



CHARACTER CLASSES IN DARK SUN

Athas is a barbaric shadow of some better world. All the races are but brutal descendants of worthier ancestors. The essence of every living thing has been warped to make it more vicious, more cunning, and more terrifying than its long-vanished forebears.”
-The Wanderer-

Across Athas people of every stripe and style move over crimson sands under an olive-tinged sky. They live, they work, they struggle to survive. Every day, people fight in arenas, study psionics in schools, perform backbreaking labor, and fight against the monsters of the Wastelands while guarding caravans through the Ivory Triangle.

This document is meant to explore how they do so. From traders who pick up a smattering of different knowledges to gladiators before screaming crowds in the arena. From psionicists who study esoteric arts to sorcerers who defile the very sands we share. Each path leads to strange journeys and unknown ends. And while it is tempting to apply them to NPCs, these classes are meant largely for players.

REFLAVORING CLASSES

One of the most important aspects of this document is to take the classes that already exist and re flavor or refluff them to fit into the world of Dark Sun. For some this is easy. Describing the rituals that Druids perform in order to gain their power from Primal Spirits while leaving their class features largely untouched is not a difficult task. For others, like the Cleric becoming an Elemental Priest, a descriptive change of power source is all that's needed.

For a few, like the Artificer, it involves a deeper dive into their capabilities, style, and even name.

When you choose one of the reflavored classes of Athas, consider the style, the setting, and the narrative you wish to play. A tinkercrafting trader, for example, should fit into Athas's technological style rather than running around in a metal armored flight suit firing energy blasts.

But you should also consider how they fit into (and stand out from) the society they're in. A Templar Paladin or Warlock, for example, is going to be treated very differently by the populace of Urik than a Gladiator, a Trader, or a Barbarian.

PSIONIC CLASSES

Psionic characters in Athas are nothing new. It's incredibly common for player characters to begin play with a Wild Talent, essentially a Psionic Cantrip,

However, it's also a core feature of the setting that outright Psionicist characters are present. Characters who use psionics as their primary method of defending themselves, attacking others, or performing strange feats beyond the abilities of the common mortal.

For the purposes of 5e, there are 5 Psionic Classes.

The Artificer: Reflavored as the Athasian Trader class, the Artificer uses a combination of skills, tinkercraft, psionic power, and martial skill to survive their various explorations across Athas.

The Bard: Reflavored as the Athasian Wilder, the Bard uses powerful emotions to create psionic effects as well as to affect the minds and hearts of those across Athas.

The Monk: Reflavored to remove the Orientalist elements

The Psion: Taken from KibblesTasty's design, the Psion is a pure caster type character who focuses on specific disciplines and powers to protect themselves and battle others.

The Ranger: Reflavored as the Psychic Warrior, the Ranger is often employed as a bounty hunter, a hired killer, or a gladiator in the arena.



MINOR REFLAVORINGS

The next several pages cover everything from Barbarians to Wizards, each class that only requires slight changes to fit into the Dark Sun campaign setting. There will be an additional section focusing in on the Psionic classes, Templars of two varieties, and Traders.



BARBARIAN

Brutality is a way of life in Athas, as much in some of the cities as in the dwindling tribes of Athas' harsh wastes. Nibenese sages claim that the potential for savagery is in every sentient race, and the history of Athas seems to support their claim.

-The Wanderer-

CLASS CHANGES

No serious class changes are required to make a Barbarian within the world of Athas. Though several narrative notes should be made.

DEPTHS BARBARIAN

Do not make or allow the Depths Barbarian into Athasian games, as the lack of water renders many of it's features useless.

TOTEM BARBARIAN

Consider renaming your totems to beasts of Athas. The Kekestrel instead of the Eagle, the Baazrag instead of the Bear, and the Cilops instead of the Wolfe.

WILD MAGIC BARBARIAN

Do not make or allow the Wild Magic Barbarian into Athasian games, as the random silliness of their abilities does not fit the setting.

ZEALOT BARBARIAN

Consider using the Zealot Barbarian as a Half-Giant Templar option.



CLERIC

The cleric is a free-willed priest, tending the needs of the local people with his particular talents. On Athas, clerics draw their magical energy directly from one of the four elemental planes: earth, air, fire, or water; not from any manner of deity.

-The Wanderer-

CLASS CHANGES

Aside from renaming their Divine abilities into Elemental ones, there's little need to make significant changes to the cleric. Each of the extant domains can be assigned an elemental type and reflavored easily. Specific Elemental Domains can be found in a later portion of this document.

AIR DOMAINS

Tempest, Trickery, Twilight

EARTH DOMAINS

Grave, Knowledge, Order

FIRE DOMAINS

Forge, Light, War

WATER DOMAINS

Life, Nature, Peace

PARAELEMENTAL DOMAINS

Arcana, Blood, Death



DRUID

Druids are independent priests who ally themselves with various spirits of the land. He shares power with the spirit he worships, nurturing and protecting the geographical feature to which the spirit is tied. Virtually every feature of the land on Athas has a druid to protect it, but there is no worldwide organization of druids—they serve independently, living patient, solitary lives of guardianship.

-The Wanderer-

CLASS CHANGES

Druids of Athas commune with a powerful Primal Spirit at a chosen location that the druid protects. This may be a stretch of sand, an oasis, a small grove, a mountain, or even a particular stretch of Sky. They alone can learn, and all know, the following Ritual spell.

CALL PRIMAL SPIRIT

1st-level Conjuration (Ritual)

Casting Time: 3 hours

Range: Personal

Components: V, S, M (a crude effigy of a person)

Duration: 1 hour

Once you have completed the ritual to summon the Primal Spirit of a specific geographical feature you may converse with it through directly, regardless of any linguistic barrier. The magic automatically translates your words and intentions to each other.

Calling a Primal Spirit for any reason other than to make a bargain carries with it deep risks and such actions may result in violence ensuing.



FIGHTER

On Athas, the fighter is a trained warrior, a soldier skilled in mass warfare. Every society on Athas maintains an army of fighters to protect itself from attack or to wage wars of plunder and annihilation against its neighbors. Fighters are both the commanders and soldiers in these armies, and at higher levels are experts in both individual and formation combat, leadership, and morale.

-The Wanderer-

CLASS CHANGES

Fighters require no class changes whatsoever. There are, however, a few things to consider. You'll also find the Gladiator Martial Archetype in a later portion of this document.

ARCANE ARCHERS, ECHO KNIGHTS

Arcane Archers and Echo Knights on Athas are Psionic in nature, rather than magical.

ELDRITCH KNIGHTS

Eldritch Knights are Arcane Casters, and subject to the rules of Defiling.

GUNSLINGER, RENEGADE

Athas lacks Firearms, and these subclasses are unavailable.

RUNE KNIGHT

Consider renaming your runes to better reflect Athas's hostile and largely arid nature. Ask yourself what culture, living or dead, created the Runes you inscribe.



MONKS

Athasian Monks are a special breed of Psychic Warrior. Often preferring to remain unarmed, they channel their psionic potential into incredible feats of strength, grace, and violence. The origins of the monk are lost to time, but they are fairly common among the dwarves of Kled and have risen up from the slave pits of Urik.

-The Wanderer-

CLASS CHANGES

Monks of Athas use psionic power rather than ki points, and should have their class abilities renamed to be less orientalist, but largely fit into the Dark Sun Setting with minimal changes.

FOUR ELEMENTS

Consider whether your character is an energy manipulating telekineticist (Such as a pyrokineticist) or whether you're also trained by Priests to channel elemental power.

LIVING WEAPON

The Living Weapon Monastic Tradition is not a good fit for Athas.



ROGUES

Across the rooftops of Urik and in the alleyways of Nibenay, rogues and rakes of every stripe seek to practice their illicit trade. Even in the empty desert of the Great Alluvial Sand Wastes roving bands of brigands and elven tricksters race from shadow to shadow to avoid the blasted heat.

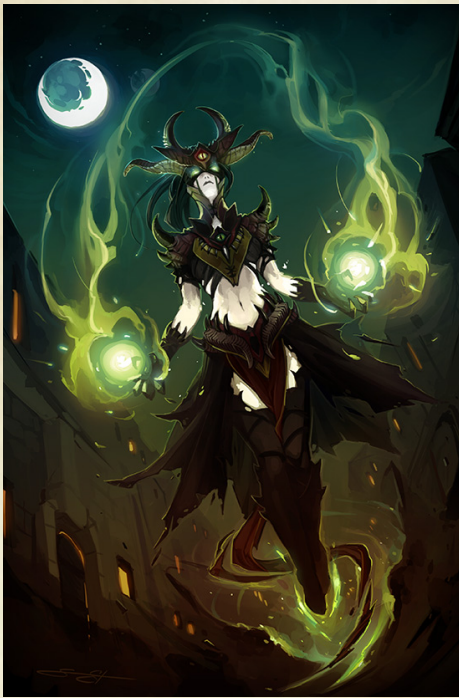
-The Wanderer-

CLASS CHANGES

Much like Barbarians, Rogues need very little in the way of class changes to fit into the Dark Sun Setting. Further in this document there is a Bard subclass for Rogues.

ARCANE TRICKSTER

Rogues who choose to become Arcane Tricksters may choose when gaining the subclass whether their power source is Arcane, in which case they are subject to Defiling, or Psionic, in which case their spells lose their Verbal, Somatic, and Material components.



SORCERER

Accursed Sorcerers, arcanists who have destroyed the sands through defilement, yet live within the Tablelands of Athas. Often hiding their arcane spells behind false gestures and claims of psionic ability, mob justice has seen many to their end.

-The Wanderer-

CLASS CHANGES

Sorcerers face significant class changes:

SPELLCASTING MODIFIER

At level 1 you can choose between Intelligence or Charisma to determine your class's mechanics from that point on.

RITUAL CASTING, SPELLBOOK

Sorcerers gain the Wizard's Spellbook feature at level 1 and prepare spells. Instead of Spells Known they prepare spells like a Wizard. They are also able to cast rituals from their spellbook.

FONT OF MAGIC, METAMAGIC

These class features are eliminated. They are the functions of Defiling.

PRESERVING

Sorcerers of 2nd level and higher may use their own Hit Dice in place of Sorcery Points to cast spells using the Defiling Rules. 1 Hit Dice is equal to 1 Sorcery Point. Doing so allows them to benefit from Metamagic and Flexible spellcasting functions of Defiling without actually harming the land.

ARCANE TRADITION

Sorcerers may take Arcane Traditions in place of their Sorcerous Origin. If you take an Arcane Tradition you gain Spell Master at 18th level. Further, Clockwork Soul, Divine Soul, and Wild Magic are inappropriate subclasses for Athas.

WIZARDS

Wizards are eliminated as a character class.

CLASS ELIMINATION REASONS

1) NARRATIVE REDUNDANCY

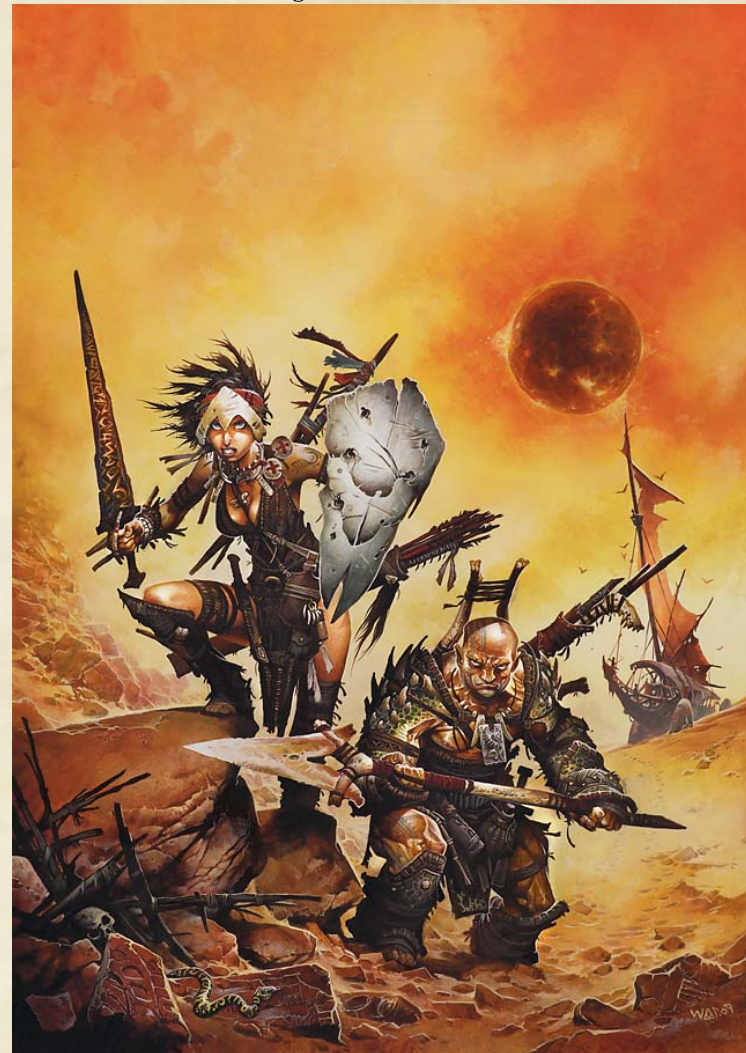
Athas does not need two primary arcane caster classes. Honestly, 5e does not need two primary arcane caster classes. The differences between the two are, at best, narratively dubious.

2) FEATURE REDUNDANCY

Arcane Recovery undermines the need or desire to Defile to recover spell slots, which is counter to the function of Defiling as a temptation toward evil. Meanwhile giving Preservers the ability to expend their own hit dice gives a further weight to defiling.

3) NAMING CONVENTIONS

Sorcerers have a better name for a Swords and Sorcery setting than Wizards do. They also help reinforce the fantasy-narrative of the Sorcerer-Kings.





PSIONIC CLASSES OF ATHAS

Psionics is a powerful, and indeed a primary, force of change in the Dark Sun setting. And though it bears striking resemblance to magic, particularly mechanically, the two are narratively separate.

While Magic relies on supernatural forces beyond the self, Psionics rely on inner power. The innate strength of the mortal, or immortal, mind to both create and reconstruct its environment and conditions.

While all living creatures on Athas have psionic potential, called the Will, the training and expertise to hone the mind into a deadly weapon and a great power, known as the Way, is a bit harder to come by.

The wealthy members of any given city-state might send their children to a school of the Way in an attempt to awaken the child's inner power, at exorbitant costs... But there is no guarantee that the child will be able to grasp the intricacies of the Way without succumbing to self-doubt.

Beyond wealth and schooling, Psions learn to harness their power from individual mentors who may wander the Tablelands, or hone their skills exclusively through personal exploration, practical application, and theorycraft.

THE NEXUS POINT

Physical Strength, Mental Strength, and Spiritual Strength are all required to master Psionics to different degrees. The true essence of the Way is to learn how to create a Nexus Point of these three functions of existence and use it to affect change both within the self and outside of the self.

Different balances of body, mind, and spirit result in different outcomes. From those who focus primarily on the mental, such as Psions, to those who focus on the body, such as Psychic Warriors, to those who focus on the spirit, such as Monks.

Wilders are a unique case, in that their nexus point is not created through practice, but they are born with an emotionally charged Nexus Point.

THE PSION

Rather than reprint the entirety of KibblesTasty's Psion design, I will provide a link in this document to her full, and still expanding, document on GMBinder.

<https://www.gmbinder.com/share/-LZSNMgmChWNGW979hrj>

It is recommended that you provide any Psion player at your table with two separate "Utility" powers taken from the Unearthed Arcana Mystic version 3.

<https://media.wizards.com/2017/dnd/downloads/UAMystic3.pdf>

This will allow the Psion to fulfill a slightly more flexible role, early on, without becoming significantly more powerful.

The following are the recommended options:

Beacon

Beacon allows the Psion to provide a light source for themselves or their allies.

Blindspot

Blindspot allows the Psion to temporarily become invisible to a single target.

Delusion

Delusion allows the Psion to manipulate a single entity with a false image or sound.

Light Step

Light Step allows the Psion to move slightly faster and recover from the prone position more quickly.

Mystic Charm

Mystic Charm allows the Psion to manipulate a target's perceptions and act as their friend, temporarily.



THE PSYCHIC WARRIOR

Using the Ranger as a base, we can create a very effective and interesting Psychic Warrior with the following class changes:

FAVORED ENEMY - FAVORED FOE

Tasha's Cauldron of Everything gives us a Marking Mechanic rather than a pre-selected enemy type.

NATURAL EXPLORER - DEFT EXPLORER

Giving the Psychic Warrior additional skills and languages makes them very useful and implies either cultured education or worldliness.

This continues with the Roving trait at 6th level, increasing the Psychic Warrior's movement options.

And at 10th level they gain a form of Body Mastery in Tireless, allowing them to generate temporary hit points for themselves.

PSIONICS

A simple renaming of Spellcasting to Psionics is all that is really needed, here. But you can take it a step forward and give them Spell Points per the DMG page 288. Remember that they are Half-Casters, and their maximum spell points should max out at 64. Give them 4 points at level 2, then increase their power points at odd numbered levels.

This will result in them having 64 Spell Points at level 19.

PRIMEVAL AWARENESS

Rename this function to Psychic Awareness. And change the creature types to aberrations, elementals, fey, humanoids, monstrosities, and undead

HIDE IN PLAIN SIGHT - MENTAL VEIL

Instead of gaining the ability to create camouflage from natural elements, you are instead able to remove yourself from the minds of onlookers. As a bonus action you become Invisible until the start of your next turn. Taking any aggressive action ends your invisibility only to the target that you've taken the aggressive action against.

You can use this ability a number of times equal to your proficiency bonus, and regain all uses at the end of a long rest.

FERAL SENSES - MIND SENSE

You gain the normal benefits of Feral Senses, but the source is that you're able to pinpoint the locations of minds in your area.

PSIONIC ORDERS

The various Ranger Conclaves work just fine as Psychic Warrior Orders or Disciplines for Dark Sun's purposes. From the Fey Wanderer as a Mind-Controlling Psychic Warrior to the Horizon Walker as a Psychoportative Nomad.

There are, however, a few small points that need to be addressed.

BEASTMASTER

The Primal Companion method should be chosen. Feel free to roleplay the animal as psychically compelled or as empathically linked to the Psychic Warrior.

FEY WANDERER

The "Summon Fey" ability should likely be a psionic construct rather than an actual Fey.

HORIZON WALKER

The Banishment spell doesn't work on Athas. Instead, the creature should be considered present but incapacitated and also immune to all other effects.

MONSTER SLAYER

The Banishment spell doesn't work on Athas. Instead, the creature should be considered present but incapacitated and also immune to all other effects.



THE TRADER

The Traders of Athas were a class designed to be diplomats, skill users, fighters, and explorers. People who could delve into ruins, pull out important or expensive items, and find a buyer for those things. As all PCs on Athas get psionic power, I decided to expand that power for the Trader class while also giving them the ability to create items for sale...

Using the Artificer as a base we can lightly change the narrative utility of the Trader class while retaining the majority of it's flavor with the following minor changes:

SKILLS

Instead of choosing 2 skills, the Trader can choose up to 4 skills, but may also select languages in place of skills. In addition, Deception, Intimidation, and Persuasion are added to their available skill choices.

MAGICAL TINKERING - TINKERCRAFT

While not common in the original Athasian materials, Tinkercraft allowed a character to fulfill a role as an inventor or someone who uses creative solutions to minor problems.

SPELLCASTING - PSIONICS

Just changing the name is all that is required, but like the Psychic Warrior you could use the Spell Point system from the DMG on page 288. Again a half-caster, they'd gain their first spell points at level 1 and gain increases on odd numbered levels, maxing out at 64 power points at level 19.

INFUSE ITEM

No change is required whatsoever. Whether the magic item is created with psychic, magical, or even elemental energy should be described, however.

TRADER SPECIALTIES

Here is where we find the serious sticky wickets. Two of the artificer specialties, the Armorer and Artillerist, simply don't work terribly well for the campaign setting. While the Battlesmith gains an entirely "Eberron" Steel Defender pet. So here are the recommended changes to the Trader.

ARMORER

Eliminated as a Trader Specialty.

ARTILLERIST

Eliminated as a Trader Specialty

BATTLE SMITH

Steel Defender is replaced either with a Living Creature or a Psionic Construct. The functions of the creature do not change, only it's narrative description.

FORGE ADEPT

No real changes, though perhaps rename the Ghall'Shaarat.

MAVERICK

Change all the Magic language into Psionics and the Maverick works just fine.

ARCHIVIST

This specific option is out of alphabetical order with the others because it was never officially released in any materials, though arguably it is the most "Athasian" of all of the Artificer Specialties.

Using a Psi-Crystal, this Trader is able to make mental networks, gain information, or even afflict their opponent with unwanted information overload. This particular subclass is highly recommended for any Athasian Trader.

CLASS FANTASY

The Trader as a class fantasy is a flexible combat ally who can fight in melee, act as a party face, provide information on a wide variety of subjects, and speak enough languages (Or fake it well enough) to communicate with various creatures and peoples across the Tablelands, all while walking away with a tidy profit.

With this version we're significantly increasing that class fantasy to include strong, but not overpowering, psionic options, a drive for dungeon-delving to turn a profit, and the tinkercraft which only rarely came up in all of the previous Dark Sun content, but often fits an ingenious character who lives by their wits and their wallet.

However if this doesn't fit your campaign, you shouldn't feel the need to retain it. And you can eliminate it as an option in your play space without drastically harming gameplay or narrative, since NPC Traders will still exist without these new elements.



THE WILDER

Emotions are a powerful source of Psionic energy. And the Wilder is emotion incarnate. Born with an innate nexus point in their minds, Wilder grow up with psionics in every interaction, and find their emotions can be infectious for good or ill.

Using the Bard as a base, the Wilder can be recreated for 5e with the following changes:

SPELLCASTING - PSIONICS

Just changing the name is all that is required, but like the Psychic Warrior you could use the Spell Point system from the DMG on page 288. Wilders, however, are full casters!

BARDIC INSPIRATION - EMOTIONAL INVESTMENT

Just a quick name change.

MAGICAL INSPIRATION

An optional function from Tasha's which works well.

SONG OF REST - PEACEFUL STILLNESS

Just a quick name change.

BARD COLLEGE - WILD STYLE

Just a name change for fun

COUNTERCHARM - OUTBURST

Make it a burst of emotion that shakes people out of Charm and Fear, but also Sleep effects.

WILD STYLES

As a global modification to all Wild Styles: performance and music, song and dance, can all be ignored for the Wilder as descriptive functions of Wild Style abilities.

COLLEGE OF CREATION

No changes needed.

COLLEGE OF ELOQUENCE

No changes needed.

COLLEGE OF GLAMOUR

Minor narrative changes to remove references to Fey and the Feywild, otherwise golden.

COLLEGE OF LORE

Perfect as it is.

COLLEGE OF SPIRITS

Excellent for a Medium or Spiritspeaker character concept.

COLLEGE OF SWORDS

No changes needed.

COLLEGE OF VALOR

No changes needed.

COLLEGE OF WHISPERS

No changes needed. An excellent choice for a Paranoia-Affecting character concept.

COLLEGE OF THE DIRGE SINGER

Absolutely wonderful for a Wilder who is a leader in concept.

COLLEGE OF THE MAESTRO

Needs heavy retooling for narrative effect. It's not a -bad- subclass by any means, but it's deep focus on music can make it more difficult to transform into emotional control.



THE TEMPLARS

Granted boons and power by the Sorcerer-King they've sworn themselves to, Templars are a sect of priests, warriors, and defilers who enforce their ruler's will on the populace of the City state, and bear the King's messages across the Tablelands to other communities and city-states.

Templar are nobles and free people. No slave can become a templar until they have become freed, and any templar who becomes enslaved has lost all position and privilege.

Most Templars, the overwhelming majority in fact, are human. This is both because the majority of people who live within the city-states are human and the fact that the Sorcerer-Kings are humans, themselves, for the most part, who have deep seated, though flawed, reasons to distrust other peoples.

Unlike most characters, a Templar relies on the source of their power to retain it. Should a Sorcerer-King be displeased with a templar, that templar can immediately lose access to their class's spellcasting ability, entirely.

Such a character, of course, is also likely to also lose their position in society, their freedom, and in all probability their life.

OATHS AND BARGAINS

Paladin Templars swear an oath of fealty to receive power from their King, an oath in which they outline their duties, the King's expectations, and their goals. This oath is used to forge a magical contract which grants the Paladin extraordinary abilities that are not arcane in function and cannot defile.

Warlocks, on the other hand, make a bargain for power. Less formal, less based in faith, these bargains provide the Templar with arcane powers and spellcasting abilities which can defile the world.

POSITIONS OF TRUST

Templars are among the only peoples of Athas who spend time in the presence of the Sorcerer-Kings beyond the occasional brief audience or decadent celebration. Those who take up the highest positions within society often forgo armor and weapons, and instead function as dignitaries, diplomats, and hand-servants to the Sorcerer-Kings themselves.

Consequently, there is a deep desire to ascend within the ranks of the Templar orders to enjoy a cushy position close to power. Which can, and often does, result in infighting and politicking among the upper echelons of the Templar Orders which only makes the politicking of nobles and aristocrats even more frustratingly byzantine.

TEMPLAR INTIMIDATION

As an additional character trait, independent of class or background, all Templars gain a reputation for using their powers for their own ends, often violently and almost always ending with slavery or death.

In the cities, this means that a Templar who makes demands is very likely to get whatever is demanded, no matter how expensive or outlandish the request. This can be handled with an Intimidation Check which has advantage.

However, in the Sand Wastes and Elven Camps, such demands are met with sneers and laughs, in many cases, unless the Templar has a great number of visible allies to cause those of the small villages pause for fear of retaliation. It is generally a good idea to avoid openly identifying yourself as a Templar in smaller communities for that reason.

In such a community, however, if you maintain the secret until a Dramatic Reveal you can gain Advantage on a single Intimidation check made while revealing your allegiance and position.



PALADIN TEMPLAR OATHS

The class features of most Paladin Subclasses remain unchanged in function, their oaths, however, are sometimes drastically different. Oath of the Open Sea is, obviously, eliminated.

OATH OF THE ANCIENTS: LALALI-PUY

Exalt the Oba Through your acts of courage and bravery, show the people the goodness of the Oba.

Shelter the Light Where there is green in the world stand against the wickedness that would harm it, for it is the Oba.

Preserve Your Own Light Delight in song and laughter, in beauty and art. For the Oba is with you, and shares in your joy.

Be the Light Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all the Oba's glory!

OATH OF CONQUEST: HAMANU

No Changes.

OATH OF THE CROWN: ANY

No Changes.

OATH OF DEVOTION: ANY

Loyalty Obey your King, and those loyal above your station.

Courage Never fear to act, though caution is wise.

Contentment: Know that what you have is enough. That seeking greater power leads to ruination. (Might as well throw in a line to Control the Templar)

Respect Respect is earned, not given, to the populace. You have earned your position and others must earn theirs.

Duty Be responsible for your actions, protect the city and your king at any cost, and obey the orders of Hamanu.

OATH OF GLORY: ANY

No Changes.

OATH OF REDEMPTION: KELITIS

No Changes.

OATH OF VENGEANCE: ANY

Serve as the King's Blade Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the the foes of my King.

No Mercy for Traitors Ordinary foes might win my mercy, but my King's enemies do not.

By Any Means Necessary My qualms can't get in the way of exterminating my King's foes.

Retribution If my foes wreak ruin on the world, it is because I failed to stop them. I will wreak equal havoc upon their number, no matter the cost.

OATH OF THE WATCHERS: ANY

Vigilance The threats you face are cunning, powerful, and subversive. Be ever alert for their corruption.

Loyalty Never accept gifts or favors from King's foes or those who truck with them. Stay true to your order, your comrades, and your duty.

Discipline You are the shield against the endless terrors that lie beyond the walls. Your blade must be forever sharp and your mind keen to survive what lies beyond.

The Oath of the Watchers does not specifically fight against Aberrations and Outsiders in Athas, but instead focuses largely on protecting the city-states from all danger. They are inquisitors and soldiers, guards and detectives who seek corruption of any kind.

Particularly Defilers and Sorcerers who do not serve their King.

OATHBREAKER: ANY

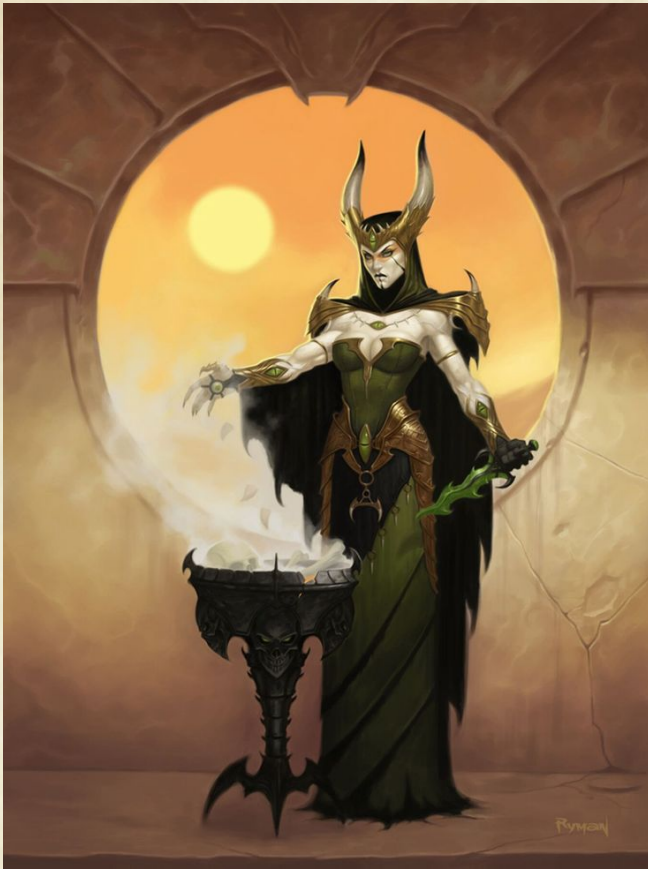
Oathbreakers are those Templars whose outrage and violence against their Sorcerer-King has forced them to turn away from worship of the being they know. Likely their spells were torn from them before their oath was broken, their position and titles stripped away.

There's even a good solid chance that such an Oathbreaker was branded a Slave and tossed to the mines, the arena, or to backbreaking labor.

Such Oathbreakers are generally Good Aligned characters, rather than Evil ones within the Dark Sun Campaign setting. And may have turned against their King on learning about the true nature of Defiling Magic, or even the wicked plans of the Sorcerer-King they once served.

Only those fallen Templars whose rage and urge to vengeance are powerful enough and dark enough to gain an aura of Hatred or a Dreadful Aspect are able to become actual Oathbreakers.

All other Templars who have fallen lose access to their Spellcasting Abilities but retain all other Paladin Class Features. But they become incapable of advancing within the Paladin Class any further.



WARLOCK TEMPLAR BARGAINS

Warlock Templars, like Paladins, gain their power from the Sorcerer-Kings. Unlike Paladins of the Order, Warlocks largely serve as Priests and Ritualists while keeping their true skills, as Defiling Arcanists, largely hidden until their King calls upon them.

Rarely, however, a Warlock will serve something else in the world. And when that happens, they're largely hunted down as a threat to the Sorcerer-Kings monopoly on offered power.

Aside from renaming a few class features, like Otherworldly Patron, little is needed to create a Warlock Templar. The Fathomless is, of course, eliminated.

ARCHFEY: LALALI-PUY

Lalali-Puy empowers her warlock templars to be charming and manipulative, to help control the populace and the Crescent Forest with a softer touch than other Sorcerer-Kings.

THE CELESTIAL: KELTIS

Keltis actively empowers his followers to mend the world, to fight evil, and commands that they never Defile. Those who do are liable to lose their spellcasting ability.

THE FIEND: ANY BUT KELTIS.

Flame and Darkness are beloved tools of most Sorcerer-Kings. The "Hurl Through Hell" function changes, slightly, and instead renders the target intangible and insensate as they are tormented by monstrosities and cruelty until the effect ends.

THE GENIE: PARAELEMENTALS

Warlocks beyond the reach of the Sorcerer-Kings occasionally make bargains similar to those of Druids or Clerics with darker powers. These Paraelemental Powers of Magma, Rain, Silt, and Sun exist as dark shadows of true Elementals.

THE GREAT OLD ONE: THE CALLER IN DARKNESS

In the ruins of ancient Giustenal, the City by the Sea of Silt, there is a being known by many names. A terrible creature of darkness that reaches out to the minds of any it can find, any who is vulnerable to its influence... Those touched by its influence often, but not always, go entirely mad. Some it empowers for unknowable reasons.

Great Old One Warlocks do not cast spells as Defilers, but instead manifest psionic powers. Following all appropriate rules, including using half-caster spell point values at DM's discretion.

THE HEXBLADE: ANY

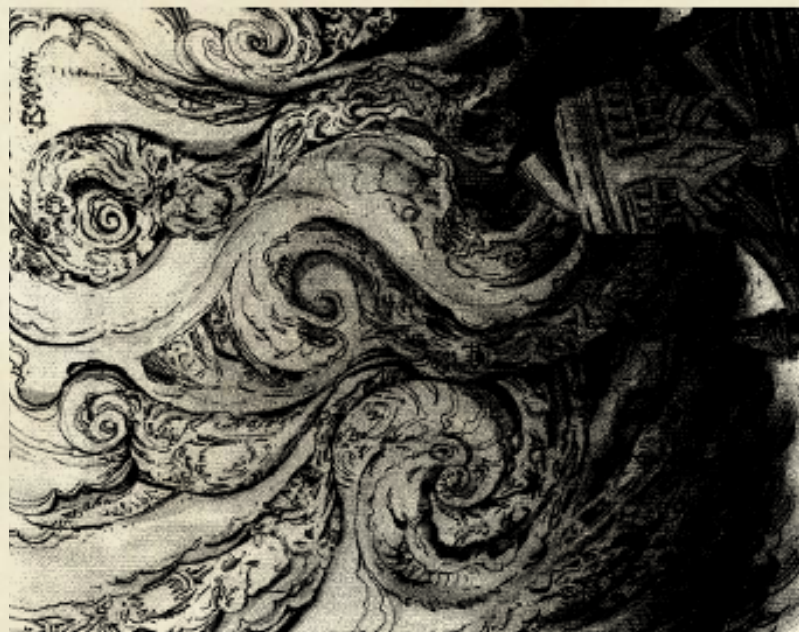
Rather than making a bargain with a mystical sword, Hexblades are gifted powerful weapons by their Sorcerer-King and empowered and trained in their most vicious use.

THE UNDEAD: THE OBSIDIAN ORACLE

Like the Paraelemental and Caller Warlock, those who serve the Obsidian Oracle are hunted and killed by Templars in service to any Sorcerer-King. The Dark Lens and its banshee servants grant dark power primarily to those who would fulfill the goals of the Saram and Joosh tribes. To see the end of Borys at any cost.

THE UNDYING: ANY BUT KELTIS

Keltis refuses to grant near immortality to any other entity. But the other Sorcerer-Kings find the utility of an eternal servant is often very high. Especially when that servant's extended life can be used against them. After all, by withdrawing just a bit of their power, the Sorcerer-Kings can allow an undying follower to age years, even decades, as punishment for their action or inaction...





ELEMENTAL CLERIC SUBCLASSES

AIR DOMAN

You draw power from the elemental plane of air. The wind sweeping across the sands and silt and the harsh breezes of Athas are your companions, and no amount of torrent can stop you.

AIR DOMAIN SPELLS

- 1st level** *thunderwave, zephyr strike*
- 3rd level** *gust of wind, warding wind*
- 5th level** *gaseous form, wind wall*
- 7th level** *conjure minor elementals (air only), storm sphere*
- 9th level** *conjure major elemental (air only), control winds*

BONUS CANTRIP

When you choose this domain at 1st level, you gain the mage hand cantrip if you don't already know it. The hand is invisible.

AIR SHIELD

Also at 1st level, you can surround yourself with protective winds. When a creature within 60 feet of you that you can see makes a ranged weapon attack against you, you can use your reaction to impose disadvantage on the attack roll.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: WHIRLWIND

Starting at 2nd level, you can use your Channel Divinity to whelm your opponents in punishing winds.

As an action, you present your holy symbol. Each hostile creature within 10 feet of you must make a Strength saving throw. On a failed saving throw, a creature takes bludgeoning damage equal to $2d10 +$ your cleric level and is flung up to 10 feet away from you in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

IMPROVED AIR SHIELD

Starting at 6th level, you can also use your Air Blast feature when a creature that you can see with 60 feet of you makes a ranged weapon attack against a creature other than you.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with a cleric cantrip.

WINDWALKER

Starting at 17th level, you have a flying speed equal to your current walking speed.

EARTH DOMAIN

Slow and patient, clerics who draw power from the earth are quite at home in the dry, arid landscape of Athas.

EARTH DOMAIN SPELLS

- 1st level** *catapult, earth tremor*
- 3rd level** *dust devil, Maximilian's earthen grasp*
- 5th level** *erupting earth, meld into stone*
- 7th level** *stone shape, stoneskin*
- 9th level** *transmute rock, wall of stone*

BONUS CANTRIP

When you choose this domain at 1st level, you gain the mold earth cantrip if you don't already know it. This spell is detailed in Xanathar's Guide to Everything.

BONUS PROFICIENCIES

At 1st level, you gain proficiency with martial weapons.

CHANNEL DIVINITY: ROCKY SHELL

Starting at 2nd level, you can use your Channel Divinity to surround yourself in a dense, rocky outer shell. As an action, you present your holy symbol, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, your AC equals $16 +$ your proficiency bonus. This benefit lasts for 8 hours, until you lose these temporary hit points, or until you use your Channel Divinity again.

CHANNEL DIVINITY: EARTH FEET

At 6th level, you can use your Channel Divinity to alter the ground around you, trapping the feet of your foes.

As an action, each creature of your choice within 10 feet of you that is touching the ground becomes restrained by the earth below it. On its turn, a creature can use its action to make a Strength saving throw against your spell save DC, freeing itself on a success.

STONE WILL

Also at 6th level, you are immune to the petrified condition.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon with earthen might. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

SKIN OF STONE

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage.

FIRE DOMAIN

Fire Domain You draw your power from the elemental plane of fire. Your heart burns with the heat of a thousand suns. And as Athas continues to burn, you and those who follow a similar path advance in power.

FIRE DOMAIN SPELLS

1st level *burning hands, hellish rebuke*

3rd level *flaming sphere, scorching ray*

5th level *elemental weapon (fire only), fireball*

7th level *fire shield, wall of fire*

9th level *flame strike, immolation*

BONUS CANTRIP

When you choose this domain at 1st level, you gain the firebolt cantrip if you don't already know it.

FIRE WIELDER

Even from 1st level, wielding fire comes second nature to you. When you use your action to cast the firebolt cantrip, you can use your bonus action to make one weapon attack.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: EXTREME HEAT

Starting at 2nd level, you can use your channel Divinity to wield the power of fire with unchecked ferocity.

When you roll fire damage, you can use your Channel Divinity to deal maximum damage instead of rolling.

FIRE HEART

Starting at 6th level, your connection to the elemental plane of fire grants you special abilities:

You gain resistance to fire damage. You can add your Wisdom modifier to one damage roll of any spell of 1st level or higher that you cast that deals fire damage. **Potent Spellcasting** Starting at 8th level, you add your Wisdom modifier to the damage you deal with a cleric cantrip.

FIRE SOUL

At 17th level, your affinity with fire becomes more powerful:

You gain immunity to fire damage. As a bonus action, you can wreathe yourself in flames. While alight, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 5 (1d10 damage). You can end this effect by using another bonus action.

WATER DOMAIN

Water Domain Those who draw their power from the elemental plane of water are often healers and highly sought by towns and villages across the Hinterlands for their ability to conjure water.

WATER DOMAIN SPELLS

1st level *create or destroy water, cure wounds* **3rd level**

lesser restoration, prayer of healing **5th level** *create food and*

water, revivify **7th level** *control water, watery sphere* **9th**

level *greater restoration, raise dead*

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

DISCIPLE OF WATER

At 1st level, when you use the create or destroy water spell to create water, you create an additional 5 gallons of clean water, plus another 5 gallons for each spell slot of 2nd level or higher you use casting the spell.

POTENT HEALING

Also starting at 1st level, your healing spells are more effective. When you roll a 1 or 2 on a die for a spell that heals hit points of 1st level or higher, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

CHANNEL DIVINITY: REPLENISH

At 2nd level, you can use your Channel Divinity to hydrate and nourish your companions.

As an action, you present your holy symbol. Choose any number of creatures within 30 feet of you. You remove 1 level of exhaustion from each creature (if they have any). In addition, the creatures do not need their normal allotment of food and water for the next 24 hours.

BEYOND THIRST AND HUNGER

Beginning at 6th level, you do not require food or drink. Also, you are immune to poison and the poisoned condition.

POTENT SPELLCASTING

Starting at 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

SUPREME HEALING

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.



GLADIATOR (FIGHTER SUBCLASS)

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

ARMOR SPECIALIST

Beginning at 3rd level, while you wearing light, medium, or no armor you gain a bonus to your AC equal to your proficiency bonus. You cannot use this trait in conjunction with the Monk or Barbarian's Unarmored Defense features.

MARTIAL ARTS

At 3rd level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and martial arts weapons, which are shortwords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed and you are wearing light, medium, or no armor:

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes or martial arts weapon. You can roll a d4 in place of the normal damage of your unarmed strike or martial arts weapon. This die changes as you gain levels in this class, increasing to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level. When you use the Attack action with an unarmed strike or a martial arts weapon on your turn, you can make an unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

NO SELL

Starting at 7th level, you can use your reaction to shrug off damage when you are hit by a weapon attack that deals bludgeoning, piercing, or slashing damage. When you do so, you gain resistance to that instance of the damage. You must be able to see the attacker in order to use this feature.

SHOWMANSHIP

At 10th level, you can use your bonus action to taunt and mock a creature within 30 feet of you. The creature must be able to hear you but doesn't have to understand the same language in order for this feature to have an effect on it. Make a Charisma (Performance) check contested by the creature's Wisdom (Insight) check. On a successful check, the creature becomes visibly flustered and has disadvantage on the next attack roll it makes before the end of its next turn.

You can use this feature three times. You regain all expended uses when you complete a long rest.

WEAPON MASTERY

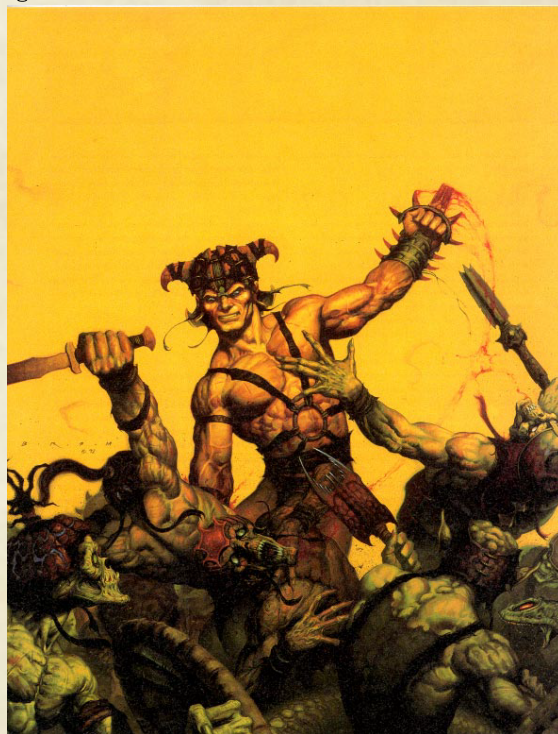
At 15th level, choose a simple or martial weapon, or your unarmed strike. While using that weapon, you gain the following benefits:

When you roll a 1 on the d20 for an attack roll with the weapon, you can reroll the die but you must use the new roll. Once per turn, when you hit a creature with the weapon you can roll one of the weapon's damage dice one additional time and add it to total damage dealt.

FINISHING MOVE

Starting at 18th level, you can finish off injured opponents with a powerful maneuver called a Finishing Move. When you attack and hit a creature that has half its hit points or less, it must make a Constitution saving throw (DC 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus). On a failed save, the creature's hit points are reduced to 0.

You can't use this feature again until you finish a short or long rest.





BARD (ROGUE SUBCLASS)

The bard is a member of a bizarre class of entertainers and storytellers prized by the aristocratic city dwellers. Freeman all, the bards tour through cities in groups or individually, then travel on, making a living with their wits and talents. It is also widely accepted that many bards lead double lives as notorious blackmailers, thieves, spies, and even assassins.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with the poisoner's kit and one instrument of your choice. You also gain proficiency with the Performance skill if you don't already have it.

DISTRACTING PERFORMANCE

Starting at 3rd level, you can sing, recite a poem, or dance with the intent of distracting an opponent. As a bonus action, you can make a Charisma (Performance) check against a creature that you can see and can hear that isn't incapacitated, contested by the target's Wisdom (Insight) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

This benefit lasts for 1 minute or until you successfully use this feature against a different target.

JACK OF ALL TRADES

Also, at 3rd level, you can add half your proficiency bonus, rounded down to any ability check you make that doesn't already include your proficiency bonus.

MASTER OF POISONS

At 9th level, you become an expert at poisons and their application. You have advantage on saving throws against poison and gain resistance to poison damage.

In addition, as part of a short rest, you can harvest saliva, venom, or residue from a slain beast, monstrosity, or plant creature of size Large or smaller to create a vial of poison. You can use the poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier or take an amount of poison damage equal to 1d4 + the number of levels you have in this class. Once applied, the poison retains potency for 1 minute before drying.

ENTHRALLING PERFORMANCE

Starting at 13th level, if you perform for at least 1 minute you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier or be charmed by you. While charmed in this way, the target idolizes you, speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight in your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can't use it again until you finish a short or long rest.

STUNNING PERFORMANCE

At 17th level, you can use your bonus action speak of word of power that can overwhelm the mind of one creature you can see and can hear you within 60 feet, leaving it dumbfounded. If the target has a number of hit points equal to 10 times your levels in this class or fewer, it is stunned. Otherwise, this feature has no effect.

The stunned target must make a Constitution saving throw at the end of each of its turns. The DC equals 8 + your proficiency bonus + your Charisma modifier. On a successful saving throw, this stunning effect ends.

Once you use this feature, you can't use it again until you finish a short or long rest.