

Player'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, yancke, Pannarin, Barbarossa Rotbart and Pyromancer999 (From the WotC 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.

Races

Aarakocra

Racial Traits

Average Height: 7'-8'

Average Weight: 100lbs-130lbs

Ability Scores: +2 Dex, +2 Wis

Size Medium

Speed 4, Fly 8 Squares (Altitude 3 squares)

Vision Normal

Languages: Aarakocra, Common

Skill Bonus: +2 Perception

Defiler Sense: +4 to Perception checks when a detecting a defiler.

Natural Weapon: Unarmed Fighting Talons (1d6 damage)

Dive Bomb	Aarakocra Racial Attack
<i>You fly to a great height then plummet down on your enemy, leading with your Javelin.</i>	
Encounter ♦ Martial, Stance	
Standard Action	Melee Weapon
Target: One creature	
Attack: Dex vs. AC	
Hit: 2 [W] plus Dex Mod	

Dragonborn (Dray)

Dragonborn are known as Dray on Athas, due to their creator, Dregoth. They are a very rare race, and the vast majority of them live in servitude as Templars to Dregoth.

Dwarf

Dwarves are as presented in the PHB except they take dwarven focus instead of Dwarven Weapon Proficiency.

Dwarven Focus: When set on a specific task the Dwarf gains a +1 to saving throws and a +2 to any

skill check until the task is completed.

Kalashtar (Elan)

Kalashatar or Elan, as they are known on Athas, are humans who have been altered by psychic energy. They mix well with humans (given the Athasian humans wide variety of appearances), but they always seem a little bit unusual, causing the average citizen to be a little wary of them.

Elf

Elves are presented as in the PHB, except they Replace Group Awareness with Elf Run and may choose Elven trickery power instead of Elven Accuracy.

Elf Run: The Elf gains a +5 to endurance checks while running across the desert. The Elf also adds a +1 square to their speed score for calculating their overland speed.

Elven Trickery

Elven Trickery	Elven Racial Power
<i>You use your infamous Elven guile to get your enemy to drop their defenses.</i>	
Encounter ♦ Stance	
Move Action	Weapon
Target: One creature	
Attack: Int vs. Will, Cha vs. Will, Wis v Will	
Hit: Effect: You gain combat advantage against the target until the beginning of your next turn.	

Goliath (Half-Giant)

Goliath's are as presented in the players handbook II except they are called Half-Giants on Athas, and they can choose Get Out Of My Way instead of their normal racial power.

Get Out Of My Way	Half-Giant Racial Power
<i>With a sweep of your weapon and a tremendous bellow, you send your foes staggering backward.</i>	
Encounter ♦ Weapon	
Standard Action	Close Burst 2
Target: All Creatures in Range	
Attack: Str vs. Fort	
Hit: 1[W] damage, and target is pushed 1 square+1 str modifier.	
At 21st level, damage increases to 2[W] damage.	

Half-Elf

Half-Elves are as presented in the PHB, except replace Group diplomacy with detect lies.

Detect Lies: Half-Elves have a natural distrust for most societies, this makes them very good at detecting lies. They receive a +5 to insight checks to discern a lie.

Halfling

Halflings are cannibalistic tribal beings that have a very close tie to nature. Many Halflings set up a free of life and cultivate a forest to act as a sacred area, while others may inhabit caves that allow them to disappear after raiding merchant caravans.

Halflings that have turned renegade remain as stated in the PHB.

Halflings that remain in their tribes trade second chance for Cannibalistic Zeal, and Members of the Rhul-Thaun can trade second chance for Command Life Shaped Being.

Cannibalistic Zeal	Racial Feature
<i>The smell of blood in the air drives you into frenzy.</i>	
Encounter ♦ Primal	
Free Action	Personal
Target: Personal	
Trigger: An opponent you are fighting becomes bloodied.	
Effect: You gain combat advantage over your target until he end of the encounter.	

Command Life-Shaped Being	Racial Feature
<i>You are capable of commanding a life shaped creature.</i>	
At-Will ♦	
Standard Action	Ranged 5
Target: One life-shaped creature	
Effect: You can control one of the Life-Shaped creature's actions, for example you can order it to move, attack or use a minor action. The Attack is a basic melee attack.	

Mul

Racial Traits

Average Height 6' to 6'6"

Average Weight 240-300lbs

Ability Scores +2 Str, +2 Con

Size Medium

Speed 6 Squares

Vision Normal

Languages Common, Dwarf

Skill Bonus +2 Endurance, +2 Intimidate

Mul Exertion: Muls can push themselves well beyond human limits. See table below.

Type of Exertion Time (in hours) Before Rest

Heavy Labour 24+ Con Bonus

Medium Labour 36+ Con Bonus

Light Labour 48+ Con Bonus

Normal Labour Con Days

(*Examples of labour:* **Heavy:** Stone Construction, Quarry Work, Running, **Medium:** Light Construction, Mining, Jogging, **Light:** Combat Training, Walking Encumbered, **Normal Activity:** Walking, Conversation)

Slave's Rebuke Mul Racial Power

Struck one too many times, you return the favor with a vengeance.

Encounter ♦ Weapon

Immediate Reaction Range: Melee

Trigger: You are hit by a melee or close attack.

Target: One adjacent enemy that just attacked you.

Attack: Con vs. AC

Hit: 1[W] + Con modifier damage, and you can spend a healing surge.

Increase to 2[W] + Dexterity modifier damage at 21st level.

Pterran

Racial Traits

Average Height:

Average Weight:

Ability Scores: +2 Str, +2 Cha

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Pterran, Common

Skill Bonuses: +2 Diplomacy, +2 Nature

Pterran Resilience +2 to Endurance checks to withstand the effects of nature.

Life Paths: Choose one of the 3 powers as your Pterran Life Path benefit. The Warrior path uses Predatory Eye, the Mind Path uses Iron Mind and the Nature Path uses Wild step.

Iron Mind Pterran Racial power

After withstanding an attack, you use the power of your mind to fortify yourself against further harm.

Encounter

Immediate Interrupt Personal

Trigger: You Would Be Hit By An Attack

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

Predatory Eye Pterran Racial Power

You maneuver into an advantageous position and strike your foe with ruthless determination.

Encounter

Minor Action Personal

Effect: If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn. Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.

Wild Step Pterran Racial Power

The Pterran moves through natural surrounding with ease.

At-Will

Free Action Personal

Effect: The Pterran can ignore any naturally occurring difficult terrain.

Thri-Kreen

Racial Traits

Average Height 7'-8'

Average Weight 450-500lbs

Ability Scores +2 Dex, +2 Wis

Size Medium

Speed 7 Squares

Vision Low Light Vision

Languages Common, Thri-Kreen

Skill Bonus +2 Endurance, +2 Nature

AC Bonus: +5 Bonus to Armour Class

Dark Sense: The Thri-Kreen's Antennae reduce the penalties for blindness by 1

Sleep: Thri-Kreen do not Sleep, they do however need to relax, or stand down to recover used powers and lost hit points. While in their state of relaxation they do remain aware, and can be watching a camp.

Thri-Kreen Weapon Training: Proficient with the Gytha, and Chatkcha

Poisonous Bite: They have Venomous Bite Encounter Power

Venomous Bite Racial Feature

The Thri-Kreen uses its venomous bite to paralyze

its prey, allowing the Thri-Kreen to finish its prey.

Encounter ♦ Poison

Standard Action **Ranged Melee**

Target: One creature

Attack: Con vs. Fort

Hit: 1d4+Con Damage, Stunned (Save Ends)

After Effect: Weakened (Save Ends)

Extremely Rare Races

All of these races are believed extinct on Athas. It is possible small enclaves of them survived cleansing by hiding among humans or hiding in the black or grey, they could even be creatures from the Pristine Tower, but it is unlikely more than a handful of any of these races still exist on Athas.

The pristine tower is responsible for the majority of mutants on Athas, these races are still very limited in number, and are usually believed to be what their original race was, some even have myths and legends attached to them.

Changelings

Changelings have existed within the city-states since the cleansing wars. They have used their abilities to hide from the Sorcerer-Kings and disguise themselves as human. To this day most Changelings do not reveal their true nature to anybody, not even their closest of allies.

Deva

Deva are extremely rare, they are the result of a magical union between an Avangion and a mortal. The birth of a Deva is considered a joyous time, and something that very rarely happens, especially within the confines of a city.

Drow

Drow are the twisted mutated cousins of Elves, they are the remnants of a tribe of Elves who lived too close to the Pristine Tower for too long. They have become expert night raiders who hide from the harsh sun in caves during the day, they are known for their smaller stature than common elves and for their savagery in combat.

Eladrin

Eladrin are a mysterious race of Elves that many whisper have come from the Mirages. Their ability

to disappear and reappear only confirms this to many of the Athasian people.

In truth Eladrin are not really sure about their true heritage. It is possible they are a throw back to an age long past, or a mutated tribe of elves that has started to flourish.

The largest concentration of Eladrin is on the shores of the last sea.

Gensai

Gensai are believed to be the result of a Sorcerer trying to mix elemental beings with Humans, Elves, Dwarves and Halfling. As a result Gensai are temperamental and very rare. They are seen as holy being by clerics.

Gnolls (Beast Men)

Gnolls are bestial humanoids who have mutated over generations into animalistic humanoids who are famous for their brutality and savagery. On Athas they are not the same as Gnolls of other campaign settings, they are bestial, but not necessarily dog like. Many Athasians believe the Gnolls to be a further degeneration of the tribes that produced Shifters.

Gnomes

Gnomes, like Eladrin are refugees from the Feywild. They are magically inclined distant cousins of Halflings.

Half-Orc (Subhumans, Mutants)

Half-Orcs are human mutants occasionally born into human society. They are obvious from birth and seen as having serious birth defects. The majority are killed or sold as soldier slaves before they can even walk.

Most people refer to them as subhumans or just mutants, there is rumoured to be a community of them living under Tyr.

Minotaur (Beast Headed Half Giants)

Minotaurs are an extremely rare breed of Half-Giant in which Beast head giants were used as the primary stock. They proved to be far too chaotic to control, and the vast majority of them were destroyed, rumour has it that some still wander the desert in very small family groups, attempting to avoid humans and Halflings as they are responsible for all of their hardships.

Minoitaur tend to be less bull like and more of any random animal on Athas.

Revenant

Revenants are undead beings that have survived past their death due to unfinished tasks in life. Dwarves are very common as revenants.

Shadar-Kai

Shadar-Kai are humans who have dabbled too long in the magical energies of the Black. Much like Shadow Wizards slowly become infected with a shadow taint, the Shadar-Kai are most commonly believed to be the offspring of Shadow Wizards, or a magical infusion of Shadow Giants and humans.

Shifters

Shifters are the mutated relatives of savage desert tribes. They come from deep in the desert to raid and kill with no rhyme or reason. Occasionally one will be raised within a human tribe, or as a slave, learning the rules of civilisation at the same time.

Tieflings

Tieflings are extremely rare on Athas; they are the result of magic liaisons between powerful magic users and the mysterious beings of the Black or Grey.

It is common belief that is two Tiefling where to reproduce, a power being of the black or grey would be born as a native of Athas and wreak destruction upon everything it comes across.

Warforged

Warforged are thematically changed form the PHB, but mechanically identical. Warforged are sentient life-shaped beings from the jagged cliffs that have struck out on their own to learn about the world. They do have a strange feeling of kin-ship to the Rhul-Thaun.

Warforged on Athas have out skins made of Chitin or Obsidian (or a combination of both)

Classes

Elemental Clerics and Templars: A Note on Divine Classes (Avenger, Cleric, Invoker, and Paladin)

There are no gods on Athas; Divine classes either worship the elements, para-elements or the Sorcerer Kings. Divine classes in the service of a

sorcerer king (most often the Paladin and Avenger) are referred to as Templars. The Elemental worshipers (most often Clerics and Invokers) are usually just referred to as Elementalists or priests.

Elemental Clerics

Skills: Add Nature to your skill list.

Limited Powers: Elemental Clerics powers are limited by their worshipped element, the list is as follows. If the Elemental Cleric type does not have an energy list next to it, he cannot use powers with the energy type.

Air: Lightning, Thunder

Earth: Acid (Can have access to the Earth Domain)

Fire: Fire

Magma: Fire

Rain: Acid, Lightning, Thunder (Can have access to the Storm Domain)

Silt: Acid

Sun: Light (Can have access to the Sun Domain)

Water: Acid (Can have access to the Sea Domain)

Power Alterations

Generally powers will need slight re-flavoursing, spells with Astral in the title should be renamed to an element, spells that have angelic effects should be replaced with more elemental names. Also some power may not be entirely suitable being re-flavoured, these should be left to the DMs discretion.

In most cases Elemental Clerics don't use powers with the fear, necrotic, psychic

Any Power With the Radiant Keyword: Any power that has the Radiant Keyword also has the Elemental Keyword attached to it. The damage is of Radiant and your chosen elements type.

Divine Armour: Add the Elemental Keyword to the power description: The divine energy is of your elemental type

Shield of Faith: Add the Elemental Keyword to the description, the shields Divine Energy is made of your element.

Spiritual Weapon: Add the elemental Keyword to the power description. The conjured weapon is made of your chosen element.

Level 1 At-Will Prayer

Heat Lash	Class Attack 1
<i>This prayer conjures a whip of pure heat that knocks your opponent back.</i>	
At-Will ♦ Implement, Fire	

Standard Action	Reach 1
Target: One creature	
Attack: Wiz vs. AC	
Hit: 1d6+wiz mod Fire damage, and your opponent is knocked back one square.	

Level 2 Utility Spell

Clean Air	Class Utility 2
<i>This spell creates a pocket of air that is safe to breathe.</i>	
Encounter ♦ Air	
Standard Action	Burst 4
Effect: This spell can be used to create a pocket of clear air that is safe to breathe around the caster. This spell does not work underwater and is used mainly for clearing noxious gases etc.	

Eliminate Tracks	Class Utility 1
<i>When travelling across sand, silt or hard earth, the cleric can hide any tracks he may leave. He does still leave a scent.</i>	
At-Will ♦ Earth	
Minor Action	Personal
Effect: The Cleric can no longer be tracked via his footprints. Increasing the DC of successfully tracking him by 5.	

Level 3 Encounter Spell

Heat Exhaustion	Class Attack 3
<i>A beam of light streaks from the caster's fingers and slams into the targets forehead, instantly causing the brain to over heat as if struck by sunstroke.</i>	
Encounter ♦ Implement, Sun	
Standard Action	Ranged 5
Target: One creature	
Attack: Wis vs. Will	
Hit: 2d8+Wis mod, Target is dazed (Save Ends)	
Miss: Half Damage.	

Level 5 Daily Spells

Dehydrate	Class Attack 5
<i>This terrible spell draws all the water from a victim's body, leaving them dried and lethargic.</i>	
Daily ♦ Implement, Water, Reliable	
Standard Action	Ranged 15
Target: One creature	
Attack: Wis vs. Will	
Hit: 3d8+Wis fire (heat) damage, Target is slowed (Save ends)	

Foul Air	Cleric Attack 5
<i>A burst of foul smelling Air erupts around you, leaving enemies gagging and looking and stumbling away from you in an effort to find clear air.</i>	
Daily ♦ Implement, Air	
Standard Action	Burst 3
Target: All Within Burst	
Attack: Wis s Will	
Hit: 2d8+Wis Damage, All enemies are effectively pushed to the outside of the burst due to the atrocious stench.	
Miss: Half Damage	

Level 6 Utility Spell

Encase in Stone	Class Utility 6
<i>The cleric may completely bury him self under loose earth, sand or topsoil for up to 8 hours. While buried the Cleric can perform an extended rest in safety.</i>	
Daily ♦ Earth	
Standard Action	Personal
Effect: The cleric is effectively buried meaning that enemies would have to dig him out to attack him.	

Gate Elemental Material	Class Utility 6
<i>The Cleric can summon raw material of his chosen element</i>	
Daily ♦ Earth, Air, Fire, Water	
Standard Action	Ranged Self
Effect: The Cleric can summon 1 cubic foot +1 ft per 3 levels of raw material of his chosen element from the Primordial Plane.	

Deflect Missiles	Class Utility 6
<i>The air in front of you hardens, deflecting any missiles heading your way.</i>	
Encounter ♦ Air	
Immediate Interrupt	Personal
Hit: This spell will increase you Ref and AC +4 for the purpose of avoiding any oncoming missiles.	

Level 9 Daily Spells

Eruption	Cleric Attack 9
<i>A blast of boiling lava erupts from under the feet of your target, causing severe burns and pain.</i>	
Daily ♦ Implement, Divine, Magma	

Standard Action	Ranged 15
Target: One creature	
Attack: Wis vs. Reflex	
Hit: 2d10+wis elemental damage, and 5 ongoing elemental damage (Save Ends)	

Level 10 Utility Spell

Meld Into Stone	Class Utility 10
<i>This spell allows the caster to step into a stonewall. He can hide in there or pass through to the other side.</i>	
Daily ♦ Earth	
Move Action	Personal
Effect: The caster can hide in a stonewall until his next turn or he can step through to the other side of the wall. The wall must be completely stone for this power to work.	

Level 13 Encounter Spells

Sirocco	Cleric Attack 13
<i>The Sirocco is a scorching desert wind that burns and blister all it blows against</i>	
Encounter ♦ Air, Divine, Implement	
Standard Action	Burst 5
Target: Any Creature in Burst	
Attack: Wis vs. Reflex	
Hit: 2d10+Wisdom damage, and the victims have to make an Endurance check against the Attack roll or lose a healing surge.	

Level 19 Daily Prayer

Whirlpool of Doom	Cleric Attack 19
<i>The ground beneath the target becomes a whirling pool of quicksand, swallowing the target and burying them under sand. The target must dig out or risk suffocation.</i>	
Daily ♦ Earth, Silt, Divine, Implement	
Standard Action	Ranged 15
Target: One creature	
Attack: Wis vs. Reflex	
Hit: 2d10+wis damage, and the victim are buried under sand. They are immobilised and must make Endurance checks at DC 20 for each round they are buried or loose healing surge form suffocation.	

Templars

Dragon King/Sorcerer King Clerics: The Dragon/dragon king clerics can change Radiant

damage to Necrotic damage, depending on the King they worship.

Skills: Templars can add Diplomacy or Intimidate to their skill lists (If they don't already have it)

Power Alterations

Generally powers will need slight reflavoursing, spells that have angelic effects should be replaced with names that mention the Dragon King or his servants. Also some power may not be entirely suitable being reflavoured, these should be left to the DMs discretion.

Templars often use powers that use fear aswell as elemental powers.

In general if a power doesn't seem to fit the theme of a templar, I do not suggest you use it.

Templar Domains

Abalach-Re (Raam) - Trickery, Strife
 Andropinis (Balic) – Juctice, Knowledge
 Hamanu (Urik) – War, Destruction
 Kalak (Tyr) – Tyranny, Justice
 Lalai-Puy (Gulg) – Wilderness, War
 Shadow-King (Nibenay) - Darkness, Destruction
 Tectuktitlay (Draj) – Moon, Tyranny

Level 5 Daily Spells

Might of the Sorcerer-Kings	Templar Attack 5
<i>This spell imbues you and your allies with unnatural aggressiveness, allowing them to fight harder.</i>	
Daily ♦ Martial, Reliable	
Standard Action	Melee Weapon
Target: One creature	
Attack: Str vs. Ref	
Hit: 3 [W] All Allies within 5 squares get a +1 to att and damage for the rest of the encounter.	

Level 10 Utility Spells

Hand of the Sorcerer-Kings	Templar Utility 10
<i>The Sorcerer King protects his loyal Templar from arcane magic spells.</i>	
Daily ♦ Protection	
Immediate Interrupt	Personal
Effect: The Templar gains a Resistance of 5 vs. any spells cast on him from any spell Arcane Spell Caster.	

Defilers and Preververs: A Note on Arcane classes (Sorcerers, Swordmages, Warlocks, Wizards)

Arcane spell casters usually fall into two categories, Preservers and Defilers. Not all arcane spell caster must be a preserver or defiler. NPC's that do not choose are usually seen considered to be defilers, even if they don't actively try to defile the land Athas! PC's will automatically be considered Preservers unless they state they wish to be a Defiler.

Defile	Arcane Class Feature
<i>You drain energy from the very land to fuel your spells, leaving the earth barren and desiccated in your wake.</i>	
At-Will ♦ Arcane, Defiling	
Immediate Interrupt	Personal
Trigger: Casting an Arcane Spell	
Effect: You gain a +1 power bonus to attack and damage with spell.	
At 11 th level this bonus increases to +2 and at 21 st is becomes a +3	
Special: Whenever you cast a spell under the effect of this power, the square in which you are standing becomes defiled. You do not gain the benefit of this effect when standing in a square that has already been defiled. At 1 th level the defiled square becomes 2 square burst, and at 21 st level a 3 square burst.	

Defilers

Defilers are the most common type of Arcane spell caster on Athas, once using the Defile arcane feature a character is automatically considered a Defiler and must start a process of redemption to remove that taint.

Powers: If a spell describes defiling in its description the descriptions level of defiling is the used amount.

Each time a defiler goes up a level and he has cast a spell with the defiling descriptor while at that level, he can become slightly more sickly and twisted. A defiler basically sacrifices his physical strength, plus the life on Athas to gain arcane power. He must roll a save or move one step down the following table.

- Normal, no side effects, the character becomes slightly pale and gaunt.
- The defiler becomes sickly looking, he gets a -1 to all Cha based skill checks. Some

thing about the character is just wrong. As a benefit he gets a +1 to Int based checks.

- The Defiler continued to become physically weak, he now has a -1 to all Strength based skill checks, he gains a +1 to wisdom based skill checks in return.
- The Defiler suffers a permanent -1 to Strength, but in return gains a +1 to their primary casting stat.
- The Defiler suffers a further -1 to all Charisma based skill checks, he is now very gaunt and pale, and gives off an aura that makes normal folk uneasy.
- the Defiler gains a permanent +1 to his primary casting stat, but also has a -1 to Str, Con or Cha (Player's Choice)

Skills: Defilers can add Intimidate to their list of skills

Level 2 Defiler Utility Spells

Defiling the Land	Defiler Utility 2
<i>You drain life from Athas to empower your spells.</i>	
Encounter ♦ Arcane, Defiling	
Minor Action	Personal
Effect: You can regain the use of an expended Encounter Power.	
Special: All terrain in Burst 2 becomes Defiled.	

Level 6 Defiler Utility Spells

Blacken Wizard	Defiler Utility 6
<i>Desperate for power, you drain the essence of life from the ground around you, withering the landscape.</i>	
Daily ♦ Arcane, Defiling	
Standard Action	Personal
Effect: You regain the use of an expended daily Power.	
Special: All terrain in Burst 6 becomes Defiled.	

Level 7 Defiler Spell

Abrasion	Defiler Attack 7
<i>You cause the earth to rumble and vibrate under your enemies, knocking them to the ground</i>	
Encounter ♦ Arcane, Defile	
Standard Action	Burst 5
Target: All creatures in burst	
Attack: Int vs. Reflex	
Hit: 3d6+int damage, and all creatures in the burst are knocked prone	

Special: A Burst 8 around you becomes defiled.

Level 10 Defiler Utility Spell

Scorch Wizard Defiler Utility 10

Desperate to revive your expended energy, you rip the very soul from Athas, withering the landscape around you.

Daily ♦ Arcane, Defiling

Standard Action Personal

Effect: You recover all your class and racial powers as if you had just had an extended rest, but no powers from magic items. You gain no hit points or action points and do not actually rest during this period.

Special: All terrain in Burst 12 becomes Defiled.

Wall of Ash Defiler Attack 9

The Defiler raises a wall made of defiled earth and ash to protect him self or re-direct enemies. The wall pulsatd with defiled power, harming any who get too close to it.

Daily ♦ Arcane, Defile

Standard Action Area 8 within 10 squares

Target: One creature

Attack: +0 vs. Reflex

Effect: You conjure a wall that consists of contiguous squares filled with defiled earth and ash. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6+Intelligence modifier fire damage.

If a creature moves into the wall's space or starts its turn there, the creature takes 3d6+Intelligence modifier defiling damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight

Sustain: Minor action the wall persists.

Special: A Burst 11 of defiling ash appears around you as you cast the spell, this is the ash used to construct the wall; the burst area also counts as defiled land.

Level 10 Defiler Utility

Defiling Regeneration Defiler Utility 10

The Defiler drains the land surrounding him to give him an energy boost.

Daily ♦ Defile, Healing, Arcane

Standard Action Personal

Effect: The Caster triggers a healing surge within himself, the defiler also gets his intelligence

modifier as bonus hitpoints.

Special: A burst 11 becomes defiled around the caster.

Level 16 Defiler Utility Spell

Burn Wizard Defiler Utility 16

In tearing away the life force of Athas, you channel its power to replenish your spent energy.

Daily ♦ Arcane, Defiling

Minor Action Personal

Effect: As an immediate action, cast a single ranged attack spell. This spell is maximized and has the added descriptor NECROTIC added to it.

Special: All terrain in Burst 24 becomes Defiled.

Defiling Stasis Defiler Utility 16

The Defiler is capable of defiling land away from him self (possibly right under the fet of another caster) throwing suspicion off him self for being a defiler, and leaving the blame else where.

At-Will ♦ Defile

Free Action Ranged 10

Effect: When the Defiler uses his Defile class feature, the defilement can occur up to 10 squares away.

Preservers

A preserver casting spells does not harm the environment around him, as he doesn't need to drain energy from Athas to cast a spell.

Skill: Preservers can add Diplomacy and Nature to their list of available class skills.

Preserver Class Feature

Preserver of Life Wizard Class Feature

Your magic stays true to your preserving beliefs, your magical energy can boost an ally in range.

Encounter ♦ Arcane, Healing

Immediate Interrupt Burst 3

Trigger: You may trigger this power when you cast an Arcane Spell

Effect: You allow one ally in range to use a healing surge, or make a saving throw. At 11th level you may use this power twice per encounter, and at 21st 3 times per encounter.

Special: If you have used a power with the defiling keyword in the last week you cannot use this power.

Level 6 Preserver Utility Spell

Block Defiling Preserver Utility 6

Using your understanding of magic and devotion to life, you can block defiling magic working in the immediate area around you.

Encounter ♦ Arcane, Preservation

Immediate Interrupt Burst 5

Effect: Any bonus's achieved from defiling are blocked in the area around the caster until the star of the casters next turn.

Artificer

Artificer's on Athas are very rare. So uncommon are they, that they are thought of as non-existent. They do who ever exist. Artificer's who imbue the vehicles with magical energy regularly builds items such as Silt Skimmers. Sorcerer-Kings and powerful warlords also keep them in employ to empower their troops.

Artificer's are commonly Defilers, using the power of the land to empower items for their masters. They do also occasionally use the Cerulean Storm, empowering weapons with electrical abilities.

Preserver's are very rarely artificers, those who are tend to grow potion fruits and focus on the cleaner methods on empowering items.

Avenger

The avengers is most often another type of Templar as far as most people can see, they are the assassins and hunters for the Sorcerer King's

Elemental Avengers are rare, mostly because there are limited needs for the elemental strikers, there are however avengers that worship Spirits of the Land, and serve as protectors for them.

Bard

Bards are unchanged form the PHB II, except bards are far darker on Athas and tend to usually be assassins, spies and scoundrels.

Barbarian

Barbarians are unchanged form the PHBII. They are usually members of the slave tribes that wander the deserts.

Cleric

Clerics are largely unchanged from the PHB, the main difference being instead of gods they revere one of the four main elements. The new powers presented in this chapter are elementally flavoured to help with building a cleric.

By taking on a more elemental role the Cleric does gain a little bit of a controller flavour, but not enough to step on the invokers toes.

Clerics of the sorcerer king's are usually they day-to-day commanders of the templar garrison's.

Druid

Unchanged from the PHBII, most druids have a circle of land that they protect. They have a special affinity with Halflings. Many druids are also in the service of Spirits of the Land, working to protect Athas's little remaining natural beauty.

Fighter

Unchanged from the PHB

Invoker

Invoker's are most often another form of Elemental Cleric, many of their powers focus the use of elemental powers with bursts and blasts. The average person on an Athasian street sees them as just another Elemental Cleric.

The few Invoker's that serve the Dragon King's are used to strike fear into the general populace, they are seen as inquisitors and witch hunters.

Monk

Monks appear on Athas much as they do in the upcoming PHBIII. Monks are focused in learning the disciplines of the way. They come form secretive monasteries that are hidden through out the desert. They tend to be mysterious wanders, which are looked on with awe and suspicion.

Paladin

Most Paladins revere the Dragon Kings and Sorcerer Kings. They are most often referred to as Templars on the World of Athas.

Elemental Paladins are rare, mostly because there are limited needs for the elemental warriors.

Psion

Psions (As Presented in the upcoming PHBIII) fit into Dark Sun campaign=s largely unchanged. The only real change is where their power comes from, since there is no known far realm in dark sun, a Psion's power comes form a combination of evolutionary advancement and focused discipline and training.

Ranger

Unchanged from the PHB

Rogue

Unchanged from the PHB

Sorcerer

Unchanged from the PHBII. The Sorcerer is a new and feared type of arcane spell caster on Athas. They are considered witches, and are believed to have been descended from an ancient Dragon King or From the Elemental Chaos it's self or even the Cerulean Storm!

Draconic Sorcerer: These sorcerers are most often shady Defilers in the employ of the Dragon kings. Much of their power is believed to have come from experiments being carried out on willing and unwilling test subjects.

Wild Sorcerer Elemental Sorcerers are people who were exposed to arcane power at a very young age. Along the way some of this power has stuck within them. Some are believed to even have a link to the Elemental Chaos, and have semi-divine powers.

Storm Sorcerers Storm sorcerers are among the most feared sorcerers on Athas. Many people believe them to be witches who worship the Cerulean Storm and are harbingers of it impending destruction. Some people tend to view them as being in league with Defilers, others who see the regenerative side of the storm, are more inclined to think they are more benevolent than that.

Shaman

Unchanged from the PHB. The shaman's are the spiritual leaders of the desert tribe's. They communicate with their ancestors and the spirits of the land for guidance and power.

Swordmage

Unchanged from Forgotten Realms Players Guide, except they are looked on as a relative to the cleric, not a Wizard. They are still an arcane class.

Warden

Unchanged from the PHBII. The Warden is usually confused with a Druid; they protect the land, but tend to be somewhat more aggressive than other Druids.

Warlord

Unchanged from the PHB

Warlock

Warlocks are slightly altered from the PHB.

Feylock: The Feywild only has a very mild influence on Athas; it is only the rarest of beings that can gain access to the Feywild and its secrets. Feylocks are warlocks that seek out mirages, as they believe these to be windows to the Feywild and how they draw their power from the world. Feylocks are staunchly opposed to defilement, and will fight it at every opportunity.

Darklock: Dark Pact Warlocks have a pact with beings from the black. They are mysterious and generally evil. Most people on Athas usually refer to Darklocks as Shadow Wizards.

Infernal: Infernal Pact Warlocks are servants of the Dragon Kings and sorcerer. They have made pacts to work with the templar's.

Starpact: Starpact warlocks look internally to their own twisted unconscious for their power. They are to a member insane (all though degrees will vary), they tend to conjure vile images from within as their power.

Wizard

Unchanged from the PHB except for the following
Ritual Books: Paper and parchment is extremely scarce on 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

Wizard Utility Level 6

Psionic Dampening	Wizard Utility 6
<i>You are capable of creating a bubble that protects you and your allies from Psionic Attack</i>	
Encounter ♦ Arcane	
Standard Action	Burst 2
Target: All allies in burst	
Hit: Resist 5 Psionic and Psychic within the burst	
<i>Sustain:</i> Minor	

Psychic Warrior

Class Traits

Role: Defender

Power Source: Psionic

Key Abilities: Strength, Wisdom, and Charisma

Armour Proficiencies: Cloth, Leather, Hide, and Chain

Weapon Proficiencies: Simple, Military Melee and Simple and Military Ranged Weapons
Bonus to Defence: +1 Ref and +1 Will

Hit Points at 1st Level: 12+Con
Hit Points per Level Gained: 5
Healing Surges Per Day: 6 Surges per day

Trained Skills: Chose 4 of the following
 Acrobatics, Athletics, Bluff, Heal, Insight, Intimidate, Perception

Build Options: Metamorphosis, Egoist
Class Features: Aggressive Compulsion, Psionic Vigour, Psychic Warrior Path

Description

Creating A Psychic Warrior

Metamorphosist (Feral Warrior)

You draw upon your animal instincts to manipulate your physical form in combat. You enjoy the power that comes from inside, and relish the ability to fight with your hands instead of cold, dead steel. Choose Strength as your highest ability score, since your metamorphic powers are based on Strength. Wisdom should be your second-best ability score, and Charisma your third. You may carry a weapon, to gain access to some of the non-metamorphic powers from your class, but your powers never require a weapon, and may function better without one.

Suggested Feat: Durable (Human Feat: Action Surge)

Suggested Skills: Acrobatics, Athletics, Endurance, and Psionics

Suggested At-Will Powers: *claw strike*, *grasping claw*

Suggested Encounter Power: *bite of the wolf*

Suggested Daily Power: *feral resilience*

Egoist (Traditional Warrior)

While you still combine the power of mind and body, you prefer the power of a weapon in hand to that of personal metamorphosis. You charge your weapon strikes with psionic power, or manipulate your own place in space and time. Choose Charisma as your highest ability score, since many of your attacks are based on Strength. Wisdom should be your second-best ability score, and Strength your third. Choose either a big two-handed weapon if you intend to focus on offensive power, or a one-handed weapon and a shield if you want to last longer in

a fight. Choose powers that allow you to use your weapon in battle.

Suggested Feat: Durable (Human Feat: Action Surge)

Suggested Skills: Athletics, Heal, Intimidate, and Psionics

Suggested At-Will Powers: *dazzling strike*, *deep impact*

Suggested Encounter Power: *time skip*

Suggested Daily Power: *psionic weapon*

Class Features

Aggressive Compulsion

The egoist can generate a field of psionic energy that manipulates his foes, drawing their attention toward him. You can use the *aggressive compulsion* power to mark several nearby enemies of your choice.

Psychic Warrior Path

The Psychic Warrior hones his mind and body to become ever more skilled at combat. Choose one of the following paths and gain its benefit.

Metamorphosist: You are focused on the energy of the body, and channeling it to alter your form. When you have both hands free (not holding any objects, and able to make attacks), you gain a +1 bonus to AC, and a +1 bonus to attack rolls with egoist or egoist paragon path powers with the polymorph keyword.

Claws	Psychic Warrior Feature
<i>Your hands grow a vicious set of claws.</i>	
At-Will ♦ Shapechange	
Minor Action	Personal
Target: One creature	
Attack: Str vs. AC	
Hit: 1d6 damage	
Special: Sustain Minor	

Egoist: You are focused on the energy of the mind, and channeling it to augment your physical capabilities. Once per encounter you can use either the *precognitive reflex* power or the *precognitive strike* power.

Precognitive Reflex	Psychic Warrior Feature
<i>Your mind shifts seconds into the future, allowing you to react to attacks before they occur.</i>	

Encounter (Special) ♦ Psionic**Immediate Interrupt Personal**

Special: You can use either this power or precognitive strike once per encounter.

Trigger: You are hit by an attack

Effect: You gain a power bonus equal to your Wisdom modifier to your defense against the triggering attack.

Precognitive StrikePsychic Warrior
Feature

Your mind shifts seconds into the future, allowing you to avoid the target's defenses.

Encounter (Special) ♦ Psionic**Minor Action Personal**

Special: You can use either this power or precognitive reflex once per encounter.

Effect: Apply your Wisdom modifier as extra damage on your next attack this turn.

Class Powers**Class Features****Aggressive
Compulsion**Psychic Warrior
Feature

You concentrate your rage and aggression into a wave of psychic energy that draws the attention of nearby foes.

At-Will ♦ Psionic, Psychic**Minor Action Close Burst 1**

Target: Each Enemy Within Burst

Effect: The target is marked until the end of your next turn. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target.

In addition, if the target begins its turn in square adjacent to you, and moves or shifts into a square that is not adjacent to you, it takes psychic damage equal to 3 + your Wisdom modifier. The damage increases to 6 + your Wisdom modifier at 11th level, and to 9 + your Wisdom modifier at 21st level.

Special You can use *aggressive compulsion* once per turn.

Level 1 At Will Powers**Claw Strike**Psychic Warrior Attack
1

With a low growl you call forth the power of your aggression, and lash out with wicked claws.

At-Will ♦ Implement, Polymorph, Psionic**Standard Action Personal**

Requirement: You must have at least one hand free and available to make attacks.

Target: One creature

Attack: Str+2 vs. AC

Hit: 1d8+Str modifier damage.

Increase to 2d8+Str modifier damage at 21st level.

Special: This power counts as a melee basic attack. When a power allows you to make a melee basic attack, you can use this power.

Dazzling StrikePsychic Warrior Attack
1

As you attack your blade flashes with dazzling arcs of light

At-Will ♦ Psionic, Weapon**Standard Action Melee Weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Increase damage to 2[W] + Strength modifier at 21st level.

Deep ImpactPsychic Warrior Attack
1

You strike a heavy blow at your enemy, and as psionic energy infuses the blade it passes through the foe's armor, striking the flesh below.

At-Will ♦ Psionic, Weapon**Standard Action Melee Weapon**

Target: One creature

Attack: Str vs. Reflex

Hit: 1[W]+Str and Int Modifier damage

Increase damage to 2[W] at 21st level.

Demoralizing BlowPsychic Warrior Attack
1

Your attack harms the target's self-esteem as much as it harms his body.

At-Will ♦ Psionic, Weapon**Standard Action Melee Weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. If you marked the target, it takes a -2 penalty to attack

rolls until the end of your next turn.
Increase damage to 2[W] + Wisdom modifier at 21st level

Grasping Claw Psychic Warrior Attack 1
Your fingers extend into massive claws that are perfect for grabbing your foe.
At-Will ♦ Implement, Polymorph, Psionic
Standard Action **Melee Touch**
Requirement: You must have at least one hand free and available to make attacks.
Target: One creature
Attack: Str vs. Reflex
Hit: 1d6+Str modifier damage, and you grab the target if it is smaller than you, the same size category as you, or one category larger than you
Increase to 2d6 + Constitution modifier damage at 21st level.

Kickback Psychic Warrior Attack 1
With a twist, you raise your leg and kick your foe squarely in the chest, channeling psionic energy out in a wave, and knocking him away.
At-Will ♦ Psionic
Standard Action **Melee Touch**
Target: One creature
Attack: Strength vs. Fortitude
Hit: 1d6+Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger.
Increase damage to 2d8 + Strength modifier at 21st level.

Level 1 Encounter Powers

Accelerated Blows Psychic Warrior Attack 1
In a blur of movement you lash out at nearby foes, as your hands become powerful claws.
Encounter ♦ Implement, Polymorph, Psionic
Standard Action **Close Burst 1**
Requirement: You must have at least one hand free and available to make attacks.
Target: Each creature in burst
Attack: Str+2 vs. AC
Hit: 2d8+Str modifier damage

Bite of the Wolf Psychic Warrior Attack 1

You stoop forward and bite savagely into your foe, wrenching him to the ground.
Encounter ♦ Implement, Polymorph, Psionic
Standard Action **Melee Touch**
Target: One creature
Attack: Str+2 vs. AC
Hit: 2d6+Str modifier damage, and the target is knocked prone

Inertial Slam Psychic Warrior Attack 1
You slam your body into your foe, sheathing yourself in a tangible field of force.
Encounter ♦ Psionic
Standard Action **Melee Touch**
Target: One creature
Attack: Strength vs. Fortitude
Hit: 2d6 + Strength modifier damage, and you gain a +1 power bonus to AC until the end of your next turn.

Time Skip Psychic Warrior Attack 1
You strike your foe with your blade, causing a slight temporal skip as your blow lands.
Encounter ♦ Psionic, Weapon
Standard Action **Melee Weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and you can shift 1 square. Make a secondary attack.
Secondary Target: One creature other than the primary target.
Secondary Attack: Wisdom vs. Reflex
Hit: 1[W] + Wisdom modifier damage.

Level 1 Daily Powers

Feral Resilience Psychic Warrior Attack 1
Your form becomes bestial as you channel your inner animal, unleashing its rage in a powerful bite, while tapping into its natural durability.
Daily ♦ Healing, Implement, Polymorph, Psionic
Standard Action **Melee Touch**
Target: One creature
Attack: Str+2 vs. AC
Hit: 3d8+Str modifier damage, You can spend a healing surge.
Miss: Half damage

Giant's Strike	Psychic Warrior Attack	1
<i>You focus your mind and body for a dangerous attack, infusing yourself with supernatural power.</i>		
Daily ♦ Psionic		
Standard Action	Melee touch	
Target: One creature		
Attack: Strength vs. Reflex		
Hit: 2d8 + Strength modifier damage.		
Effect: You gain a +2 power bonus to damage rolls until the end of the encounter.		

Psionic Weapon	Psychic Weapon Attack	1
<i>You channel psionic energy into your attack, dealing a deadly blow.</i>		
Daily ♦ Psionic, Reliable, Weapon		
Standard Action	Ranged 5	
Target: One creature		
Attack: Strength vs. AC		
Hit: 3[W] + Strength modifier damage.		

Rending Claws	Psychic Weapon Attack	1
<i>You tear through your opponent's armor and rip through his flesh.</i>		
Daily ♦ Implement, Polymorph, Psionic		
Standard Action	Ranged 5	
Requirement: You must have at least one hand free and available to make attacks.		
Target: One creature		
Attack: Str+2 vs. AC		
Hit: 2d8+Str modifier damage, and ongoing 5 damage (save ends).		
Miss: Half damage, and no ongoing damage.		

Level 2 Utility Powers

Biofeedback	Psychic Warrior Utility	2
<i>You focus your mind, accelerating your body's natural healing process.</i>		
Daily ♦ Healing, Psionic, Stance		
Minor Action	Personal	
Effect: You gain regeneration 2 + your Wisdom modifier when you are bloodied.		

Burst	Psychic Warrior Utility	2
<i>With a thought you gain a quick burst of speed.</i>		

Encounter ♦ Psionic		
Minor Action	Personal	
Effect: Your speed increases by 2 squares until the end of your next turn.		

Grip of Iron	Psychic Warrior Utility	2
<i>Your muscles grow stronger and your grip grows tighter, allowing you to hold a foe trying to escape from your grasp.</i>		
Encounter ♦ Psionic		
Immediate Interrupt	Personal	
Trigger: An enemy you have grabbed uses the Escape action.		
Effect: The enemy takes a -4 penalty on any checks to escape the grab until the end of your next turn.		

Synthete	Psychic Warrior Utility	2
<i>You alter the way your senses work, allowing you to hear smells, taste light and see sound.</i>		
Encounter ♦ Psionic		
Minor Action	Personal	
Effect: You are no longer blind or deafened.		

Level 3 Encounter Powers

Boar's Rush	Psychic Warrior Attack	3
<i>Your body temporarily becomes more stocky and muscular as you slam into your foe.</i>		
Encounter ♦ Polymorph, Psionic		
Standard Action	Melee touch	
Target: One creature		
Attack: Str+2 vs. Fortitude		
Hit: 2d6+Str modifier damage, and you push the target a number of squares equal to your Wisdom modifier.		

Concussive Strike	Psychic Warrior Attack	3
<i>A blast of concussive sound accompanies the swing of your weapon.</i>		
Encounter ♦ Psionic, Thunder, Weapon		
Standard Action	Melee weapon	
Target: One creature		
Attack: Strength vs. AC		
Hit: 1[W] + Strength modifier damage. Make a secondary attack against the same target.		
Secondary Attack: Wisdom vs. Fortitude		

Hit: 1d8 + Wisdom modifier damage, and the target is dazed until the end of your next turn.

Disrupting Blow Psychic Warrior Attack 3

You channel psionic energy into an attack that distracts and disrupts your foe.

Encounter ♦ Key Word 1, Key Word 2

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and the target takes a -2 penalty to its attack rolls until the end of your next turn.

Pre-Venom Strike Psychic Warrior Attack 3

You coat your weapon with a psionic poison before striking your foe.

Encounter ♦ Poison, Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 1[W] + Str modifier damage, and ongoing poison damage equal to your Wis modifier (save ends).

Twin Claw Strike Psychic Warrior Attack 3

You strike out with animal-like speed, slashing furiously at your foes.

Encounter ♦ Implement, Polymorph, Psionic

Standard Action Melee touch

Requirement: You must have both hands free and available to make attacks.

Target: One or two creatures

Attack: Str+ 2 vs. AC, two attacks

Hit: 2d8 + Str modifier damage per attack.

Level 5 Daily Powers

Lion's Pounce Psychic Warrior Attack 5

You rush forward and leap upon a foe, knocking him to the ground as you tear at him with your claws.

Daily ♦ Implement, Polymorph, Psionic

Standard Action Melee touch

Requirement: You must have both hands free and available to make attacks.

Target: One creature

Attack: Str vs. Fortitude

Special: You must charge as part of this attack.

Hit: 1d8 + constitution modifier damage, and the target is knocked prone. Make a secondary attack against the same target.

Secondary Attack: Constitution + 2 vs. AC, two attacks

Hit: 1d8 + Constitution modifier damage per attack.

Miss: Half damage, and the target is not knocked prone and you do not get secondary attacks.

Might of the Bear Psychic Warrior Attack 5

With a low growl you call forth the power of your aggression, augmenting your physical form, and increasing the size and strength of your metamorphic attacks.

Daily ♦ Polymorph, Psionic

Standard Action Personal

Requirement: You must have at least one hand free and available to make attacks.

Effect: Until the end of the encounter, once per turn an attack made with an egoist power with the polymorph keyword deals an extra 1d6 damage. When you hit an enemy with the power, the enemy takes a -2 penalty to AC until the end of your next turn.

Strength of My Enemy Psychic Warrior Attack 5

As you strike your foe, you draw his physical strength into yourself.

Daily ♦ Psionic, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes a penalty to damage rolls equal to your Wisdom modifier (save ends). You gain a power bonus to damage rolls equal to your Wisdom modifier until the end of the encounter.

Miss: Half damage, and the target takes a -1 penalty to damage rolls until the end of your next turn. You gain a +1 power bonus to damage rolls until the end of the encounter.

Level 6 Utility Powers

Body Adjustment Psychic Warrior Utility 6

You focus your mind, mending your body and healing your wounds.

Daily ♦ Healing, Psionic**Standard Action** **Personal****Effect:** You regain hit points by spending a healing surge. You gain your Wis Mod to the healed damage.*Sustain:* Minor; You can sustain this power for a round and spend a second healing surge**Dimension Swap**Psychic Warrior Utility
6*You focus your psionic energy, teleporting yourself into the fray while pulling an ally out of it.***Encounter ♦ Teleport****Move Action** **Ranged 5****Target:** You and one willing ally.**Effect:** You and your ally trade spaces.**Empty Mind**Psychic Warrior Utility
6*You empty your mind of all transitory and distracting thoughts, improving your self-control.***Daily ♦ Psionic****Minor Action** **Personal****Hit Effect:** Gain a +2 power bonus to your Will defense until the end of your next turn.**Sustain Minor:** The effect persists.**Energy Adaptation**Psychic Warrior Utility
6*With a thought you channel the power of the elemental chaos, adapting your body to one form of elemental energy.***Daily ♦ Polymorph, Psionic****Minor Action** **Personal****Effect:** Choose one damage type from the following: acid, cold, fire, lightning, or thunder. You gain resist 5 + your Constitution modifier for the chosen damage type until the end of the encounter or for 5 minutes.**Level 7 Encounter Powers****Blinding Blow**Psychic Warrior Attack
7*You strike a powerful blow, channeling psionic energy through your weapon and disrupting the target's senses.***Encounter ♦ Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[W] + Wisdom modifier damage, and the target is blinded until the end of your next turn.**Dissolving Strike**Psychic Warrior Attack
7*Sizzling rivulets of acid visibly ooze from your blade as you strike.***Encounter ♦ Psionic, Weapon, Acid****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier acid damage. Make a secondary attack.**Secondary Target:** Primary target, and each enemy adjacent to the primary target**Secondary Attack:** Dex vs. Reflex**Hit:** Wisdom modifier acid damage.**Giant's Stomp**Psychic Warrior Attack
7*With the might of a giant you slam down your foot, sending a powerful shock wave through the ground beneath your foes.***Encounter ♦ Polymorph, Psionic****Standard Action** **Close blast 3****Target:** Each Creature In Blast**Attack:** Str vs. Fortitude**Hit:** 1d8+Str modifier damage, and the target is knocked prone.**Griffon's Wrath**Psychic Warrior Attack
7*With mighty talons you strike your foe, biting into his armor and holding him tight.***Encounter ♦ Polymorph, Psionic****Standard Action** **Melee touch****Requirement:** You must have both hands free and available to make attacks.**Target:** One creature**Attack:** Str+2 vs. AC, two attacks**Hit:** 1d8+Str modifier damage per attack. If an attack hits, you grab the target. If both attacks hit, you grab the target and it is restrained instead of immobilized until it escapes your grab. The target can attempt to escape the grab as normal.**Temporal Strike**Psychic Warrior Attack
7*You momentarily stop time, allowing you to position yourself for a deadly attack.***Encounter ♦ Psionic, Weapon**

Standard Action **Melee weapon****Target:** One creature**Special:** You can shift a number of squares equal to 1 + your Wisdom modifier before the attack.**Attack:** Strength vs. Reflex**Hit:** 2[W] + Strength modifier damage.**Level 9 Daily Powers****Burrowing Blade** Psychic Warrior Attack 9*Your blade surges with psionic energy as you swing it in a high arc. When it hits, it passes freely through your foe's armor, cleaving through his very core.***Daily ♦ Psionic, Reliable, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. Reflex**Hit:** 3[W] + Strength modifier damage.**Desynchronizing Blow** Psychic Warrior 9*You strike a powerful blow, channeling so much psionic energy through your weapon that the target is knocked out of sync with the time stream.***Daily ♦ Psionic, Weapon****Standard Action** **Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage, and the target is dazed (save ends).

Half damage, and the target is slowed (save ends).

Vampire's Bite Psychic Warrior Attack 9*You savagely bite your nearest foe, draining his vitality.***Daily ♦ Healing, Implement, Polymorph, Psionic****Standard Action** **Ranged 5****Target:** One creature**Attack:** Str+2 vs. AC**Hit:** 3d8+Str modifier damage, and you regain hit points as if you had spent a healing surge.**Miss:** Half damage, and you regain hit points equal to your Wisdom modifier.**Concussive Pulse** Psychic Warrior Attack 9*With a flash of your eyes you unleash the kinetic energy that builds within your muscles, creating a**wave of power that knocks your foes to the ground.***Daily ♦ Psionic, Reliable****Standard Action** **Close burst 1****Target:** One creature**Attack:** Strength vs. Fortitude**Hit:** 2d8 + Strength modifier damage, and you knock the target prone.**Level 10 Utility Powers****Body Purification** Psychic Warrior Utility 10*Through sheer force of will you cause your body to restore itself to health.***Encounter ♦ Healing, Psionic****Minor Action** **Personal****Effect:** You make a saving throw with a +2 bonus.**Concealing Amorpha** Psychic Warrior Utility 10*You generate a field of fluctuating light and sound around you, making your form almost impossible to discern.***Daily ♦ Illusion, Psionic****Minor Action** **Personal****Effect:** Until the end of the encounter, you gain a +2 power bonus to all defenses.**Dimension Slide** Psychic Warrior Utility 10*In the blink of an eye you teleport yourself a short distance away.***Daily ♦ Psionic, Teleportation****Move Action** **Personal****Effect:** You teleport 6 squares.**Inertial Barrier** Psychic Warrior Utility 10*You buffer yourself with kinetic force, absorbing a blow that would normally wound you.***Daily ♦ Psionic****Immediate Reaction** **Personal****Trigger:** You are hit by an attack**Effect:** You take no damage from the triggering attack. You are still subject to any conditions the attack may bestow.**Level 13 Encounter Powers****Blade of Woe** Class Attack 1*The strike of our blades leaves your opponent*

feeling thoughts of despair and hopelessness, sapping his will to fight.

Encounter ♦ Weapon, Psionic

Standard Action **Range:** Weapon

Target: One creature

Attack: Cha vs. Will

Hit: 2 [W]+cha psionic damage, the opponent suffers -2 to will saves (save ends)

Claws of Energy Psychic Warrior Attack
13

You grow claws that deal damage of an energy of your choice.

Encounter ♦ Psionic, Polymorph, Fire, Cold, Electricity, Poison

Standard Action **Ranged 5**

Target: One creature

Attack: Str vs. AC

Hit: 2d8+ Con modifier, the damage dealt can be of any energy type the Psychic Warrior Chooses.

Repeating Strike Psychic Warrior Attack
13

Your blade flashes with impossible speed, striking one opponent twice or striking multiple opponents.

Encounter ♦ Weapon, Psionic

Standard Action **Range** Weapon

Target: One or Two Creatures

Attack: Cha vs. AC

Hit: 2 [W]+Cha damage, two attacks

Kinetic Strike Psychic Warrior Attack
13

Your blow lands with the added push of Kinetic power, knocking your opponents off their feet.

Encounter ♦ Weapon, Psionic

Standard Action **Range** Weapon

Target: One creature

Attack: Cha vs. Reflex

Hit: 2 [W] + Cha, your opponent is knocked back 2 squares and prone.

Miss: Half Damage, you opponent is knocked back 1 square.

Level 15 Daily Powers

Enraging Strike Psychic Warrior Attack
15

You attack so enrages an enemy so much that he can only attack you.

Daily ♦ Weapon, Psionic, reliable

Standard Action

Range Weapon

Target: One creature

Attack: Cha vs. Will

Hit: 3 [W] + Cha, the target can only attack the Psychic Warrior, the target also has a -1 to AC and Ref defences as he becomes clumsy and unfocused. (Save Ends)

Screaming Blade

Psychic Warrior Attack
15

Your blade moves with such speed that it creates a screech in the air that disorientates all foes within range.

Daily ♦ Weapon, Psionic, Sonic

Standard Action **Burst 3**

Target: One adjacent creature, Plus Secondary Attacks against any creature in range.

Attack: Cha vs. AC

Hit: 3 [W]+Cha Damage, plus secondary attack.

Secondary Attack: All creatures with in burst range

Attack: Cha vs. Fort

Hit: All enemies hit by attack become disorientated (stunned), save ends)

Level 16 Utility Powers

Deflection Field Psychic Warrior Utility
16

You Manipulate a field of energy around you to help deflect attacks.

Encounter ♦ Psionic

Immediate Interrupt **Personal**

Effect: You gain a +4 to AC and Ref defences until the end of your next turn.

Fighting Trance Psychic Warrior Utility
16

You enter a trance focused completely on combat.

Daily ♦ Psionic

Minor Action **Personal**

Hit: Add your Will bonus to all attack and damage roles until h end of your next turn.

Keen Edge Psychic Warrior Utility
16

This power increases the potency of your blade, increasing the chances of doing significant damage.

Encounter ♦ Psionic, Weapon

Immediate Interrupt **Personal**

Effect: This allows an attack to be a critical on a 19 or 20, and gives the High Crit property to the weapon until the end of your next turn.

Graft Weapon Psychic Warrior Utility 16

Your and your weapon become one, your weapon literally becomes a part of your body, allowing you to fight with much higher capability.

Daily ♦ Psionic, Weapon

Move Action **Personal**

Effect: You gain a +3 to attack and damage rolls, you cannot be disarmed.

Sustain: Minor Action – you may sustain this power for the length of an encounter.

Level 17 Encounter Powers

Cleaving Blow Psychic Warrior Attack 17

With impossible strength your weapon travels straight through your opponent, leaving a vicious strike and cleaving into an adjacent enemy,

Encounter ♦ Weapon

Standard Action **Range Weapon**

Target: One creature

Attack: Cha vs. AC

Hit: 2 [W] + Cha damage

Secondary Attack: One Creature Adjacent to your first target (must be within reach)

Attack: Cha vs. AC

Hit: 1[W] + Cha damage

Level 19 Daily Powers

Psychic Push Psychic Warrior Attack 19

With a sweep of your weapon you push all your enemies backwards.

Daily ♦ Psionic, Weapon, Thunder, Reliable

Standard Action **Blast 5**

Target: All Creatures in Blast

Attack: Cha vs. Fort

Hit: 3[W]+Cha Thunder Damage, all enemies are pushed backwards 4 squares.

Level 22 Encounter Powers

Level 25 Daily Powers

Spirit of War Psychic Warrior Attack

25

You land a blow on your enemy that invigorated you, empowering your next attack

Daily ♦ Psionic, Weapon

Standard Action **Melee: Weapon**

Target: One creature

Attack: Str vs. AC

Hit: 4 [W], you gain a +4 to attack and damage rolls until the end of the encounter.

Miss: Half Damage

Level 27 Encounter Powers

Beserking Blow Psychic Warrior Attack 27

Your attack sends your target into a violent rage, causing it to strike out at everybody within reach of its weapons.

Encounter ♦ Weapon, Psionic, Psychic

Standard Action **Range Weapon**

Target: One creature

Attack: Cha vs. Will

Hit: 2 [W]+Cha Damage, The target of your attack makes a basic melee attack against everybody within reach (including friends and foes), when it is its next turn, instead of a normal attack, it makes a basic melee attack again against all creatures within reach, and this continues (save ends)

While enraged the target gives up combat advantage to everybody in melee combat with it.

Level 29 Daily Powers

Nerve Disruption Class Attack 1

Your strike leaves your victim incapacitated and unable to defend them selves.

Daily ♦ Psionic, Psychic

Standard Action **Range Weapon/Touch**

Target: One creature

Attack: Cha vs. Will

Hit: 3 [W]+Cha mod, your opponent is incapacitated (Save Ends)

Paragon Paths

Advice on Choosing a Paragon Path

Many of the Paragon Paths available in official releases work perfectly well in Dark Sun. An important thing to keep in mind though is the flavour required for it to fit into the Dark Sun

game. If a Paragon Path has a racial requirement or a religious requirement that can't be met in Dark Sun, obviously the Paragon Path is not a good choice. Also some Paragon Paths do not fit very well thematically into Dark Sun, anything to do with ice and snow is obviously out, and classes that require heavy armour are also not going to be a good idea. Of course most of these issues could be over come with some heavy re-flavoursing, but make sure you have your DM's approval first.

Air Elemental

"Fly!"

Prerequisites: Air Cleric

Path Features

Swift Action (11th): When you use an Action Point, you gain a +1 bonus to speed and Reflex Defenses until the end of the encounter.

Resist Element (11th): You gain resistance 5+ ½ your level versus Thunder damage.

Elemental State (16th level): You gain the Elemental origin and the Air type. You gain overland flight equal to your base speed and a hover speed of 1, with an altitude limit of 10 squares.

Gust of Wind	Cleric Attack 11
<i>You create a powerful column of wind that buffets your foes.</i>	
Encounter ♦ Implement, Air	
Standard Action	Close Blast 3
Target: Each enemy in burst	
Attack: Wisdom vs. Reflex	
Hit: 2d8+Wisdom modifier damage. The target suffers a -2 penalty on attack rolls until the end of your next turn. If the target is flying, it is also pushed a number of squares equal to your Charisma modifier.	

Head in the Clouds	Cleric Attack 12
<i>You become one with the wind, letting it carry you aloft and away.</i>	
Encounter ♦ Implement, Air	
Minor Action	Personal
Effect: You are insubstantial and gain a hover speed equal to your base speed until the end of your next turn.	

Cyclone

Cleric Attack 20

You drive the surrounding air into a violent storm that dazes and disorients those caught in it.

Daily ♦ Implement, Air

Standard Action

Burst 2 within 10 squares

Target: All creatures in area

Attack: Dexterity vs. Reflex

Hit: 3d10 + Charisma modifier thunder damage and target is stunned (save ends). If the target is flying, they are knocked prone and stunned (save ends the stun).

Miss: Half-damage and the target is not dazed. If they are flying they are not stunned.

Arch Defiler

Arch defilers are defilers who seek to increase the power of their magic at the cost of a greater taint of defilement. So foul is the magic commanded by these defilers, that their very souls are scarred. Animals become nervous, people feel uncomfortable, and yet the arch defiler demands obedience. To command their foul magics, arch defilers need physical stamina to resist the vast energies they manipulate.

Prerequisites 11th level Arcane Class, Defiling Magic

Path Features

Tainted Aura (11th level): You are tainted by your arcane ways in such a matter that it is noticeable. People feel uncomfortable and wary when you are present and animals whimper when you approach. You suffer a -1 circumstance penalty to Diplomacy, and Gather Information checks for every odd level of arch defiler you have. Likewise, you can add your Int mod bonus to intimidate checks as well as your Cha mod bonus. The tainted aura has a range of 1 square

Painful Radius (16th level): Any enemies caught in your Defiling Raze effect suffer pain. They suffer a -1 to all check, attacks and saves for the round they are caught in your defiling radius.

Draining Raze (19th level) At 19th level any creatures caught in your spells raze radius make a save or suffer 1d6xthe spells tier in necrotic damage (so a paragon level spell causes 2d6 necrotic damage), this is in addition to the Painful Radius effect.

Powers

Defiling Regeneration

Daily Utility 12

Defiling energies return to you, granting the life of those who have taste the wrath of your magic.

Daily ♦ Necrotic, Healing, Stance, Implement
Minor Action **Personal**

Effect: Until the end of the encounter, when you damage with a spell, you heal HP equal to your Int modifier.

Defiling Reinvigoration Defiler Attack 14

You use your foul powers to drain the land of its life force, increasing your own energy reserves!

Encounter ♦ Defile, Healing

Standard Action **Range Burst 1**

Target: Any Creature in Burst

Attack: Int vs. Will

Hit: 2d8+ Int Defile damage, and the Defiler spends a healing surge, Add the defilers intelligence bonus to the healing surge. On a miss the power fails.

Death Wall Daily Attack 20

A wall made of grey mist appear and anyone feel the cold calling of their death

Daily ♦ Arcane, Conjunction, Necrotic, Implement

Standard Action **Area wall 8 within 10 squares**

Effect: You conjure a wall that consists of contiguous squares filled with a defiling gray mist. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier necrotic damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d8 + Intelligence modifier necrotic damage plus ongoing 10 necrotic damage (save ends). Entering a square occupied by the wall costs 2 extra squares of movement. The wall blocks line of sight.

Sustain Minor: The wall persists

Arena Mage

Arena Mage's are Wizards who focus their abilities on using magic in gladiatorial combat. He is an expert in disguising his spells to appear as Psionic Disciplines, making him a hero, even though he is the very thing the typical citizen fears and despises.

Prerequisites Arcane class, Conceal Spell Casting Feat

Path Features

Disguise Spells Casting (11th Level) You are very practiced at hiding your spells. Spells cast by an arena mage automatically appear to be Psionic Disciplines, no Bluff check required, hiding the fact that the mage is an Arcane Spell Caster.

Study Foe (11th Level) When ever you take a full defence action, you spend the time studying your enemy looking for the best way to attack, the next time you make an attack roll, you add you intelligence bonus.

Crowd Favourite (16th Level) You have become a crowd favourite in the Arena, this means on the streets information comes to you much easier. You gain a +3 to Streetwise checks in a city in which you have competed in gladiatorial combat in the last month.

Powers

Play the Crowd Class Utility 12

You have learned that the roar of the crowd gives you an adrenalin rush, driving you to fight harder.

Encounter ♦ Stance

Move Action **Personal**

Effect: You gain a +2 to any attack roll until the end of your next turn. You must have a crowd of at least 4 supporters looking on for this power to work.

Hidden Reserve Class Utility 12

Faced with defeat, you draw upon your impeccable endurance for one last chance at victory.

Daily ♦ Healing

No Action **Personal**

Trigger: You Reach 0 hit points

Effect: Spend an Extra Healing Surge

Gruesome End Class Attack 16

This spells was developed specifically for the bloodthirsty crowds of the arenas. A whirlwind of sand fragments rises around the target, stripping skin and flesh away, creating the most gruesome spectacle possible.

Daily ♦ Implement, Earth

Standard Action **Ranged 10**

Target: One creature

Attack: Int vs. Reflex

Hit: 4d10+int Damage, 5 ongoing damage from the severe bleeding causes by the sand and shards of rock.

Argent Savant

"Sit down before you fall down."

Prerequisite: Psion class

You excel at using force powers to command the battlefield. With your powers you can toss your foes around like rag dolls, or carefully shove them into just the right position.

Argent Savant Path Features

Kinetic Action (11th Level): When you spend an action point you may select one creature within 10 squares to slide 3 squares as a free action.

Rough Landing (11th Level) Whenever you use a power with the force keyword that knocks a target prone, you gain a bonus to your damage roll equal to your Charisma modifier.

Additional Force (16th Level) Once per Encounter as a free action, when you successfully hit a target with a power with the force keyword, you may shift a creature adjacent to your target a number of squares equal to your Intelligence modifier.

Sweeping Hand	Argent Savant Attack 11
<i>With a few deft waves of your hand you herd your enemies right where you want them to end up.</i>	
Encounter ♦ Psionic, Implement, Psychic	
Standard Action	Area burst 2 within 10
Target: Each creature in burst	
Attack: Intelligence vs. Fortitude	
Hit: 2d10 + Intelligence modifier damage, and you slide the target a number of squares equal to your Charisma modifier.	

Tornado Armor	Argent Savant Utility 12
<i>You call up intense winds, knocking back any foe that tries to harm you</i>	
Encounter ♦ Psionic, Psychic	
Immediate Reaction	Personal
Trigger: A creature hits you with a melee attack	
Effect: You push the triggering creature a number of squares equal to your Charisma modifier.	

Bring Down The Sky	Argent Savant Attack 20
<i>You bring a sheet of sheer psychic force down upon your enemies, knocking them flat.</i>	
Daily ♦ Psionic, Implement, Force	
Standard Action	Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d12 + Intelligence modifier force damage, and the target is knocked prone. Make a secondary attack.

Miss: Half damage, and the target is knocked prone. Make a secondary attack

Secondary Target: Each creature adjacent to primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d12 + Intelligence modifier force damage, and the target is pushed 1 square away from the primary target.

Athasian Bard

"I heard the funniest joke just the other day. Care to hear it? I swear that you will die laughing."

Prerequisites: Rogue or Bard class

The common folk believe you to be a simple entertainer, but those in the know realize that you are more than this. Few others on Athas have a tongue or blade as stinging and venomous as yours, and fewer still have the skill and cunning to apply them as you do.

Bard Path Features

Poisoned Point (11th): If you hit an enemy with a poisoned weapon, you can spend an action point to give them a -5 penalty to saving throws against poison until the end of your next turn instead of taking an extra action.

Skilled Manipulator (11th): You gain +2 bonus to Bluff, Diplomacy, and Insight checks.

Master of Deception (16th level): Roll twice whenever you make a Bluff check. Use whichever result you prefer.

Venomous Strike	Bard Attack 11
<i>You keep a little extra poison on you at all times... just for those special situations</i>	
Encounter ♦ Martial, Weapon, Poison	
Standard Action	Melee or Ranged
Requirement: You must be wielding a crossbow, a light blade, or a sling	
Target: One creature	
Attack: Dexterity vs. Fortitude	
Hit: 1[W] + Dexterity modifier damage, and ongoing 5+Int poison damage. (save ends).	

Special: You cannot use this power if a weapon is already coated in poison.

Swift Application **Bard Utility 12**

With a subtle flick of your wrist, you leave your weapon dripping with toxin.

Encounter ♦ Martial

Minor Action **Personal**

Hit: Effect: You can coat a weapon with poison as a minor action instead of a standard action.

Hallucinogenic Nightmare **Bard Attack 16**

You blow a cloud of mind-altering powder into your target's face that causes to see horrible figments.

Daily ♦ Martial, Poison

Standard Action **Close Blast 2**

Target: One creature within area

Attack: Dex vs. Will

Hit: 3d10 poison damage, and the target is stunned (save ends).

Half damage and the target is dazed until the end of your next turn.

Battle Dancer

Battle Dancers are the warrior-clerics of the Elven tribes, they are skilled warriors and devoted priests of the elements. They start their life of and warriors, and develop knowledge of the divine traditions of their tribe. Many of these traditions focus on dance.

Prerequisites: Elf, Two-Weapon Wielding Ranger Multiclass Divine

Path Features

Elemental Blade (11th level) You primary weapon does elemental damage. The type of damage is determined by the element you worship.

Martial Prowess (13th level) Gain a +1 to AC and ref defence. Your agile and fast movements aid you in combat, making you a difficult target to hit.

Ritualistic Dancer (18th level) You can use Athletics as a substitute skill when attempting to aid another when casting rituals. You furious dance and movements

Powers

Dual Elemental Strike **Battle Dancer Attack 13**

Your bristle with elemental energy, as you lash out at your opponents they become consumed with

your elemental power.

Encounter ♦ Weapon, Arcane, Elemental

Standard Action **Melee or Ranged Weapon**

Target: One or Two Creatures

Attack: Str vs. AC, two attacks

Hit 2 [W]+Str Elemental Damage, 5 ongoing Elemental Damage (Save Ends)

Dance of the Elements **Battle Dancer Attack 16**

You become a whirling storm of elemental power and blades, as you dance tempo picks up so does the speed you blades move at, allowing you to strike all near by enemies.

Encounter ♦ Weapon, Arcane, Elemental

Standard Action **Burst 2, Melee Weapon**

Target: all Creatures In Burst

Attack: Str vs. AC

Hit: 1[W]+Str Elemental Damage, 5 ongoing Elemental Damage (Save Ends)

Elemental Shroud **Battle Dancer Attack 18**

You command of the elements creates a shroud of energy around you; at your command this elemental energy explodes out from you and hits everything in close vicinity, knocking them prone.

Daily ♦ Implement, Elemental

Standard Action **Burst 2**

Target: All Creatures in Burst

Attack: Str vs. Ref

Hit: 2d8+Str Elemental Damage to every creature in the burst, all victims are knocked prone.

Miss: Half Damage.

Caravaneer

You have spent your life working the merchant caravans; you have travelled far and wide and defeat untold foes. Caravaneer's are worldly, cunning and vicious with a sword at hand. They will defend their employer's goods to the death, and often for little more than a few ceramic pieces and some food and shelter. They also pick up many tricks of the merchant trade, including smuggling.

Prerequisites Any Marital Class

Path Features

Easy Work (11th level) Your reputation precedes you, you have no trouble finding work with merchants, Protecting Caravans and earning your way across the desert.

Merchant Tongue (15th level) +3 to checks when dealing with Merchants. You are used to being around merchants, you know how they operate and all their shady tricks, and you also know exactly how to manipulate them to get favourable response.

Master Smuggler (16th level) +3 to stealth checks when attempting to hide an item or person, on your self if the item is small enough, or within the caravan.

Powers

A Cut For Everyone	Caravaneer Attack 12
<i>Anybody brave enough to come within range of your weapon gets a vicious cut.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Melee Weapon, burst 1
Target: All opponents in close range	
Attack: Dexterity vs. AC	
Hit: 2 [W] + Dexterity modifier damage.	

Keep Your Distance	Caravaneer Utility 14
<i>You nimbly shift away from an opponent.</i>	
Encounter ♦ Martial	
Immediate Reaction	Personal
Trigger: An opponent moves adjacent to you	
Effect: You can move your speed, as long as you do not end adjacent to an enemy.	

Drive Onward	Carvaneer Attack 18
<i>You press you opponents backward so you can advance.</i>	
Daily ♦ Martial, Reliable, Weapon	
Standard Action	Close blast 5
Target: All enemies in blast	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage, and you slide the target a number of squares equal to your Constitution modifier.	

Cerulean Mage

Cerulean Mages are Wizards who draw their power form the Cerulean Storm; their spells can be very destructive in nature.

Prerequisites Wizard/Sorcerer

Path Features

Electrical Resistance (11th level): The Cerulean mage has a high tolerance for electricity. The Mage has a resistance of 5 to electricity.

Cerulean Boost (13th level) When the Cerulean Mage encounters the Cerulean Storm or one of its off shoots, Tyr Storms; he permanently receives a +1 attack and damage bonus to any spell with the Electricity or Water key words.

Tithian's Rage (15th level) Part of Tithian's spirit channel's through you. His built up rage bursts through you giving you Skill Focus: Intimidate for free.

Powers

Cerulean Hail	Class Attack 11
<i>When this spell is cast a blue-black cloud forms over the targeted area, large electric blue hail stones fall from it with a piercing scream.</i>	
Encounter ♦ Implement	
Standard Action	Burst 3, Range 10
Target: All creatures with in area	
Attack: Int vs. Ac	
Hit: 2d8+int Cold Damage, the appearance also causes Fear (leaving them dazed) in the creatures caught in the storm (Save Ends)	

Tempest Blast	Class Attack 15
<i>The Cerulean Mage focus's the power of the great storm, using his body as conduit. The result is a blast of lightning and thunder that knocks enemies down in his path.</i>	
Daily ♦ Implement, Electrical, Thunder	
Standard Action	Blast 3
Target: All In Range	
Attack: Int vs. Reflex	
Hit: 3d10+int Electrical and Thunder damage, and all hit with in the blast area are knocked back 1 square and prone.	
Miss: Half Damage.	

Cerulean Shock	Class Attack 19
<i>The victim this spell is aimed at turns bright glowing blue, with thinly electrical discharges rippling all over his body.</i>	
Daily ♦ Implement, Electrical	
Standard Action	Ranged 10
Target: One creature	
Attack: Int vs. Reflex	
Hit: Hit: As long as the victim stays utterly still, there is no effect, as soon as he tries to move he	

suffers 2d6+int Electrical damage. Save ends the effect, but a failed save will cause the damage again.

Miss: Causes 2d6+int damage.

Chasseur

Chasseurs or "huntmen" are mages that specialise in hunting other mages. They are often Defilers in the employ of Sorcerer Kings, hunting down Wizards and killing them in the name or their lords.

There are some who also work for the Veiled Alliance, seeking out mages to join.

Chasseur's are universally hated by Wizards, mainly because of the reputation for brutality they have when in the employ of Sorcerer Kings.

Prerequisites Arcane Class.

Path Features

Admiration (11th Level): As long as the general public does not know the Chasseur to be a Wizard, he is admired and loved by the citizens of his home city. He receives a +2 to any skill check involving a response from a citizen (Diplomacy, Streetwise etc), however, if a citizen finds out the truth about the chasseur this will switch to a -2.

Smell Magic (11th level) A chasseur gets a +5 to Arcane Skill checks for Detecting Magic

Cower the Guilty (20th Level) Because of the Chasseur's fearsome reputation as a Witch Hunter he gains a +5 to intimidate checks vs. Wizards and Warlocks.

Powers

Burn at the Stake Class Attack 11

This spell implants a suggestion into the mind of the target, making it believe it is being burned at the stake.

Encounter ♦ Illusion

Standard Action Ranged 5

Target: One creature

Attack: Int vs. Will

Hit: 2d8+int Damage Target is Immobilized and takes 5 points ongoing damage per round as it believes it is being burned (save ends both)

Detect the Witch Class Utility 12

With Arcane guidance, the Chasseur can easily identify the most powerful spell caster in a group.

Encounter ♦ Divination

Minor Action Burst 10

Target: All Within range

Effect: This spell identifies the most powerful caster in a group automatically. This spell can be very handy for detecting concealed Wizards as well. This power cannot be sustained.

Cry Witch Class Attack 16

If the Chasseur still has good standing in a city (see above), he has the ability to accuse people of being witches and it is taken very seriously. By doing this, the local citizens and guard will attempt to seize the accused making it much easier for him to catch them.

Daily ♦

Standard Action Ranged 10

Requirement: Must be in a city, or there must be a large friendly crowd around.

Target: One creature

Attack: Will vs. Reflex

Hit: The target is grappled and immobilized for the Wizard by a crowd of would-be do goobers.

Miss: The target is reduced to half speed as the crowd makes it very difficult for the target to pass through.

Dune Trader

Wagons pulled by mekillots and kanks travel along dusty roads, carrying slaves, weapons, food and other goods between the city-states and the villages of the wastes. Caravans of all sizes trek across the Tablelands and beyond owned by powerful Merchant Houses. Trade ensures the survival of many small villages and is vital to the economy of the city-states of the sorcerer-kings. Dune traders are agents for the merchant houses. Some even aspire to become invited family members of the ancient merchant dynasties.

Prerequisites Rogue 11th level

Path Features

Fast Talking (11th level): You can reroll failed Bluff and Diplomacy checks; you must accept the rerolled number

Linguist (11th level): You can add extra languages equal to your intelligence modifier.

Integrative Bargaining (15th level): On a successful Diplomacy check (DC is 5+ opponents level), you receive 20% of the price of any item you wish to purchase.

Powers

The Predictable Masses	Dune Trader Attack 11
<i>Your constant dealing with people of all backgrounds allows you to read your opponents tendencies.</i>	
Encounter ♦ Charm	
Standard Action	Ranged 5
Target: One creature	
Attack: Cha vs. Will	
Hit: You receive a +2 bonus to the defence attacked whenever the target uses an at-will power. It also allows you to target the opponent's weakest defence.	

Taunt	Dune Trader Attack 13
<i>Your wit and sharp tongue enrage you opponent, drawing him to carelessly attack you in a fit of anger.</i>	
Encounter ♦ Charm	
Minor Action	Ranged 5
Target: One creature	
Attack: Cha vs. Will	
Hit: The target wildly attacks you, losing their Dex/Int modifier to AC and giving you an opening for a sneak attack due to their carelessness. This effect lasts until the end of your next turn.	

Distracting Glibberish	Dune Trader Attack 15
<i>Your constant chatter distracts your opponent, allowing you to slip your dagger between his ribs</i>	
Daily ♦ Charm	
Standard Action	Ranged Melee
Target: One creature	
Attack: Cha vs. Will	
Hit: 3[W] damage, plus the victim gives up combat advantage until the end of your next turn.	

Earth Elementalist

“Tremble!”

Prerequisites: Earth Cleric

Path Features

Enduring Action (11th): When you use an Action Point, you or an ally within 10 squares gain +1 bonus to Fortitude defense until the end of the encounter.

Resist Element (11th): You gain resistance 5+ ½ your level versus Acid damage.

Elemental State (16th level): You gain the Elemental origin and the Earth type. You gain a burrow speed of 4 and ignore difficult terrain if terrain is the result of rubble, uneven stone, or earth.

Between a Rock and a Hard place	Cleric Attack 11
<i>You bring your weapon down upon your enemy, forcing them into a defensive stance.</i>	
Encounter ♦ Weapon, Earth	
Standard Action	Ranged 10
Target: One creature	
Attack: Str vs. AC	
Hit: Hit: 2d12 + Strength damage and the target is immobilized until the end of your next turn.	

Wall of Stone	Cleric Attack 12
<i>You place your hands on the ground and a block of earth springs upwards to shield you</i>	
Encounter ♦ Earth	
Standard Action	Wall 8 within 10
Effect: You conjure a wall that consists of contiguous squares filled with 3ft thick stone. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high.	
Sustain Minor: The wall persists.	

Earth Prison	Cleric Attack 20
<i>The ground beneath your enemies attempts to swallow them whole</i>	
Daily ♦ Earth, Implement	
Standard Action	Close Blast 2
Target: All creatures in area	
Attack: Wisdom vs. Reflex	
Hit: 3d12 + Charisma modifier damage and the target is restrained and takes ongoing 10 damage (save ends both).	
Miss: Half damage and the target is not restrained.	

Element Singer

Element singers are tribal clerics within the elven clan structure. They are treated with the utmost respect and the smallest measure of fear. Usually elven tribes will have only one Element Singer; a cadre of Battle Dancers that act as sub-priests and bodyguards serves them.

Prerequisites: Elf, Cleric

Path Features

Omen of Victory (12th level) Your presence is seen as an omen of victorious outcome by your allies. Each ally standing adjacent to you gains a +1 morale to all attack rolls.

Healing Nature (13th level) You are skilled in the healing arts. You gain a +5 to all heal check when being used to cast rituals.

Commune With the Elements (16th level) You can commune with the elemental spirits giving you insights to the natural world that others do not get. You gain a+2 to all wisdom based skill checks.

Powers

Elemental Savage	Element Singer Attack 11
<i>You draw upon your allied elemental forces to seek out and strike your foes</i>	
Encounter ♦ Divine, Implement; Acid, Cold, Fire, Lightning, Thunder	
Standard Action	Area burst 2 in 10 squares
Target: All creatures in burst	
Attack: Intelligence + 2 vs. Reflex	
Hit: 3d6 energy damage (Acid, Cold, Fire, Lightning or Thunder)	

Elemental Immunity	Element Singer Utility 12
<i>You summon opposing elements in your immediate vicinity, cancelling out the effect of an opposing element.</i>	
Daily ♦ Divine	
Immediate Reaction	Close burst 5
Trigger: You would take damage from an element (Acid, Cold, Fire, Lightning or Thunder)	
Effect: The attack deals no damage in the area.	

Elemental Maelstrom	Element Singer Attack 20
<i>You unleash the furious power of your chosen element on your unsuspecting foes.</i>	
Daily ♦ Divine, Implement, Acid, Cold, Fire, Lightning, Thunder	
Standard Action	Area burst 5 in 20 squares
Target: All creatures in burst	
Attack: Intelligence vs. Reflex	

Hit: 3d8 + Intelligence modifier acid, cold, fire, lightning and thunder damage.

Miss: Half damage.

Effect: You create an area of difficult terrain. Any creature entering or ending its turn in the area takes 5 acids, cold, fire, lightning and thunder damage. The area lasts until the end of your next turn.

Sustain Minor: The area persists.

Fire Elementalist

"Burn!"

Prerequisites: Fire Cleric

Path Features

Emblazoned Action (11th): When you an Action Point, you regain use of a per-encounter Fire Elementals paragon power.

Resist Element (11th): You gain resistance 5+ ½ your level versus Fire damage.

Elemental State (16th level): You gain the Elemental origin and the Fire type. Whenever you take damage from a melee attack, your attacker takes fire damage equal to your Charisma modifier.

Burning Brand	Cleric Attack 11
<i>You hold out your holy symbol, and flames spew forth to consume your enemies.</i>	
Encounter ♦ Implement, Fire	
Standard Action	Close Blast 2
Target: Each enemy in blast	
Attack: Wisdom vs. Reflex	
Hit: 2d8+Wisdom modifier fire damage and the target take 5 ongoing fire damage (save ends).	

Fiery Weapon	Cleric Attack 12
<i>You perform a short rite over your weapon and it is engulfed in flames.</i>	
Encounter ♦ Fire	
Standard Action	Self or Ally within 10 squares
Affect: A weapon wielded by you or an ally in range deals +1[W] fire damage until the end of your next turn.	

Inferno	Cleric Attack 20
<i>You become a living pyre.</i>	
Daily ♦ Fire	
Standard Action	Close Burst 2

Target: All creatures in area
Attack: Dexterity vs. Reflex
Hit: 3d12 + Charisma modifier Fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage and 5 ongoing fire damage (save ends).

Necromancer

Necromancers are overly concerned with death and negative energies. Necromancers are wizard who like Shadow Wizards and Cerulean Mages tap into an alternate power source for their spell casting power, the necromancer taps into a plane of existence known as the Gray for their power.

Prerequisites: Arcane Character

Path Features

Command Undead (11th level) The Necromancer can make a Int attack vs. an Undead's Will to issue it a command, if the undead is intelligent, it can make a Save to avoid carrying out the command, if they are not intelligent they just act blindly (after a successful attack roll). This is an at-will power that counts as a minor action. If an intelligent undead makes it's save or the attack roll against it fails, it will very likely become enraged and attack the Necromancer.

Calm Around Death As you become used to being around the dead, the fear attacks that the undead make become less effective. You gain Resist 10 vs. Fear effects from undead creatures.

Aura of Death Necromancers become quite intimidating and unsettling as they progress in level. The necromancer has an Aura 2 that strikes fear into anybody coming into range. This aura gives them a +5 to intimidate checks and any creature coming into range takes an Int vs. Will attack or suffers 1d8 fear damage.

Powers

Wraithform		Necromancer Utility 14
<i>You shed your mortal form, becoming shadow.</i>		
Encounter ♦ Shadow		
Minor Action	Personal	
Effect: You become insubstantial, allowing you to pass through obstacles and ignore difficult terrain. You cannot end your movement in an obstacle. In addition, you gain concealment, and if you are in dim or lesser light, you gain total concealment. This power lasts until the end of the encounter. It can be dismissed as a minor action.		

Cloying Hands

Necromancer Attack 16

Pale gray hands erupt from the ground, pulling your opponent down as they rend his flesh.

Daily ♦ Shadow, Conjunction, Implement, Necrotic, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 3d10 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).

Effect: The area is considered difficult terrain. Any creature that is in the area at the start of your turn is attacked.

Sustain Minor: The zone persists. You can move the zone up to 3 spaces as a move action. Any Immobilized creature shifts with the zone.

Finger of Death

Necromancer Attack 19

You point your finger at your enemy and speak his doom.

Daily ♦ Shadow, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d12 + Intelligence modifier necrotic damage and the target is knocked unconscious and takes ongoing 10 necrotic damage (save ends both). If the target takes damage from another source other than the ongoing damage, it is no longer unconscious.

Miss: Half damage and the target is immobilized until the end of your next turn.

Psychic Killer

"I don't need a weapon to kill you."

Prerequisite: Psion class

Where others telepaths attempt to confound and control their enemies, you take a much simpler approach: you crush their minds, leaving them as lifeless husks.

Psychic Killer Path Features

Dorje Focus (11th Level) When wielding a dorje you gain a +1 bonus to all attack rolls that use the dorje as an implement.

Killer Action (11th Level): When you spend an action point you gain a bonus to your damage rolls equal to your Wisdom modifier until the end of your turn.

Killer Talent (16th Level) Once per day as a free action you can double the bonus you gain from your Dorje of Might class feature

Psionic Surgery	Psychic Killer Attack 11
<i>You deftly slice into your enemy's brain, finding the best place to make your final strike.</i>	
Encounter ♦ Psionic, Implement, Psychic	
Standard Action	Ranged 10
Target: One creature	
Attack: Charisma vs. Will	
Hit: 3d8 + Charisma modifier damage. You gain a bonus to your attack rolls against the target equal to 1 + your Wisdom modifier until the end of your next turn.	

Sharpen Mind	Psychic Killer Utility 12
<i>By intensifying your focus you increase your chances of maximizing the damage you deal with your powers.</i>	
Daily ♦ Psionic, Psychic	
Minor Action	Personal
Effect: Until the end of the encounter you can score critical hits with all powers with the Psychic keyword a roll of 18-20.	

Psychic Crush	Psychic Killer Attack 20
<i>You reach forward with your telepathic might, grabbing your foe's mind before delivering a powerful finishing clench</i>	
Daily ♦ Psionic, Implement, Psychic	
Standard Action	Ranged 10
Target: One creature	
Attack: Charisma vs. Will	
Hit: 3d10 + Charisma modifier damage. Make a secondary attack.	
Secondary Attack: Charisma vs. Will	
Hit: 4d10 + Charisma modifier damage, and the target is stunned (save ends)	

Raider

Raiders are vicious tribesmen of the desert. They go out and attack caravans and villages and have a deservedly fearsome reputation. Some raiders try to carry out their raids without the need for bloodshed, but these "heroes" are very few and far between.

Prerequisites Any Martial or Primal Class

Path Features

Vagabonds Link (11th level) +3 to skill when friendly interaction is required with criminals and cutthroats, as a vicious warrior, you demeanour and actions demand respect from those who are less than savoury.

Desert Stealth (14th level) +5 stealth when in desert surroundings. You are attuned to the desert; you can hide and ambush enemies with great skill and cunning.

Aura of Fear (16th level) Aura 3, +3 to intimidate vs. law abiding citizens, these same people also take a Str vs. Will attack, 1d8 fear damage when entering your aura. When dealing with Villagers, Templars and Merchants you are seen as a warrior to be feared, your kind attack and kill with little reason, and they believe if you are not careful you will do the same to them.

Powers

Threatening Rebuke	Raider Attack 12
<i>You spill forward a stream of vile threats and bad language, your verbal assault is so threatening that it strikes fear into the heart of your target, leaving them visibly shaken</i>	
Encounter ♦ Psychic, Fear	
Standard Action	Ranged 5
Target: One creature	
Attack: Str vs. Will	
Hit: 2d8+str mod fear damage, target is shaken	

Ambush Assault	Class Attack 1
<i>You burst from your hiding spot in the sand making a powerful attack against all nearby foes leaving them dazed.</i>	
Daily ♦ Martial, Weapon	
Standard Action	Burst Melee
Target: All creatures in burst	
Attack: Str vs. Reflex against each target in burst	
Hit: 2[W]+Str damage, and all victims are dazed (Save Ends)	
Special: You must have surprise for this attack to work	

A Fine Red Mist	Raider Attack 19
<i>This is going to be messy....</i>	
Daily ♦ Martial, Weapon	
Standard Action	Melee Weapon
Target: One creature	

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. If the opponent is bloodied, you deal 4[W] + Strength modifier damage instead. In either case, the target is dazed until the end of your next turn.

Miss: Half damage and the target is not dazed.

Restorationist

Restorationists are Preservers dedicated to the protection of Nature. Their ultimate goal is to restore Athas to the pristine beauty it was before the Defilers and Cleansing Wars.

Prerequisites Wizards, Nature Skill

Destiny Features

Speak With Plants (11th Level)

The Restorationist may speak with plants 3/day. Basically this allows the Restorationist to gain information from the trees themselves. This ability requires a Wisdom check +5 to try and gather the information wanted. The more obscure, or unfriendly the plant, the harder it is to get the required information.

Appreciated Wizard (11th Level)

The Restorationist is a Wizard who is not universally feared or hated. Once it becomes known there is a Restorationist, they are appreciated by any who realise that life springs from the earth (Farmers etc) giving them a +2 to Checks when trying to gain a favour from these people (Streetwise, Gather Information, Diplomacy etc)

Plant Friend (13th level) Plants see the Restorationist as friend. Hostile plants ignore the Restorationist.

Powers

Control Plants Class Attack 11

The Restorationist can control the plants in a particular area causing them to entangle enemies.

Encounter ♦ Implement, Plant

Standard Action **Range 10, burst 3**

Requirement: There must be plants in the area chosen, even a small amount of grass will do.

Target: All within burst

Attack: Int vs. Reflex

Hit: 2d6+int damage, plus the targets are restrained (Save ends)

Special: This area counts as difficult terrain until the Wizard relinquishes control of the plants (Sustain Minor)

Plant Growth

Class Utility 12

With a wave of the Restorationists hands, new growth springs from the earth.

Daily ♦ Plant

Standard Action

Burst 2

Effect: A 2 square burst around the caster comes to life with new plant life. The plants must be maintained with water, but they have every chance a natural healthy plant would to survive. The plants can be any of the restorationists choosing.

Gnarly Branches of Doom

Class Attack 17

Twisted dry roots spring from the earth, tearing at an enemy until he is ripped limb from limb.

Encounter ♦ Implement, Plant

Standard Action

Ranged 10

Target: One creature

Attack: Int vs. Fort

Hit: 2d10+int damage, target is restrained and takes 5 ongoing damage (Save Ends)

Shadow Wizard

Shadow Wizards are wizards who have learned to gain their spell casting power from another plane of existence. Instead of draining Athas for their spell casting power, they reach into the black for their sinister spell power.

Prerequisites Arcane Class

Path Features

Shadow Magic (11th level): Anytime a Shadow Wizard casts a spell with the radiant or fire descriptor, the effect is that of a cold shadow, instead of Fire Damage, it becomes cold damage. Radiant damage stays as radiant damage, but it is cool and dark, instead of light and warm.

Chilling Touch (11th level) You become “infected” by the Black, you have a patch of Shadow that is permanently on your skin, as you gain power this patch becomes larger and larger. Any hand-to-hand damage caused by the shadow wizard does Cold Damage due to you having a chilling touch.

Shadow's Friend (13th level): When you use an action point to cast a spell, you gain total concealment until the end of your next turn.

Chilling Presence (15th Level): Aura 2, Shadow Wizards have a constant cool aura around them.

This makes many people feel uneasy, giving the Shadow Wizard a +3 on Intimidate checks.

Powers

Touch the Black	Shadow Wizard Attack 11
<i>A gate open and pure shadows flow trough, leeching the life of those unfortunate standing there</i>	
Encounter ♦ Arcane, Conjunction, Necrotic, Shadow, Implement	
Standard Action	Blast 5 within 15 squares
Target: Each enemy in blast	
Attack: Int vs. Fort	
Hit: 2d10 + Intelligence modifier necrotic and cold damage.	
Effect Until the end of your next turn, enemies that begin their turn in the blast take 10 cold damage.	

Shadeform	Shadow Wizard Utility 14
<i>You take on a dark, translucent quality like a ghostly shadow.</i>	
Encounter ♦ Shadow	
Immediate Interrupt	Personal
Trigger: A ranged or melee attack hits you.	
Effect: The attacker must reroll the attack roll.	

Freeze the Lifeblood	Shadow Wizard Attack 16
<i>With a word, you paralyze your foes.</i>	
Daily ♦ Shadow, Implement, Cold	
Standard Action	Area burst 1 in 10 squares
Target: All creatures within the burst.	
Attack: Intelligence vs. Will	
Hit: 3d6+Intelligence cold damage, and the targets are immobilized until the end of your next turn.	

Slave Warrior

Slave Warriors are former Gladiators and Slave Soldier who have escaped captivity and remain on the run from their former masters. They are usually desperate to stay free, this is their overriding desire and instinct, rarely, some of them take the nobler cause of freeing slaves.

Prerequisites Any Martial Class

Path Features

Fearless (11th level) Fear Resistance 5, Former Slave Warriors have very little to fear, except being recaptured. They have seen hardship and cruelty and survived it all; as a result they have a resistance to fear attacks.

Humility (12th level) +3 reaction bonus with civilised peoples. Even though it grinds against their inner yearning for freedom, former slaves have learned how to work the system; they can act humble to garner favourable responses from civilised humanoids.

In My Freedoms Defence (16th level) +1 to all defences, increase damage by 1 die (so a d6 becomes a d8 etc) when fighting to avoid capture. Desperation to stay free makes the Slave Warrior a very dangerous proposition. They will fight with savagery and desperation to stay free.

Powers

Strength of My Enemy	Slave Warrior Attack 13
<i>You recall your nights as a slave; drawing on the strength stored within your desperation you augment yourself.</i>	
Daily ♦ Martial	
Minor Action	Personal
Effect: You gain a +4 power bonus to attack and damage until the start of your next turn.	

Slaves Revenge	Slave Warrior Attack 15
<i>You hate being abused, as a result you lash out with a violent strike against the one who caused you pain.</i>	
Encounter ♦ Martial, Weapon	
Immediate Reaction	Melee Weapon
Target: One creature who has hit you with a melee weapon	
Attack: Str+2 vs. AC	
Hit: 2 [W]+Str damage	

Break the Chains	Slave Warrior Attack 18
<i>You strike with a hatred for your former master that only a slave could know.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Melee Weapon
Target: One creature	
Attack: Str vs. AC	
Hit: 2 [W]+Str damage, and you target is stunned until the end of your next turn, 5 ongoing damage	

(Save Ends)

Tik (Hunter)

Prerequisites: Thri-Kreen, striker role

Tiks serve as the trackers, hunters, and stalkers of their tribe.

Tik Path Features

Keen Kreen (11th): When you use an Action Point, increase the damage of your Hunter's Mark, or Sneak Attack by one dice level until the end of your turn.

Leaping Strike (11th): If you jump at least 3 squares before you attack, you gain a +2 bonus to melee damage until the end of your next turn.

Superior Survivalist (16th level): Roll twice whenever you make a Survival check. You can use whichever result you prefer.

Distracting Shot	Thri-Kreen Attack 11
<i>You harass your target with attacks to keep them from fully concentrating on your allies</i>	
Encounter ♦ Weapon	
Standard Action	Ranged 10
Target: One creature	
Attack: Dexterity vs. Reflex	
Hit: 2[W]+ Dexterity modifier. The target grants combat advantage to you and your allies until the end of your next turn.	

Agile Leap	Thri-Kreen Attack 12
<i>Follow the bouncing bug.</i>	
Encounter ♦	
Move Action	Personal
Effect Make an Athletics check to jump to another square within 10 Squares	

Follow the Blood Trail,	Thri-Kreen Attack 20
<i>You inflict a bleeding wound that allows you to keep track of the target no matter where they may try to hide.</i>	
Daily ♦ Weapon	
Standard Action	Weapon
Target: One creature	
Attack: Dexterity vs. Reflex or Strength vs. Reflex	
Hit: 3(W)+ Strength damage and ongoing damage equal to your dexterity modifier (save ends).	

Effect: Until the end of the encounter, you ignore penalties for cover (but not total cover), and total concealment on attacks made against the target. If the target is invisible, you can attack as if it isn't invisible.

Miss: Half damage and no additional effects

Tik-Tik (Guardian)

Prerequisites: Thri-Kreen, defender role

Tik-Tiks are the devoted defenders of Thri-Kreen tribes. They eschew their race's typical focus on hunting, and instead focus on perfecting their one on one melee abilities, allowing them to hold several enemies at bay while others escape.

Tik-Tik Path Features

Devoted Defender (11th): When you use an Action Point, you gain a +2 bonus to attacks and damage against a target you have marked until the end of your turn.

Armored Agility (11th): You are a rare Thri-Kreen that wears armour. You ignore armor check penalties on Athletics and Acrobatics checks.

Aggressive Defenses (16th level): Whenever you score a critical hit, you gain a +1 bonus to AC and Reflex defense until the end of your next turn.

Skewer	11th level attack power
<i>You cut off an enemy's path by lunging forth and pinning them down with a well-placed thrust.</i>	
Encounter ♦ Martial, Weapon	
Standard Action	Weapon
Target: One creature	
Attack: Reach 1, Strength vs. AC	
Weapon: If you are wielding a Gythka, you deal additional damage equal to your Wisdom modifier.	
Hit: 1[W] + Strength modifier damage. The target is immobilized until the end of your next turn.	

Leap to the Rescue	Thri-Kreen Utility 12
<i>You leap over to an enemy and interfere with their attack against an ally</i>	
Encounter ♦	
Immediate Interrupt	Personal
Trigger: An ally is hit by an attack	
Effect: You shift up to 5 squares to any square that is adjacent to the ally. They gain a +2 power bonus to AC and Reflex defenses until the end of their	

next turn.

Weapon: If you are wielding a Gythka, the bonus increases to +3.

Multi-Limbed Defense Thri-Kreen Attack 20

Your many arms, bristling with weapons, create an intimidating wall of blades.

Daily ♦ Martial, Stance

Standard Action Personal

Effect: You gain a +2 bonus to AC and Reflex Defenses against melee attacks only.

Veiled One

Veiled Ones are the members of the secret wizard society known as the Veiled Alliance. They are secretive and cunning, and work in any way they can to stop defilers.

Prerequisites Preserver

Path Features

Cover Identity (11th level) You have a complete separate identity, usually as something like a merchant, a shopkeeper or some other mundane freeman. When confronted by anybody demanding your identity you gain +3 to any bluff checks made to fool the person. You also have all required background information and identification to prove you are who you say you are.

Network of Friends (13th level) You have a network of friends within your own city; you gain a +3 to streetwise and gather information checks when attempting to uncover information in your home city. You also gain a +1 to these checks in any city with a Veiled Alliance cell.

Safe House Access (16th level) As a senior member of the Veiled Alliance you gain access to up to 4 secret safe houses hidden within each city. These are usually hidden in plain sight and will require the adoption of another identity temporarily, or at least while you are staying at the safe house.

Powers

Sundering Veiled One Attack 12

You spit magic at a foe, temporarily rendering them harmless.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier force damage and the target's weapon or implement is rendered useless until the end of your next turn.

Sigil of Warding Veiled One Utility 15

You scribe a magical symbol in the air, freeing you from a debilitating effect.

Encounter ♦ Arcane

Minor Action Personal

Effect: Make an immediate saving throw with a +2 power bonus against any effect on you that can be ended with a save.

Blast of Preservation Veiled One Attack 19

With a blast of energy you move the entire battlefield in your favour!

Daily ♦ Arcane, Implement, Force, Teleport

Standard Action Close burst 10

Target: All enemies in burst

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier force damage and the targets are teleported a number of squares equal to your Intelligence modifier within the power's range.

Effect: Each ally in the area of effect can teleport 5 squares within range.

Water Elementalist

“Live!”

Prerequisites: Water Cleric

Path Features

Refreshing Action Point (11th): When you spend an Action Point, you gain regeneration equal to your Constitution modifier until the end of the encounter.

Resist Element (11th): You gain resistance 5+ ½ your level versus Cold damage.

Elemental State (16th): You gain the Elemental origin and the Aquatic type. You can breathe normally in water and ignore rough water while swimming. You gain a swim speed equal to your land speed. You never need to make an Athletics check to swim. You ignore difficult terrain if that terrain is the result of bog, mud, or shallow water.

Sleet Storm Cleric Attack 11

Frozen rain and hail blast your opponent, chilling them to their very bones.

Encounter ♦ Implement, Water

Standard Action **Ranged 10, Burst 1**

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 3d8+Wisdom modifier cold damage and the target is slowed until the end of your next turn.

Healing Mist

Cleric Utility 12

You fill the air with life giving mist that, when inhaled, soothes wounds both physical and spiritual.

Daily ♦ Healing, Conjunction, Water

Minor Action **Close Burst 2**

Hit: Effect: The burst creates a zone of healing mist until the end of your next turn. You and each ally who ends his or her turn within the zone regain hit points equal to 5 + your Charisma modifier. A fire creature or creature vulnerable to cold that enters the zone or starts its turn there takes 1d10 + your Charisma modifier cold damage.

Sustain Standard: The zone persists.

Special: The zone ends at the end of your turn if you are bloodied.

Tsunami

Cleric Attack 20

You summon a powerful wave of water that knocks all creatures in its path backwards.

Daily ♦ Water

Standard Action **Range 10 Burst 4**

Target: All creatures in area

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier cold damage, and the target is pushed back 4 squares.

Miss: Half damage and the target is not pushed.

Epic Destinies

Advice on Choosing an Epic Destiny

As with Paragon Paths, Epic Destinies are quite limited in Dark Sun, it is not possible to become a Demigod, for example on Athas, there is no such thing. All of the same themes from the Paragon Path selection advice remains true to Epic Destinies.

Avangion

Avangions are angels of the desert; they are the highest form a preserver can reach. By the time

the transformation is completed they are huge, graceful butterfly like humanoids.

For human preservers, the Avangion is the ultimate goal. The avangion goes through a metamorphosis much like the Dragon does, but rather than emerging as a fearsome dragon, they emerge as a beautiful, gossamer-winged butterfly like creature.

Prerequisites Human Preserver

Early Metamorphosis (22nd level) The Avangion's AC increases by 2, and he gains an innate ability to understand all languages.

The Avangion's skin gains a metallic glow and their eyes and hair become pure white.

Medium Metamorphosis (25th level) The Avangion gains a +5 to all Insight checks, Fly 3

Huge wings start to sprout from the Avangion's shoulders; the avangion's fingers and toes become webbed. Their head becomes more oval shaped and their eyes start to enlarge.

The Final Stages of Metamorphosis (29th level)

The Avangion's gains Resistance 10 to normal weapons, Fly 6

The Avangion's wings grow to a span of around 50 feet, flight and levitation now become the Avangion's preferred method of getting around, the avangion finishes its transformation becoming extremely serene and graceful.

Immortality: Advanced Beings are effectively immortal; they cannot die of old age. They can how ever still be slain by physical attacks.

Powers

Spell Focus **Level 26 Utility Power**

The Advanced Being focus's it's incredible intellect on the spell it is about to cast.

Daily ♦ Arcane

Minor Action **Personal**

Effect: The next spell you cast gains 1 extra damage die + you Int modifier to its damage.

Dragon

Dragons are the highest form of Defiler on Athas; there have been very few Dragon's in Athas' recorded history, two of them being Kalak, the fallen Dragon-King of Tyr and Dregoth, the Undead Dragon King.

Becoming a Dragon requires a lengthy metamorphosis, which slowly occurs over time as he raises from 20th level to 30th. Over this time the Defiler slowly becomes less and less human until, at 30th level he is a fully fledged dragon, with next to none of the human left inside.

Upon taking this Epic Destiny the Defiler slowly doubles in mass, reaching a weight of up to 350 lbs, and reaching almost 8 feet

Prerequisites Human Defiler

Destiny Features

Early Metamorphosis (22nd level) Gain reach 1, your unarmed damage reaches 1d10

By this level the Dragon has reached 650lbs and 10ft in height, their face has elongated and spines have started to grow from their spine. They start to appear completely reptilian.

Medium Metamorphosis (25th level) Gain reach 2, Your AC increases by 2 due to the hardening of your scales.

By now the Defiler no longer appears human at all, he weighs around 1,600 lbs and is around 12ft from snout to tail.

The Final Stages of Metamorphosis (29th level)
The dragon gains Resist 10 to Normal Damage

By this stage the Dragon has reached around 20,000lbs and measures around 30ft in length. Your transformation is complete; you are now a full dragon.

Immortality: Advanced Beings are effectively immortal; they cannot die of old age. They can however still be slain by physical attacks.

Powers

Draconic Power	Level 26 Utility Power
<i>You become a dragon, if only for a short while.</i>	
Daily ♦ Arcane, Implement, Polymorph; Fire	
Standard Action	Melee 2, Close blast 5
Target: All creatures in reach	
Attack: Intelligence + 2 vs. AC	
Hit: 4d6 + Intelligence modifier energy fire damage	
Effect: You assume the shape and color of a large athasian dragon. You take up 2 x 2 squares, pushing any creature in your enlarged area into adjacent empty squares.	

Elemental

Upon reaching the very highest echelons of elemental power, the cleric goes through a transformation, making them one with their chosen element. They master their element in all its forms and actually become completely comprised of their favoured element.

Prerequisites Cleric

Destiny Features

Elemental Healing (21st level) If the elemental is attacked with a power that shares their elemental descriptor, he takes no damage and may use a healing surge for free.

Elemental Harmony (15th level) The Elemental gain resist 5 to all Elemental attacks.

Elemental Form (27th level) The elemental takes on a purely elemental form, he can move through the smallest of cracks (similar to be insubstantial) and he can move through his own element. The cleric can still appear as normal if he so wishes, but his form is still comprised of his chosen element.

Powers

Elemental Vengeance	Elemental Attack 29
<i>You explode with the fury of the elemental lords themselves.</i>	
Daily ♦ Shapechange; Acid, Cold, Fire, Lightning, Thunder	
Standard Action	Burst 5
Target: All Creatures in Burst	
Attack: Wisdom vs. AC	
5d8+Wis modifier elemental damage plus 10 ongoing damage, the victims also gain vulnerability of 10 to the Elemental's chosen element (Save Ends Both)	
Miss: Half damage.	

Guardian of the Land

Guardians of the Land are the highest-ranking druids on Athas. They are the bane of sorcerer king's working at every turn to foil defilers and anyone else who would hurt the land they protect. Guardian's of the Land are both feared and respected by all on Athas, even though many commoners think they are just legends.

Prerequisites Druid

Destiny Features

Invisibility (21st level) Within their guarded lands the Guardian of the Land is completely invisible. They gain all the advantages of being invisible. The druid can end this ability at-will.

Communicate through Beasts (23rd level) The Guardian of the Land may telepathically send a message to or with any creature native to his guarded lands. The message will be delivered to a person of his choosing and no other.

Absorb Defiling (26th level) Whenever a Defiler casts a spell in his guarded lands the Druid can choose to absorb the defilement. To do so the druid must make an endurance check at DC 15+spell level or suffer 1hit point damage for every 2 levels of the spell being cast.

Powers

Nature's Wrath	Guardian of the Land Attack 28
<i>You call forward the wrath of the natural world to strike your enemies. The very planet itself seems to come to life to attack you foes, with winds, lightening, plants will move to smother you foe, leaving them restrained and in a great deal of pain.</i>	
Daily ♦ Acid, Cold, Fire, Lightning, Thunder, Plant, Zone	
Standard Action	Ranged burst 2 within 15
Target: All creatures in burst	
Attack: Wis vs. Reflex	
5d8+Wisdom modifier acid, cold, fire, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all five damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the five damage types is subject to that vulnerability.	
The target is also restrained by any plants, sand or any other natural element in the vicinity (Save Ends)	
Zone: Any creature entering the zone takes a Wis vs. ref attack and suffers 3d8+wis damage, victim is also restrained (Save Ends)	
Sustain: Minor	
Miss: Half Damage and the Zone behaves as normal.	

Member of the Order

The order is a highly secret order of psionics. One of its manifesto's is to ensure balance, in other words they ensure that psionics cannot become an unbalancing force in Athas.

Prerequisites Psionicist, Unaligned

Destiny Features

Psionic Boost (21st Level) The Psionicist gains a +1 to attack and damage with any power using the Psionic keyword.

Telepathic Communication (25th level) The Psionicist can communicate with any person he chooses within 10 squares using telepathy. This communication is completely silent and nobody barring the Psionicist and his target know that communication is occurring.

Psionic Defence (27th level) The Psionicist gets resist 15 to all Psionic and Psychic attacks

Powers

Telekinetic Crush	Member of the Order Attack level 24
<i>With a thought, you flatten your enemies</i>	
Daily ♦ Psionic, Force, Implement	
Standard Action Area burst 4 in 20 squares	
Target: All creatures in burst	
Attack: Intelligence vs. Reflex	
Hit: 5d10+Intelligence modifier psionic and force damage and the target is restrained (save ends).	
Miss: Half damage and the target is dazed until the end of your next turn.	

Background/Regional Benefits

Any of the non-racial backgrounds offered in the PHBII will work fine in Dark Sun (Some need some minor tweaks, but nothing too serious); alternatively, players can choose a background based on the following regional areas.

Balic

Balic is a city ruled by merchants, many of its free inhabitants have a mercantile background. They are used to the day to day of barter and trade, and many are indentured to the merchant houses that vie for control of the city-state.

Benefits: You know one additional language of your choice, you add the Streetwise skill to your class skill list, and you gain a +2 bonus to Streetwise checks.

Draj

The people of Draj worship a boy god-king, who they believe to be the son of their fallen Sorcerer King, Tectukititlay. Warriors are highly honored in Draj society and Templars wear the most elaborate of headdresses to display their station.

Benefits: All Draj citizens are trained in the Spear and the Short Sword, add these two weapons to your weapon list if they are not already there. You also gain a +1 bonus on initiative checks

Eldaarich

The people of Eldaarich are a paranoid, xenophobic and insulated group of people who live on a small island in the sea of silt. The only people this city-state trades with is Kurn and the people here are virtual prisoners, untrusting of outsiders under the sway of an insane Sorcerer-King.

Benefits: When you spend an action point to take an extra action, you gain a +1 bonus to all rolls made during the extra action granted.

Gulg

The people of Gulg are comfortable in the Jungle, living in harmony with Nature. Nearly all the citizen's of Gulg worship the Oba, or forest goddess, the Sorcerer-Queen, Lalai-Puy. Nobles hunt in the forest for meat, while the slaves, commanded by templars, do the gathering. Lalai-Puy owns everything in Gulg and distributes it among the citizens and slaves as she see's fit.

Benefits: Due to your mistrust of outsiders you gain a +2 when making opposed checks against Bluff, and Diplomacy skills. You also add Nature to your class skill list, and you gain a +2 bonus to Nature checks.

Kurn

Kurn is a city state run as an illusion, to the outside world it is exactly the same as any other sorcerer-king led city state, but in reality is a peaceful utopia hidden from the world that is led by a Avangion. Kurn has very limited contact with the outside world, making it somewhat insular, with stronger connections to Arrakocra and Ssurran than it does to any human city-state, they even deal with Elves before dealing with most humans.

Benefits: You add Arcana and Nature to your class skill list, and you gain a +1 bonus to Arcana checks and Nature checks.

Nibenay

Nibenay's populace have nearly always been focused on scholarly and mercantile interests, but of late the Shadow King has started to focus his attention on his military might as well. Many of the people are still well versed in their studies, but they are also now forced to train as part of the city-states militia.

Benefits: You add Diplomacy and Bluff to your class skill list, and you gain a +1 bonus to diplomacy and bluff checks checks.

Raam

The people of Raam, have had to adjust to living in chaos since the death of their Sorcerer-Queen Abalach-Re. The society teeters on the brink of civil war. The people here live in fear of the warlords that are dividing their city with lines based on greed.

Benefits: Add Perception to your skill list, you gain a +2 bonus to all Perception checks.

Tyr

Tyr is a free city of free men, Slavery is banned and it is generally disapproved of. The people of Tyr are free of modesty and very forward thinking.

Benefits: Add Insight to your skill list, +2 bonus to all Insight checks

Urik

The people of Urik live in an almost eternal state of servitude. They obey Hamanu completely and without question. Urik is also a warrior culture, where almost all free men are trained as warriors, ready to serve Hamanu should he ever call.

Benefits: You add Endurance to your class skill list, and you gain a +2 bonus to Endurance checks.

Skills

New Uses for Old Skills

Nature: *Find Water, Heat Protection*
Find Water

Heat Protection

Diplomacy: *Bargaining, Bartering*
Bargaining

Bartering

Psionics (Intelligence)

You have picked up knowledge about psionics-related lore and psionic effects. This knowledge extends to nearly all information about psionics: classes, creatures, effects, items, histories, methods, and practices.

If you have selected this skill as a trained skill, your knowledge represents academic study, either formalized or as a hobby, and you have a better chance of knowing esoteric information in this field.

Psionics Knowledge Make a Psionics check to recall a useful bit of psionics-related knowledge or to recognize a psionics-related clue. See “Knowledge Checks,” PH page 180.

Monster Knowledge *Psionic* Make a Psionics check to identify a creature that has the psionic keyword. See “Monster Knowledge Checks,” PH page 180.

Detect Psionics (Trained Only) Your knowledge of psionics allows you to identify psionic effects and sense the presence of psionic energy.

This functions in the same manner as Detect Magic, but applies to psionic effects instead of magic effects. See “Detect Magic,” PH page 181.

Feats

Heroic Tier

Aarcokera Weapon Bonus [Aarakocra]

Prerequisite: Aarakocra

Benefit: +1 to Attack rolls with a Javelin or with your own talons.

Air’s Buffeting Defense (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the Use of the Air’s Buffeting Defense power

Air’s Buffeting Defences	Power
<i>A wind whips up providing a buffeting wall or air around you.</i>	
Encounter ♦ Divine	
Immediate Interrupt	Ranged 5
Trigger: An enemy scores a critical hit on you or an ally within range	
Effect: Turn the critical hit into a normal hit. This power can also be used to create damage reduction 10 vs. Falling damage.	

Alien Mind (Thri-Kreen)

Prerequisite: Thri-Kreen

Benefit: The Thri-Kreen’s Insectoid mind, it gives him a resistance 2 to psionic and psychic damage.

Andropinus’ Tactics (Channel Divinity)

Prerequisite: You must have Channel Divinity class feature

Benefit: You can use the power, Andropinu’s Tactics.

Andropinus’ Tactics	Power
<i>The training and strength of the Sorcerer-King, Andropinus allows you to strike will skill like no other.</i>	
Encounter ♦ Divine, Weapon	
Free Action	Personal
Trigger: You Make an attack of opportunity	
Effect: You can use one of your 1st-level at-will melee attack powers that have a single target in place of your basic melee attack. You add your Strength bonus to the damage roll of this attack if you hit.	

Antennae Sense [Thri-Kreen]

Prerequisite: Thri-Kreen

Benefit: The penalties for being blinded are halved for the Thri-Kreen

Arena Clamor

With your savage blows, you can make your companions give their best.

Prerequisites: Cha 13

Benefits: Whenever you land a critical hit, all allies within 5 squares, who have line of sight on you receive a +2 morale bonus on attack rolls until the start of your next turn. This is a mind-affecting effect. This effect is not cumulative. Characters cannot be affected more than once in this way in the same combat.

Arena Opponent

After years of specializing in killing one particular humanoid in the arena, you have learned their weaknesses well.

Prerequisite: Any Martial Class

Benefit: +2 to Attack rolls vs. any one race of demi-humans or humans.

Armored Survivor

Prerequisite: Con 13

Benefit: When making an Endurance check against environmental dangers (such as extreme

heat or cold), you can ignore armor check penalties when wearing any armor or shields with which you are proficient for the rest of the day.

Atzetuk's Radiance (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Atzetuk's Radiance power.

Atzetuk's Radiance	Power
<i>A burst of radiant energy erupts from your body, searing all in range.</i>	
Encounter ♦ Divine, Implement, Radiant	
Standard Action	Close Burst 1
Target: Each Target in Range	
Attack: Wis vs. Will	
Hit: 1d12 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn. Increase damage to 2d12 at 5th level, 3d12 at 11th, 4d12 at 15th, 5d12 at 21st, and 6d12 at 25th.	

Aura of Flame (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Aura of Flame power.

Aura of Flame	Power
<i>The air immediately around you bursts into searing flame, burning all creatures caught in the burst.</i>	
Encounter ♦ Divine, Fire	
Standard Action	Close Burst 1
Target: All in the burst	
Attack: Wis vs. Ref	
Hit: 1d12+Wis Fire Damage to all caught in burst.	

Cloud Mind (Wild Talent)

Benefit: You can use Telekinesis as an encounter power.

Cloud Mind	Wild Talent Power
<i>With a wave of your hand, your target's senses and judgment become dulled.</i>	
Encounter ♦ Psionic, Charm	
Immediate Reaction	Personal
Target: One creature	
Attack: Cha vs. Will	
Hit: You gain a +2 Power Bonus on opposed Sneak, Bluff, and Diplomacy Checks against the target until the end of your next turn.	

Bloody Determination (Dwarf)

When focused on an objective the Dwarf can be very hard to stop.

Prerequisite: Dwarf

Benefit: You gain a +1 racial bonus to attack rolls when bloodied. This feat only works when the Dwarf has a current focus.

Brutal Attack

Your decisive attacks are especially frightening for those who watch.

Prerequisites: Cha 13

Benefits: Whenever you kill a foe with a critical hit, all enemies within a 10-foot radius who have line of sight have to make a Will save vs. your attack; if successful the victim is shaken (Save Ends). This is a mind-affecting fear effect. Whether or not the save is successful, that creature cannot be affected again by the same character's brutal attack for 24 hours.

Brutal Critical

Prerequisite: Str 12 or Dex 12

Benefit: Choose one weapon, Treat weapon as if it was one size larger for the critical hit chart

Brute Power [Half-Giant]

Prerequisite: Half-Giant, Power Attack, Str 17

Benefit: When wielding a two-handed weapon any Enemy successfully Damaged by the Character after being hit by a basic attack, becomes dazed.

Bug Trainer

You can train vermin creatures, such as kinks and clogs.

Prerequisites: Trained in Nature

Benefits: You can use the Nature skill for vermin as though they were animals with an Intelligence score of 1.

Normal: You can use the Nature skill only on creatures with an Intelligence score of 1 or 2.

Borrowed Momentum [Soulknife]

Prerequisites: Soulknife

Benefit: If you are hit by an opportunity attack, you may shift 1 square as an immediate reaction.

Cliff Climber (Halfling)

Prerequisite: Halfling, Rhul-thaun Tribe

Benefit: Due to living high on cliff faces, these Halflings gain a +5 to all checks for climbing steep rocky inclines.

Conceal Casting

On Athas Spell casters are viewed with varying degrees of dislike, that does usually escalate all the way up to outright hostility. Because of this, it can be very handy to hide spell casting.

Prerequisite: Arcane Power Source

Benefit: The spell caster gains a +5 to a Bluff check to conceal the casting of a spell.

Control Light (Wild Talent)

Benefit: You can use Control as an at-will power.

Control Light	Wild Talent Power
<i>You focus on an area, and the levels of illumination in the room begin to change.</i>	
At-Will ♦ Psionic, Zone	
Standard Action	Burst 4 within 20 squares
Effect: You create a zone in which you can increase or decrease the existing illumination by one step.	
Sustain Minor: The zone persists. (maximum 5 rounds)	

Control Metabolism (Wild Talent)

Benefit: You gain a +2 feat bonus to endurance checks versus the effects of starvation, thirst, suffocation, and extreme temperatures.

Cornered Fighter

You fight better when you freedom is put at risk.

Prerequisites: Striker or Defender Role

Benefits: You receive a +2 bonus on attack rolls and a +2 bonus to AC when fighting against opponents who flank you.

Daring Deception (Elf)

Replaces Elven Precision

Prerequisite: Elf

Benefit: When you use the Elven Trickery power the duration extends to the end of your next turn.

Deadly Striker [Soulknife]

Prerequisites: Soulknife, Psychic Strike class feature

Benefit: The extra damage dice from your Psychic Strike class feature increase from d6s to d8s

Defender of the Land [Druid]

You share power with the spirit from your guarded land, to nurture and protect the land to which the spirit is tied.

Prerequisites: Druid

Benefits: You receive a +1 to attack on spells you cast against defilers and your spells damage is increased by 1 per die against defilers.

Defiler [Any Arcane]

You have learned to drain the life force from the earth and plants around you to augment your magic.

Prerequisite: you must be a Wizard or have taken the Wizard multi-class feat.

Benefit: when you cast a spell, you may choose to drain energy from the land around you to either increase the damage dealt by +1 die (so 4D6 becomes 5D6) or gain a +3 to your attack roll.

Special: To use the power the land around you in a 1 square close burst is sucked dry of leaving it a sterile scar of ash and dust. Consequently, until you leave the defiled area, you cannot make use of this ability again.

Defiler Scent (Druid)

The Druid can detect the presence of a Defiler by the presence of a foul odor.

Prerequisite: Druid, Wis 13

Benefit: You gain a +5 to perception checks when trying to identify a hiding Defiler.

Defensive Mind (Half-Giant)

Due the Hlaf-Giants stubbornness and powerful sense of loyalty, they can become virtually immune to the ongoing effects of a psychic attack.

Prerequisite: Half Giant

Benefit: You gain a +5 feat bonus to saving throws against the ongoing effects of powers with the Psychic keyword.

Defensive Precognition (Wild Talent)

Benefit: You can use Telekinesis as an encounter power.

Defensive Precognition	Wild Talent Power
<i>A brief glimmer of the future gives you time to prepare yourself for an upcoming attack</i>	
At-Will ♦ Psionic	
Immediate Interrupt	Personal
Trigger: You are hit by an attack.	
Effect: You gain a +2 bonus to your AC and Reflex defenses until the end of your turn.	

Dissimulated

Your ability to speak what others want to hear increases the credibility of your words.

Prerequisites: Int 13, Cha 13, Trained in Bluff

Benefits: In addition to your Charisma modifier, you can add your Intelligence modifier to your Bluff checks.

Dregoth's Blessing [Dragonborn]

Prerequisite: Dragonborn

Benefit: Use the Dregoth's Blessing Power

Dregoth's Blessing		Racial Power
<i>The power of the great Dregoth runs through your veins.</i>		
Encounter ♦		
Minor Action		Personal
Effect: Gain you Wis bonus to your attacks and damage rolls for the rest of the encounter.		

Dregoth's Poise (Channel Divinity)

Prerequisite: You must have the Channel Divinity class feature

Benefit: You can use the Dregoth's Poise power.

Dregoth's Poise		Power
<i>Dregoth lends focus and calm to those he favours.</i>		
Encounter ♦ Divine		
Minor Action		Ranged 5
Target: You or one ally		
Hit: The target gains a +5 power bonus to Will defence until the start of your next turn		

Dwarven Fearlessness (Dwarf)

Being focused allows the dwarf to shrug off the effects of fear.

Prerequisite: Dwarf

Benefit: The Dwarf gains a +2 his defenses when defending effects of fear. This feat can only be used when the Dwarf has a focus.

Earthen Armour (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Earth Armour power.

Earthen Armour		Power
<i>Your body attracts dust and stones form the earth around it, encasing it in a secure suit of armour.</i>		
Encounter ♦ Divine		
Minor Action		Personal
Affect: You gain resist 5 to all melee and ranged attacks, this power has no power radiance Divine, Necrotic, Radiant or Elemental powers.		

Elemental Cleansing

Undead you turn or rebuke suffer elemental damage.

Prerequisites: Ability to turn or rebuke undead.

Benefits: Add 1d6 elemental damage to your turn undead damage. The type of damage dealt is the

one associated with your patron element.

At level 11 the damage increases to 2d6.

Elf Hunter (Thri-Kreen)

Years of hunting elves for the their flesh have made you an expert in tracking and killing elves.

Prerequisite: Thri-Kreen

Benefit: +2 to tracking checks when searching for elves. +1 to attack rolls vs. Elves.

Elven Ambusher (Elf)

Prerequisite: Elf

Benefit: When setting an ambush in the desert Elves gain a +4 to stealth.

Elven Resilience (Elf)

Prerequisite: Elf

Benefit: The Elf gains a resistance 2 vs. Heat and Cold damage when it comes from a natural source.

Elven Skirmisher (Elf)

Prerequisite: Elf

Benefit: You gain proficiency and a +2 feat bonus to damage rolls with long swords and bows.

Elven Trader (Elf)

Prerequisite: Elf

Benefit: You gain +3 feat bonus to Diplomacy checks made when trying to haggle or barter for goods.

Elven Water Conservation (Elf)

Having spent your entire life in the desert, the elf has learned to survive on very little water.

Prerequisite: Elf

Benefits: The Elf can survive on half as much water as a normal humanoid because he is extremely good at regulating his body temperature.

Empath (Wild Talent)

Prerequisite: Trained in the Diplomacy and Insight skills

Benefit: You can Use the Diplomacy and Insight skill to notice and improve the attitudes of beasts, magical beasts, and humanoids, even if they have an intelligence less than 1 or do not share a common language. You gain a +1 feat bonus to Diplomacy checks.

Empathic Recovery [Psion]

Prerequisites: Psion (Telepath)

Benefit: When you spend a healing surge to regain hit points, each ally adjacent to you regains hit points equal to your Wisdom modifier.

Extend Defiling [Wizard/Warlock]

You have learned to draw power from an even wider area.

Prerequisite: Defiler

Benefit: you may increase the area you draw power from by an extra square. For each extra square of land defiled, you increase the power of your defiling boost by +1 die.

Special: the affect drains from you healing surge per +1 die increase. You may select this feat multiple times; allowing you to further extend the area you can drain. You do not have to drain the maximum area that you can drain; it is entirely up to you.

Special: you may use this ability's 'controlled drain' to acquire more power while still within a defiled area- in this case, you only gain the benefit of draining the life-force from the previously untouched land. If you have defiled 1 squares of land around you, then choose to defile 3 squares of land, you only count as having defiled 2 squares of land for your defiling benefits, as the first square of land has already been sucked dry.

Evolutionary Advance (Thri-Kreen)

You are born slightly mutated from others of your kind

Prerequisite: Thri-Kreen, Level 1

Benefit: You have a set of large insectile wings that allow you to do short bursts of flight.

Special: This feat must be taken at level 1.

Evolutionary Advance	Power
<i>Your insectile wings allow to fly short distances.</i>	
Encounter ♦ Movement	
Move Action	Personal
Effect: Fly up to 7 squares at an altitude of 2 squares.	

Fearless

You have a strong sense of will and resolve, meaning you have greater defenses against the effects of fear.

Benefit: +2 to Will Defence vs. Fear Checks

Fearsome

Your might frightens your foes.

Prerequisites: Str 15.

Benefits: You can use your Strength modifier instead of your Charisma modifier on Intimidate checks. Additionally, you receive a +2 bonus on Intimidate checks.

Fierceness of the Sun (Channel Divinity)

Prerequisite: Channel Divinity Class Feature

Benefit: You can invoke the Fierceness of the Sun power

Fierceness of the Sun	Feat
<i>Your radiant powers burn with the fury of the noonday sun!</i>	
Encounter ♦ Divine, Radiant	
Free Action	Personal
Trigger: You hit an enemy with a power that has the Radiant keyword	
Attack: Your power deals an extra 1d10 radiant damage to all targets hit by the power used.	
Hit: 0d0+0 X damage, and...	
Miscellany	

Halfling Warrior (Halfling)

Prerequisite: Halfling

Benefit: You gain proficiency with and a +2 feat bonus to damage rolls with all slings and spears.

Hamanu's Favour (Channel Divinity)

Prerequisite: Channel Divinity Class Feature

Benefit: You gain the use of Hamanu's Favour power

Hamanu's Favour	Power
<i>Hamanu favours a strong hit in combat with healing.</i>	
Encounter ♦ Divine, Healing	
Free Action	Ranged 5
Trigger: You or an ally within range scores a critical hit with a melee attack	
Effect: You or the ally can spend a healing surge	

Heat Protection

You have trained your body to survive extreme conditions and thirst.

Prerequisite: Con 12

Benefit: This feat reduces the endurance DC check for he effects of heat and thirst by 5.

Heat Resistance [Dragonborn]

Prerequisite: Dragonborn

Benefit: Resist 5 all fire/heat damage

Hostile Mind (Wild Talent)

Prerequisite: Cha 13, Wis 13

Benefit: Whenever you are subjected to a power that uses the Psychic keyword and requires a saving throw, you automatically fail your first save. When you do, your attacker takes 1d6 + Charisma psychic damage. Increase damage to 2d6

+ Charisma modifier damage at 11th level and 3d6 +6 Charisma modifier damage at 21st level.

Identify Plants (Halfling)

Prerequisite: Halfling

Benefit: The Halfling receives a +5 to nature checks for the purposes of identifying plants.

Jaguar Roar

You can channel your strength of will and emit a terrifying roar that demoralizes enemies.

Prerequisites: DraJ, Cha 13+

You gain the Jaguar Roar Power

Jaguar Roar	Feat Power
<i>You emit a terrifying roar that shakes your enemies to their very core.</i>	
Daily ♦ Sonic	
Standard Action	Ranged blast 2
Target: All creatures within range	
Attack: Cha vs. Will	
Hit: All enemies are shaken (Save Ends)	

Jungle Stealth (Halfling)

Prerequisite: Halfling

Benefit: When unencumbered a Halfling can move quickly and quietly through the jungle, gaining a +4 to stealth bonuses.

Kinetic Slam

Your slide or push uses deadly force to move your target, should they hit something it can be quite painful.

Prerequisites: Int 13, Psion

Benefit: Whenever you use a power with the force keyword to push a target, deal an extra 1d8 damage to the target. Apply this damage only when you cannot push the target the full amount because it is stopped by an obstacle (such as a wall or another creature).

Kreen Slayer (Elf)

Years of defending his tribe from Thri-Kreen raids have made this elf an expert in slaying them.

Prerequisite: Elf

Benefit: +2 to attack rolls vs. Thri-Kreen.

Lalali-Puy's Blessing (Channel Divinity)

Prerequisite: You must have Channel Divinity Class Feature

Benefit: You may use Lalali-Puy's Blessing power

Lalali-Puy's Blessing	Class Attack 1
<i>Lalali-Puy blesses all who fight for her cause. With a single word of encouragement her Templar can rally their allies.</i>	
Encounter ♦ Divine	
No Action	Close Burst 10
Trigger: an Ally in range fails a saving throw	
Target: The Triggering ally	
Attack: +0 vs. Reflex	
Effect: The target rerolls the failed saving throw with a +4 power bonus	

Literate

Benefit: Choose up to three languages that you can speak. You can now read or write those languages fluently (assuming they have a written form). You gain a +2 feat bonus to knowledge skill checks.

Mantis Leap

Prerequisite: Thri-Kreen

Benefit: Gains a +5 to Athletic Checks when being used in conjunction with a jump check.

Martial Arts 1

Benefit: Increase Hand to Hand Combat Damage by 1 die.

Martial Arts II

Prerequisite: Martial Arts I

Benefit: Increase Hand to Hand Combat Damage by 1 die.

Martial Arts III

Prerequisite: Martial Arts II

Benefit: Increase Hand to Hand Combat Damage by 1 die.

Mask Body Heat [Pterrion]

Prerequisite: Pterrion

Benefit: Your reptilian nature allows you to hide your body heat, making you nearly invisible to dark vision. You gain +4 to stealth bonuses in low light and no light situations.

Master Manipulator [Psion]

Prerequisites: Psion

Benefit: When you move a target with a charm power, you can add 1 to the distance you slide the target.

Mastyril Blood

You have an uncanny resistance against toxic substances.

Prerequisites: Con 13.

Benefits: You receive a +1 bonus to Fort Defense and on saving throws against poisonous effects.

Special: This feat must be selected at 1st level.

Mighty Strength (Half-Giant)

Prerequisite: Half Giant

Benefit: The half giant receives a +2 to all strength checks and strength based skill checks.

Mind Link (Wild Talent)

Prerequisite: Cha 13 or trained in the Psionics skill

Benefit: You can use Mindlink as an at-will power.

Mind Link	Wild Talent Power
<i>You forge a mental bond with another, allowing you to communicate with them telepathically</i>	
At-Will ♦ Psionic	
Standard Action	Melee Touch, Range 20
Target: One creature	
Effect: You convey a mental message of up to 25 words to a person you touched. If the target is within range, he or she receives the message mentally and can respond likewise. The link ends when the target moves out of range.	
Sustain Move: You can maintain the link indefinitely.	
Special: You can only Mind Link with one individual at a time.	

Mul Gladiator (Mul)

Prerequisite: Mul

Benefit: You gain proficiency with and a +2 feat bonus to damage rolls with the Datchi Club, Carrikal and Forearm Axe.

Offensive Precognition (Wild Talent)

Benefit: You can use Telekinesis as an encounter power.

Offensive Precognition	Wild Talent Power
<i>A brief glimmer of the future gives you time to adjust your attack</i>	
Encounter ♦ Psionic, Divination	
Free Action	Personal
Effect: You gain a +1 power bonus to your next attack roll.	

Pass Without Trace (Halfling)

Prerequisite: Halfling

Benefit: The Halfling can pass through jungle leaving no trace of his passing. People trying to track the Halfling get a -5 penalty to their checks.

Pheromone Speech (Thri-Kreen)

Prerequisite: Thri-Kreen

Benefit: The Thri-Kreen can send short 2 word messages to other Thri-Kreen within 20ft Thri-Kreen using Pheromones.

Poison Mastery (Bard)

Athasain Bard are very competent Assassins, by extension they are very efficient at applying poisons in the best possible way.

Prerequisite Bard

Benefit: Enemies get a -1 to saving throws vs. ongoing effects from your poisons.

Powerful Blow (Half-Giant)

Prerequisite: Half Giant

Benefit: When you score a critical hit with a 2 handed weapon, you can push the target up to 2 squares.

Psionic Mimicry

Due to your study of psionic powers, you can pass off your spells as such.

Prerequisites: Trained in Bluff, Psionics and Arcana

Benefits: You can disguise your spells as psionic powers by making a successful Bluff check (DC 10 + spell level). An onlooker suspecting the nature of your spell casting can attempt to identify a spell being cast using the Arcana skill.

Psionic Resistance (Half-Giant)

A Half-Ginats natural stubbornous makes them resistant to Psionics.

Prerequisite: Half Giant

Benefit: The half-giant's giant heritage gives him a resistance 2 to psionic and psychic damage.

Rain's Healing Caress (Channel Divinity)

Prerequisite: Channel Divinity class Feature

Benefit: You gain the use of The Rains Healing Caress power.

Rain's Healing Caress	Power
<i>The Rain ends a tide of healing energy to you or bloodied friend.</i>	
Encounter ♦ Divine Healing	
Minor Action	Ranged 5
Target: You or One Ally, Bloodied Target Only	
Effect: The target gains regeneration 2 until the	

end of the encounter or until he or she is no longer bloodied.

If you are 11th level or higher, this power grants regeneration 4 instead. If you are 21st level or higher, this power grants regeneration 6 instead.

Reckless Nomad [Soulnife]

Prerequisites: Soulnife

Benefit: When a power lets you shift, you can instead choose to move that distance + 2 squares.

Resolve

You are practiced at steeling yourself after receiving an initial shock.

Benefit: +1 to saving throws vs. Fear effects.

Sacrificial Ritualist

You are practiced in sacrificing creatures and draining their life force to power your rituals.

Prerequisite Wiz 14, Ritual Caster

Benefit This allows a ritual caster to sacrifice low-level creature in exchange for 1 healing surge. Higher-level creatures have more healing surges and can be used as a more power blood sacrifice. Minions and 0 level victims are killed by the process. Creatures level one and above have a chance of surviving the process, but they must have a healing surge available, if they have none they must make an endurance check (at caster level +10 DC) or they are unconscious and must make saves vs. death.

For a creature to be sacrificed in this way they must either be a willing participant or they must be restrained.

Shadow King's Embrace (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Shadow king's Embrace power.

Shadows King's Embrace	Power
<i>You can fade into the shadows, allowing you to observe things you would not normally be privileged to.</i>	
Encounter ♦ Divine	
Move Action	Personal
Effect: You gain a one-time +5 to stealth.	

Slow to Anger [Mul]

Prerequisite: Mul

Benefit: When Bloodied Mul's gain +1 bonus and +2 to damage with any melee weapon strike. The effects persist until the end of the combat once triggered.

Stomp (Wild Talent)

Benefit: You can use Stomp as an encounter power.

Stomp	Wild Talent Power
<i>Your foot slams into the ground, unleashing physical and psionic energy that unbalances your foes</i>	
Encounter ♦ Psionic, Charm	
Standard Action	Ranged 5
Target: All Creatures in area	
Attack Str vs. Reflex	
Hit: 1d6 + Strength modifier damage and you knock the target prone.	
This damage increases to 2d6+ Strength modifier damage at 11th level and 3d6+ Strength modifier damage at 21st level.	

Swim in Lava (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Swim in Lava power.

Swim in Lava	Power
<i>This power allows the Cleric to survive the scorching heat of lava.</i>	
Encounter ♦ Divine	
Free Action	Personal
Effect: You can add a further 10 to your resistance to Fire/Heat when it comes from Lava, making you able to survive quite a bit of Lava damage.	

Telekinesis (Wild Talent)

Benefit: You can use Telekinesis as an at-will power.

Telekinesis	Wild Talent Power
<i>You gesture forward toward an object nearby, and a glowing field envelops the object, lifts it into the air, and moves it where you wish.</i>	
At-Will ♦ Psionic, Conjuration	
Standard Action	Ranged 5
Target: One creature	
Effect: You conjure a telekinetic force in an unoccupied square within range. The force picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when use this power, the force can move the object into a pack, pouch, sheath, or similar container and simultaneously move one object carried or worn anywhere on your body to your hand.	

As a move action, you can use the force to drop an object it is holding, and as a minor action, you can cause the hand to force up or manipulate a different object.

Sustain Minor: You can sustain the telekinetic force indefinitely.

Special: You can create only one force at a time.

Telekinetic Leap (Wild Talent)

Benefit: You can use Telekinetic Leap as an encounter power.

Telekinetic Leap	Wild Talent Power
<i>You spring effortlessly from the ground and cover dozens of feet in a single bond.</i>	
Encounter ♦ Psionic	
Move Action	Ranged 10
Target: You or one Ally	
Hit: The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the effect.	

Telepathic Link

Prerequisites: Cha 13, Psion

Benefit: You gain a +1 bonus to all defenses against any enemy you've successfully hit with a power with the psychic keyword this encounter.

Tempered Steel [Mul]

You escaped slaver and have no intention of ever returning to it.

Prerequisite: Mul

Benefit: Wild Mul's are renown for their determination as well as their violent tempers. Gain +2 to intimidate and +2 to will saves.

Resist Element

Prerequisite: Cleric,

Benefit: The Cleric gains a +1 to defences and +1 to saves vs. any negative effects from their chosen element.

Strong Immune System

Prerequisite: Con 13

Benefit: You gain a +2 feat bonus to Endurance checks made to overcome diseases, and a +2 feat bonus on saves versus poison

Synchronization (Wild Talent)

Benefit: When using the Aid Other option, you receive a +2 bonus to your attack, skill, or ability check, and your designated ally receive a +3 bonus instead of +2 to their next check.

Tail Mutation [Dragonborn]

Prerequisite: Dragonborn, 1st level

Benefit: You were born with a large semi-prehensile tail. You can pick up and carry small items of less than 2lbs in your tail.

When not carrying anything in your tail you gain +1 to Acrobatics checks.

Tail Swipe [Dragonborn]

Prerequisite: Dragonborn, Tail Mutation

Benefit: You can make a clumsy attack with your tail.

Tail Swipe	Feat Attack 1
<i>You make a clumsy attack with your tail.</i>	
At-Will ♦ Martial	
Standard Action	Melee.
Target: One creature	
Attack: Str vs. AC	
Hit: 1d6 damage	

Thri-Kreen Dodge (Thri-Kreen)

Prerequisite: Thri-Kreen

Benefit: +2 to AC and Reflex Saves vs. Projectile Weapons

Thri-Kreen Hunter (Thri-Kreen)

Prerequisite: Thri-Kreen

Benefit: You gain proficiency with and a +2 feat bonus to damage rolls with the chatchka and gythka (see new weapons).

Trance (Wild Talent)

Benefit: Rather than sleep, you enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits others gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Up the Walls (Wild Talent)

Prerequisite: Sure Climber

Benefit: You can move up to your base speed up a sheer vertical surface, provided that you begin and end your turn on a stable horizontal surface.

Walk on Silt (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Walk on Silt power.

Walk on Silt	Power
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You are capable of walking on top of the silt just as if it were solid ground for short periods of time.

Encounter ♦ Divine

Free Action **Personal**

Hit: Until the end of your next turn you can walk on top of silt, ignoring any penalties for sinking or difficult terrain.

Wash Away The Impurity (Channel Divinity)

Prerequisite: Channel Divinity class feature

Benefit: You gain the use of Wash Away The Impurity power.

Wash Away the Impurity **Power**

The healing waters of the Elemental Chaos remove any poisons and taint from your system.

Encounter ♦ Divine, Healing

Standard Action **Personal or Touch**

Target: Yourself or One creature

Effect: Your healing touch moves any disease or poison one step up a condition chart. If it moves the disease or poison to heal, the effect is fully healed.

Wastelander

You are an experienced survivor of the wastes.

Benefits: You get a +1 bonus to Fortitude saves and a +2 bonus to Endurance checks.

Waterhound

Your senses are trained to hone in on water sources. You also know all the tricks to pulling every last drop of water out of everything.

Prerequisite: Nature Skill

Benefit: Gain a +5 to checks when searching for water.

Wings Mutation [Dragonborn]

You are born as an evolutionary advance over other Dray.

Prerequisite: Dragonborn, Level 1

Benefit: You have a set of large leathery wings that allow you to do short bursts of flight.

Special You must take this feat at level 1.

Wings Mutation **Power**

Your leathery wings allow to fly short distances.

Encounter ♦ Movement

Move Action **Personal**

Effect: Fly up to 7 squares at an altitude of 2 squares.

Paragon Tier

Awesome power [Half-Giant]

Prerequisite: Half-Giant, Brute Power

Benefit: When Wielding a two handed weapon any Enemy successfully Damaged by the Character after being hit by a basic attack, becomes Knocked Prone.

Bulwark [Half-Giant]

Prerequisite: Half-Giant, Proficient with Shields

Benefit: While the character has a shield equipped, he becomes a virtual wall, shielding his friends with his massive bulk. All adjacent characters can gain an Ac benefit as if they have a shield equipped; this stacks if the character receiving the benefit already has a shield equipped.

Dwarven War Yell

Prerequisite: Dwarf, Level 11

Benefit: Can use the War yell attack.

Dwarven War Yell **Racial Attack**

You emit a thunderous battle cry, stunning all in your path!

Daily ♦ Thunder

Standard Action **Blast 4**

Target: all in blast

Attack: Con vs. Will

Hit: All hit by the attack are stunned and deafened (save ends)

Ignore Element

Prerequisite: Cleric, Resist Element, 11th Level

Benefit: The Cleric is completely immune to any negative effects from their chosen element.

Revitalize [Wizard/Warlock]

You have learned to feed the energy you draw from the land into yourself, healing your wounds and restoring your energies.

Prerequisite: Defiler

Benefit: when you choose to defile, rather than augmenting your damage you may instead choose to regain hit points as though you had successfully used a healing surge plus your intelligence modifier.

Power Surge [Wizard/Warlock]

Your skill at draining energy now allows you to further intensify the magics that you cast by infusing them with stolen life force.

Prerequisite: Defiler, Extend Defiling

Benefit: when you choose to defile, rather than increasing the damage die, you may choose to

instead increase the damage die type of your cast spell by one step. D3 becomes D4, D4 becomes D6, D6 becomes D8, D8 becomes D10, and D10 becomes D12- this is the maximum amount you can boost your spell's damage to.

Regeneration [Dragonborn]

Prerequisite: Dragonborn, Level 11

Benefits: You regenerate 1hp an hour due to your extremely high metabolism.

Thri-Kreen Flurry (Thri-Kreen)

Prerequisite: Thri-Kreen

Benefit: Gain Access to Thri-Kreen Flurry power

Thri-Kreen Flurry	Thri-Kreen Attack
<i>You unleash a relentless assault on your enemies.</i>	
Encounter ♦ Martial, Stance	
Standard Action	Personal
Target: One creature	
Effect: You can make a single standard attack with every weapon held.	

Epic Tier

Infusion [Wizard/Warlock]

By stealing the life force from the land, you can replenish your own arcane energies.

Prerequisite: Defiler, Revitalize

Benefit: when you choose to defile, you may choose to regain one expended Encounter or Daily spell instead of either increasing damage or Regaining hit points.

Psionic Mastery

Prerequisites: Psionic class

Benefit: Once per encounter, you can spend an action point to regain the use of a daily power you've already used today, instead of taking an extra action. The power must have the psionic keyword.

Multiclass Feats

Mentalist [Multi-Class]

Prerequisite: Wis of 13+

Benefit: Choose one Skill form the Psion's List. Gain the ability to use the Psion's Implement Mastery Ability. The Mentalist must also choose one of the Psion Paths (Builds). The Mentalist also gains access to the Paragon Paths for the Psion Path he had chosen.

Psi-Warrior [Multi-Class]

Prerequisite: Str of 13+

Benefit: Choose one Skill form the Psychic Warrior's List.

Gain a free Wild Talent Feat. The Psi-Warrior also gains access to the Psychic Warrior's Paragon Paths.

Cerebral Assassin [Multi-Class]

Prerequisite: Dex of 13+

Benefit: Choose one Skill form the Soul Knife's List.

Gain the ability to use the Soul Knife's Mind Blade Ability. The Cerebral Assassin also gains access to the Soul Knife's Paragon Paths.

Character Creation Info

Character Tree

If a player so wishes, they can run two characters in a single campaign, substituting one for the other depending on the adventure being run. This allows for variety and a little more fun on the player's behalf.

While one PC is out adventuring the other one is considered to be at home, taking care of other business, guarding the home base and training.

One experience point count is used for both characters; therefore making both characters level at the same time. This keeps the group balanced and means both PCs are always a viable option to run.

Common Languages

Aarakocra	Aquan	Auran
Dwarven	Elven	Giant
Gith	Halfling	Ignan
Maendai	Pterran	Terran
Sign Language	Thri-Kreen	

Rare Languages

Anakore	Ancient Halfling*	Belgoi
Draconic	Draxa*	Ettercap
Genie	GoblinSpider	Jozhal
Kenku	Meazel	Psurlonese
Yuan-ti		

* indicates a dead language

Equipment

Money

Money is very rare on Athas, the common coin is a Ceramic Piece, but a more common form of trade comes in the form of Barter, trading items of equal value for an item on other value.

1gp = 1pp
1sp = 1gp
1Cp = 1sp
1bit = 1Cp

Starting Money By Class

Character Group Die Range

Defender	5d4 x 30 cp
Controller	3d4 x 30 cp
Stirker	2d6 x 30 cp
Leader	3d6 x30 cp

Adventuring Equipment

There are a couple of adventuring items in the PHB that I wouldn't allow to exist in the Dark Sun setting- mostly because I want it to feel a little harsher. Such items include Everlasting Torches, Journey bread, and Sun rods. Some items would also be replaced with their Athasian equivalents like Giant Hair Rope replacing Silk Rope, and Friction Drills to start fires instead of Flint and Steel.

Implements also use setting appropriate materials. As is the case with weapons and armor, superior materials (obsidian, the bones of a dragon, purer crystals, etc) will be the source of enhancement bonuses when it comes to implements. A new implement is the Psicrystal, which functions the same as any other implement.

Household Provisions

Turn of Water (250 gal.)	1sp
Fire Kit	2bits

Tack & Harness

Inix, Leather	240lb	35sp
Inix, Chitin	400lb	50sp
Kank, Leather	70lb	15sp
Kank, Chitin	120lb	35sp
Merkillot Leather 1000lb	500sp	
Merkillot, Chitin	1600lb	750sp

Transport

Chariot

One Kank, One Warrior	10sp
Two Kank, Two Warrior	25sp
Four Kank, Three Warrior	50sp

Howdah

Inix	1sp
Inix, War	10sp
Merkillot	2sp
Merkillot, War	50sp

Cart, Open

1,000 Pound Capacity	10cp
2,500 Pound Capacity	20cp
5,000 Pound Capacity	30cp
10,000 Pound Capacity	50 cp

Caravan

1,000 Pound Capacity	15cp
2,500 Pound Capacity	25cp
5,000 Pound Capacity	40cp
10,000 Pound Capacity	60cp
Armored Caravan	+100sp

Livestock

Aprig	3cp
Carru	5cp
Crodlu	10cp
Erdlu	10cp
Inix	10sp
Kank	
Trained	12sp
Untrained	5sp
Mekillot	20sp

Food, Drink, and Lodging

As was the case with adventuring gear, most of this is simple re-flavoring. Common meals and typical rooms represent the kind of accommodations you might get at any inn in a city-state or village, while luxury rooms and feasts are typically enjoyed by merchants, nobles, templars, and their kind. In addition to ale and wine, players can purchase kank honey or kank mead.

Personally, I'd like to encourage players to appreciate these respites in comparison to chewing on rations and sleeping on the ground. If they take an extended rest while staying in a typical room, and eating common meals, they get a +1 bonus to skill and ability checks until their

next extended rest. A luxury room and feast increases this bonus to +2.

Mounts and Transport

Actual stats for the creatures are in the works and coming as soon as I can find a decent way of representing them on the boards.

Crodlu

Carrying Capacity: 150/300/600 lb.

Speed: 12 squares

Miles per Hour: 6 miles

Miles per day: 60 miles

Crodlu (War)

Carrying Capacity: 200/400/1000 lb.

Speed: 10 squares

Miles per Hour: 5 miles

Miles per day: 50 miles

Inix

Carrying Capacity: 300/600/1000 lb.

Speed: 8 squares

Miles per Hour: 4 miles

Miles per day: 40 miles

Kank

Carrying Capacity: 225/450/1250 lb.

Speed: 10 squares

Miles per Hour: 5 miles

Miles per day: 50 miles

Mekillot

Carrying Capacity: 600/1200/3000

Speed: 5 squares

Miles per Hour: 2.5 miles

Miles per day: 25 miles

Howdah

Weight: 50 lb. for single rider, 150 lb. for 4 man, and 400 lb. for 16 men

A Howdy is a tent like structure meant to shield the rider from the sun. Single rider and 4 man Howdahs can be mounted on Inix, and a 16 man howdah can be mounted on a Mekillot. Riding in a howdah grants a +2 bonus to checks vs. extreme environments.

Cart

Speed: 5 squares

Miles per Hour: 5 miles

Miles per day: 25 miles

*Covered Wagon: grants a +2 bonus to checks vs. extreme environments, but decreases carrying

capacity to 1 ton.

Chariot

Carrying Capacity: 1000 lb.

Speed: 8 squares

Miles per Hour: 4 miles

Miles per day: 40 miles

Caravan

Speed: 3 squares

Miles per Hour: 1.5 miles

Miles per day: 15 miles

Sand Skimmer

Price: Not yet determined (likely to be per mile since players won't actually own one)

Carrying Capacity: Special (players will have to pay for whatever is carried on)

Speed: 5 squares (all the way down to 2 squares if the wind isn't with you)

Miles per Hour: 3.5 miles (1.5 miles)

Miles per day: 84 (15 miles)

Slave Costs

Though the efforts of the Heroes of Tyr have help to lessen the amount of slaves in the Tyr region they still do exist. There are many different types of slaves on Athas. The most common classes of slaves are Work (which include Artists and Artisans, Domestic servants, Farmers, Labourers, etc.), Concubines, and Gladiators. All the costs below are average costs for slaves in Athas.

Work Slaves

Work slaves make up the main force of slaves. They are mostly commoners but in their great numbers a psionist or mage could be left undiscovered.

Aarakocra: 50cp (unsuitable)

Dwarf: 150cp

Elf: 80cp (hard to catch if they manage to escape)

Half-elf: 100cp

Half Giant: 350cp

Halfling: 70cp (sometimes found eating other slaves)

Human: 100cp

Mul: 150cp

Ptterr: 100cp

Thri-Kreen: 70cp (Very dangerous and don't get along with Elven slaves)

Concubines

Concubines are slaves kept for the physical enjoyment of their owners. Concubines can be male or female and usually receive pampered treatment, for they are expected to pamper their owners in turn.

Aarakocra: 20cp (they are huge claustrophobic birds)
Dwarf: 100cp
Elf: 200cp
Half-elf: 250cp
Half Giant: 100cp
Halfling: 150cp
Human: 220cp
Mul: 170cp
Pterrann: 20cp (for people who enjoy reptilians)
Thri-Kreen: 10cp

Gladiators

The city-states that continue to hold gladiator games need their fair share of gladiators. They are trained arena fighters who live and die by the sword.

Aarakocra: 50cp (hard to keep from flying away)
Dwarf: 300cp
Elf: 250cp
Half-elf: 250cp
Half Giant: 500cp (can take allot of damage)
Halfling: 200cp
Human: 250cp
Mul: 400cp
Pterrann: 200cp
Thri-Kreen: 300cp (hard to catch)

Armour and Weapon Adjustments

Metal is extremely rare on Athas. Any Item made of metal on Athas costs 10 times when the PHB listing is for such an item, simply due to how rare the material is. The people on Athas have learned to improvise with other materials however; Bone, Wood, Obsidian and Stone have all been used in place of Steel, Bronze, Copper, Silver and any other metal.

Many types of armour are made with the Hide of various Athasian creatures, however Cloth, Leather and Hide armours cost exactly as listed in the PHB, the only exception here is Studded Leather is studded with bone instead of metal. Metal armour costs 10 times its normal cost, just as all metal items do, and is very impractical in the heat of Athas. Wearing metal armour in the sun, a player in metal armour must drink twice as much water and the Endurance DC for exhaustion and dehydration are both increased by 5

Armour

Metal Armour on Athas is extremely rare and extremely dangerous. Besides being expensive, it is dangerous to wear such items in the heat of Athas. Plate Armour, Scale Mail, Chain Mail and Splint mail are all made of metal. Shields are not made of metal on Athas, they are quite often constructed from tanned leather over a strong wooden frame, or just made of wood themselves.

The following adjustments only apply to armour made completely of metal.

Material	Cost	Weight	AC Adjustment	Check/Speed Adjust
Metal	1,000%	100%	-	-
Bone	30%	50%	-1	-1
Wood	10%	50%	-2	-2

The check/Speed Adjustment applies to the Armour Penalties listed in the PHB, these cannot be turned into positives. *E.g Making Chainmail out of Wood will not give you a +1 adjustment, it simply becomes a 0 adjustment.*

If a character does decide to wear Metal armor in the desert heat, an Endurance check at DC 15 is required every round past the first round of any strenuous activity, each round accumulates a +1 to the DC. A failed endurance check results in the player passing out due to dehydration. Resulting in an Unconscious condition until a save is made. If the player tried to re-engage in combat the DC does keep accumulating from the time the first check is made.

<i>Amour (Light)</i>	Amour Bonus	Minimum Enhancement Bonus	Check	Speed	Price (gp)	Weight
Klar Hide Armour	+5					
Inix Leather	+2	-	-	-	25cp	15lbs
Merkillot Leather	+3	-	-	-	30cp	20lbs
Rasclinn Hide	+5	-	-1	-	70cp	35lbs
Scrab Shell Amour (as scale, ½ weight)						

<i>Amour (Heavy)</i>	Amour Bonus	Minimum Enhancement Bonus	Check	Speed	Price (gp)	Weight
Braxat Shell	+9	-	-3	-1	55cp	40lbs
Half Shell	+8	-	-2	-1	50cp	35lbs
Full Shell	+10	-	-3	-1	150cp	50lbs
Inix Shell Scale	+5	-	-	-1	45 cp	45lbs
Kank Chitin Scale*	+5	-	-	-1	45cp	45lbs
So-Ut Scale Armour	+8	-	-	-1	100cp	45lbs

<i>Amour (Shield)</i>	Amour Bonus	Minimum Enhancement Bonus	Check	Speed	Price (gp)	Weight
Braxat Shield	+2	-	-1	-	20cp	12lbs
Erdlu Scale Shield	+2	-	-2	-	10cp	15lbs

<i>Masterwork Armours</i>	Amour Bonus	Minimum Enhancement Bonus	Check	Speed	Price (gp)	Weight
Fire Drake Scale	+7	+2	-	-1	Special	45lbs
Moonbeast Hide		+3	-	-1	Special	
Silk Worm Cloth	+0	+1	-	-	Special	5 lbs
Ssurran Scale	+6	+1	-	-1	Special	40lbs

Fire Drake Armour Fire Drake armour reduces the wearer's water requirements to half of what is normal per day, they also receive a resistance of 3 to all heat and fire attacks.

Moonbeast Hide Moonbeast Hide gives the wearer a +1 to saves vs. magical effects.

Silk Worm Cloth Silk Worm Silk is fire resistance, giving a wearer a resistance 5 to fire

Ssurran Scale Armour Ssurran scale is fire resistant, giving the wearer Resistance 2 to fire.

*This armour has a very high chance of breaking.

Piecemeal armor

Piecemeal armor rules are quite simple, because half of the armor bonus comes from the torso armor, the rest in equal part from arms and legs. So an athasian wearing a scale shirt, leather bracers and one piece of hide armor on her leg will have an armor bonus of 5 (4 (torso) + 1 (both arms) + 0 (one leg)), a check penalty of 0 (because the hide armor part is only a eighth of the complete armor and the other parts have no check penalty), and a speed penalty of -1. Would she add another piece of hide armor to her other leg the armor bonus would increase to 6.

If she would wear just a breastplate, she would have an armor bonus of 4, a check penalty of -1, a speed penalty of -1 ($-1 / 2 = -0.5$ rounded mathematically = -1).

The penalty for untrained use of armor is based on how many parts of the armor are used untrained:

Full suit or less: -2

Less than three quarters: -1

Less than one quarter: 0

The ability bonus for defense is also based on how many parts of the armor is light (which includes no armor). Multiply that factor with the bonus (and round mathematically).

e.g. wearing the armor from both example from above, will give only half of the ability bonus, because bracers and greaves are light (or no) armor but torso is protected by a heavy armor). With a dexterity of 16

(+3) the ability bonus would be +2. If the greaves are replaced with chainmail greaves, only a quarter of the armor would be light, reducing the ability bonus to +1.

Another example: A half-plate (breast plate and bracers) would have a armor bonus of +6, and just a quarter of the ability for defense would be used.

Weapons

Weapon Materials

Metal is an extremely rare commodity on Athas. Many weapons are made of other materials. Below is a list of materials and how they alter an item.

The following adjustments only apply to weapons made of metal, or those with metal components.

Material	Cost	Weight	Prof Adjust	Damage Resistance
Metal	1,000%	100%	-	-
Stone/Obsidian	50%	75%	+1	1/2/3
Bone	30%	50%	+2	1/2/3
Wood	10%	50%	+2	2/3/4

The prof Adjustment applies to the weapons proficiency modifier, some weapons being lighter will be much easier to swing, and require a little less skill to master, but also being a lighter would mean that they can't be swung quite as hard and cause less than optimal damage.

Damage Resistance applies to the type of armour the target is wearing, 1/2/3 means -1 damage to enemies in light armour, -2 damage to enemies in Medium armour and -3 damage to enemies in heavy armour.

Weapon Breakage

Whenever a strike is not a critical but inflicts maximum damage there is a 5% chance of the weapon breaking if it is made of Bone, Stone, Obsidian or Wood. If an attack occurs and maximum damage is inflicted roll a D20, a roll of 1 indicates the weapon has broken.

Basic Weapon

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Koï	+3	1d4	-	1cp	3lbs	Dagger	

Military Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Carrikal	+2	1d8	-	8cp	5lbs	Axe	High Crit
Forearm Axe	+2	1d8	-	2sp	4lbs	Axe	Off-Hand
Master's Whip	+3	1d6	-	6cp	2lbs	Flail	Off-Hand, Reach 1
Puchik	+3	1d6	-	6cp	1lb	Light Blade	Off-Hand
Tortise Blade	+2	1d8	-	9cp	5lbs	Heavy Blade	Defensive

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Datchi Club	+3	1d8	-	11cp	12lbs	Polearm	Reach
Gouge	+2	2d4	-	12cp	12lbs	Axe	High Crit
Impaler	+2	2d4	-	8cp	5lbs	Pick	High Crit
Lajav	+3	1d6	-	3cp	4lbs	Flail	High Crit
Trikal	+3	1d10	-	8cp	12lbs	Polearm	High Crit

Superior Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Alhulak	+3	1d8	-	9cp	9lbs	Flail	Reach 1
Bard's Friend	+3	1d4	-	10cp	3lbs	Light Blade	High Crit
Quabone	+3	1d6	-	1cp	4lbs	Light Blade	Off Hand
Widow's Knife	+3	1d4	-	5cp	2lbs	Light Blade	Off Hand
Wrist Razor	+3	1d4	-	1sp	1lb	Light Blade	Off Hand

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Cahulaks	+3	1d8	-	12cp	12lbs	Flail	High Crit, Reach 2
Crusher	+3	1d6	-	24cp	9lbs	Polearm	Reach 2
Dragon's Paw	+3	1d8	-	15cp	9lbs	Polearm	Reach 1, Double Weapon
Lotilus	+3	2d4	-	15cp	10lb	Axe	Double Weapon
Singing Sticks	+3	1d6	-	5sp	1lb	Clubs	Double Weapon
Weighted Pike	+3	1d8	-	6cp	15lbs	Spear	Reach 1

Basic Ranged Weapon

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Zerka	+1	2d4	9/18	3cp	7lbs	Spear	Heavy Thrown

Superior Ranged Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Chatkcha	+3	1d6	9/18	1cp	1/2lb	Light Blade	Heavy Thrown
Gythka	+3	1d8	6/12	6cp	10lb	Polearm	Double Weapon
Dejeda	+3	1d6	10/20		3 lbs	Sling	Heavy Thrown

Notes: Damage is base rate, it must be adjusted for materials, Prices and weights shown are for Obsidian Weapons, and prices can be adjusted for equipment made of other materials.

Alhulak: This weapon consists of a 5-foot length of rope with a four-bladed grappling hook on one end. The other end is secured to a 2-foot-long handle, which can be used to block attacks. The bladed head is commonly carved from mekillot bone, while the handle is wood or bone.

Bard's friend: Popularized by the bards of Balic, this weapon sports several blades and prongs. The blades are carved from obsidian, then strapped and mounted to a wooden grip. The prongs are made of sharpened wood, though fangs can be used to similar effect. The grip either has finger holes or leather straps for gripping. Bards normally coat the blades with poison.

Cahulaks: A pair of four-bladed heads tied to either end of a 12-foot length of rope, this weapon can be employed in melee or as a thrown weapon. As a melee weapon, the wielder holds one blade cluster in each hand and swings them in unison or in succession at his opponent.

As a thrown weapon, cahulaks tangle around its target and also cause damage when the blades strike. The blades are carved bone, usually, mekillot, while the hafts are solid lengths of wood or sturdy bone.

Carrikal: By lashing a length of mekillot bone to the jawbone of any sharp-toothed creature, a kind of battle-axe is created. Sharp ridges of teeth run down half the length of the bone handle, and the hinges of the jaw are sharpened to a keen edge. This gives the weapon two deadly axe heads oriented in the same direction. A leather thong connected to the bottom of the bone shaft ensures it remains with its wielder.

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

Crusher: A spiked stone (or, rarely, metal) ball at the end of a 20- to 25-foot-long flexible pole makes up this unique melee weapon. The user plants the end of the pole into the ground, then whips the weighted end back and forth until it nearly strikes the ground in front and behind. This weapon is difficult to use in individual combat, but it makes a formidable weapon in troop battle.

Datchi club: This specialized arena weapon inflicts horrible wounds. A 4- to 5-foot-long head made of

either dried insect hive or dried roots is attached to a 3-foot-long wood or bone handle. Teeth, claws, or (rarely) metal razors are embedded into the head, which is then swung with lightning-quick strokes.

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

Forearm axe: Worn on the forearm like a buckler, this weapon consists of a large, double-bladed axe on either end of a bracer with a spike protruding perpendicularly from the upper sheath. This weapon is particularly formidable in close-quarter fighting.

Gouge: The shoulder-strapped gouge was developed by the army of Nibenay for use by its infantry. A wide bone, obsidian, or chitin blade is mounted on a 3-foot-long wood shaft. The weapon requires a two-handed grip: a small handle bar that protrudes from the shaft, just behind the blade, and a grip at the rear of the shaft.

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

Impaler: An impaler is a weapon developed for arena combat. It has a single shaft about 4 feet long with a pair of long pointed blades, splitting to each side and forming a deadly \perp . The weapon can be swung horizontally or vertically over the head.

Koï The koï (breaker) is basically a rock, pointed at one end and rounded on the other. The koï is a hand-held melee weapon designed to break the chitin of an enemy. The thri-kreen holds a koï with the rounded end in the palm and the pointed end out. Koï are wielded in opposite pairs, with standard restrictions and penalties for characters using more than one weapon. Both koï in a pair are swung at the same time, aiming to catch a portion of the thri-kreen's body between them, and an attack roll must be made for each one. If only one hits, damage is as listed; if both hit, the damage is as listed, and the victim of the strike suffers a piercing attack automatically, as a hole is punched in the chitin.

Lajav The lajav (cracker) is a vicious weapon, designed for use against creatures with chitin. It consists of two short, thick rods (usually made of bone or hardwood) connected by a stiff hinge of sorts (something like nunchuks). Only one lajav is wielded at a time, using both arms on one side.

Lotulis: Crescent blades with barbed spikes near the points and mounted at either end of a long shaft makes this a particularly nasty melee weapon.

Master's whip: Used by taskmasters and arena guards, the master's whip has a carved bone or ivory handle inlaid with decorative elements appropriate to the rank of the wielder. The whip is fashioned from leather or giant's hair (the latter increasing the cost by 15 cp). A bone head sports five separate hollow-tipped barbs, setting this weapon apart from normal whips.

Puchik: This punching and parrying weapon is designed for close-quarter fighting. It's a 2-foot-long dagger with hand guards and a grip positioned perpendicularly to the length of the blade.

Quabone: This weapon is constructed from four identical shanks of bone, lashed together to form a radically symmetrical, sword-length rod. With its lightness and crudely sharpened end, the quabone is a fairly ineffective weapon. However, it's often used in arena situations where combat is intended to be drawn out for a long period of time.

Singing sticks: Singing sticks are used in pairs, one wielded in each hand. Each stick is made from a springy, straight wood and measures 1 inch in diameter and 21/2 feet long. The ends are slightly wider than the center. Extremely light, singing sticks rely more on agility and ability than on brute force. When twirled, the sticks produce whistling and moaning sounds, thus giving them their name.

Tortoise blade: This weapon is basically a small shield with a protruding blade. Though named for a specific creature, its protective shell can be carved from bone or chitin, or fashioned from hardened leather. The blade, made from stone, bone, or sometimes metal, is mounted to the underside of the shell, and the entire ensemble is worn on the forearm. The shell counts as piecemeal armor and provides a one-point bonus to the wearer's Armor Class.

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

Weighted pike: This weapon combines the effectiveness of a pike with the impact damage of a mace. The 8-foot-long shaft has a blade of bone or fang at one end and a weighted, spiked bail at the other, usually made of baked ceramic.

Widow's knife: Named for a similar-looking harvesting tool used in the verdant belts, this weapon has a

wide blade on one end of a wood or an ivory handle. Hidden within the handle are two spring-loaded prongs. A thumb latch on the handle releases the prongs. It takes a full round to reload them.

Wrist razor: Wrist razors consist of a trio of blades that protrude from a heavy armband. The razors project out over the back of the hand, are extremely sharp, and can be up to 6 inches long. Wrist razors can be worn on one or both forearms.

Zerka The zerka (meat-seeker) is a short, viciously barbed javelin. While usually wielded as a melee weapon, it can be equipped with a line and thrown, like a short harpoon.

Serpent	Snake
Spider	Spider
Badger	Rampher

Magic Items

Alterations to Magic Items

Potions and Oils: On Athas, potions are drawn from the juices of fruits. Rules on how to use these fruits appear in Chapter 10: Treasure.

Scrolls: Scrolls found as part of a treasure will always be papyrus and will lack a case of any kind, unless otherwise noted. As such, these delicate scrolls often do not survive the combat in which they are won.

The process of setting a spell to a scroll inherently strips the spell of defiler or preserver characteristics.

Thus, spells cast from scrolls do not cause defiler destruction

Rings, Rods, Staves, Wands, and

Miscellaneous Magic: These items function just as described in the PHB. Such items rarely consist of metal, but rather are fashioned from the finest alternate materials available.

Weapons: All magical weapons found as part of a treasure are metal or have metal components. Nonmetal weapons can be enchanted as well, but magical adjustments must still take into account the inherently poorer quality of the material used. Weapons are determined as in the PHB.

Weapons can have intelligence, and those with intelligence 15 or greater can have a psionic wild talent (25% chance).

Athasian Familiars

To give familiars an Athasian theme, simply swap the description of a Familiar with one more familiar to Athas. Here are some Examples, other can be used as is, or substituted. Many familiars fit just fine the way they are.

Beast Type	Athasian Creature
Cat	Jankx
Dargonling	Critic Lizard
Falcon	Kes'trekel
Owl	Floater
Raven	Z'tal

Athasian Beast Companions

Example Beasts by the categories supplies in Martial Power. Magic and Psionic abilities are for the most part being ignored at this stage.

Beast Type	Athasian Creature
Bear	
Boar	Aprig
Cat	Jankx
Lizard	Critic Lizard, Z'tal, Kank, Crodlu, Erdlu
Raptor	Kes'trekel, Razorwing
Serpent	Snake
Spider	Spider
Wolf	Zhackal

Rituals

Psionic Rituals

Acquiring and Mastering a Psionic Ritual

Psionic characters generally follow the same rules as other characters when using rituals. They require the same feat and the same skills, and a psionic character can use arcane, divine, healing or nature rituals like any other character.

However, psionic characters do not typically use a ritual book, or ritual scrolls.

Psionic Ritual Tattoos

As a part of mastering a ritual, you can create a ritual tattoo instead of copying the ritual into a ritual book. Instead of the words bound to paper that one finds in a ritual book, a ritual tattoo consists of symbols and patterns imprinted into one's skin. Though there is not as much space on a body as there is in a book, ritual tattoos are further condensed versions of the complete rituals, and they draw some of their power from the person onto whom they are scribed. Because of this, one may have up to 128

“pages” of ritual tattoos on their body.

Acquiring and Replacing Ritual Tattoos

Ritual tattoos cannot be found or copied, even from willing foes. The only way to acquire a new ritual tattoo is as a part of mastering the ritual itself. To create a ritual tattoo for a specific ritual requires special needles and inks, and has the same market price as copying a ritual into a book or purchasing a new ritual book containing the specific ritual.

Unlike mundane tattoos, ritual tattoos are imbued with magical and psionic energy. Because of this, the bearer of a tattoo can remove a tattoo simply by willing it away, usually in order to make room for more complex rituals.

Performing Rituals from Ritual Tattoos

Most psionic rituals rely more on personal meditation than recitation, and ritual tattoos reflect this. No matter the type of ritual, though, if it exists as a ritual tattoo, its performance is slightly changed. The tattoos cannot be “read” in the typical manner. Instead, by meditating and focusing the mind and body on the ritual tattoo, its wearer can “read” the pattern with his mind. A ritual performed from a tattoo instead of from a ritual book may still require other elements, including scribing complex diagrams on the ground, burning special incense or sprinkling mystic reagents at appropriate times, performing a long set of meticulous gestures, or even speaking some elements of the ritual aloud as they are read with the mind. A ritual still requires the same components, even if performed from a tattoo instead of a book.

Assisting in a Ritual Performed from a Tattoo

Your allies can assist with a ritual, even when performed from a tattoo.

Psionic Ritual Component Costs

Psionic rituals require the expenditure of their own type of components to perform the ritual.

- **Meditative Incense (Psionics):** Incense is often used to clear and focus the mind, and it is prepared as both powders and sticks by various groups.

Some rituals' descriptions note other costs, including healing surges or a focus item (such as a focusing crystal for a divination ritual). A focus item is not expended when you perform a ritual.

Boneharden

This ritual is used to harden bone weapons making them much less brittle and much harder to break.

Level 1

Category: Warding

Time: 15 mins

Component Cost: 50cp

Market Price: 150cp

Key Skill: Arcana (No check)

Duration: 1 Day

This ritual removes the penalties for hardness from bone weapons, effectively making them a Metal Weapon for the purposes of Attack, Damage and Breaking.

Cannibalism Ritual

You know the secrets of ingesting a defeated opponent's flesh to improve your physical attributes.

Level 2

Category: Renewal

Time: 1 hour

Duration: 1 day

Component Cost: 200cp

Market Price: N/A

Key Skill: Nature

When you have slain a creature in combat with Hit Dice equal or superior to your character level you may devour its remains after performing a ritual alone that lasts two hours. If you do, you receive a +2 enhancement bonus to either Strength, Dexterity or Constitution for 24 hours. This effect is not cumulative.

Charm

Smiling, shaking hands, making eye contact, you glibly woo the subject you wish to befriend.

Magic creeps into the air and eases your task, but should they become aware anger is sure to follow.

Level: 4

Personal Contact

Category: Deception or more

Time: 5 minutes

Duration: Variable

Component Cost:

Market Price: 200gp

Key Skill: Arcana

The charm ritual is utilized to ease negotiations, open doors, or have people do favors for you. It adds a dose of magic to what would normally be a mundane event. Of course whenever you bring magic into the equation you also risk drastic failure, mostly because people don't like being ensorcelled, or used for that matter. In the case of this ritual you are making a straight arcana roll

vs. the will defense of the subject in question. For every 5 points you beat the will defense you receive 1 favor.

A favor is exactly what it says it is. An NPC will perform one menial, no risk task for you; give you one piece of no risk information. The more risk involved the more favors you would need. Moderate risk involved is 2 favors, High Risk is 3 favors. A request that will require a person to go completely against their persona will instantly break the ritual. A person can never be under the effect of more than one casting of this ritual, and its effects fade after a week and a day. How the victim chooses to fulfill the requests of the caster are entirely up to them.

Failing the Arcana roll exposes you for the charlatan you are, and may result in serious bodily harm.

Conservation

The series of chants and components needed will make a small patch of fertile land immune from defiling.

Level 8	Component Cost 1000cp
Category Renewal	Market Price 5000cp
Time 2 hours	Key Skill Nature
Duration Permanent	

An area of 1sq per point over 20 on the Nature check will be permanently protected from defiling. No defiling feats or spells will work on this patch of land.

Create Oasis

This spell creates a lush Oasis within that ring so standing stones of the caster's creation.

Level 21	Component Cost 500cp
Category Creation	Market Price 50,000cp
Time 5 hours	Key Skill Religion
Duration Special	

Effects: Once the stones are placed and the ritual complete the area between the stones becomes lush with shade providing foliage, and a cool and refreshing pool of water.

The size of the Oasis is 5 squares per point of DC 30 the caster scores on his religion role.

The Oasis remains in tact only as long as the Cleric remains within the circle of stones. As soon as he leaves, the Oasis dries up and dies.

Create Tree of Life

With a period of power chanting and somatic actions, the caster can bless a sapling creating a Tree of Life

Level 20	Component Cost 50 cp
Category Creation	Market Price 1000 sp
Time 3 hours	Key Skill Arcana, Nature (No Check)

Duration Permanent

By means of this spell, a Wizard can enchant a living sapling to become a magical tree of life. The sapling must have already sprouted from the ground, though the Wizard can transplant such a sapling before casting the spell. It will grow to its full size in only one week, but has its full powers and capabilities immediately after the spell is cast. Any tree less than one year old will suffice; this spell cannot be cast on an older tree. See the Variant/New Rules Section for info on the Tree of Life.

The material components for this spell are the sapling (which grows into the tree of life and a piece of copper wire formed in the shape of a tree.

Creation

Liquid ectoplasm seeps out of the air itself, drawn from the Astral Sea. With it you craft a permanent mundane object, imbuing the ectoplasm with the properties of the form it takes.

Level: 1	Component Cost: Special, plus 1 healing surge
Category: Creation	Market Price: 75
Time: 1 hour	Key Skill: Psionics
Duration: Permanent	

You create a mundane a permanent mundane object. The ritual's component cost is equal to the price of the object you create.

14 or lower One line from Adventuring Gear (PH page 222)*, or one simple weapon (PH page 218-219), or one piece of cloth or leather armor (PH page 214).

15 - 24 one martial weapon (PH page 218-219), or one piece of hide or chainmail armor (PH page 214), or one shield (PH page 214).

25 or higher One cart, wagon or rowboat (PH page 222), or one superior weapon (PH page 218-219), or one piece of scale or plate armor

(PH page 214).

*: You cannot create any food items with this ritual, specifically trail rations, water, or journey bread.

Cure Light Wounds

Description

Level 3 **Component Cost** 10gp
Category **Market Price** 75 gp
Time 1 mins **Key Skill:** Heal
Duration Permanent

Effects: When casting this spell the healer lays his hands on the target chanting the required verses and prayers, it triggers a healing surge and heals and additional 1d8 hit points damage. It can also be used to cure minor afflictions caused by the Critical Hits Chart.

Cure Serious Wounds

Description

Level 6 **Component Cost**
75gp
Category Healing **Market Price** 250gp
Time 7 mins **Key Skill:** Heal
Duration Permanent

Effects: When casting this spell the healer lays his hands on the target chanting the required verses and prayers, it triggers a healing surge and heals and additional 2d8+1 hit points damage. It can also be used to cure some afflictions caused by the Critical Hits Chart.

Cure Critical Wounds

Description

Level 7 **Component Cost**
100gp
Category Healing **Market Price** 500gp
Time 10 mins **Key Skill:** Heal
Duration Permanent

Effects: When casting this spell the healer lays his hands on the target chanting the required verses and prayers, it triggers a healing surge and heals and additional 3d8+3 hit points damage. It can also be used to cure major afflictions caused by the Critical Hits Chart.

Dominate

Description

Level 14 **Component Cost**
Personal item form target

Category Charm **Market Price**
5,000gp+
Time 2 hours **Key Skill** Arcana
Duration Variable

Effects: Through the use of a personal item the ritual caster can dominate a target, forcing the target to carry out his will. The effectiveness of the domination depends on the casters Arcana roll.

Skill Check Effectiveness

Equal to or lesser than target level
Ritual Fails, Target remains free willed

1-5 above target level
Target is charmed, may carry out minor requests, but nothing outside of its normal moral behaviour

6-15 above target level
Target is heavily influenced, you can make decisions for this person, even control how they treat people close to them, they will not attack friends or family though.

16 above target level or more
The creature is completely dominated and under your control. They will follow the casters instructions to the letter.

The victim gets a save once per day to try and break the casters hold, other factors can trigger a save as well, such as asking a creature to do something you cannot make it do (i.e. you do not have full control and you ask it to kill a friend), asking a creature to commit suicide triggers a save as well. A Remove Affliction ritual will also lift your control, so it is important not to let others realise that your victim is dominated if you intend to maintain you hold over them for a long period of time.

Merciful Shadows

Create a magical shade to protect yourself and your comrades from the scorching sun of Athas.

Level 5 **Component Cost** 20cp
Category Creation **Market Price** 100 sp
Time 10 mins **Key Skill** Nature, Divine
Duration 1day (No Check)

This spell creates a magical shade to protect an individual from the scorching sun. Once cast, the individual gains the benefits of being in the shade (half water consumption requirements), even

when travelling or fighting in the full light of the sun. The individual so protected appears normal, except that he doesn't sweat as much as expected and his coloration is a bit gray. This ritual has no effect on an individual who is in the shade.

The material components of this spell are a piece of a palm leaf.

Mind Probe

As you close your eyes, you open another creature's mind to your own. You probe the creature's mind, drawing out the information you seek but which the creature is unwilling to provide.

Level: 16 **Component Cost:** 3,600 cp
Category: Exploration **Market Price:** 9,000 cp
Time: 10 minutes **Key Skill:** Psionics
Duration: 10 minutes

You reach into the mind of another creature, interrogating its memory itself for information it the creature is unwilling to part with. You can gain access to any information the subject may know, even if known only to it. Make a Psionics check to determine how many questions you can ask of the target's mind.

Questions

9 or lower	One
10-19	Two
20-29	Three
30-39	Four
40 or higher	Five

Each question is answered immediately, so you know the answer to one question before asking the next. You must phrase your question so that the subject's mind can answer it with a single word, a brief phrase, or a fleeting image. To answer the question, the answer must have been known to the creature itself, or personally witnessed by it. The mind can tell you what the creature witnessed as a child at the royal coronation, but it can't answer the question if the creature has no knowledge of the answer. Ten minutes after you finish performing the ritual, you lose contact with the subject's mind, even if you have unasked questions remaining.

Modify Memory

As you press your hand to the creature's face, you reach into the subject's mind and rearranged

his memories.

Level: 12 **Component Cost:** 500 cp
Category: Deception **Market Price:** 2,600 cp
Time: 10 minutes **Key Skill:** Psionics
Duration: 24 hours

You reach into the mind of another creature, altering its memories, either adding events that never occurred, or repressing things that did. Your Psionics check determines the duration of the added or erased events.

19 or lower	One minute
20-29	Two minutes
30-39	Three minutes
40 or higher	Four minutes

If you create false memories in the creature's mind, you can have the creature remember anything you can imagine, though less plausible events may be easier for the creature to resist. If you repress memories from the creature's conscious mind, the creature does not notice any gap. The creature can make an Insight check to detect that their memory is fake or false. This check's DC equal your Psionics check result. The creature is allowed a check each time it recalls the false memory, or each time he attempts to recall a repressed memory. As long as the creature does not detect that their memory is fake or false, it does not remember you modifying your memory. At the end of the duration, the creature's memory returns to normal, and it recalls the performance of this ritual.

Neutralize Poison

Description

Level 6 **Component Cost** 75gp
Category Healing **Market Price** 275gp
Time 7 mins **Key Skill** Heal
Duration Permanent

Effects: By using the ritual the healers can Neutralise and Lift the effects of any poison in the targets system, this spell will cure any poisonous effects from a progression chart, and lift any poisonous effects from a critical hit.

Plant Renewal

Using this spell a caster can affect a single, specific plant that is dried or wilted, but not completely turned to ash.

Level 2
Category Renewal
Time 10 mins
Component Cost 10cp
Market Price 50cp
Key Skill Nature (No Check)

Duration Permanent

The plant comes back to life, and as long as it receives the proper care, it will live for the normal lifespan of a plant of its kind.

Raze

This ritual replicated Defiling magic, by forcing nature to give up its magical potential and turn to ash

Level 8th Level
Category Creation
Time 20 mins
Component Cost 5 cp
Market Price 40 sp
Key Skill Arcana
Duration Semi-Permanent

The casting of the spell causes a large area of vegetation to instantly give up its magical potential and turn to ash. Unlike the natural destruction of defiling magic, raze affects all vegetation within the radius of the spell, regardless of the terrain. The area of effect for a preserver is one yard per level of the caster.

The effected radius depends on your Arcana check. For each point of the result is over 15, 1 square of foliage and earth is defiled.

For a defiler, it is five yards plus one yard per level of the caster (in lieu of normal defiling damage).

The ash created is black and grey, completely devoid of life or life-giving elements. Nothing will grow there for half a year, leaving a lifeless circular scar on the ground

The material components for this spell are a handful of ash (either from a previous raze spell or from normal defiler magic) and a pinch of salt.

Regeneration

Description

Level 9
Category Restoration
Time 1 hour
Component Cost
Market Price 750gp
Key Skill Heal
Duration Permanent

Effects: This ritual can be used to restore lost limbs and stats. It is primarily used to repair limb damage from the critical hit chart (i.e. a severed,

crushed, disintegrated, wither etc limb) or to repair permanent scarring or brain damage (skill check penalties with Int, Wiz of Cha skills)

Rejuvenate

This ritual revitalises the earth, effectively reversing the effects of defilement.

Level 10
Category Creation
Time 10 mins
Component Cost
Market Price
Key Skill Nature
Duration Permanent

This spell grants the ability to support vegetation to an area of ground. In the case of ground made barren by defiler magic, rejuvenate dispels the ground is sterility, making it immediately capable of supporting vegetation. The spell may be cast on any ground short of solid rock, including sand, rocky sand or soil, or dust.

This ritual affects 1 square of earth for every point of 15 on a nature check.

In either case, the spell affects the ground in a circle extending away from the caster, so he must stand in the middle of the area he wishes to revitalize. The radius of the circle is 5 feet per level of the caster. Once cast, the soil is enriched and moistened, and a layer of fine grass emerges instantly.

The duration of the spell varies. Once cast, the moist soil and grass are not magical, and are subject to all natural forces upon them. They will, however, survive a week in even the worst of conditions. Rejuvenate will otherwise last until another defiler spell destroys the vegetation there.

The material component of the spell is a seed (of any type) and a drop of water.
Defilers cannot cast rejuvenate