

Dungeons Master's Guide to Dark Sun

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Introduction

This is largely a collection of my own works. I have supplemented my work with a large amount of material from Christopher Wheeler, Alex, Zardnaar, Jonplaywu, The Greatfrito, fallenakriel, Wik, Yancke, Pannarin, Barbarossa Rotbart and Pyromancer999 (From the WotC Boards, the ENWorld Boards and the Athas.org boards). While not all of the work is presented in exactly the same manner, it is still their work and credit should be given where credit is due. Some information has also been adapted from Cam Bank's Races of Ansalon 4th ed Conversion.

Sources I have use for this conversion include all of the 2nd ed Dark Sun Books, the 3rd ed Dark Sun conversion from www.athas.org, Sandstorm and the Expanded Psionics Handbook from my 3rd ed collection.

Adventuring In Athas

Athas is a land where life is cheap and water is the most valuable of commodities.

Athas has been destroyed over thousands of years by the over use of magic, the result of this has been the destruction of the land, and a dying planet. Deserts and Barrens are the most prevalent land formations on Athas, and forests are very rare and savagely protected. Water is very uncommon and day-to-day life becomes a major struggle for everyone who lives in this harsh environment. As a result, many of the denizens of Athas have developed Psionic powers to help them adapt.

DMing Athas

Athas is a grim and dirty world of survival. If you plan on running a campaign based around hunting for treasure and slaying dragons, this is not the campaign setting for you. If you are looking for a world where everything is stacked against the characters, and they must struggle and strain just to survive, then Athas is the perfect location for such a campaign.

Travelling Athas

Travelling Athas is slightly different to travelling in most other campaign worlds; things like dehydrations and exhaustion come to the forefront in Athas, due to the lack of water and extreme heat conditions. All characters should learn to prepare for travel with food, water and backup plans if things go wrong, if they don't they could quickly find themselves dead, and not at the hands of any marauding monster, but from the environmental conditions.

History of Athas

This is the official Timeline of Athas as constructed prior to the end of the Dark Sun line.

Please note that the dates as given are calculated incorrectly and The 1st World's Age should be either Free Year -14577.

The Timeline

1st World's Age (-14,630)

Real's Fury: Creation of the King's Age calendar by the nature-masters based on the rotation of Athas's two moons. Originally titled "World's Age." Original calendar uses "Ocean" instead of "Silt," and "Island" instead of "Desert."

4th World's Age (-14,322)

Ocean's Slumber: Discovery of the nature-benders, corrupt nature-masters who experiment with life in immoral ways.

King's Slumber: First appearance of elemental clerics on Athas.

Enemy's Reverence: Evil elemental clerics form an alliance with the nature-benders.

7th World's Age (-14,091)

Island's Agitation: War between the nature-masters and the nature-benders until Ral's Vengeance of this age. In the end, the nature-benders are defeated along with their cleric allies.

8th World's Age (-14,014)

Ral's Defiance: Nature-masters of Tyr'agi attempt to expand the life force of the ocean and accidentally create the Brown Tide - which brings about the end of the Blue Age.

Friend's Reverence: Surviving nature-masters create the Pristine Tower to destroy the Brown Tide. This action changes the sun from blue to yellow, destroying the Halfling civilization and bringing about The Rebirth.

Island's Agitation: The new races of The Rebirth - humans, gnomes, dwarves, elves, and others - appear across the face of Athas. Great cities such as Tyr, Bodach, and Giustenal are founded to house the new races. Last use of "Island" and "Ocean" on the World's Age Calendar. Beginning of the Green Age.

King's Slumber: Ruler of the rhul-thraun, High Lord Rhan Thes-onel, leaves the Jagged Cliffs to locate any rhulisti remaining on Athas. He never returns.

Guthay's Agitation: First use of psionic powers by the races of The Rebirth.

9th King's Age (-13,937)

Ral's Fury: "World's Age" changed to "King's Age" by the rules of various cities. Dates remain the same.

Ral's Vengeance: First reported sighting of the Messenger by a Tyrian astronomer. The comet appears every 45 years until the 190th King's Age/Enemy's Slumber when the cycle is mysteriously broken.

11th King's Age (-13,783)

Enemy's Fury: Birth of Rajaat the War-Bringer.

55th King's Age (-10,395)

Ral's Reverence: The thri-kreen of Athas, a previously thought unintelligent race; migrate from the Crimson Savannah to the Tyr Region. Though short-lived and alien in appearance, the thri-kreen possesses great wisdom and insight. The current king of Tyr welcomes them with open arms. They give no reason for the migration.

66th King's Age (-9,548)

Wind's Defiance: Mareet, ruler of Saragar, is visited by a time-traveller from the future. He tells the king an impending doom to Athas before disappearing. Obsessed with the warning, Mareet orders his most powerful psionics to breach the time stream and determine the nature of the warning. They are later joined by a third psionics.

Desert's Slumber: The psionics breach the time barrier and learn of the impending Cleansing Wars, Rajaat, and defiling magic. Mareet wants to warn all of Athas, but the psionics disagree and take control of their leader. The three use their formidable powers to shield Saragar from the rest of the world. The Mind Lords are born.

78th King's Age (-8,624)

Friend's Slumber: Current ruler of Urik persecutes the Kreen and orders the death of all their kind in the city. Many thri-kreen across the land leave the cities to live in the wild. Migration of thri-kreen from the west comes to a halt.

81st King's Age (-8,393)

Silt's Agitation: Rajaat arrives at the base of the Jagged Cliffs where he conducts experiments with the powers of life for the next 200 years.

84th King's Age (-8,162)

King's Defiance: After nearly two centuries of experiments Rajaat discovers the basics of magic, but is nearly killed in the process. After recovering he leaves the Jagged Cliffs and travels to the Pristine Tower to refine the magic process, creating defiling and preserving magic. The Time of Magic begins.

87th King's Age (-7,932)

Ral's Slumber: An unknown disaster befalls the city of Celik, which casts it into ruins. Survivors blame the ordeal on the reckless use of psionics.

123rd King's Age (-5,159)

Wind's Fury: The feral Halfling scout Too'lane discovers the Last Tree atop a mountain in the Forest Ridge. This ancient living artefact's location is kept secret by the Halflings.

125th King's Age (-5,005)

Guthay's Reverence: After three eons of study, Rajaat emerges from the Pristine Tower to teach magic to the Rebirth races. He teaches preserving magic openly, and defiling magic in secret to those of "questionable" character. For the next 1,500 years Rajaat studies how magic interacts with the Rebirth races, and decides that humans have the most potential of all to suit his needs.

134th King's Age (-4,312)

King's Agitation: Rajaat begins a jihad against the preservers of Athas for the next thousand years. Preservers across the land go into hiding while fighting a losing battle against the followers of Rajaat.

144th King's Age (-3,542)

Priest's Contemplation: Rajaat sends all but a few of his students away. Using the power of the Pristine Tower and the mysterious Dark Lens Rajaat creates his Champions. Each Champion is ordered to eliminate one specific race from the face of Athas in an effort to bring about the return of the Blue Age. The Cleansing Wars begin.

147th King's Age (-3,311)

King's Slumber: Sacha of Arala, 1st Champion of Rajaat eliminates the last of the kobolds from the face of Athas.

155th King's Age (-2,695)

Ral's Defiance: Daskinor Goblin Death, 14th Champion of Rajaat exterminates the last goblin from the face of Athas

Ral's Slumber: Wyan of Bodach, 12th Champion of Rajaat obliterates the last pixie from the land.

156th King's Age (-2,618)

Friend's Contemplation: Uyness of Waverly (later known as Abalach-Re), 5th Champion of Rajaat slaughters the last of the orcs from the face of Athas.

160th King's Age (-2,310)

Guthay's Defiance: Kalak, 2nd Champion of Rajaat kills the last of the ogres of Athas.

Ral's Reverence: Gallard (later known as Nibenay), 6th Champion of Rajaat massacres the last of Athas's gnomes. Keltis, Lizard Man Executioner arrives at Saragar despite the powers of the Mind Lords. The Mind Lord's cleverness hides the entire population of lizard men from the Champion, and he soon leaves the Last Sea.

Desert's Reverence: The First Sorcerer orders the defiler Qwith to explore the workings of the Inner Planes as a possible means of power.

Wind's Fury: the expanding Silt Sea swallows the great cities of Ebe, Waverly, and Arala, though later it recedes from Waverly. The nearby city of Bodach is spared, but becomes surrounded by silt.

Mountain's Vengeance: The warlord Irikos, the left hand of Rajaat, sacks the city of Bodach-but is killed at the conclusion of the battle. His sword (a creation of Rajaat's), the Silencer, is lost for 2,000 years.

161st King's Age (-2,233)

Ral's Fury: Infuriated at her lack of progress, Rajaat turns research of the Inner Planes over to Qwith's subordinates. Shortly after an accident of unknown origins opens a gate to the Inner Planes, and obsidian flows across the land for hundreds of miles in each direction until the Seventh Tree closes the gate. Thousands die in the disaster. Those killed by obsidian rise as undead through a mysterious power from the Inner Planes. Rajaat's servants arise as the rulers of this land, becoming powerful thinking undead

wizards and psionicists. The Dead Lands are born.

Silt's Agitation: All life across the obsidian plain is obliterated except for the Seventh Tree, which becomes immune to defiling magic. Soon after the undead defiler Gretch discovers necromantic magic to replace the loss of defiling magic. Necromancer magic is born.

162nd King's Age (-2156)

Friend's Reverence: Keltis (later known as Oronis), 10th Champion of Rajaat believes he exterminates the last of the lizard men. In reality several tribes survive, protected by the Mind Lords.

Wind's Slumber: Tectuktitlay, 9th Champion of Rajaat destroys the last wemics on Athas.

163rd King's Age (-2,079)

King's Vengeance: Myron of Yorum is replaced as Troll Scorcher by Manu of Deche, later known as Hamanu of Urik. He is given the sword the Scorcher, created by Rajaat, to complete his task.

164th King's Age (2,002)

Friend's Contemplation: Hamanu, replaced 4th Champion of Rajaat, kills Windreaver-the last troll of Athas and king of his people.

Desert Vengeance: Rkard, the last dwarven king of Kemalok, is slain by Borys of Ebe in mortal combat-though Borys himself is gravely injured. The Champion's attendants spirit him from the battlefield leaving his sword, the Scourge, still buried in the dwarf's chest. Before he can retrieve the sword, Hamanu tells Borys of Rajaat's true plans for Athas. Becoming aware that Rajaat intends to wipe out all races except the Halflings, Borys leads the Champions in a rebellion against their master-from which they emerged victorious. Rajaat's Halfling servants are banished to the Black as punishment for siding with the War-Bringer. Despite their power, the children of Rajaat cannot destroy his mortal remains. Instead, Gallard separates the First Sorcerer's essence from his physical form, placing each in a separate location. Aided by the power of the Dark Lens, Gallard creates the Hollow, where he placed Rajaat's essence. Gallard then creates a cyst of enchanted stone called the Black Sphere in

which he places Rajaat's substance. He then hides the Black Sphere in a location known only to him and Borys of Ebe. Sacha and Wyan, who remained loyal to their master, attempted to breach the cyst before it is hidden away. Their plan is discovered and they are beheaded by Borys. Through the use of the Dark Lens, Borys rewards the remaining Champions by beginning their transformations into sorcerer-kings. This process links each of them to living vortices, which allows them to grant their followers clerical spells. The Champions realize that Rajaat's prison will not hold. Even segmented, Rajaat's power is supreme and he would one day be free. Hence, the Champions once again used the Dark Lens to transform Borys into the Dragon, whose power would keep Rajaat imprisoned for all time. Borys's transformation causes him to become temporarily insane, beginning a century of rampages across the land. In the confusion, two dwarven knights named Jor'orsh and Sa'ram steal the Dark Lens. The remaining sorcerer-kings each claim a city of Athas and barricade it from the rampaging Dragon.

Friend's Fury: Led by Abalach-Re of Raam, the sorcerer-kings storm Guistenal and kill Dregoth, Ravager of Giants just before he is to become a 30th-level Dragon. The battle destroys the city, the land, and most of its population. Afterwards, Hamanu throws the Scorcher into the Silt Sea. With the aid of his high templar Mon Adderath, Dregoth is returned to life as an undead dragon king. The surviving populace is gathered soon after, and construction of New Guistenal begins.

165th King's Age (-1,925)

Wind's Defiance: Borys emerges from his insanity and learns Rajaat's prison is on the verge of collapse. Soon after he collects a levy of 1,000 slaves from each sorcerer-king, using their life force to reseal the First Sorcerer's prison on a yearly basis.

167th King's Age (-1,771)

Ral's Agitation: In an attempt to increase her power, Sielba, Queen of Yaramuke attacks Urik. Hamanu easily defeats her army and personally slays the sorcerer-queen. On the heels of victory, Urik's army sacks Yaramuke and burns the city to the ground. To appease the Dragon's wrath for killing a sorcerer-

queen, Hamanu presents Borys with a levy of Yaramuke's riches-which pleases the beast and spares Urik.

Silt's Defiance: Borys uses the booty gained from Yaramuke to build Ur Draxa, which becomes the greatest city on all of Athas. At the centre of the city Borys places the Black Sphere for him and his city to protect.

Enemy's Reverence: The sorcerer-kings call for a jihad against the druids of Athas. For the next three centuries the blood of druids across the land stains the sands red in what would be known as the Eradication.

168th King's Age (-1,694)

Desert's Fury: After years of study Dregoth finally deciphers Halfling records found in the caverns beneath Guistenal. The end result is the creation of the first generation dray, which Dregoth deems a failure and banishes to Kragmorta.

Friend's Defiance: The thri-kreen prophet Ka'Cha begins the first of several journeys across the Tablelands to spread the word of peace and enlightenment to the thri-kreen, as well as other races.

Guthay's Agitation: After several more failures Dregoth succeeds in his experiments, and the second generation of dray are created in his own image.

170th King's Age (-1,540)

Guthay's Slumber: Dregoth, Ravager of Giants, discovers the planar gate. After a decade of research, he uses the device to travel the Outer Planes of existence for the next 19 centuries.

Wind's Slumber: After being nearly wiped from the face of Athas, the remaining druids of the land go into hiding for the next 1,000 years to a secret location in the Forest Ridge.

171st King's Age (-1,463)

Silt's Reverence: Daskinor Goblin Death slips into insanity following this year's levy, and builds an army to slay the Dragon upon his return the following year. Borys learns of his plot, and not needing the levy to maintain Rajaat's prison never returns. Keltis, Lizard Man Executioner, has an attack of conscience and denounces being a sorcerer-king. Over the next centuries he strives to become

something nobler. Because of the actions of nearby Daskinor, Borys never returns to Kurn and both cities become isolated from the rest of Athas.

174th King's Age (-1,232)

King's Contemplation: In an effort to increase his power, Kalid-Ma attempts to further his dragon metamorphosis to a power near that of Borys of Ebe. The attempt is successful, but his mind is destroyed in the process. The dragon that was Kalid-Ma destroys his city of Kalidnay and begins to move into the rest of the Tyr region. The creature is later slain by the combined efforts of Borys of Ebe, Kalak of Tyr, and Hamanu of Urik. With the loss of Kalidnay, the levy to keep Rajaat imprisoned becomes a firm 1,000 slaves from the seven remaining sorcerer-kings.

177th King's Age (-1,001)

Guthay's Reverence: A powerful Druid named Tehnik creates the four artefacts known as the Hearts of the Drake, and dies in the process.

179th King's Age (-857)

Silt's Defiance: Tarandas of Raam, a powerful psionist and teacher throughout the Tyr Region, disappears without a trace. Her students insist she has ventured beyond her mastery of the Way into realms unseen by lesser beings.

183rd King's Age (-539)

Guthay's Fury: With the aid of a wizard named Besteren, Oronis (formerly known as Keltis) develops the preserver metamorphosis spell to counter Rajaat's vile magic. The spell nearly kills him, but in the end Oronis emerges as Athas's first avangion.

184th King's Age (-462)

King's Fury: Oronis gives the preserver metamorphosis spell to a preserver/psionist named Nerad, who becomes Athas's second avangion.

Wind's Fury: After revealing himself to the Veiled Alliance of Tyr, Nerad is discovered by King Kalak-who in turn contacts the Dragon. Borys later kills Nerad south of Tyr. In his grief, Oronis hides all copies of the preserver metamorphosis spell.

187th King's Age (-231)

Ral's Vengeance: The Silencer is uncovered by an elf named Rimmon in the ruins of Bodach, who uses its power to lead her bandit tribe against the city-state of Balic. She is easily defeated by Andropinis, but the Silencer is again lost.

189th King's Age (-77)

Mountain's Slumber: The Obsidian Man is discovered in the mines of Urik. After returning the artefact to Urik, the sinister device activates and nearly kills Hamanu before he learns to control it with a golden circlet.

King's Defiance: An unnamed psionist discovers the presence of the psurlons, a powerful psionic race of worm-like creatures, on the Astral Plane. With their own world being destroyed a millennia before, a few psurlons migrate to Athas where the psionic nature of the world makes them potent enemies.

Enemy's Agitation: an ex-gliadiator named Vorr recovers The Scorcher from the belly of a silt horror. Soon after Vorr disappears in the Valley of Trevain.

King's Agitation: Andropinis of Balic fails to come up with 1,000 slaves for the year's levy, presenting the Dragon with only 900. In his anger Borys levels a portion of the city and takes the remainder levy from among Andropinis' templars. For the next several years the sorcerer-king of Balic does extensive slave raids across the southern Tablelands to rebuild his slave population so this would never happen again.

190th King's Age

Friend's Vengeance: A templar of Urik removes the golden circlet from the head of the Obsidian Man, which animates and kills him. The artefact is later traced through the streets of Urik, but disappears into the desert.

Desert's Slumber: After years of investigation into the death of Nerad, a preserver/psionist named Korgunard learns of Oronis of Kurn. Though reluctant to have another death on his hands, Oronis gives him the preserver metamorphosis spell-but does not allow him to retain a copy.

Free Year 1

Priest's Defiance: King Kalak of Tyr is slain by the Heartwood Spear through the combined efforts of Rikus, Agis, Neeva, Tithian, and Sadira. Tithian becomes the next king of Tyr and frees all slaves. Tyr adopts the Free Year calendar.

Free Year 2

Wind's Reverence: Hamanu of Urik sends his army to capture the iron mines of Tyr from the upstart king. In response Rikus forms the Crimson Legion and defeats the approaching army while wielding the Scourge of Rkard and the Belt of Kings. Afterwards Rikus takes the Crimson Legion to sack Urik in search of the Book of Kemalok Kings, but is defeated by Hamanu himself. The Crimson Legion is destroyed, though a few survived. Rikus returns the Belt of Kings to Kled, but is told to keep the Scourge. King Andropinis pays an extra 1,000 slaves to make up for Tyr's share of the levy. Aided by the Veiled Alliance of Urik, Korgunard becomes Athas's third avangion.

Free Year 3

Dragon's Agitation: In an effort to protect Tyr from the Dragon, Sadira seeks out the Pristine Tower and its ancient magic. In return for her pledge to slay the Borys of Ebe the shadow giants of the Pristine Tower transform her into the Sun Wizard, giving her power akin to that of a sorcerer-king. Avoiding Tyr, the Dragon attempts to take his yearly levy from the dwarven city of Kled. In the end Sadira and Rikus bearing his old sword the Scourge drive him off. During the battle Neeva gives birth to her mul son Rkard, named for the dwarven king who battled Borys 2,000 year ago. For the next several years King Tithian of Tyr secretly supplies the Dragon with a levy of 1,000 slaves captured from outlying villages.

Free Year 4

Mountain's Fury: The ancient artefact the Psionatrix is activated by the Order, a powerful organization of psionic purists, nullifying psionics across the Tablelands and causing thri-kreen to be driven into an insane frenzy. The avangion Korgunard is slain while trying to convince members of the Order to deactivate the Psionatrix. One of the members, a Halfling named Pakk, consumes the avangion's remains. Deep within the recesses of the Dragon's Crown, the Psionatrix

is deactivated and several members of the Order are slain. The remains of the artefact mysteriously disappear.

Free Year 6

Silt's Vengeance: Led by Queen Trinth, the Githyanki of the Astral Plane discover a way to safely breach the Gray and invaded Athas from the Black Spine mountains. The githyanki's plans are foiled by a group of heroes that travel through the portal and kill the queen. With Trinth dead, the portal collapses.

Free Year 7

Enemy's Slumber: The comet known as the Messenger fails to appear at the prescribe time, and many across the Tablelands take it as a sign of a forthcoming doom.

Free Year 9

Ral's Reverence: Armed with information stolen from the dwarves of Kled, Tithian learns of the location of the hidden Dark Lens with which he can become a sorcerer-king. Agis of Asticles catches up with him and reluctantly aids him in his quest. After the pair retrieves the Dark Lens, Tithian kills Agis.

Free Year 10

Friend's Agitation: Dregoth returns to New Guistenal from the Outer Planes with aspirations of becoming a god. Unsure of the condition of Athas he sends his templars to the surface to learn the state of the Tyr region, learning too late the events that lead to the death of several fellow Champions. Sadira kills Abalach-Re with the broken tip of the Scourge of Rkard on the Ivory Plain. The sorcerer-queen's body is completely consumed by a black ooze leaking from the broken tip. Rikus of Tyr breaks the Scourge of Rkard a second time, this time in the snout of the Dragon. The sword again issues forth a black ichor that completely consumes Borys of Ebe. Tithian uses the Dark Lens to free Rajaat's substance from the Black Sphere, causing his essence to also be released from the Hollow. After 2,000 years of imprisonment the First Sorcerer is once again free. The result of escaping his prison destroys much of Ur Draxa in a grand explosion. In the ruins of Ur Draxa Rajaat battles his former Champions. Rajaat imprisons Andropinis of Balic in the Black, then grabs the Dark Lens from Tectuktitlay of

Draj and crushes the sorcerer-king's skull. The remaining Champions scatter while Sadira steals the Dark Lens and heads for the Ring of Fire. Sadira of Tyr discovers that the key to Rajaan's defeat is his shadow, which gives him substance. Using the Dark Lens, the young Rkard casts a sun spell it magnifying its power ten-fold. The resulting brilliance obliterates Rajaan's shadow and sends his essence back to the Hollow, while the heat of the spell boils his body away. Having been in contact with the Dark Lens as Rkard cast his spell, Tithian becomes mystically connected to the Black and Rajaan's elemental nature. The result is Tithian becoming the Cerulean Storm. Sadira tosses the Dark Lens and the Scourge into the Ring of Fire, placing powerful wards around it so that no one can obtain the artefact and once again free the First Sorcerer. As Rkard's spell lights up the sky, a great earthquake rocks the Tyr Region. The full force of the quake is centered west of the Tablelands beyond the Ringing Mountains. The resulting quake creates the Great Rift, a passage leading to the Crimson Savannah of the Kreen Empire.

Free Year 11

Desert's Fury: The Wanderer discovers the lost halfings, the rhul-thaun, of the Jagged Cliff.

Free Year 12

Priest's Contemplation: After leaving the Jagged Cliffs, the Wanderer travels north and learns of the Last Sea. There he discovers the bizarre land of the Mind Lords. The Coruscation begins, the Day of Light prophesied by the dray when the blood of a thousand unbelievers runs in rivers at the feet of Dregoth. This sign is to bring about the coming of a new age where Dregoth is supreme.

Optional Rules

These are a collection of optional rules I have developed with Dark Sun in mind.

Environmental Conditions on Athas

In most 4th edition games the rule of 3 applies to food, water and suffocation, 3 weeks without food, 3 days with out water and 3 minutes with out air before endurance checks at DC 20 must be made to survive. While the effects and recovery remain the same, the difficulty of surviving on Athas is much higher.

On Athas this is altered slightly. Because of the constant dry heat, players can go a maximum of 2 days without drinking 1 gallon of water and the checks start at DC 25. Several other DC are altered along with this for survival checks.

Athas Condition	Endurance DC
Thirst	25
Heat	27
Stifling Heat	31

Thri-Kreen Thri-Kreen can go 2 extra days to most humanoids before suffering the effects of thirst.

Half-Giant a half Giant must drinks twice as much water a normal humanoid to avoid thirst

Metal Armour If a character is wearing metal armour, his ability to survive in the Athasian wilds is greatly hampered. He must drink twice as much water and his survival check DC's for heat are increased by 5 (making them very difficult indeed)

Action Point Uses

Action Points can be used out of combat to boost skill checks; one action point can be used to give a one-time +10 bonus to any skill check.

New Conditions

Distracted -2 to all attacks and checks

Broken/Retreat The victim makes move/move away from the cause actions each turn until save is made

Shaken A shaken opponent thinks twice about attacking, Initiative drops by 5, -2 to attacks

Staggered You can move at half your normal speed, you are unable to make attacks.

Handy Pages From the DMG

Page 42 – for obvious reasons

Page 158 – Environmental Hazards, Suffocation etc, this includes rules for extreme wether etc.

Tree of Life

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

The greatest trees of life are ancient: many

solitary trees predate the villages around them and others stand in entire groves, a quiet testimony to the great wizards of a bygone age. Present-day priests and wizards still create new trees to enrich the world or, in the case of the defilers, to pervert their powerful life forces to further their destructive, evil ambitions.

A tree of life is, in essence, a living magical item. It stores and channels energies from all four elemental planes. Thus, though wizards can create a tree of life, only clerics and druids can tap its special powers.

Special Powers: Any spell caster in contact with a tree of life receives bonus's to spell and ritual casting while in the presence of the Tree of Life

Rituals and Spells of Divination, creation and Healing have their effective level boosted by 3. This makes the tree of life vital to many tribes, as it is a major source of water creation and healing in the village.

Destroying a Tree of Life: A tree of life has two distinct parts: its physical form and its life force.

The stump, branches, roots, or leaves of a tree of life make up its physical form, and are not inherently magical. The same things that would destroy a normal tree will destroy the physical form of a tree of life (e.g., chopping it down, burning it) with one exception. Neither climate nor terrain affects a tree of life. One will flourish in the middle of the desert or on a rocky mountain face, regardless of drought, severe weather, natural lightning, earthquakes, and so forth.

Destroying the tree is life force is much more difficult. A tree of life, at any stage of growth (even sprout) has 100 hit points (10 levels of 10 hit points each) that can only be affected by life-draining magic.

Defiler magic affects a tree's life force. Every level of defiler magic cast within 100 yards of a tree of life drains one level of life force from the tree. This negates the effect the spell would otherwise have on surrounding vegetation. The life force of a tree of life is completely snuffed if it falls below zero levels or hit points. The life force will not regenerate if either of these numbers falls below zero, in which case both the life force and the physical form of the tree die.

Regeneration Both a tree of life is physical form and its life force regenerate. If the tree is physical form is damaged or destroyed, it will grow back, to full size.

The tree will re-grow at a rate of one quarter of its full size per week. A sprout will appear in one day, grown to a sapling in one week. It will grow to a young tree in two week, then to a full-sized adult tree in three. After four week, the tree of life will revert to its true form: an ancient and mighty tree. No matter how many times the physical form of the tree is destroyed it will always grow back in four weeks.

The life force of a tree of life regenerates one level (10 hit points) per hour. It regenerates even if the life force reaches zero points, but not if it goes below zero.

Trees of life in the World of Athas: Though originally created by wizards to combat the destruction of nature, trees of life are now heavily exploited by defilers, who use the tree is powerful life forces to charge their defiling spells. Sorcerer-kings often have large gardens within their cities, even within their palaces, where groves of trees of life are tended and maintained.

Thus, defilers can exercise evil magic from their citadels without decimating the cities below-a desperate measure to keep their tiny verdant belts as plentiful as possible.

Poisons, Diseases and Drugs of Athas

Esperweed

Esperweed is a small plant that grows natively in the jungles, forests and mudflats of athas. The plant was a drab brown stem with brilliant green leaves and an iridescent red flower.

Esperweed gives a one round boost to psionics if eaten. Any psionic attack made after chewing esperweed gains an extra hit die of damage, and the range is boosted by 1. All other effects of a Psionic power are increased by 1.

Each time Esperweed is used to boost a power the user must survive a will attack at +10 +5/use per day or suffer withdrawal from the weed. Withdrawal leaves the character in a weakened state and all Psionic powers have a -1 to attack and damage.

Fear / Madness

Fear and Madness operate like a disease. Being bloodied gives an enemy bonus's to intimidating you. Intimidate equals an attack on your will power, affecting your ego (much like a war of words does)

Fear						
<i>A shock leaves you quaking in fear, sometimes unable to move, sometimes causing you to run and cower.</i>				Attack d20+half level vs. Will Continued attacks vs. Will move you down the chart, saves move you up the chart.		
Fear Removed Any effects are removed barring permanent effects (Such as mental illness)	<	Initial Effect: The target is	<	Cowered , you are glued to the spot, unable to move. You have the Immobilised condition.	<	Break and Run , The Target will break and run until a save removes the effect. You use two move actions to move in the opposite direction to the source of fear. Save removes this effect.
	>		>		>	Broken , This is the stage that can have long lasting effects, reaching this stage can lead to mental anguish and even defect. You have the Helpless effect as you cower in fear. A Save removes the effect.

The Fear Attack Roll: The creature makes an attack vs. Will. So the attack will be d20+half level vs. will. Certain creatures have bonuses to these attacks, also some phobias and mental illness can affect these attacks as well.

An enemy creature can choose to inflict a fear roll on you by using Intimidate, or using a power with the Fear keyword.

Automatic fear checks are made when you are hit by a critical hit and when you reach the bloodied condition.

The Save Fear saves are made as a normal save.

Madness

A failed save at the final level of the condition chart for fear results in a phobia. The phobia will normally be related to the cause of the fear. For example, if a character nearly drowned he could develop a fear of water, a near death experience from spiders can develop in arachnophobia. This is primarily a role-playing tool with no serious side effects.

The only mechanical result of a phobia is fear check being made against the character using his phobia are made at +5 and having to make a fear check upon encountering his phobia. For example, Bob the Fighter has a phobia of spiders, upon encountering a spider he must survive a fear check at +5, once he is bloodied or suffers a critical hit from a spider attack he has to make further fear checks with the spider receiving a +5 to its fear attack roll.

Critical Hits

Critical Hit Additional Effect Chart

When a critical hit is landed, the victim must make a Save, if the save is successful, the victim takes the normal double damage. If the save is unsuccessful, roll on the following tables.

Process for calculating a critical hit.

Step 1 – Roll a natural 20 on your attack roll!

Step 2 – Victim makes a save, a successful save results in the normal double damage effect, a failed save results in rolling on these charts

Step 3 – Roll a d10 to determine Hit Location

Step 4 – Determine weapon size/caster level vs. target

Step 5 – roll d10 to determine armour damage

Step 6 – roll d10 to determine wounds

Step 7 – roll on chart to determine additional effects and wound (if any)

Weapon Size And Effect

Weapon vs. Target Size Effect	Dice
Weapon size is < target size	1d6
Weapon size is = target size	2d4
Weapon size is > target size	2d6
Weapon is two sizes larger	2d8

Magic vs. Target level Effect

Caster vs. Target level Effect	Dice
Caster is 5 levels below target	1d6
Caster is 4 levels below to 1 level below target	2d4
Caster is of equal level or up to 4 levels above target	2d6
Caster level is 5 or more level above target	2d8

Hit Location

d10 Humanoid	d10 Monster/Animal
1-2 Right leg	1 Right foreleg/wing
3-4 Left leg	2 Left foreleg/wing
5 Abdomen	3 Right hind leg
6-7 Torso	4 Left hind leg
8 Right arm	5 Tail (A roll of 1-5 results in tail for Snake like creatures)
9 Left arm	6-7 Abdomen
10 Head	8-9 Torso/chest
10 Head	

Hit Severity

Severity of Hit

1	Shaken (Save Ends)
2	Staggered (Save Ends)
3	Knocked Prone
4	Blinded (Save Ends)
5	Slowed (Save Ends)
6	Dazed (Save Ends)
7	Weakened (Save Ends)
8	Stunned (Save Ends)
9	Unconscious (Save Ends)
10	Amputation/Crushed/Destroyed
11	Dying
12+	As 12 above with triple damage instead of doubled.

Armour Damage

Critical Hits have a 1 in 10 chance of damaging armour in the location rolled for hit location, If the location is an arm or leg it causes a -2 to AC, torso, abdomen -3 to AC until armour is repaired. A skilled workman for a fee can repair Armour or a character can do it if Armour repair or something similar is in his background. Using page 42 to determine DC's is advisable.

Wounds

Critical Hits also have a 3 in 10 chance of leavening a wound. When rolling the severity of your hit below, if wound has been suffered a roll of 1-5 is a Minor Wound, a roll of 6-9 is a Major Wound and a roll of 10+ is a Severe wound

* When a wound is rolled, if it is an arm that is hit any item, weapon or shield carried in that arm is dropped.

Minor Wound Minor injuries cause a minor grievance to a person trying to do normal things. As such all Checks are made at a -1 until the wound is healed. Injuries of this type can be healed by a *cure light wounds* spell. Struck areas heal naturally in 2d6 days.

Examples of Wounds: Grazed, Chilled, Singed, Bruised, Blackened, Stuck, Blistered, Shallow Cut.

Bleeding from a Minor Wound A character with minor bleeding results in 2 ongoing damage until the wound is magically healed or bound. In addition, there is a chance that minor bleeding will stop on its own. The character may roll a saving throw each time he suffers damage from minor bleeding; if he is successful, the bleeding stops.

Anybody can stop minor bleeding by applying a bandage or otherwise addressing the injury. This takes 1d6 combat rounds or a single one-minute round

Major Wound Wounds of this severity can trouble a character for weeks; typically these wounds will take 10d6 days to fully heal. A *cure serious wounds* spell can also repair the injury. Injuries almost always entail serious combat penalties for the wounded character.

Injured arms, legs, or tails reduce a character to 75% of his normal hit points. An injury to the abdomen, torso, or head reduces a character to 50% of his normal hit points. A 25-hp character with a chest injury can have no more than 13 hit points until his injury is healed (and could have a lot less than that if he continues to suffer damage!)

Examples of Wounds: Injured, Torn, Burned, Wilted, Frostbitten, A Deep Cut.

Bleeding From a Major Wound: Major bleeding results in 5 ongoing damage until the wound is magically healed or bound. Left untreated, major bleeding can easily cause a character's death.

Major bleeding can be stopped by a *cure light wounds* spell (the victim recovers hit points, too), the healing of 5 hp of damage by any other magical means, or by a successful use of the healing proficiency. If an untrained character binds the wound, make a Heal check for the would-be medic (DC determined by level see page 42). If he fails, he is unable to help. If he makes the check, the bleeding is reduced to minor.

Severe Wound Limbs that suffer this kind of catastrophic injury may never be usable again; hits to the torso, abdomen or head of this magnitude are often lethal. If the victim survives, he will never naturally recover to his normal self. A limb damaged this way will be useless for the rest of his life, and hits anywhere else will leave the victim incapacitated. The victim will be bedridden for at least one to eight (1d8) months before he can even regain a semblance of mobility.

A *cure critical wounds* spell can repair the damage of this kind of injury. In addition, the bones of the affected area (if any) are assumed to be broken and may require another application of healing magic to repair.

Destroyed shoulders, hips, or limbs reduce the victim to 50% of his normal maximum hit points. Any other wounds of this magnitude reduce the victim to 25% of his normal total.

Examples of Wounds: Crushed, Severed, Amputated, Withered, Destroyed, Incinerated, Dissolved, Shattered or Frozen.

Bleeding From a Severe Wound: Severe bleeding causes the victim to have 15 ongoing

damage. Needless to say, this is extremely lethal.

A *cure light wounds* spell will reduce severe bleeding to major bleeding; a *cure serious wounds* spell reduces it to minor bleeding; and a *cure critical wounds* or heal spell stops it altogether. An untrained character has no chance to bind a torso, abdomen, or head wound with severe bleeding, but a successful use of the healing proficiency (Using a very difficult DC from page 42) reduces severe bleeding to major bleeding.

Critical Fumble

When you roll a natural 1 you fumble at a critical juncture, this leaves you open to an attack of opportunity from an opponent, or your opponent can shift 1 square as a free action. Also, if you are using a weapon of inferior quality (i.e. *A weapon made of Bone or Obsidian that would normally be made of metal*) there is a 1 in 20 chance that you will break your weapon.

Magic on Athas

Athas is a land of little magic; users are universally feared and hated (and in most cases with good reason). Magic has destroyed the once verdant planet of Athas, and because of this, the day-to-day life of an average Athasian is far harder than that on any other campaign world. Magic Users are treated as witches and defilers, and are usually subjected to brutal mob justice... if the templars don't get them first.

Preservers and Defilers

Most wizards on Athas fall under the category of Defiler (one who drains the land for his own nefarious arcane needs) or preserver (wizards who have learned to be careful about draining life from the planet for casting)

To the average citizen, there is no difference and they are all responsible for great evils. As a result most wizards are secretive, whether they work for themselves, the Sorcerer-Kings or the Veiled Alliance, they tend to try and hide from the public. Many have even trained to hide their spellcasting and disguise it as Psionic ability.

Psionics

Psionics are the most common kind of magic on Athas, by far. Anybody and anything can have latent Psionic energy, courtesy of evolution and the need to survive on this harsh world.

Elemental Clerics

Clerics tend to be looked upon with awe and respect outside of the city-states walls. They are most often shamans and witch doctors, respected by tribesman for their ability to

command the elements and make life in general easier for people.

Inside the City-States they are looked upon with a wide variety of opinions, some see them as healers and prophets, others see them as more magic users destroying the planet.

Templars

Templars are the servants of the Sorcerer-Kings. They channel their "divine" magical abilities through their despotic masters. The people within Athas' city-states fear and despise them, some look at them as protectors, but far too many of them are corrupt for them to be received favourably.

Primal Magic

Many tribesmen on Athas revere primal Magic, many see these casters as witches and totemistic shamans that while wise as they are, they can also be fickle and one should tread carefully in their presence.

Athasian Magic Item Economy

Athas is low magic; it is not like other campaign world where magic items more or less grow on trees (well potions grow on trees. but that is different).

To limit the use of magic items in Athas I suggest using the following table to adjust characters attack, damage and armour class. Should a character pick up a magic item, this power adjustment should adjust accordingly.

PC Level	Power Adjustment
1 st -5 th	+0
6 th -10 th	+1
11 th -15 th	+2

16 th -20 th	+3
21 st -25 th	+4
26 th -30 th	+5

e.g. Rikus at 21st level picks up a +2 Datchi Club, when using this his power adjustment for Attack and Damage is reduced to +2, with the +2 bonus from the club it does still balance.

Using this system removed the games reliance on magic items all together, making it possible to play a game with little or even no magic items.

Treasure Parcels

Reducing the number of magic items and money in the game also affects the treasure parcels. Using this system you can magic items out of the parcels all together, making them primarily plot device items, and very rare. They can be replaced with items like Potion Fruit, Water and other rare commodities, or even treat a Magic Item treasure parcel as the PC receiving no treasure. (Even Metal Weapons make a nice substitute for magic items.)

In place of gold pieces, it is obvious to use ceramic pieces, but I would treat it more as commodities than piles of ceramic pieces, things like spices, iron ore etc are far more "dark sun" than having piles of treasure around. This also helps limit players in what they can take, because of the weight and size of moving these items.

As a rule of thumb, I would have about 50% of the treasure value in ceramic pieces (*i.e. if the parcel has 470gp, I would have 235cp and the rest in commodities*)

Ritual Casting

Rituals are primarily a story element. We see them presented with a stat block, a GP price, a level requirement, eyes glaze over, and the resultant complaint is that they take too long to cast (often true), or are too expensive for the effect. Like everything else in 4th edition (much like 1st edition) it is a guideline. GP is simply a measure of how much pain should be inflicted (literally maybe). A DM who understands Rituals will realize that they are goldmines of story and flavor for any character using them. The DM needs to first decide what the GP cost represents whether it is 1) time invested in the

preparation of materials outside of the actual ritual, 2) a straightforward material cost, or 3) payment for services indirectly related to aspects of the ritual. Once the meaning of GP is discerned we can alleviate the cost by 1) gathering materials for the ritual instead of buying them, 2) doing someone a favor in return for ritual materials, 3) traveling to an appropriate location to cast a ritual, 4) requiring a group activity (need to hire participants), 5) questing for materials, 6) performing actions sympathetic to the themes of the ritual to build up a "karmic" reserve, 7) any other potential story element appropriate to your characters particular style of casting (and yes you can Wizards from different places or even just different teachers cast the same ritual in completely different manners if you want, you can even have the details of ritual change based on where and when you are).

By using Rituals in this manner you alleviate the cost by making its fulfillment a group effort, or simply additional things for individual players to do during down time. The world becomes more magical because anyone can be a Ritual Caster, and these rituals may involve everyday common actions. Magic winds up being everywhere if you know how to look.

As to the too slow casting issue, I have resolved it in the following manner. By comparing your current level to the required level of the ritual. If you are equal to or higher but remain in the same tier, the casting time remains the same. If you are higher and are in the next tier of play casting time is halved. For example Knock is level 4 and normally requires 10 minutes to perform. If the caster is between level 4 and 10 it operates as it is written. If the caster were between level 11 and 20 it would take 5 minutes to cast. If the caster was level 21 and above it would take 2 1/2 minutes to cast. This is the first level of time reduction I allow. It has the benefit of allowing high-level characters cast low-level rituals quicker than normal.

I follow this up with a further reduction in time based on the skill required to cast it. For each -5 penalty to your skill you can half the time again. How many penalties you can take is once again based on your tier. Heroic 1, Paragon 2, Epic 3. So once again using Knock as an example between level 4 and 10 we can take a -5 penalty and cast it in half the time. Between level 11 and 20 we can take a -10 penalty, and for level 21 and up we can take a -15 penalty. So our 21st

level caster could ultimately cast Knock in roughly 16 seconds, so 3 rounds at a -15.

Healing Surges cannot be used to shorten the ritual but they can be used to replace components (GP), or to strengthen a ritual. At the cost of one healing surge a ritual caster may add a +5 bonus to any relevant skill check or chart comparison, without any limits. Yes you can bleed yourself dry to succeed at something vital by boosting your chance for success or even cast a ritual without the appropriate materials. The GP cost reduction from using healing surges has been kept fairly abstract. Heroic Tier 1 healing surge, Paragon Tier 3 healing surges, Epic Tier 5 healing surges. Healing Surges are particularly appropriate as they introduce a sacrifice of life force for the completion of a spell.

This of course leads us to the potential of animal, and humanoid sacrifice, a wonderful slippery slope of role-playing opportunity. Just how far will your Wizard go for the rarefied realms of true arcane power? How many people must die for the Warlord to cement his dynasty in blood? It becomes particularly terrifying when you look at things in the real world as examples of what could be done as ritual casting: the Great Wall of China, the Pyramids, Stonehenge, Machu Picchu, etc. Physical elements, mixed with blood to achieve near "impossible" tasks. Of course in a fantasy context the Great Wall is built in days, the Pyramids appear overnight, Stonehenge builds itself as the monolithic slabs of rock animate themselves, fueled by the life force of hundreds, thousands, more. Slowly a willing sacrifice to their gods, or quickly the unwilling victim of a power mad tyrant.

Observing some real world mysticism can do other things that can be done to enhance the flavor of Rituals. The phases of the moon, sun, and other celestial bodies could affect the casting of rituals. Are there ley lines in your world, dragon lines, and locations of power? All of these can be used by a DM to boost the power, speed up, reduce the cost, or even be a base requirement for a ritual to be cast. Some rituals might only be able to be cast during a blue moon, while Draco is ascendant, at a particular confluence of magic power, or during a once in a lifetime alignment of celestial bodies. The Ritual system of casting spells has only had its surface scratched in publication, most of it has been left in the hands of DM's to really flesh out as needed for their own campaigns.

Ritual Books

Paper and parchment is extremely scarce of Athas, so ritual books are made in a number of inventive methods, they can be carved on Ivory or Stone, Knotted into giants hair or even be tattooed directly onto the caster's skin

Artifacts of Athas

Cosmology

The Astral / The Gray

The Gray is a buffer zone on Athas that acts as barrier between Athas on the Prime Material Plane and the Ethereal and Astral Plane. It is much weaker on the ethereal side where it is easier to breach. On the Astral side it is almost impenetrable. Spell casters seeking access to these planes (or the outer and inner planes beyond) must roll to attempt to Breach the Gray. Also, the dead of Athas end up here after they die where they are caught in an eddy and gradually fade away to nothing, when someone asks them where they are (when they are in the Gray) they reply "nowhere" and when asked who they are they reply "no one." They can however prolong their existence by dedicating themselves to a cause, which is greater than them. Also, the Thri-Kreen of Athas supplement states that the Thri-Kreen have a heaven in The Beastlands (Happy Hunting Grounds) and a cold hell in Baator (the nine hells), which are both outer planes. How they escaped being trapped in the Gray and avoid it is unknown.

Many of Athas's strangest visitors come from this realm too wreak havoc upon the populace of this parched land.

Shadowfell / The Black

The Black is a shadow dimension that exists inside all matter, in the absence of the light in shadows. The shadow people reside here who are descendants of Rajaan's Halfling servants. They can be called into service by someone giving them obsidian orbs as payment (which they use as eggs for more shadow people). Shadow people on Athas are extremely cold to the touch despite Athas's extreme heat, and cannot survive without light to give them substance. It pains them to be in weak light and no light causes them to cease to exist.

The Hollow

The Hollow is a simple void that exists beneath the Black on Athas. It is Rajaat's former and current prison. There is a contradiction as to whether it is a natural place or created by the Champions. Hamanu in the Cerulean Storm states that "Beneath the Black is the Hollow, where nothing is missing because nothing remains, not the future, not the past, not even the Gray, nothing simply nothing". This would seem to imply it is natural. In Rise and Fall of a Dragon King, Nibenay suggests creating the Hollow beneath the Black, where neither shadow nor light exists, or can exist therefore nullifying Rajaat's use of the Dark Lens from there, and rendering him trapped.

The Feywild

To the average citizen of Athas the Feywild is a mythical place, something akin to the fountain of youth. It is something that everybody strives for, but can never actually reach. Most believe the Feywild is something so perfect to ever possibly exist, it is something that can only be reached through dreams, hallucinations and mirages. A bedtime story for children, and something only the crazy would consider being real. It is something that creates hope in the young, while at the same time draining that hope away as it is realised it can never be reached. Even the Sorcerer Kings deny the existence of such a place as being myth.

The Feywild is a parallel world that has been untouched by Defilement. It is a lush green world that is a snapshot of Athas as it once was, and how it could have been, but now only has a tenuous connection to Athas. The use of defilement is slowly moving the Feywild further and further away from Athas, as the two worlds become more and more alien to each other. The few surviving forests are points where the connection is stronger. The use of Defiling magic is actually destroying the Athasian connection to the Feywild.

The only access point to the Feywild used to be through mirages, but now even those are just temporary windows for people to look at what once was. Only the most powerful Avangion is allowed any access to the Feywild, and even then it is on the most limited of basis, the mysterious powers that rule the Feywild have shut it off from Athas for its own protection. If it can be reached by anybody on Athas, it could be reached by the evil sorcerer kings and defilers,

so it is better not to let anyone have access. The feykings only allowing the tiniest, and briefest of windows to appear allowing people a small glimmer of this paradise.

The Primordial Chaos

The primordial chaos is a realm where all of the Elements collide in absolute anarchy. This is the source of Cleric powers. It is home to all manner of Elemental creatures.

Tyr and Beyond, A Regional Overview

The Physical World

Once a blue planet teeming with life, Athas has since been stripped of its fertility by the use of corrupting magic known as Defiling, and the decay of its sun. It is a sunburnt land forsaken by the gods, water, and hope. The natural resources have been depleted and a lack of metal has resulted in the use of wood, obsidian and bone for weapons, tools and common equipment. In such a harsh and unforgiving land, even the most mundane of creatures have developed psionic abilities in the constant struggle of survival of the fittest.

In such a world as Athas, a death by natural aging is considered to be a great achievement and an event worthy of celebrations.

Geography

Sea of Silt

Water has long since ceased to flow on the surface and can only be found in the last sea, some oases, tiny lakes and streams, as well as west of the Ringing Mountains in the Forest Ridge. Not only are the mountains nearly impassable (the name Ringing Mountains refers to the lightheaded feeling one feels from lack of oxygen when traversing them) but the Forest Ridge is the home of Halflings, which in the Dark Sun world are small creatures that live in tribes in the forest and do not hesitate to capture and eat intruders to their realm. This makes the prospect of going west across the mountains a near impossibility.

In the place of an ocean, the world of Athas, due to defiling magic, has a sea composed entirely of silt. The silt is incredibly dangerous as it is not capable of supporting the weight of humanoid creatures, and the particles themselves are

extremely fine and get into the lungs quite easily. A strong wind from the Silt Sea can cause people from nearby villages to have to remain indoors all day, though with a certain amount of water some people often make use of a mask-like object called a slitter which is placed over the mouth and nose and kept wet in order to help the user breathe.

The silt actually becomes hard-packed a few metres below the surface, but this is of no help to a human as the level within the first two metres is extremely loose and fine. However, giants often make use of the packed silt roads further below and can be seen wading chest-deep through the silt. Humans have sometimes built crafts that can navigate these silt roads much like giants do, though the going is much slower and both humans and giants still have to deal with the creatures that live in the sea.

There are also shipfloaters, which are psionicists who, through use of a large obsidian orb to focus their power, can telekinetically levitate and sail the ship as if it were sailing through water.

The Tyr Region

The Tyr region is a region of Athas encompassing hundreds of square miles, and stretches from the Hinterlands in the West to the Valley of Dust and Fire in the East within the Sea Of Silt, to the Dead Lands in the south, and the Troll Grave Chasm to the North, it contains all but two city states of the sorcerer-kings, former Champions of Rajaat.

City States

The rulers of the isolated city-states are called Sorcerer-Kings and, in most cases, are secretly the Dark Sun equivalents of dragons. Templars can serve and worship these Sorcerer-Kings as a source for their spells (which are actually granted by something known as a living vortex), while Clerics worship Elemental forces (Air, Fire, Water and Earth) and Druids follow powerful entities known as Spirits of the Land.

The campaign setting of the Dark Sun world generally takes place in the Tyr Region of the world of Athas, an area that spans from the Silt Sea in the east to the Hinterlands in the west and a bit beyond, plus south to the dead lands and north to a certain extent. There are cities further to the north and the south but the land is extremely unfriendly and most people do not wish to risk a journey of such length, and the

location of other cities beyond the region is uncertain at best. As a whole, life within the Tyr Region itself is hard enough, and though characters in the campaign setting begin on a much higher level than those of other campaigns, this is also accompanied by a severe practicality, that risking one's life for adventure or altruism is a foolish notion, and survival from day to day takes precedence.

Bodach

The city of the undead and the location of the Sage, 30 miles south west of salt view. The once beautiful city is now overrun by the undead, protectors of the secret treasure.

Balic

The southernmost city of the Tyr Region, formerly ruled by the sorcerer-king Andropinis. It is situated on the edge of the Silt Sea, and is the only city in the region to have a tradition of elected government. Compare with Ancient Greece.

Draj

Located on a vast mud flat in the north-eastern area of the Tyr Region, Draj was formerly ruled by the Sorcerer-king Tectuktilay, but after his death at Rajaat's hand in Ur-Draxa he has been replaced by his putative son, Atzetuk. Inspired by the Aztecs.

Gulg

Ruled by the forest-goddess, Lalali-Puy, Gulg is unique among the city-states due to its construction from living materials of the forest instead of stone and brick. Inspired by Africa.

Nibenay

Nibenay is located closer to the centre of the Tyr Region, just to the east of the city-state of Gulg. A sorcerer-king called simply "the Shadow King rules Nibenay" and he is the most reclusive of them all. The Shadow King will often stay out of sight for years or more due to lack of interest in governmental affairs and having other more important projects to work on. Inspired by China.

Raam

Formerly ruled by the sorcerer-queen Abalach-Re, Raam was fermenting with revolt even before her death and is now filled with chaos, an armed camp divided among various struggling factions. Inspired by India.

Tyr

Tyr is located just to the east of the Ringing Mountains. The sorcerer-king Kalak ruled Tyr until his overthrow on the verge of his ascension. It is now the only free city of the region, banning the practice of slavery. It shares much in common with its historical quasi-namesake Tyre, including a monopoly over purple dye.

Urik

Ruled by the totalitarian Hamanu, Urik has become a closed city since the Great Earthquake, only rarely sending out trade caravans and remaining otherwise sealed. Inspired by Babylon and Uruk.

The Jagged Cliffs Region

The Jagged Cliffs area is another region of hundreds of square miles of Athas, north of the Tyr Region, and Extends from the Crimson Savannah to the West, The Sea of Silt to the East, and the Burning Plains to the North.

The Last Sea

The Last Sea is the last large body of water on Athas, and is a throwback to the Green Age of Athas, as it was preserved during the Cleansing Wars by the mysterious Mind Lords - psions of a calibre of the age of Athas's pinnacle of psionic power. They still rule the valley region of the Last Sea, called Marnita, but have moved their minds into obsidian orbs hidden in the city of Sarangar. Their immense age (over nine thousand years and counting) and the lack of physical sensation have driven the various Mind Lords to dementia.

The Crimson Savannah

An area of vast plains with sharp bamboo-like plants, inhabited by the various Kreen races (mantis-like humanoids).

Eldaarich

City of the former champion of Rajaat, Daskinor Goblin Death. The city is more like a prison due to Daskinor's paranoia.

Kurn

City of Keltis (Oronis), a sorcerer-king who abandoned the draconic transformation path and instead turned to preserving magic to become an avangion. Oronis moved most of his populace into "New Kurn," a hidden and disguised city that is rigorously policed to keep it safe, while "Old Kurn" is little more than a shell and a set of

illusions to prevent outsiders from realizing the changes that have transpired.

The Dead Lands

The Dead Lands is an area of a vast obsidian plain to the South of the Tyr Region, inadvertently created by the Defiler Qwith, an agent of Rajaat studying the inner planes.

Threats of Athas

NPC Personality Archtypes

Citizen Most Athasian citizens live within city walls and rarely (if ever) travel out side of them. They usually live in fear of templars and wizards and celebrate gladiators and great warriors. Templars because they can make a freeman and slave at will, and wizards because their terrible powers are capable of turning the world to ash. If in great enough numbers, citizens will lynch suspected wizards.

Mercenary Athasian mercenaries are tough, cruel and violent individuals, one has to be to survive their lifestyle. They spend their lives selling their services to nobles, merchants and sorcerer kings, whoever are the highest bidder. This often brings them into direct, armed conflict with former friends, who they will kill without a second thought.

Merchant Merchants on Athas are usually crafty individuals who will go to great lengths to make a profit. They will resort to stealing, bribery, and even slavery to turn a profit. Most people do not trust them, and rightfully so.

Noble Nobles on Athas are decadent and naïve. They care not for the plight of the commoner or the slave; they believe there station in life is near unassailable and that their noble birth gives them the right to behave as buffoons. In reality they are pawns of the sorcerer kings, who use them at their whim.

Slave Slaves are usually downtrodden and used to cruelty. Many of them believe it is their lot in life to be a slave, and look forward to very little. The occasional slave that dreams of more, usually escapes or dies trying too.

Sycophant Sycophants are lesser nobles and advisors who spend their entire living pandering to more powerful nobles and

templars. They are yes men, even though they are usually intended to fill the role of an advisor.

Templar Templars are enforcers of the Sorcerer-King's laws and also their right hand men, they fill nearly every official role within a city, from administrators all the way through to commanders of the armies and high priests. They wield power unparalleled among the humanoid residents of the city-states. They are capable of accusing anybody of nearly any crime they like and they are usually highly corruptible.

Tribesman are rugged raiders from the desert, whether they are elves hunters and raids or the fierce warriors of a slave tribe, they are used to scratching out a meagre living within the structure of the tribe. They understand the violence required to survive sometimes, and they also understand that everyone in the tribe has an important job, no matter how small it should be, that must be done in order for the tribe as a whole to survive.

Tribes, Clans and Merchant Houses

The Athasian wilds are inhabited by a multitude of dangerous and unusual beasts. The best chance most humanoids have to survive in these wilds is by banding together for common protection. The expansive deserts of Athas are stalked by a multitude of cunning Elven Tribes, savage Salve tribes and conniving Merchant Caravans owned by the powerful merchant houses.

Merchant Houses

Dedy's Consortium

Region: Draji
Alignment: Unaligned
Tribe Business: Anything
More Information: Dune Trader pg 6

House Amketch

Region:
Alignment:
Tribe Business:
More Information:

House Ardian

Region: Village of Wallis
Alignment: Unaligned

Tribe Business: Gold
More Information: Dune Trader pg 39

House Fyra

Region: Village of Salt View
Alignment: Unaligned
Tribe Business: Salt
More Information: Dune Trader pg 40

House Ianto

Region: Tyr
Alignment: Unaligned
Tribe Business: Iron, Silk, and Fabrics
More Information: Dune Trader pg 41

House Inika

Region: Gulg
Alignment: Unaligned
Tribe Business: Rare and Expensive Items, Kola Nuts, Spices, Gems, Feathers, Small but Expensive items
More Information: Dune Trader pg 6

House Klethira

Region: Urik
Alignment: Evil
Tribe Business: Obsidian, Slaves
More Information: Dune Trader pg 41

House Lamnos

Region: Nomadic
Alignment: Unaligned
Tribe Business: Anything
More Information: Dune Trader pg 42

House M'Ke

Region: Raam
Alignment: Good/Good
Tribe Business: Metals, Food, Weapons, and Obsidian
More Information: Dune Trader pg 10

House Shom

Region: Nibenay
Alignment: Evil/Evil
Tribe Business: Obsidian, Rice, Water, Wood, Weapons, and Art
More Information: Dune Trader 16

House Stel

Region: Urik
Alignment: Unaligned

Tribe Business: Weapons, Ceramics, Iron From Tyr, Slaves, Gold, Stolen Cargo, and Kidnapping
More Information: Dune Trader pg 20

House Sysra

Region: Great Aluvial Sand Wastes
Alignment: Unaligned
Tribe Business: Anything
More Information: Dune Trader pg 43

House Tsalaxa

Region: Draj
Alignment: Evil
Tribe Business: Hemp, grain, Artwork, Ornate Weapons, Slaves, Contraband
More Information: Dune Trader pg 25

House Vordon

Region: Kalidnay/Tyr
Alignment: Evil/Unaligned
Tribe Business: Iron From Tyr, Slaves, Artwork, and Textiles
More Information: Dune Trader pg 29

House Wavir

Region: Balic
Alignment: Good
Tribe Business: Anything except Slaves
More Information: Dune Trader pg 34

Renythi League

Region: No Main Base
Alignment: Unaligned
Tribe Business: Anything
More Information: Dune Trader pg 42

Elf Tribes

Clear Water

Region: Nomadic
Alignment: Good
Tribe Business: Ordinary Items, Contraband
More Information: Dune Trader pg 45

Night Runners

Region: No Region
Alignment: Evil
Tribe Business: Espionage, Theft, Kidnapping, Smuggling, and Assassination
More Information: Elves of Athas pg 81

Shadows

Region: No region

Alignment: Unaligned/Good
Tribe Business: Information, Bartering, Espionage, Assassination, theft, Extortion
More information: Dune Trader pg 57

Silt Stalkers

Region: Eastern Portion of the Tyr Region
Alignment: Chaotic Evil
Tribe Business: Raiding/Plundering
More Information: Elves of Athas pg 74

Silver Hands

Region: Silver Spring Oasis (Urik to Tyr)
Alignment: Unaligned
Tribe Business: Merchants
More Information: Elves of Athas pg 62

Sky Singers

Region: Ivory Triangle (Tyr-Nibenay)
Alignment: Good
Tribe Business: Traders
More Information: Elves of Athas pg 45

Swiftwing

Region: Gulg
Alignment: Good/Good
Tribe Business: Raiders, Contraband
More Information: Dune Trader pg 51

Water Hunters

Region: Utbo Grove, Sandy Wastes, And Rocky Badlands
Alignment: Unaligned
Tribe Business: Hunter-Gatherers/Herders
More Information: Elves of Athas pg 69

Wild Dancers

Region: Great Alluvial Sand Wastes (Tyr to Balic)
Alignment: Unaligned
Tribe Business: Herders, Small Business Trade
More Information: Elves of Athas pg 57

Slave Tribes

Black Sand Raiders

Region: Western Tyr
Alignments: Chaotic Evil
Tribe Business: Slaving, Raiding, And Plundering
More Information: Slave Tubes pg 49

The Free

Region: The Great Alluvial Sand Wastes (Between Urik and Tyr)
Alignments: Unaligned
Tribe Business: Attacking Slavers
More Information: Slave Tribes pg 23

Krikik's Pack

Region: Mountain's north of Raam
Alignments: Unaligned
Tribe Business: Hunting, Raiding
More Information: Slave Tribes pg 43

Salt View

Region: The Great Ivory Plain, Between Gulg and Nibenay
Alignments: Good
Tribe Business: Raiding caravans
More Information: Slave Tribes pg 34

Sortar's Army

Region: Home Base is in the mountains around Altaruk, but they will travel any distance to raid City-States
Alignments: Unaligned
Tribe Business: Raiding the City-States
More Information: Slave Tribes pg 68

Tenpug's Band

Region: Everywhere, Base is 50 miles north east of Nibenay.
Alignments: Unaligned
Tribe Business: Artisans
More Information: Slave tribes pg 29

Werrik's Stalkers

Region: Nomadic Tribe in the Tyr Region
Alignments: Evil
Tribe Business: Slaving, Raiding, And Plundering
More Information: Slave Tribes pg 60

Functional Templates

Ancient Athasian Undead

Undead that have survived for eons in Athas actually mutate and achieve greater power. This template can be added to any undead who has survived more than one era.

Prerequisites: Any undead creature

Ancient Athasian Undead
(undead)

Elite As
Standard
Creature
XP Elite

Senses: Dark Vision
Defences: AC +2, Will +2
Resist: Nil
Saving Throws: +2
Hit Points: +8/Level + Constitution Score
Action Points: 1
 Roll a d6 to determine bonus powers, Each Ancient Undead has 2 more powers.

1 Cause Fear Aura 5 *Fear*

Aura 5, Any living creature entering this aura take -2 penalty to attack rolls against the Ancient Undead.

2 Drain Energy (At-Will, Standard) *Necrotic*

Level +4 vs. AC, Victim is Weakened (Save Ends)

3 Dominate/Possess (Encounter, Standard) *Psionic*

Level +2 vs. Will, The victim is Possessed or Dominated by the undead creature (Save Ends),

4 Cause Paralysis (Encounter, Standard)

Level +4 vs. AC, Victim is Immobilised (Save Ends)

5 Cause Revulsion (Encounter, Standard)

Level +4 vs. AC, Victim is Nauseated, leaving him Dazed and Weakened (Save Ends)

6 Produce Undead

Ranged 10; four undead minions of the Ancient Undead's level or lower appear in any unoccupied space within range. These undead minions take their turns immediately after the their master.

Alignment Any

Languages –

Str +2

Dex -

Wis -

Con -

Int +2

Cha -

Dune Runner

Dune Runner's are the undead remains of elves that died while running to complete a quest or deliver an urgent message.

Dune Runners are very thin gray creature with their skin pulled gaunt against their bony frame.

Prerequisites: Elf

Dune Runner

Elite As In Life

Undead

XP Elite

Senses: Darkvision

Defenses: +2 Will, +2 Fort, +2 Ref

Immune: Cold, Charm, Sleep

Saving Throws: +2

Movement: 9

Hit Points: +8/Level + Constitution Score

Action Points: 1

Powers

Running Compulsion (Opportunity Attack, At Will)

Any Body who comes within 5 squares of a dune runner has a compulsion to run!

Vs. Will, Victim Runs In circles, away, anywhere (Save Ends), and Endurance Check at the Dune Runners Level +5 is required each round the victim runs at, each time the endurance check is failed the victim take 5 points of damage. Once a successful save is made, the victim is weakened (Save Ends)

Alignment Evil

Languages As In Life

Str 14 (+)

Dex 24 (+)

Wis 16 (+)

Con 16 (+)

Int 1 (-2)

Cha 8 (+)

Fael

Faels are ravenous undead beings who never quenched their need for material consumption

during life. They are animated in undeath to continue their feeding. They seek out parties, feasts, and other social gatherings so they can quietly sneak in and begin feeding on the food present. They never get full, and eventually people notice, either by watching a fael eat endlessly or when the fael demands more food after consuming all food present.

Faels appear much as they did in life. In fact the only way to tell they are undead is by their insatiable appetites. Occasionally, faels clothing is stained and unsightly from food that has fallen as they eat. Rich humans and demihumans are often subject to this form of undeath. Most human faels are extremely obese, but all are recognizable by their never-ending appetites and the hungry look in their eyes. They are crude creatures with few manners.

While they can speak whatever languages they knew in life, they are usually too busy eating or demanding food for someone to have a conversation with them.

Prerequisites: Any Humanoid

Fael	Elite Brute
Type	XP Elite
Senses: Perception +1, Dark Vision	
Defences: +2 Fort, +2 AC	
Immune: Poison, Cold, Sleep, Charm	
Saving Throws: +2	
Hit Points: +8/Level + Constitution Score	
Action Points: 1	
Bite Attack	
The Fael can open its mouth as much as 1ft giving it a deadly bite attack.	
Level+2 vs. AC; 2d6+4 damage.	
Alignment Chaotic Evil	Languages As in life
Str +2	Dex
Con	Int
	Wis
	Cha -2

Kaisharga

Kaisharga, or Dead Lords as the Dargan's call them, are very similar to liches. They have sought undeath and unnaturally long life spans through the use of fell magics.

They have the appearance of a terribly gaunt human, with gray flesh and skin stretched very thin, they wear the same clothing they did in life and their eyes glow with an eerie green light.

Prerequisites: An Humanoid Arcane, Devine or Psionic creature

Lore

DC 20: These undead are fairly common in Ur Draxa, with the Dragon conferring this form of undeath on his most loyal servants.

DC 30: Kaisharga are dreadful creatures that have turned their backs on the natural order of things in favor of great power and immortality.

Kaisharga	Elite Controller
Medium undead humanoid	XP Elite
Senses: Dark Vision	

Defences: +2 Will

Immune: Charm, Sleep, Electricity, Cold and Insanity

Resist: Normal Damage 5

Saving Throws: +2

Hit Points: +8/Level + Constitution Score

Action Points: 1

Mental Burst (Recharge When first Bloodied, Minor) *Psionic*

Burst 3, Level +3 vs. Will; 3d10+Cha Mod damage.

Aura of Paralysing Fear (*Fear*)

Aura 5, Level +3 vs. Will, Victims are Immobilised (Save Ends)

Domination (Encounter, Standard) *Psionic. Charm*

Range 20, Level +3 vs. Will, Victim is Dominated (Save Ends)

Alignment Evil

Languages –

Str -

Dex -

Wis +2

Con -

Int +2

Cha -

Meorty

Meorties are undead guardians from the Green Age who continue to watch over their ancient domains and enforce their ancient laws. These long-forgotten domains once covered the Tyr region and beyond in the time when psionics was the power of the day and great forests spread across the face of Athas. In most cases, all that remains of these domains are the meorty crypts and the memories of these undead guardians. Meorties emerge only to punish those who violate the ancient laws.

Meorties are gaunt, mummified corpses that are either wrapped in moldy cloth or wear rotting burial clothing befitting their station. They are always adorned with ancient jewelry of elaborate workmanship, and they usually carry the weapons they wielded in life. Their eyes glow with bright green embers and they move with regal grace.

Meorties have deep, reverberating voices but seldom speak except to announce the crimes for which they are about to punish trespassers. They speak only the ancient languages they knew in life.

Prerequisites: Any Humanoid

Meorty	Elite As In Life
Medium Humanoid (Undead)	XP xxx
Senses: Dark Vision	
Defences: +2 Will	
Immune: Charm, Sleep, Cold, Electricity	
Resist: Damage 5, Arcane 5	
Saving Throws: +2	
Hit Points: +8/Level + Constitution Score	
Action Points: 1	
Teleport (Recharge 5,6, Standard) <i>Teleport</i>	
Teleport up to 5 squares.	
Life Draining (Encounter, Standard) <i>Necrotic</i>	
Level +4 vs. AC, Victim loses a Healing Surge and is Weakened (Save Ends)	
Domination (Encounter, Standard) <i>Psionic. Charm</i>	
Range 15, Level +2 vs. Will, Victim is Dominated (Save Ends)	
Psionic Blast (Encounter, Standard) <i>Psionic</i>	
Blast 3, Level +2 vs. Will, 3d8+cha Psionic Damage, Victims Knocked Prone	
Alignment Evil	Languages –

Str - Dex - Wis +2
 Con - Int - Cha -

Raaig

Raaigs are incorporeal undead who serve as guardians of temples dedicated to ancient, long-forgotten gods. All raaigs are thousands of years old and the shrines they guard include stone buildings, underground complexes, wooded groves, and deserted grottos.

Raaigs appear much as they did in life, except they are incorporeal. They usually dress in the raiment of a warrior or priest. All raaigs are of the old races (human, elf, dwarf, giant, and halfling). Raaigs can turn invisible at will and seldom make their presence known except to those they are trying to warn away.

Raaigs can communicate with all intelligent creatures. This innate power may be treated as a tongues spell.

Prerequisites: Any Humanoid

Raaig	Elite As In Life
Medium Undead Humanoid (Incorporeal)	XP Elite
Senses:	
Defences:	
Immune: Sleep, Charm, Poison	
Resist: Damage 5	
Movement: As in life, plus Fly 9	
Saving Throws: +2	
Hit Points: +8/Level + Constitution Score	
Action Points: 1	
Claw (At-Will, Standard)	
Level+5 vs. AC; 1d8+Str mod damage.	
Cause Disease (Encounter, Standard) Disease	
Aura 5, Level+3 vs. Fort, Contract Mummy Rot (See DMG 49)	
Incorporeal (Free Action, At-Will)	
Being insubstantial in this form, means the Raaig takes half damage from all attacks, except normal damage, from which they take no damage. The Raaig can also move through Solid items and is immune to Rough Terrain.	
Sustain: Minor	
Alignment Unaligned	Languages –
Str - Dex - Wis -	
Con - Int +2 Cha -	

Racked Spirit

Racked spirits are the evil remnants of persons who committed acts during their lives that violated the very nature of their being. Racked spirits cannot appease their consciences and the only way to suppress their personal agony is by destroying the lives of happy living beings.

They look just as they did at the time of their death, except they are slightly transparent because part of them is still on the Ethereal Plane Racked spirits vary in race, but dwarven banshees are the most common.

Dwarven banshees are created whenever dwarves forsake their life purpose.

Prerequisites: Any Humanoid

Wracked Spirit	Elite Role
Medium Humanoid (Undead)	XP Elite
Senses:	
Defences:	
Immune: Sleep, Charm, Cold, Poison	
Resist: Damage 5	
Saving Throws: +2	
Hit Points: +8/Level + Constitution Score	
Speed: As in life, Fly 9	
Action Points: 1	
Chilling Touch (At-Will, Standard) Cold, Necrotic	
Level +2 vs. Reflex; 1d8+Wis Mod Cold and Necrotic damage.	
Energy Drain (Encounter, Standard) Necrotic	
Level +4 vs. AC, Victim is Weakened (Save Ends)	
Psionic Blast (Encounter, Standard) Psionic	
Blast 3, Level +2 vs. Will, 3d8+cha Psionic Damage, Victims Knocked Prone	
Alignment Chaotic Evil	Languages –

T'liz

T'lizes are undead defilers whose spirits have outlived their bodies. They are extremely powerful undead who seek magical knowledge and power above all else and exist as such to continue their study of magic. They seldom associate with the living except when mortals provide suitable pawns.

Because they appear much as they did in life, t'lizes can move freely among the living. Their only unusual features are their skin, which is extremely pale, and their weight, which often diminishes until they become no greater than average in build. T'lizes must anoint themselves with numerous oils and substances that prevent their bodies from deteriorating. They must also feast upon the life energy of the living to sustain their own energies.

T'lizes may be detected in a number of ways. They cast no reflection or shadow and they move in complete silence.

Prerequisites: Defiling Wizard or Warlock

T'liz	Elite Artillery
Medium Humanoid (Undead)	XP Elite
Senses:	
Defences: Will +2	
Immune: Sleep, Charm, Poison, Cold, Electricity	
Resist: Damage 5	
Saving Throws: +2	
Hit Points: +6/level + Constitution Score	
Action Points: 1	
Energy Drain (Encounter, Standard) Necrotic	
Level +4 vs. AC, Victim is Weakened (Save Ends)	
Aura of Fear (Fear)	
Aura 5, Any living creature entering this aura takes -2 penalty to attack rolls against the T'liz.	
Alignment Evil	Languages –
Str - Dex - Wis -	
Con - Int +4 Cha -	

Wild Talent

Many creatures on Athas have latent psionic abilities. Almost every creature (even unintelligent creatures) can have a psionic power.

Adding this template represents the psionic mutations in creatures, or intelligent humanoids that have learned to use their limited psionic powers. Roll a d6 on the list below and choose a power

Prerequisites: Any Natural Creature

Wild Talent (Psionic)	Elite As Standard Creature XP Elite	
Senses: Perception +2 Defences: +2 Will, +2 Fort, +2 Ref Resist: 5 Psionic/Psychic Saving Throws: +2 Hit Points: +8/Level + Constitution Score Action Points: 1 Roll a d6 to determine Wild Talent		
1 Psionic Blast (Standard, Encounter) <i>Psionic</i> Blast 3, Level +2 vs. Will, 3d8+cha Psionic Damage, Victims Knocked Prone		
2 Mind Blank (Standard, Encounter) <i>Psionic</i> Range 15, Level +2 vs. Will, Victim Confused (Save Ends) When confused the victim makes a basic attack against a random adjacent creature each round for free.		
3 Tower of Iron Will (Standard, Encounter) <i>Psionic</i> The Psionicist gains a +2 to will defence and Increase Resist Psionic/Psychic Damage to 10 until the end of his next turn.		
4 Shadow Form (Standard, Encounter) <i>Psionic</i> The Psionicist turns intangible, allowing it to pass through walls and making it immune to normal damage, in this form it is also incapable of causing normal damage. Sustain: Minor		
5 Mind Burst (Standard, Encounter) <i>Psionic</i> Burst 4, Level +2 vs. Will, 3d10+cha Psionic damage, All enemies within the burst are knocked back 1 square		
6 Ego Whip (Standard, Encounter) Range 20, level+3 vs. Will, 3d6+cha Psionic Damage, Victim is Stunned (Save Ends)		
Alignment Unaligned	Languages –	
Str -	Dex -	Wis +2
Con -	Int +1	Cha +2

Zombie, Thinking

A thinking zombie is a creature who has died and its spirit cannot rest until it has completed the task. The body remains animate and the zombie is semi-free willed, bound only by its dedication to completing its assigned duties.

Thinking zombies are easy to identify because their bodies are usually in very good condition since they reanimated shortly after death. Their eyes burn with a spark of hate for all living things and a consuming desire to complete their task and achieve final rest. Most thinking zombies are giants or half-giants as those creatures are often subject to the geas and quest spells that creates them. They usually wear the same clothes they had in life and carry the same weapons. Any wounds they had on their body in death would betray their undead nature, as the flesh

of thinking zombies does not heal even if they regain lost hit points. Those who travel freely in the day often begin to stink like rotting corpses, so most prefer to move about at night.

Prerequisites: Any Humanoid

Thinking Zombie	Elite Brute	
Medium Humanoid (Undead)	XP xxx	
Senses: Darkvision Defences: +2 Fort, +2 AC Immune: Sleep, Charm, Cold, Poison, Paralysis Resist: Electricity 5 Saving Throws: +2 Hit Points: +8/Level + Constitution Score Action Points: 1		
Cause Disease Aura 5, Level+3 vs. Fort, Contract Mummy Rot (See DMG 49)		
Alignment Evil	Languages –	
Str +4	Dex -	Wis -
Con -	Int -	Cha -

Obstacles, Hazards and Traps

Bloodgrass

Bloodgrass	Level 1 Lurker
Hazard	XP xxx
<i>Bloodgrass appears as a patch of normal, green grass. It has longer tendrils than normal grass, but only careful inspection will reveal its presence. Bloodgrass sends out runners among normal grasses of the belt or the forest.</i>	
Hazard: Bloodgrass is a parasitic plant that attacks anything that steps on it by wrapping its tendrils around them and draining blood through them.	
Perception DC 20 will allow a passer by to spot the grass itself.	
Additional Skill A Knowledge (Nature) check at DC 15 will allow an observer to identify the plant if a husk is present (the PC can tell from how the victim died that it was drained of blood)	
Trigger Bloodgrass is triggered when somebody steps on the patch	
Attack	
Opportunity Action	Range: Touch
Target: Any Creature touching the patch of grass Attack: +4 vs. Ref Hit: 1hp ongoing damage and Weakened, Save Ends both effects. For each round the save fails another tendril grabs hold causing another 1hp ongoing damage and requiring another save to be made. (A successful save represents breaking free of the tendril)	
Countermeasures - Bloodgrass has no effective counter measures other than avoiding it all together.	

Bloodvine

Bloodvine	Level 5 Lurker
Hazard	XP xxx
<i>Bloodvine is a common problem within the Crescent Forest. Bloodvine is a parasitic plant that is a danger to those who are weakened from hunger or thirst. It drinks the blood of its victims and travelers report seeing rather large creatures lashed to Agafari Trees by this dangerous plant.</i>	
Hazard: This plant will attack people while they rest, usually in the shade of a tree.	

Perception

DC 20 to Spot the vines in the tree above

Additional Skill

Nature Skill check at DC 15 will identify Bloodvine

Trigger

Bloodvine is triggered when somebody stops to rest under the shade of a tree. While the victim is resting the vine will slowly wrap itself around the victim and start draining its blood.

Attack

Standard Action **Range:** Melee

Target: Any Creature Under a Bloodvine's Host Tree

Attack: +10 vs. Ref

Hit: Victim Weakened (Save Ends)

Countermeasures

- The character makes a successful strength check at 20 to break free of the vine.
- The character can deal 15 hit points of damage with a slashing weapon for cut himself free of the vine

Blossomkiller

Blossomkiller

Level 9 Lurker

Hazard

XP xxx

The Blossomkiller is a unique type of plant native to the Athasian Jungles and forest. The plant has many different features, including, dark green stalks and leaves, roots, tendrils and large bright yellow flowers.

Hazard: A Single Blossomkiller can occupy unto 45 ft, with the roots and vines of the plant stretching across the area, in and around other plants.

Perception

DC 25 to spot the tendrils

Additional Skill

Knowledge Nature DC 25 will identify the plant

Trigger

Standing on any of the plants roots or tendrils causes the plant to fire tiny poisonous quills over the whole area. Every time another square is moved within the plants range, the quills will fire again.

Attack

Action Type: Immediate **Range:** Burst 5

Reaction

Target: All Creatures in a 5 Square Burst

Attack: +12 vs. Ref

Hit: Damage, Immobilized (Save Ends)

If the victim fails two consecutive saves the tendrils of the Blossom Killer start to constrict the victim causing 5 points of ongoing damage. To end the damage an Str check at DC 18 is required.

Countermeasures

- An Athletics Check at DC 20 will also allow a victim to escape from the tendrils
- The victim cannot attack once constricted, but if the plant sustains 30hp of damage to the tendrils constricting the victim, the plant will release its prey.

Brain Seed

Brain Seed

Level 3 Lurker

Hazard

XP xxx

The brain seed is a rare and cunning plant with strong psionic abilities. The plant has a deep-seated hatred for wizards, especially defilers.

The brain seed is a large sentient plant with a purple hue to its stalks. The plant's white and yellow flowers are always in bloom. The center stalk has a large bulb in the center that houses the brain of the plant. At the end of this stalk is the brain seeds mouth.

Hazard: Brain Seeds live in the forests hidden among other

plants, making them hard to see.

Perception

DC 23 to Spot

Additional Skill

A Nature check at DC 23 will identify an area that has these plants.

Trigger

Walking within range

Attack

Action Type: Immediate **Range:** Burst 3

Reaction

Target: Every Body In Range

Attack: +6 vs. Will

Hit: Target is Dominated and wanders towards the plant at its normal walking speed, the plant will then latch on and cause damage to its victim, Save Ends.

Countermeasures

- Avoid the patch
- Attack the plant and deal 25 points of damage

Brambleweed (Brute)

Brambleweed

Level 5 Obstacle

Hazard

XP xxx

Brambleweed is a thick, thorny, vine-like plant. That grows with incredible speed. Only the leading edge of the Brambleweed actually grows, the rest is an almost impassable wall of thorns.

Hazard: Brambleweed grow in 50 sq ft squares, making impassible terrain.

Perception

None, Brambleweed is very easy to spot.

Additional Skill

None

Trigger

Touching the bramble weed is enough to get cut by its vicious thorns.

Attack

Opportunity Action **Range** touch

Target Any creature that makes contact with it.

Attack vs. AC

Hit Damage, 2 ongoing Bleeding (The ongoing effect stacks, save ends), Movement is slowed to 1 square.

Countermeasures

- An Athletics check at DC 25 can reduce the damage by half, by avoiding the thorns
- Cut through the weeds (10 hps damage per square you wish to move)
- Wear good armour!
- Notes:** Bramble weed can be encouraged to grow vertically with a nature check of DC 20, these vertical thickets are referred to as bramble trees.

Burn flower

Burnflower

Level 1 Blaster

Hazard

XP xxx

This hearty plant has extremely shiny leaves that reflect natural sunlight into beams of searing light.

Hazard: Burnflowers tend to grow in large patches, making them especially dangerous.

Perception

A Perception check at DC 20 will spot Burnflowers before they get the opportunity to attack.

Additional Skill

A nature check at DC 25 will tell the PC to avoid the patch by a minimum of 6 squares.

Trigger

Come within range of the flowers heat beams, they will react as soon as they detect a presence, they will not wait until

A victim walking by and brushing the plant will trigger a cloud of poison.

Attack

Action Type: Immediate **Range:** Burst 2 from trigger
Reaction

Target: Any Creature with in burst

Attack: +13 vs. Fort

Hit: Unconsciousness (Save Ends), if the victim is unconscious for 3 rds or more, the plant will wrap a series of roots around its victims and start releasing acidic enzymes that will slowly dissolve the victim into the soil. This causes 8 ongoing damage until the victim dies or makes its save vs. Unconsciousness.

Countermeasures

- Wearing a piece of damp cloth over your nose and mouth grants a bonus of +5 to your Fort Defence for 2 rounds (before the poison soaks through)
- A conscious character can easily break free of the Poisonweeds roots. A second person could pull the first victim free if he can stay conscious in the cloud of poison gas.

Strangling Vine

Strangling Vine **Level 5 Lurker**
Hazard XP xxx

Strangling Vines are roughly 25ft in length and usually stretch between three or four trees, most often running above forest footpaths. The stalk of the vine is a brownish green and each five-foot section of vine has around 10 leaves that conceal razor sharp thorns.

Hazard: Strangling Vine is a strangulation hazard.

Perception

DC 25

Additional Skill

Nature check DC 25 will identify these plants if spotted as unusual

Trigger

Its victim walking under it triggers the vine; the vine will then fall from the tree wrapping itself around its prey's neck, strangling it.

Attack

Action Type: Surprise **Range:** Melee

Round Standard Action

Target: 1 Creature.

Attack: +8 vs. Ref

Hit: 1d10+4 Damage, plus Strangulation. When being Strangled the character must make endurance checks (DC 20), a failed endurance check means the character suffers 5hp damage, and second failed endurance check will result in 10hp lost and so on. A successful check means the character loosing no hit points, but is still being strangled.

Countermeasures

- A strength check as DC 20 will allow the victim to break free of the vine.
- An athletic check a DC 25 will allow the victim to break free from the vine as well.
- Hacking at the vine above the victim's head will not free the victim; the vine will still be wrapped tight around the victim's neck requiring a Str check to get free.

Zombie Plant

Zombie Plant **Level 3 Lurker**
Hazard XP xxx

Description: The Zombie Plant is a shrub that produces nutritious looking berries. Anyone partaking in the berries has a chance of becoming a Zombie Slave to the plant.

Hazard: The Berries son this plant are the dangerous part. If ingested

Perception

DC 20

Additional Skill

Nature DC 20

Trigger

The danger in the Zombie Plant comes from anybody foolish enough to eat one of the berries. Doing so can put you under the control of the plant.

Attack

Action Type: Reaction **Range:** Special

Target: Any creature that eats a berry

Attack: +6 vs. Will

Hit: 1d6+3 damage, victim dominated (Save Ends) 3 failed saves will result in the victim becoming "Zombified" for one day, after a day an endurance check at DC 25 will break the plants hold, if not the victim will stay zombified for another day and under the plant control. The maximum number of slaves the Zombie Plant can have is 5; all slaves retain their abilities, just not their free will.

If stuck under the effects of the plant for too long the victims mind starts to deteriorate. The victim can remain under the control of the plant for as many days as it has intelligence points. If longer than this the victims mind is effectively destroyed, killing the victim.

Countermeasures

- Don't eat the Berries.

Encounter Tables

Verdant Belt

(Roll 2d12)

- 2 Subtable C
- 3-4 Subtable B
- 5-7 Subtable A
- 8 Rock cactus
- 9 Domestic animal
- 10 Erdland
- 11 Dwarf
- 12 Lirr
- 13 Thri-kreen
- 14 Templar
- 15 Slave
- 16 Elf
- 17 Merchant
- 18 B'rohg
- 19-21 Subtable A
- 22-23 Subtable B
- 24 Subtable C

Subtable A

(Roll 1d8)

- 1 Brambletree
- 2 Silkworm
- 3 Jhakar
- 4 Lirr
- 5 Nikaal
- 6 Spinewyrm
- 7 Thri-kreen
- 8 Bog wader

Subtable B

(Roll 1d12)

- 1 Lesser earth elemental
- 2 Bloodgrass
- 3 Dewfrond
- 4 Tichowb
- 5 Hunting cactus
- 6 Renegade halfling
- 7 Blossomkiller
- 8 Half-giant
- 9 Dwarf banshee
- 10 Strangling vine
- 11 Id fiend
- 12 Agony beetle

Subtable C

(Roll 1d10)

- 1 Crystal spider
- 2 Vilhchi
- 3 Aviarag
- 4 Fire scorpion
- 5 Bulette
- 6 Burnflower
- 7 Rain drake
- 8 Cloud ray
- 9 Water drake
- 10 Spirit of the land

Stony Barrens

(Roll 2d12)

- 2-4 Subtable E
- 5-7 Subtable D
- 8 Wild mul
- 9 Elf
- 10 Brambleweed
- 11 Thri-kreen
- 12 Scrab
- 13 Rock cactus
- 14 Templar
- 15 Renegade slave
- 16 Wild kank
- 17 Jankz
- 18 Birohg
- 19-21 Subtable D
- 22-24 Subtable E

Subtable D

(Roll 1d12)

- 1 Dwarf banshee
- 2 Baazrag
- 3 Dwarf
- 4 Kesítrekel
- 5 Nikaal
- 6 Agony beetle
- 7 Sun drake

- 8 Lesser earth elemental
- 9 Chaíthrang
- 10 Hunting cactus
- 11 Flailer
- 12 Id fiend

Subtable E

(Roll 1d12)

- 1 Zhackal
- 2 Tichowb
- 3 Thrax
- 4 Heavy crodlu
- 5 Crystal spider
- 6 So-ut
- 7 Boneclaw
- 8 Villich
- 9 Dune runner
- 10 Earth drake
- 11 Cloud ray
- 12 Spirit of the land

Sandy Wastes

(Roll 2d12)

- 2-4 Subtable G
- 5-7 Subtable F
- 8 Brambleweed
- 9 Thri-kreen
- 10 Wild mul
- 11 Scrab
- 12 Spider cactus
- 13 Erdland
- 14 Merchant
- 15 Silt runner
- 16 Templar
- 17 Jankz
- 18 Birohg
- 19-21 Subtable F
- 22-24 Subtable G

Subtable F

(Roll 1d20)

- 1 Antloid swarm
- 2 Kesítrekel
- 3 Rock cactus
- 4 Brambletree
- 5 Dwarf
- 6 Tagster
- 7 Dwarf banshee
- 8 Nikaal
- 9 Red silt horror
- 10 Aarokocra
- 11 Dynamis antloid
- 12 Tichowb
- 13 Sand bride
- 14 Thrax

- 15 Id fiend
- 16 Sink worm
- 17 Zhackal
- 18 Sand cactus
- 19 Heavy crodlu
- 20 Bulette

Suitable G

(Roll 2d8)

- 2 Chaithrang
- 3 So-ut
- 4 Crystal spider
- 5 Megapede
- 6 Sand mother
- 7 Cloud ray
- 8 Nightmare beast
- 9 Mini-kank
- 10 Burnflower
- 11 Fire scorpion
- 12 Lesser earth elemental
- 13 Dune runner
- 14 Earth drake
- 15 Dune trapper
- 16 Spirit of the land

Rocky Badlands

(Roll 2d12)

- 2-4 Suitable I
- 5-7 Suitable H
- 8 Pterax
- 9 Elf
- 10 Erdland
- 11 Rock cactus
- 12 Thri-kreen
- 13 Spider cactus
- 14 Hunting cactus
- 15 Rasclinn
- 16 Nomad/herder
- 17 Elf
- 18 Birohg
- 19-21 Suitable H
- 22-24 Suitable I

Suitable H

(Roll 1d12)

- 1 Kesitrekel
- 2 Nikaal
- 3 Brambletree
- 4 Dwarf banshee
- 5 Sun drake
- 6 Lesser earth elemental
- 7 Half-giant
- 8 Undead
- 9 Tichowb
- 10 Id fiend

- 11 Drik
- 12 Earth serpent

Suitable I

(Roll 1d12)

- 1 Lesser fire elemental
- 2 Chaithrang
- 3 Agony beetle
- 4 Crystal spider
- 5 Fire scorpion
- 6 Bulette
- 7 Villich
- 8 Water drake
- 9 Dune runner
- 10 Burnflower
- 11 Cloud ray
- 12 Spirit of the land

Mountains

(Roll 2d12)

- 2-4 Suitable K
- 5-7 Suitable J
- 8 Gith
- 9 Kesitrekel
- 10 Elf
- 11 Erdland
- 12 Rock cactus
- 13 Dwarf
- 14 Lirr
- 15 Half-giant
- 16 Undead
- 17 Birohg
- 18 Raider
- 19-21 Suitable J
- 22-24 Suitable K

Suitable J

(Roll 1d8)

- 1 Jhakar
- 2 Tigone
- 3 Tulik
- 4 Brambletree
- 5 Nikaal
- 6 Spinewyrm
- 7 Agony beetle
- 8 Klar

Suitable K

(Roll 2d10)

- 2 Zhackal
- 3 Tichowb
- 4 Athasian roc
- 5 Id fiend
- 6 Lesser fire elemental
- 7 Aviarag

- 8 Nightmare beast
- 9 Crystal spider
- 10 Lesser earth elemental
- 11 Cloud ray
- 12 Villich
- 13 Fire scorpion
- 14 Earth drake
- 15 Dune runner
- 16 Air drake
- 17 Fire drake
- 18 Water drake
- 19 Sun drake
- 20 Spirit of the land

Forest

(Roll 2d12)

- 2-4 Suitable M
- 5-7 Suitable L
- 8 Pterran
- 9 Elf
- 10 Trapping spider
- 11 Lirr
- 12 Erdland
- 13 Halfling
- 14 Kirre
- 15 Renegade halfling
- 16 Pterran
- 17 Sloth
- 18 Birohg
- 19-21 Suitable L
- 22- 24 Suitable M

Suitable L

(Roll 2d8)

- 2 Bloodgrass
- 3 Spinewyrm
- 4 Brambletree
- 5 Zombie plant
- 6 Athasian sloth
- 7 Critic
- 8 Esperweed
- 9 Blossomkiller
- 10 Renegade halfling
- 11 Tichowb
- 12 Zhackal
- 13 Poisonweed
- 14 Feylaar
- 15 Half-giant
- 16 Agony beetle

Suitable M

(Roll 2d6)

- 2 Brain seed
- 3 Crystal spider
- 4 Nightmare beast

- 5 Aviarag
- 6 Cloud ray
- 7 Fire drake
- 8 Burnflower
- 9 Fire scorpion
- 10 Bulette
- 11 Earth serpent
- 12 Spirit of the land

Scrub Plains

(Roll 2d12)

- 2 Suitable O
- 3-5 Suitable N
- 6 Pulp bee
- 7 Agony beetle
- 8 Thri-kreen
- 9 Spinewyrm
- 10 Wild mul
- 11 Brambleweed
- 12 Elf
- 13 Jalathigak
- 14 Jhakar
- 15 Bandit/raider
- 16 Lirr
- 17 Kesitrekel
- 18 Birohg
- 19 Merchant
- 20 Undead
- 21-23 Suitable N
- 24 Suitable O

Suitable N

(Roll 1d20)

- 1 Lesser earth elemental
- 2 Lesser fire elemental
- 3 Brambletree
- 4 Dwarf
- 5 Trapping spider
- 6 Zombie plant
- 7 Spider cactus
- 8 Bog wader
- 9 Nikaal
- 10 Locust
- 11 Thrax
- 12 Zhackal
- 13 Id fiend
- 14 Dwarf banshee
- 15 Hunting cactus
- 16 Rock cactus
- 17 Half-giant
- 18 Aviarag
- 19 Fire scorpion
- 20 Nightmare beast

Suitable O

(Roll 1d10)

- 1 Crystal spider
- 2 So-ut
- 3 Fire drake
- 4 Villich
- 5 Mini-kank
- 6 Cloud ray
- 7 Burnflower
- 8 Earth drake
- 9 Dune runner
- 10 Spirit of the land

Salt Flats

(Roll 2d12)

- 2-4 Suitable Q
- 5-7 Suitable P
- 8 Elf
- 9 Erdland
- 10 Undead
- 11 Raider
- 12 Merchant
- 13 Slave
- 14 Huge scorpion
- 15 Id fiend
- 16 Tichowb
- 17 Thri-kreen
- 18 Birohg
- 19-22 Suitable P
- 23-24 Suitable Q

Suitable P

(Roll 1d10)

- 1 Lesser earth elemental
- 2 Rock cactus
- 3 Spirf
- 4 Kesítrekel
- 5 Nikaal
- 6 Thri-kreen
- 7 Dwarf banshee
- 8 Hunting cactus
- 9 Lesser fire elemental
- 10 Id fiend

Suitable Q

(Roll 2d10)

- 2 Nightmare beast
- 3 Villich
- 4 Rock golem
- 5 Mim-kank
- 6 Crystal spider
- 7 Megapede
- 8 Fire scorpion
- 9 Bulette
- 10 Earth drake

- 11 Aviarag
- 13 Cloud ray
- 14 Locusts
- 14 Fire drake
- 15 Burnflower
- 16 Water drake
- 17 Dune trapper
- 18 Dune runner
- 19 Salt golem
- 20 Spirit of the land

Sea of Silt

(Roll 2d12)

- 2-4 Subtable T
- 5-7 Subtable S
- 8 Black silt horror
- 9 Silt skimmer
- 10 Floater
- 11 Erdland
- 12 Kesítrekel
- 13 Silt runner
- 14 Razorwing
- 15 White silt horror
- 16 Red silt horror
- 17 Undead
- 18 Sink worm
- 19-22 Subtable S
- 23-24 Subtable T

Subtable S

(Roll 1d10)

- 1 Rock cactus
- 2 Plains giant
- 3 Dwarf banshee
- 4 Desert giant
- 5 Id fiend
- 6 Brown silt horror
- 7 Sand vortex
- 8 Gray silt horror
- 9 Villich
- 10 Beasthead giant

Subtable T

(Roll 1d10)

- 1 Thrax
- 2 Brain seed
- 3 Ruktoi
- 4 Earth drake
- 5 Dune runner
- 6 Burnflower
- 7 Cloud ray
- 8 Fire drake
- 9 Water drake
- 10 Spirit of the land

Windbreak Mountains

2d	10 Roll
2	arakocra
3	djinni
4	dragonnel or horgar
5	ant lion, giant
6	roc
7	mountain lion
8	snake, giant constrictor
7	beetle, fire
10	rat, giant
11	spider, giant
12	slig
13	ermland
14	scorpion, giant
15	banshee, dwarf
16	id fiend
17	rhambusun
18	skeleton
17	bulette
20	drake, air

Windbreak Foothills

2d10	Roll
2	drake, earth
3	spider, crystal
4	beetle, agony
5	id fiend or gal
6	zhackal
7	lizard, fire
8	dwarf, banshee
9	pterrax or silk wyrm
10	jankz (animal, herd)
11	escaped slave
12	bírohg
13	ermland
14	scrab
15	tagster
16	rasclinn
17	chaithrang
18	tichowb
19	nightmare beast
20	cloud ray

Crescent Forest

2d10	Roll
2	treant, Athasian
3	gaj
4	halfling, renegade
5	ankheg
6	braxat
7	blossomkiller or poisonweed
8	sundew, giant
9	tembo
10	rat, giant
11	wild erdlu or zital
12	demihuman
13	beetle, stag
14	bat, giant

15	demihuman
16	wasp, giant
17	dew frond or strangling vine
18	cloud ray or giant dragonfly
19	spider, crystal
20	behir

Great Ivory Plain

2d10	Roll
2	megapede
3	dune runner
4	wasp, giant
5	salt storm
6	skeleton, monster
7	basilisk, lesser
8	zombie, salt
9	skeleton, common or monster
10	spider, huge
11	horax
12	zombie
13	scorpion, giant
14	hornet, giant
15	bat, giant
16	cilops
17	behir
18	lizard, fire
17	drake, earth
20	dune trapper

The Lonely Butte

1d12	Result
1	Storm giant
2	Elf
3	Human
4	Dwarf
5	Gorilla
6	Urchin
7	Esperweed
8	Dew Fronds
9	Strangling Vines
10	Spirit of the Land
11	Zombie Plant
12	Crocodile
13	Banderlang
14	Bhaergala
15	Jaguar
16	Jackal
17	Warthog
18	Badger
19	Porcupine
20	Wolverine

Saragar

1d12	Result
1	Elf
2	Human
3	Dwarf
4	Proctor
5	Lawkeeper

- 6 Rat
- 7 Pyreen
- 8 Halfling
- 9 Thri-kreen
- 10 Half-elf
- 11 Mul
- 12 Pterran

Thunder Mountains

1d12 Result

- 1 Elf
- 2 Human
- 3 Mountain Giant
- 4 Roc
- 5 Rain Drake
- 6 Dwarf
- 7 Common bat
- 8 Vulture
- 9 Hippogriff
- 10 Skyfish
- 11 Wild mul
- 12 Mountain spider

The Shores

1d12 Result

- 1 Elf
- 2 Human
- 3 Dwarf
- 4 Skyfish
- 5 Large scorpion
- 6 Athasian dolphin

- 7 Kreel
- 8 Water Drake
- 9 Horse
- 10 Quickwood
- 11 Constrictor snake
- 12 Phase spider

The Last Sea

1d12 Result

- 1 Dragon turtle
- 2 Kelpie
- 3 Strangleweed
- 4 Sea Lion
- 5 Athasian dolphin
- 6 Puddingfish
- 7 Skyfish
- 8 Kreel
- 9 Athasian shark
- 10 Athasian lizard man
- 11 Tako
- 12 Squark
- 13 Dragonfish
- 14 Electric eel
- 15 Lamprey
- 16 Manta ray
- 17 Sting ray
- 18 Giant seahorse
- 19 Common whale
- 20 Killer whale