

Dark Sun Rulebook 2nd Edition

- 1 Pg. 33 Should a templar 's sorcerer-king **fall from power** or be killed; he may petition to another sorcerer-king for acceptance
- 2 Pg. 34 A templar 's spells are received directly from the sorcerer-king he worships. Spells can be taken away by the sorcerer-king if the templar has somehow displeased him. If the sorcerer-king is particularly displeased, he might kill the offending templar.
- 3 Pg. 70 Templars draw their magical powers through their sorcerer-kings, **who in turn draw upon the Negative Material plane**
- 4 Pg.83 In actuality, a sorcerer-king is not a god or a demigod, though he is generally an extremely powerful wizard and psionicist.

From the Wanderer's Journal.

- 5 Pg. 5 In some cities, the sorcerer-king is glorified as if he were some sort of immortal being. In fact, many such rulers are actually able to bestow spell-casting abilities upon the templars who serve them.
- 6 Pg. 5 **Most** of Athas' sorcerer-kings are Defilers of the highest power.
- 7 Pg. 6 The authors of the kingly histories stumble over their own words in their efforts to flatter their monarchs, but we know from the sheer number of their chronicles that **most city-states are thousands of years old.**
- 8 Pg. 6 The same sorcerer-king rules over the city for spans of hundreds of years, **sometimes** for more than a thousand. There are even cases where the current sovereign is credited with founding the city.
- 9 Pg. 6 It is certain that powerful sorcerers live for centuries, and I know of no king that has died in my lifetime, or that of my father or his father. Yet, the sorcerer-kings do die. I know of at least two deserted city states. A monarch ruled each one, so there were once at least two more sorcerer-kings than now inhabit the world.
- 10 Pg. 12 **Almost** without exception, every king is a powerful *Defiler* who has risen to his position through *the* unprincipled use of magical and psionic abilities.
- 11 Pg. 13 When a templar beseeches his monarch for a spell, the sorcerer-king grants the request by employing his own mystical energy to power the templar 's magic. Because of the strain this places on **both the sorcerer-king and the surrounding land**, young templars do not ask for (or receive) many spells.
- 12 Pg. 53 Two of the ruined cities that I know of date **from our own era.** Of course, they resemble our modern cities in layout. The prime areas of economic importance (the merchant emporiums, the noble estates, the templar houses, and the sorcerer-king's fortress) have already been thoroughly explored and looted.

From Dune Trader

- 13 Pg. 30 **By the time sorcerer-king Kalak ascended to the throne,** House Vordon was the richest and most influential merchant dynasty in the region. At first, the prosperity continued, with Kalak's stern but fair rule bringing prosperity and security to the city. Members of the Vordon family became imperial favorites, sitting at the right hand of the sorcerer-king at the gladiatorial games, openly associating with Kalak's templars and nobles. **For a thousand years this situation prevailed** and House Vordon grew powerful and arrogant. **But in recent years,** as Tyr's vast resources were diverted to constructing Kalak's ziggurat
- 14 Pg. 45 Recent history is a little more specific. The tribe appeared in the Tyr region **nearly 800 years ago,** journeying over the Ringing Mountains from the west. Arriving near the city of Tyr, the Clearwaters, under the leadership of Chieftess Annawn, set up an elven market outside the city walls. Within days, **the newly ascended sorcerer-king Kalak**
- 15 Pg. 77 The Dragon has had thousands of years to prepare its defenses. **It must have many contingency spells, and possibly clones, to ensure its survival.** The realm of psionic enchantment opens up still more amazing possibilities. You have many devices to keep the Dragon alive, if you want to. Killing the Dragon is less an issue of firepower than of campaign direction.