarly armed opponents.

**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 5: 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 o 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

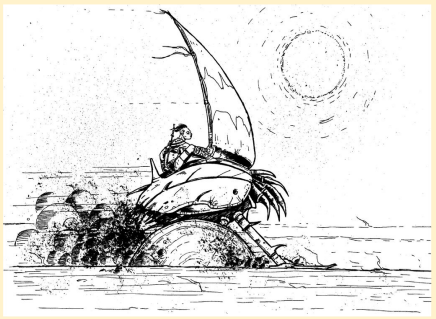
- If a vehicle is reduced to 0 hull points: It will lose its structural integrity in 1d10 rounds (e.g. a water vessel sinks).
- Any mounted weaponry is no longer functional.

### 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**

| | | Unencumbered | | | Encumbered | | |
|---|---|---|---|---|---|---|---|
| Animal | Cost (cp) | 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

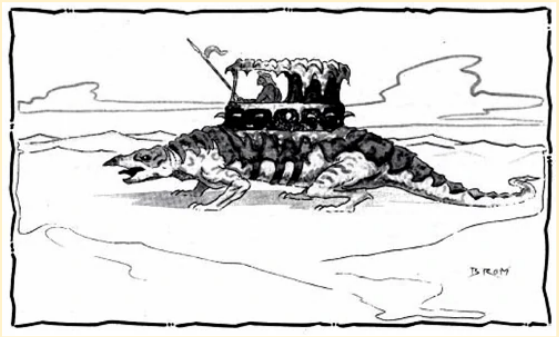
**Chariot:** Lightly armored vehicle designed for combat. Chariots have an AC of 9 [10] and 1d4 hull points.
**Howdah:** Frame with seats designed to be mounted on the back of an animal. Howdahs have an AC of 9 [10] and 1d4 hull points.
**Wagons, open:** Little more than a wooden box on four wheels. 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

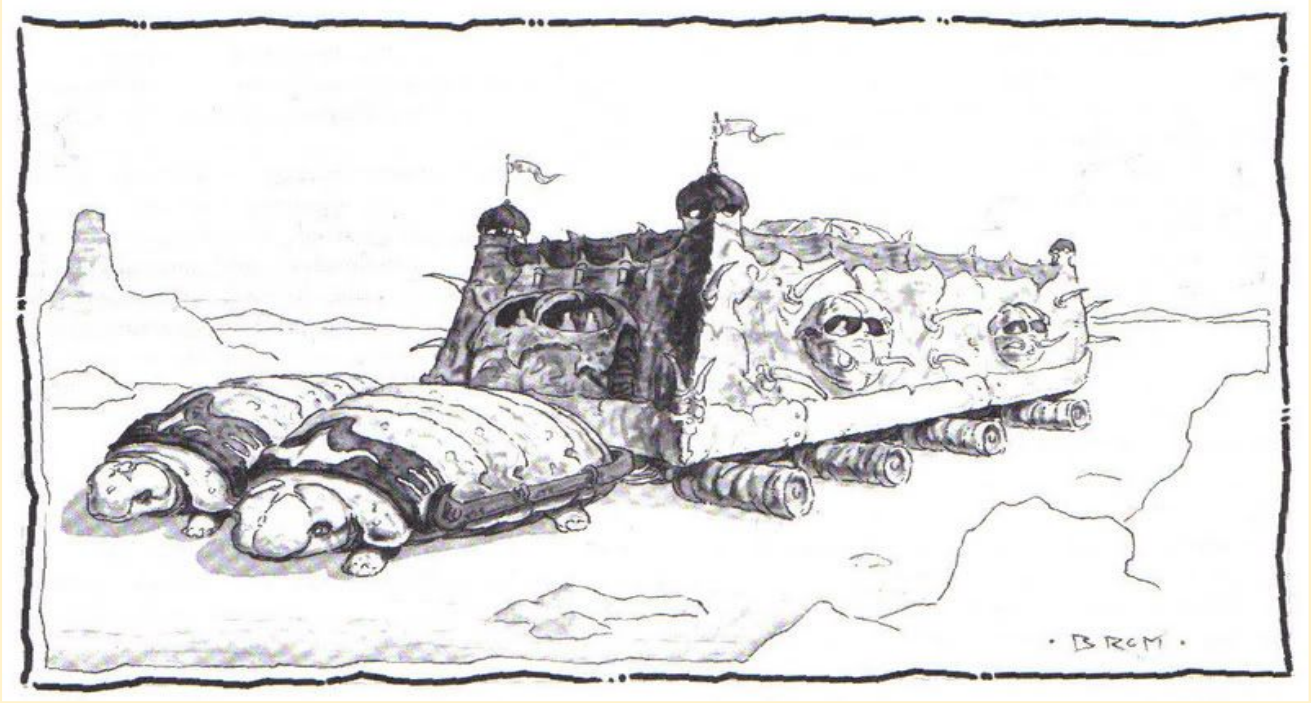
When traveling through difficult terrain (e.g. desert, forest, mountains, swamp), these vehicles can only travel on maintained roads.

**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 almirants 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

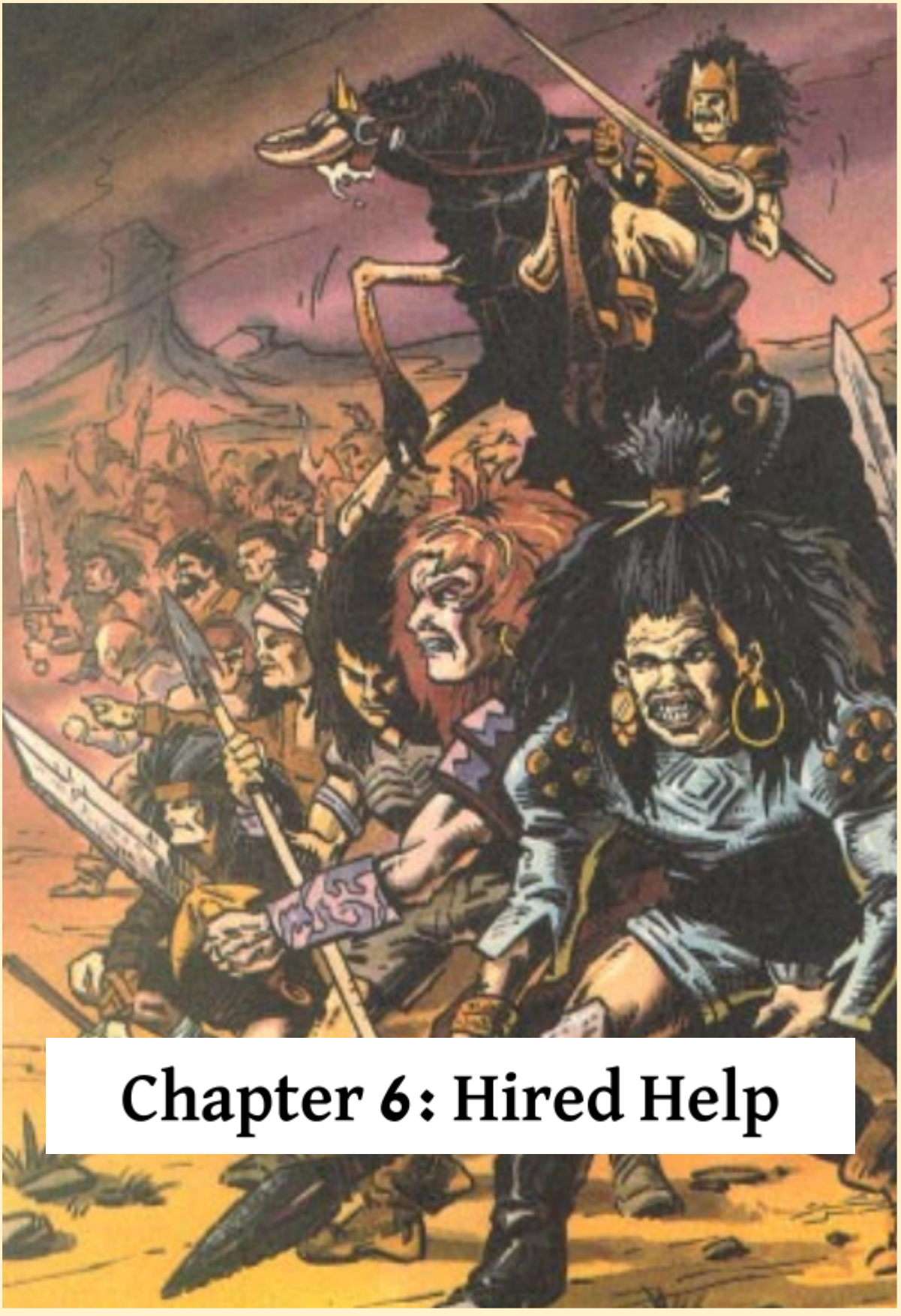
The following modifications may be made to an existing ship:
**Catapult:** A catapult may be added to a scout sail, war galley, or royal warship.
**Ram:** A ram may be added to a large or small skimmer (as described on the table above).

### 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 × 10 hull points damage against ships and 6d6 hit points damage against monsters.
**Scout Sail or Transport:** Deals 1d4+4 × 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'×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 6: 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

TheDM 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 requires.

#### 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 DM 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 DM 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 DM, 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 DM 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 DM 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 100,000cp 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 DM 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 asumed 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.

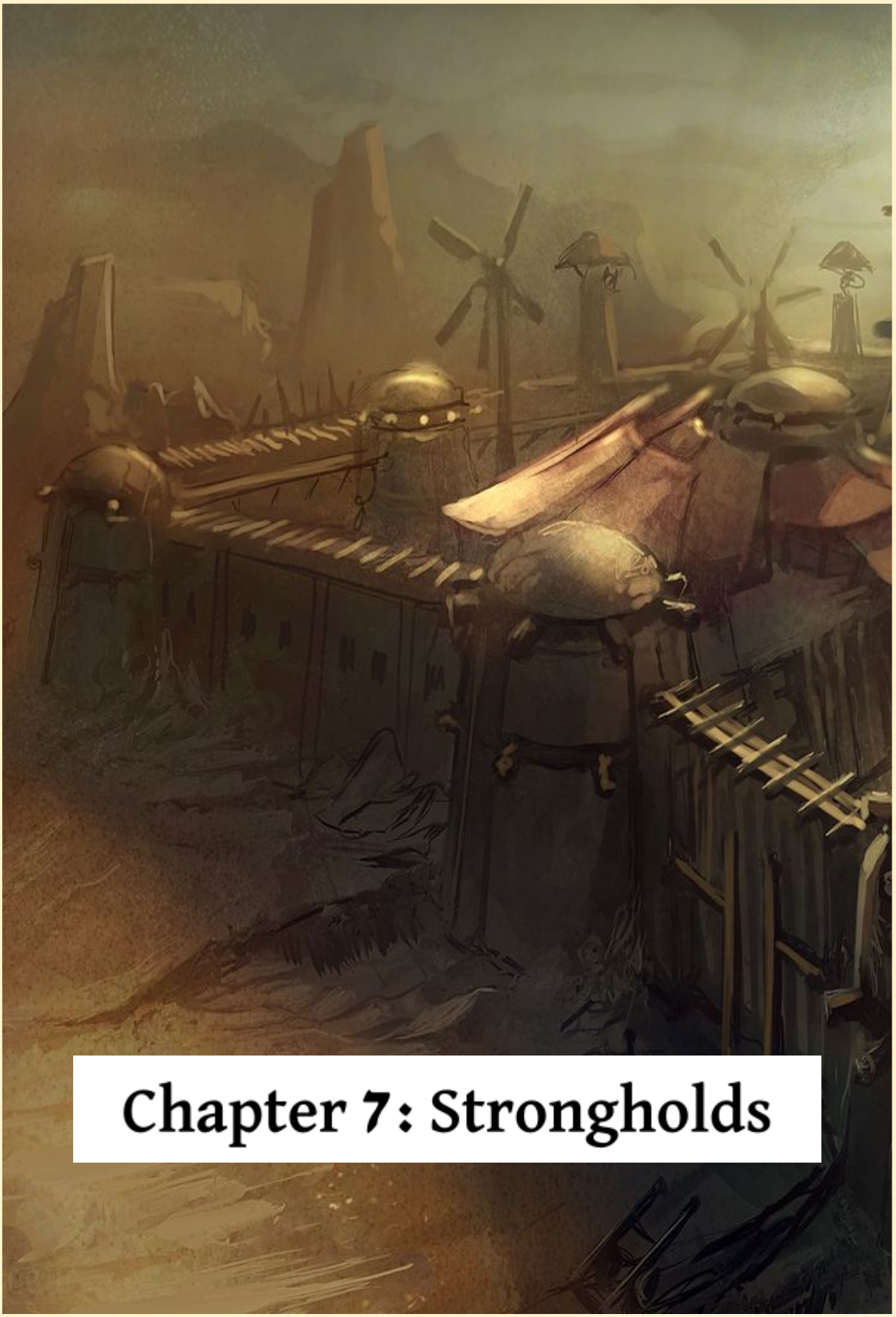
### Slave Morale

Slave morale is always low (**ML: 4**), as even if the owner treats them kindly, they are always concious 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 forbit 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 7: 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 engineer (see ***Specialists, p28***).

**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 infraestructure. 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.