



DARK·SUN

CAMPAIGN SETTING



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Chapter 1: Credits

The way we get things done is not to mind who gets the credit for doing them.

— Benjamin Jowett



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Chapter 2: Intro



"For thousands of years, the Tablelands have remained untouched: its politics frozen in a delicate stalemate, its life in a balance even more delicate. It is true that the Dragon Kings amused themselves with their petty wars, rattling sabers to punctuate the passing of ages. It is true that, occasionally, another city would be swallowed by the wastes.

But there were no surprises. The Dragon Kings steered everything from their omnipotent perches, content in their superiority, but ever thirsting for challenge. All that has changed. The Tablelands have been thrown into turmoil, the likes of which have not been seen since times forgotten. The Dragon Kings have been thrown into confusion, grasping for the tedium they so recently lamented.

And yet I fear the worst is yet to come. Change is in the air, and change has never come gently to Athas."

— Oronis, sorcerer-king of Kurn

Athas' savage, primal landscape is the result of long centuries of ecological and magical abuses. The world is dying. It breathes its last gasps as water turns to silt, grasslands become sandy wastes, and jungles decay into stony barrens. Still, life finds ways to endure even in these hellish conditions. In fact, it thrives. Children growing up beneath the crimson sun don't aspire to become heroes. True heroes who champion causes or try to make the world a better place are as rare as steel on Athas. Living to see the next dawn is more important than defending a set of beliefs, so survival ultimately motivates all living creatures, not virtue or righteousness.

Today, Athas rushes toward its future. If the course of destruction is to be diverted, if Athas is to be restored, then heroes must grab the reins of destiny and give new hope and promise to the world. It will not be easy. In fact, it will be extremely difficult. But it is possible. The denizens of the Tablelands have suffered under oppression for thousands of years, and now, a boiling point has been reached. Perhaps not today, perhaps not tomorrow, but someday, change will come.

Eight Things You Need to Know

The world of the Dark Sun setting is unique. This is not a world of shining knights and robed wizards, of deep forests and holy shrines. Athas draws on different traditions of fantasy storytelling; simple survival beneath the crimson sun is often its own adventure. With that in mind, here are the seven most important things you need to know about the Dark Sun setting:

- **The World is a Desert** Athas is a hot, arid world covered with vast stretches of desert—endless seas of dunes, stony wastes, thorny scrublands, and worse. In this forbidding world, cities and villages can only exist in a few oases or verdant plains. Beyond these islands of civilization is a barren wasteland roamed by nomads, raiders, and hungry monsters.
- **The World is Savage** Life is brutal and short in Athas. The vile institution of slavery is widespread in Athas, and hundreds, perhaps thousands, are sent to their deaths every year in bloody arena spectacles. Metal is quite scarce. Arms and armor are often made of bone, stone, wood, and other such materials, because steel is priceless.
- **Metal is Scarce** Most arms and armor are made of bone, stone, wood, and other such materials. Mail or plate armor exists only in the treasuries of Sorcerer-Kings. Steel blades are almost priceless, weapons that many heroes never see during their lifetimes.
- **Arcane Magic Defiles the World** Athas was reduced to a wasteland by the reckless use of arcane magic in ancient wars. To cast an arcane spell, one must gather power from the living world around. Plants wither to black ash, crippling pain wracks animals and people, and the soil itself is sterilized; nothing can grow in that spot again.
- **Terrible Sorcerer-Kings Rule the Cities** The city-states of Athas are ruled by defilers of immense power. These mighty spellcasters have held their thrones for centuries. The sorcerer-kings govern through templars, a class of officials and lesser defilers who can call upon the kings' powers.
- **The Gods of Athas are Silent** Athas is a world without gods. There are no clerics, no paladins, no real prophets or religious orders. In the absence of divine influence, people have turned to other sources of power. Psionic power is well known and widely practiced in Athas, while shamans and druids call upon the primal powers of the world - even though the primal spirits of Athas are often wild and vengeful.
- **Fierce and Deadly Monsters Populate the World** Athas is home to its own deadly ecology. Cattle, horses, camels—none of these animals can be found in Athas. Instead, people tend flocks of erdlus, ride on kanks or crodlus, and draw wagons with inixes and mekillots. Wild creatures such as lions, bears, or wolves are almost nonexistent. In their place are terrors such as the id beast, the so-ut, or the tembo.
- **Familiar Races aren't what you Expect** Many of the fantasy stereotypes don't apply to Athasian heroes. On Athas, elves are a nomadic race of herders, raiders, peddlers, and thieves. Halflings aren't amiable river-folk; they're xenophobic headhunters and cannibals who hunt and kill anyone foolish enough to venture into their montane forests. Each of the major races has adapted to Athas in new and unexpected ways.

Chapter 3: Character Creation



"From the lowliest slave to the highest templar, our fates are decided for us. The slave at the hands of the master, and the templar at the will of the king. Pray to Ral and Guthay that your children are born when the stars align to favor them. Few are those privileged to choose their own path of life, and cursed are those for they are bound by choice and have but themselves to blame for their misfortune. The bard addicted to his alchemical mixtures, the templar imprisoned for his crimes, and the gladiator sacrificed for the thrill of the fight. It is the choices that define who you are and how you die, regardless of who makes them."

– The Oracle, Blue Shrine Scrolls

To create your character you have to do the following, which will be explained in more detail below:

- **Choose Race** Choose a race which will determine your starting XP and several abilities.
- **Create Career** Choose two specialisations which will become your career.
- **Invest Experience Points** Invest the experience points gained from your starting race.
- **Determine Derived Attributes** Determine your Defense, Soak, Strain Threshold, Wound Threshold and Encumbrance.
- **Determine Motivation** Determine your character's main motivations.
- **Choose Wild Talent** Choose or roll for your Psionic Wild Talent.
- **Buy Starting Gear** Use your starting money to buy your first gear.
- **Read the Roleplaying Notes** See chapter 13: Roleplaying Notes for more information.

Select Race

Choose a race from the supplied list. Important factors personality, characteristics, abilities and starting experience. The XP listed on the race information section is your starting XP. This may be used during character creating to upgrade characteristics, buy new skills or new talents. After character creation is completed, the only way to gain upgrades to characteristics is by buying the Dedication Talent, at the end of most talent trees.

Combine Specialisations

Choose 2 Specialisations from chapter 5: Specialisations, which will be combined to become your career.

Choose **(4) four** skills mentioned on each of your talent trees; the combined **(8) eight** skills will be your career skills. They and both talent trees are now accessible for you to spend XP on.

You can now distribute **(4) four** skills points and allocate them into **(4) four** of your career skills. If you have a skill in both specialisations and you allocated one skill point into that skill, you get the second rank for free. Having more than two ranks in any one skill at the end of character creation is forbidden. This includes ranks gained from your chosen race.

Invest Experience Points

Your race determines your starting experience. Use that to buy your starting characteristics, skill ranks and talents, using Table: 3.1 Investing Experience Points on page 13.

Since you may not increase your characteristics after character creation, it is recommended to invest most of your starting experience in your characteristics.

Determine Derived Attributes

After having spent your initial Experience Points, the Derived Attributes are determined via Table: 3.2 Determining Derived Attributes on page 13.

Table 3.1: Investing Experience Points

Option	Cost	Limit
Increase characteristics.	10 times the purchased rating in experience. Each rating must be purchased sequentially.	May not raise any characteristic above rank 5 at character creation. May not be purchased after character creation.
Purchase ranks in career skills.	The purchased rank times 5 experience. Each rank must be purchased sequentially.	May not raise any skill above rank 2 at character creation.
Purchase ranks in non-career skills.	The purchased rank times 5 experience plus 5 XP. Each rank must be purchased sequentially.	May not raise any skill above rank 2 at character creation.
Purchase talents.	The purchased talents cost as indicated in the tree.	No special limits; only standard limits apply.
Purchase new specialisation.	Ten times the number of specialisations (including the new one).	No special limits; only standard limits apply.

Table 3.2: Determining Derived Attributes

Attribute	Method
Defense	Default to zero, potentially modified by the character's race.
Soak	Equal to Brawn Rating. Increases to Brawn increases Soak.
Strain Threshold	Determined by Race and Willpower, Increases to Willpower do not increase ST.
Wound Threshold	Determined by Race and Brawn, Increases to Brawn do not increase WT.
Encumbrance	Brawn Rating plus 5, Increases to Brawn increases your Encumbrance.

Determine Character Motivation

There are four types of motivation, desire, fear, strength, flaw. Your character has atleast one of each, but one major and multiple minor ones are also possible. Examples of such motivations are below. Each can be randomly determined if the player so chooses.

The tables Table: 3.3 Motivation: Desire on page 14, Table: 3.4 Motivation: Fear on page 14, Table: 3.5 Motivation: Strength on page 15, Table: 3.6 Motivation: Flaw on page 15 are just examples and you are free to create your own motivation.

Table 3.3: Motivation: Desire

D10 Dice Roll	Result
1	Ambition: Your character craves power and authority over others. The character may pursue privilege, social status, or rank to achieve this goal.
2	Belonging: Your character seeks to be liked by others and goes out of the way to make a good impression. Your character seeks to be accepted by a community or faction.
3	Expertise: Your character wants to excel in a chosen field or skill. To achieve perfection, your character practices constantly.
4	Fame: Your character seeks the limelight and wants to be famous. They pursue anything that can garner attention and praise.
5	Justice: Your character believes in a set of ethics that demands fair treatment for all. Your character is dedicated to righting inequality and protecting others' rights.
6	Knowledge: Your character wishes to uncover knowledge that may have been lost, forgotten, or locked away. This information could pertain to the world, or it could pertain to your character's past or origins.
7	Love: Your character seeks romantic affection and intimacy from another character. Your character might already have a true love or may strive to find someone to love and be loved by.
8	Safety: Your character values peace and comfort above all else. Perhaps they seek shelter, a steady source of food, or other material necessities, or they might seek emotional security in a place free from oppression and abuse.
9	Vengeance: Someone or something wronged your character in the past, and the character has sworn to exact revenge against the aggrieving party.
10	Wealth: Money or material possessions are the prime goal for your character. Your character may be active in business, trade, or the tried-and-true method of theft to increase their net worth.

Table 3.4: Motivation: Fear

D10 Dice Roll	Result
1	Change: Your character finds routine and stability comforting, and fears changes that could upend their day-to-day routine.
2	Commitment: The idea of making promises or being relied on scares your character, who hates the idea that someone else is relying on them. This fear of commitment could manifest in relationships, on the job, or among family.
3	Death: The fear of death is deep and primal, and it drives a lot of our behaviors. There are a large number of ways this could manifest in your character, many of them similar to what you see in real life.
4	Expression: Your character has some behavior or means of expressing themselves privately that they do not want the world to know about. The nature of that behavior is up to you. Keep the setting in mind when you come up with it, though.
5	Failure: Most people dislike failure, but some actively fear it. That fear may drive them to try to become absolutely perfect, or it may crush them into inaction. Maybe it does both.
6	Humiliation: Characters who are especially concerned with how others view them are particularly sensitive to potential humiliation. They go out of their way to avoid ever appearing wrong or foolish, even if that means missing out on exciting opportunities and experiences.
7	Isolation: Your character fears being isolated from other people and being doomed to live and die alone. Maybe this drives them to seek out relationships with anyone and everyone, even when a relationship is unpleasant or unhealthy.
8	Nemesis: Your character has a deadly foe, someone they fear (even if they don't admit it). The nature of this enemy is up to you, but we suggest you consult with your GM. After all, your GM surely wants to bring this up in the game!
9	Obscurity: Your character wishes to be remembered after they are gone and works tirelessly to secure their legacy.
10	Poverty: For your character, it's all about wealth and security. They fear being without, and they work hard to amass money, supplies, and other valuable items to ensure their status.

Table 3.5: Motivation: Strength

D10 Dice Roll	Result
1	Adaptable* : No matter what life throws at your character, they always rise to the challenge. Your character is flexible and can handle nearly every situation, no matter how grim or strange the circumstances.
2	Analytical : Your character's mind is like a computer, able to absorb a barrage of information and come to a logical conclusion. Your solutions always have the inarguable weight of reason, and you know how to pick your battles and when to bide your time.
3	Courageous : Fear has no place in your character's heart. They laugh at danger and gladly push themself to confront what others flee from. Note that your character probably still has a Fear Motivation. It's up to you whether that Fear is the one thing that can undo your character's courage, or if this Strength pushes them to confront the source of their Fear no matter what.
4	Curious : Life is a million mysteries, and your character wants to learn about every one. Whether curiosity drives them to meet new people, explore distant locales, or learn fantastic new truths and ideas is up to you.
5	Idealistic : What ideals your character believes in are up to you, but to your character, those ideals are nothing short of sacred. Your character may feel that everyone should live up to those same ideals (and may be disappointed when people don't), or they may be content to meet the standards they have set for themself.
6	Independent : When everyone else has failed or fallen, your character knows they can still count on themself. Your character may get along with others just fine but makes sure not to rely on others. That way, when things go wrong, your character is always prepared to deal with the situation and isn't waiting for someone else to help.
7	Patient : Your character is always willing to wait and knows the power of being calm. By waiting for the right opportunity, your character avoids all manner of unpleasant and dangerous situations. However, when such an opportunity presents itself, your character acts swiftly and decisively.
8	Spiritual : It doesn't matter so much what your character believes in: that depends a lot on your game's setting. What's important is that your character believes. Their belief gives them a solid mental bedrock they can always rely on.
9	Wise : Through years of experience and countless events, your character has developed that rare quality: wisdom. The wise understand the truths of how their world works. Just as importantly, they know that sometimes, with the right effort, those truths can be overcome.
10	Witty : Your character is extremely clever, with the right joke for a friend and the perfect insult for a foe. Some may love their company, while others loathe their cutting remarks, but none can deny that your character has the sharpest tongue around.

Table 3.6: Motivation: Flaw

D10 Dice Roll	Result
1	Anger : Your character lashes out at themself or others with undue cause or with extreme force. They are quick to resort to physical force to solve their problems.
2	Compulsion : This could be addiction, fascination, obsession, or another automatic behavior that is self-destructive or otherwise impedes your character's ability to function and be healthy.
3	Deception : Your character may be disloyal or a compulsive liar. They are concerned with their own wellbeing first and foremost, and they might always present themselves in the best possible light even when that isn't the case.
4	Greed : Your character is never satisfied with what they have, always wanting more. They are willing to flout the law or infringe upon others' rights in order to get what they want.
5	Laziness : Your character always seeks the path of least resistance and becomes intimidated by difficult or complex tasks.
6	Ignorance : Your character lacks a basic knowledge base or understanding of a society's norms. This may be due to your character's upbringing or their recent travel to another area of the world. This could be more than just being "uneducated"; at some level, your character may be willfully ignorant.
7	Intolerance : For whatever reason, your character harbors some prejudices toward a group of people. These may be relatively "minor" biases, or they may give rise to an intense emotion of hatred or revulsion. Whatever form it takes, remember that intolerance is based more in emotion than rationality.
8	Pride : Pride does not always have to be a Flaw, but it can easily become one. Your character is arrogant, vain, or self-absorbed, or thinks highly of themself at the expense of others.
9	Recklessness : Your character shows little regard for how their actions may affect themself or others, due either to low self-esteem or lack of forethought. They are especially prone to dangerous or inconsiderate actions.
10	Timid : Your character is extremely risk averse, opting instead to take more thorough or tried-and-true approaches. They may take too long to act or may be unable to act at all in the face of new or intimidating challenges.

Wild Talents

Psionics is rampant on Athas and your character is now exception. Whether she has particular training in *The Way of the Mind* or has never thought about it, she has at least some minor psionic wild talent. This talent has been with you since the day you were born and it is not something you consciously think about. You may choose one such talent from Table: 3.7 Psionic Wild Talents on page 17, or

work with your GM to create a new one.

Buy Starting Gear

By default, your character starts with 500cp with which you can buy gear from during character creation and 9d10cp pocket money, which you can not use during character creation. See chapter 8: Equipment for more information.

Table 3.7: Psionic Wild Talents

2D8 Dice Roll	Name	Description
2	Psionic Charge	Once per encounter, the psionic may suffer 2 Strain and use its free maneuver to move from medium range to engaged to attack a target, and add 2 Damage to the attack.
3	Psionic Howl	Once per encounter, as a free action, the psionic may suffer 1 Strain to generate a Psionic Howl. Any enemy hearing the howl must make a Hard Discipline (♦♦♦) check or become Disorient for one round plus one additional round for every ♦ generated.
4	Psionic Illusion	If the psionic is targetted during combat, the psionic may, as an incidental, suffer 2 Strain to have the Combat checks targeting the psionic use Willpower in place of the characteristic normally associated with that skill, and the Pierce quality do not reduce a the psionics Soak.
5	Psionic Leader	As an incidental, the psionic may suffer 2 Strain to give all allies within medium range a □ to a Discipline check.
6	Psionic Mimic	At the GM's discretion, the psionic may make an opposed Charm or Deception versus Vigilance check as an action to pretend to be a friend, companion, loved one, or of the same species as its target.
7	Psionic Negotiator	Add □ to any Negotiation or Streetwise checks unless the target is resistant to Psionic powers.
8	Psionics Hunter	Roll ○ on Initiative checks; gain a ★ per ○ rolled.
9	Psionic Communication	The psionic can communicate with other beings at medium range using a simple form of telepathy. This is a free action and the psionic can designate whom can hear the communication. The communication is one-way, unless the receiving party also is able to communicate Psionically.
10	Psionic Precognition	The psionic occasionally sees glimpses of a possible future, letting them predict certain events even before they occur.
11	Psionic MindFog	Once per encounter, the psionic may activate Psionic Mindfog as an action and sustain it with a manouvre. Once activated the psionic may Hard (♦♦♦) check. If he succeeds, all enemies in Short range add ♦ to all skill checks while Psionic MindFog is sustained.
12	Psionic Sensitivity	Once per scene, the psionic may make an Average (♦♦) Perception check to detect all Psionic-sensitive creatures or characters with a Psionics rating within medium range.
13	Psionic Shield	Once per session, as an action, the psionic may activate or deactivate Psionic Shield; while active, the psionic gains defense 2, but cannot use the Move maneuver.
14	Psionic Manipulation	By emitting pheromones and altering their skin color, the psionic can affect emotional states of other sentients. Once per check as an incidental, you may suffer 2 Strain to upgrade the ability of a Charm, Deception, or Negotiation check against a living sentient being within short range once.
15	Psionic Soothing	Once per encounter, the psionic may make an Average (♦♦) Charm check to heal 1 strain per ★ from all friendly creatures within medium range.
16	Psionic Visage	As an action, the psionic may suffer 2 Strain and make an opposed Deception check versus Vigilance [when multiple opponents are present, the best Vigilance skill determines difficulty] to create illusion of greater size and threat. If the psionic succeeds, all opponents present must make a Hard (♦♦♦) Fear check.

Chapter 4: Races

"I live in a world of fire and sand. The crimson sun scorches the life from anything that crawls or flies, and storms of sand scour the foliage from the barren ground. Lightning strikes from the cloudless sky, and peals of thunder roll unexplained across the vast tablelands. Even the wind, dry and searing as a kiln, can kill a man with thirst."

— The Wanderer's Journal

Dwarf



"The worst thing you can say to a dwarf is 'It can't be done.' If he's already decided to do it, he may never speak to you again. If he hasn't decided to take up the task, he may commit himself to it simply out of spite. 'Impossible' is not a concept most dwarves understand. Anything can be done, with enough determination."

— Sha'len, Nibenese trader

Dwarves form a good part of the people encountered in the Tablelands. These strong and devoted beings live

to fulfill their focus, a task they choose to devote their lives to. Stubborn and strong-minded, dwarves make good companions, even though their usual focused nature can tend to be bothersome.

Personality: Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks. Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

Names: A dwarf's name is usually granted to him by his clan leader after he completes his first focus.

Male Names: Baranus, Biirgaz, Bontar, Brul, Caelum, Caro, Daled, Drog, Fyra, Ghedran, Gralth, Gram, Jurgan, Lyanius, Murd, Nati, Portek.

Female Names: Ardin, Erda, Ghava, Greshin, Gudak, Lazra, N'kadir, Palashi, Vashara.

Roleplaying Suggestions: Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. Keep a serious, sober attitude nearly always. The only time you show your festive side is when you have recently fulfilled a focus, during the hours or days until you set a new focus. Only during these brief days of fulfillment, and only to other dwarves and your most trusted non-Dwarven friends, do you show your full joy and sense of humor. But these days are also a time of vulnerability, for until you set a new focus you lose all of your special focus related bonuses.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90
- **Special Ability:** When Dwarves focus on one task that takes more than a week to complete they gain a on all checks directly related to their focus.
- **Night Vision:** Dwarves may remove imposed by concealment due to darkness.

Elves



"Honor? The word does not exist in the Elven language."

— Tharak, Human guard

Athas' deserts, plains, steppes and badlands are home to the elves, a long-limbed race of trading, raiding, thieving sprinters. Running is the key to acceptance and respect among elves. Elves that are injured and cannot run are often left behind to die.

Personality: Other races see elves as dishonest and lazy; generally a fair assessment. Elves idle around their time for days until compelled by need to exert themselves, but they can run for days without complaint. No self-respecting elf will consent to ride an animal. To do so is dishonorable; Elven custom dictates that individuals keep up or be left behind. Elves prefer to lead short, happy lives rather than long, boring ones. Seeing the future as a dark, deadly place, they prefer to live in "the now," enjoying each fleeting moment. They thrive in open spaces, and tend to wither in captivity.

Names: Whether slave or free, elves prefer to keep Elven names. Tribe members take the tribe name as surname. Elves treat the naming of young runners as a sacred

responsibility, naming the children of the tribe after the first interesting thing that they do while learning to run. Elves believe with the appropriate name, a child can grow to greatness, but with the wrong name, the elf may vanish in the wastes. Sometimes a child's name is changed because of an extraordinary deed performed during an elf's rite of passage.

Male Names: Botuu (Water Runner), Coraanu (First Elf, the Warrior Thief), Dukkoti (Wind Fighter), Haaku (Two Daggers), Lobuu (First Runner), Mutami (Laughs at Sun), Nuuko (Sky Hunter), Traako (Metal Stealer).

Female Names: Alaa (Bird Chaser), Ekee (Wild Dancer), Guuta (Singing Sword), Hukaa (Fire Leaper), Ittee (Dancing Bow), Nuuta (Quiet Hunter), Utua (Laughing Moon)

Tribe (Clan) Names: Clearwater Tribe (Firesheaper, Graffyon, Graystar, Lightning, Onyx, Sandrunner, Seafoam, Silverleaf, Songweaver, Steeljaw, Wavedivers, Windriders clans); Night Runner Tribe (Dark Moons, Full Moons, Half Moons, Lone Moons, New Moons, Quarter Moons clans); Shadow Tribe; Silt Stalker Tribe (Fire Bow, Fire Dagger, Fire Sword clans); Silver Hand Tribe; Sky Singer Tribe (Dawnchaser, Dayjumper, Twilight-catcher clans); Swiftwing Tribe; Water Hunter Tribe (Rain-dancer, Poolrunner, Lakesinger clans); Wind Dancer Tribe (Airhunter, Breezechaser clans)

Roleplaying Suggestions: Rely on Elven combat skills (distance, bows, and fighting by the light of the moons and stars). Use Elven noncombat skills and philosophy (running, escape from entangling situations or relationships). When someone professes to be your friend, dismiss them at first and then later, offer them a test of trust. Don't tell them that it is a test, of course. Ask them to give you one of their prize possessions, for example, or leave your own valuables out and see if they take advantage of you. Pretend to sleep, and find out what they say about you when they think you are not listening. Some elves go as far as to allow themselves to be captured to see if the presumed friend will rescue them!



- **Wound Threshold:** 9
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Ability:** Elves may remove from checks to resist arid or hot environmental conditions.
- **Thieves:** Elves gain one rank in skullduggery, they may not train Skullduggery above rank two during character creation.
- **Elven Run:** Elves gain a on any Athletics test concerning running and may remove due to exhaustion caused by running.

Half-Elf



"People are no good. You can only trust animals and the bottle."

— Delmao, Half-Elven thief

Unlike the parents of muls, elves and humans are often attracted to each other. Half-elves are typically the unwanted product of a casual interracial encounter.

Personality: Half-elves are notorious loners. Many Athasians believe that half-elves combine the worst traits of both races, but the most difficult aspect of half-elves - their lack of self-confidence - comes not from their mixed origins but rather from a life of rejection from both parent races. Half-elves try in vain to gain the respect of humans or elves.

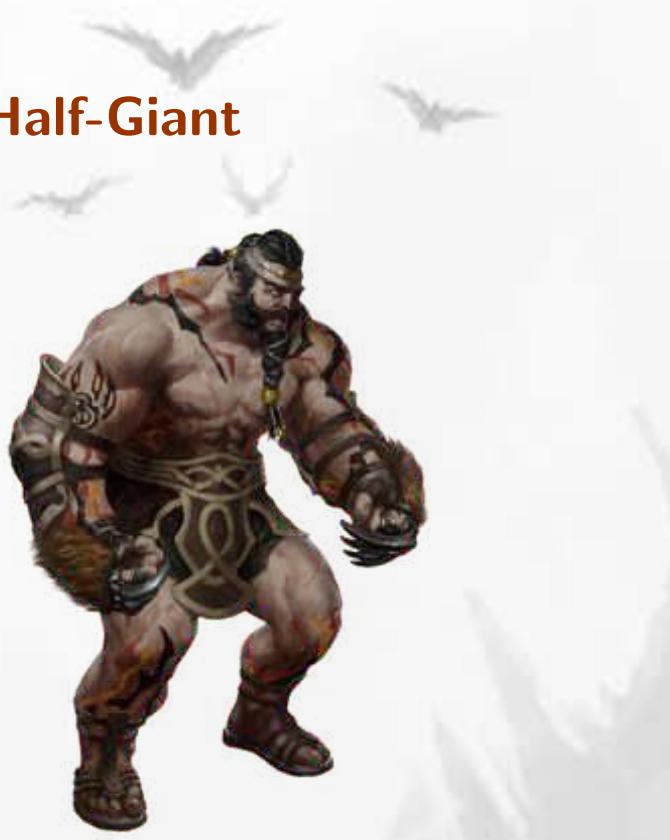
Names: Half-elves nearly always have human names. Unable to run as elves, they never receive Elven given names, or acceptance in an Elven tribe that they could use as surname.

Roleplaying Suggestions: Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self-reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self-reliance, refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously. From your childhood, your closest friendships have been with animals. Other half-elves do not interest you. As time goes by and you learn from experience, you will find that you can also get along with other races neither human nor Elven: dwarves, muls, even thri-kreen. You don't feel the terrible need for their approval, and yet they give it more readily.

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Ability:** Half-Elves begin the game with one rank in one non-career skill of their choice. They may not train this skill above rank 2 during character creation.
- **Companion:** Desperate for companionship, half-elves often find companionship in small animals. You gain 1 rank in the Animal Companion Feat.
- **Adaptation:** Half-Elves begin the game with either one rank in Survival or in Skulldugger. They may not train that skill above rank 2 during character creation.

Half-Giant



"Mind of a child, strength of three grown men. I've seen a Half-Giant tear the walls out of a building because he wanted a better look at the tattoos on a mul inside."

— Daro, Human trader

Legend has it that in ages past, a sorcerer-queen used wizardry to beget a union of giant and human in order to create a race of powerful slaves. Whatever the truth of this legend, the Half-Giant race has increased in number and is now fairly common especially in human controlled lands

near the shore of the Sea of Silt. Half-Giants gain great strength, but dull wits, from their giant heritage, and are nearly as agile as their human forbearers.

Personality: Because of their artificial origins, there is no half-giant culture, tradition or homeland. Half-giants readily imitate the customs and cultures of their neighbors. Half-giants often display curiosity, a willingness to learn, and a general tendency towards kindness.

Names: Enslaved half-giants often have human names, and because of this they vary greatly. Free half-giants are likely to borrow the naming conventions of the race or people they are imitating at the time their child is born.

Roleplaying Suggestions: Always remember how much bigger and heavier you are than everyone else. Take advantage of your height in combat, but remember the disadvantages. Between your size and your lesser wits (even if you are a relatively intelligent half-giant people will assume you to be dull), you find yourself an object of comic relief. You are used to being teased and will endure more witty remarks than most people, but when you have been pushed too far your personality can suddenly shift, and you can unleash astonishing violence on your tormentors and any who stand in your way. Less frequently, these shifts can happen to you without provocation - you just wake up with a different ethos and altered disposition. Remember you are influenced by powerful personalities, and can shift your personality and ethics. You tend to imitate the tactics, clothes and demeanor of your 'little master.'



- **Wound Threshold:** 14
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80
- **Special Ability:** Half-Giants are caprious and unpredictable. They gain 1 rank in intimidate. They may still not raise intimidate above rank 2 during character creation.
- **Large:** Half-Giants have Silhouette of 2.

Halfling



"Be wary of the forest ridge. The halflings who live there would as soon eat you alive as look at you. Chances are you won't even notice them until you've become the main course."

— Mo'rune, Half-Elven ranger

Halflings are masters of the jungles of the Ringing Mountains. They are small, quick and agile creatures steeped in an ancient and rich culture that goes back far into Athas' past. Although they are not common in the Tablelands, some halflings leave their homes in the forests to adventure under the Dark Sun. As carnivores, halflings prefer to eat flesh raw.

Personality: Halflings have difficulty understanding others' customs or points of view, but curiosity helps some halflings overcome their xenophobia. Little concerned with material wealth, halflings are more concerned with how their actions will affect other halflings.

Names: Halflings tend to have only one given name.
Male Names: Basha, Cerk, Derlan, Drassu, Entrok, Kakzim, Lokee, Nok, Pauk, Ppool, Sala, Tanuka, Ukos, Zol.
Female Names: Alansa, Anezka, Dokala, Grelzen, Horga, Jikx, Joura, Nasaha, Vensa.

Roleplaying Suggestions: Remember to consistently take your height into account. Role-play the halfling culture described above: eating opponents, treating fellow halflings with trust and kindness, suspicion of big people, and general lack of interest in money.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Ability:** Halfling gain □ on all Charm check when dealing with other races.
- **Keen Senses** Halfling add □ to Perception Checks.
- **Small** Halfling have a Silhouette of 0.
- **Proud to be Small** Halfling add □ to checks to which their small size is an advantage, for example Stealth and Skullduggery.

Human



"Humans are fools, and hopelessly naive as well. They outnumber us; they are everywhere, and yet they have no more sense of their strength than a rat. Let us hope that the Datto remain that way."

— Dukkoti Nighrunner, Elven warrior

While not the strongest race, nor the quickest, humans have dominated the Tablelands for the last three thousand years.

Personality: More than other races, human personality is shaped by their social standing and background.

Names: Nobles, artisans and traders use titles or surnames; others some simply use one name.

Male Names: Agis of Asticles, King Tithian, Lord Vor-don, Pavek, Trenbull Al'Raam'ke

Female Names: Akassia, General Zanthiros, Lady Essen of Rees, Neeva, Sadira



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110
- **Special Ability:** Humans start the game with one rank in two different non-career skills of their choice. They may not train these skills above rank 2 during character creation.

Mul



"See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don't want them trying to escape every other day. Would you like to tell the arena crowd that their favorite champion will not be appearing in today's match because he died trying to escape your pens?"

— Gaal, Urikite arena trainer

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves.

Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force-breed humans and dwarves for profit. While mul-breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

Personality: All gladiators who perform well in the arenas receive some degree of pampered treatment, but muls receive more pampering than others. Some mul gladiators even come to see slavery as an acceptable part of their lives. However, those that acquire a taste of freedom will fight for it. Stoic and dull to pain, muls are not easily intimidated by the lash. Masters are loath to slay or maim a mul who tries repeatedly to escape, although those who help the mul's escape will be tormented in order to punish the mul without damaging valuable property. Once a mul escapes or earns his freedom, slavery remains a dominant part of his life. Most muls are heavily marked with tattoos that mark his ownership, history, capabilities and disciplinary measures. Even untattooed muls are marked as a potential windfall for slavers: it is clearly cheaper to 'retrieve' a mul who slavers can claim had run away, than to start from scratch in the breeding pits.

Names: Muls sold as laborers will have common slave names. Muls sold as gladiators will often be given more striking and exotic names. Draji names (such as Atlalak) are often popular for gladiators, because of the Draji reputation for violence. Masters who change their mul slaves' professions usually change their names as well, since it is considered bad form to have a gladiator with a farmer's name, and a dangerous incitement of slave rebellions to give a common laborer the name of a gladiator.

Roleplaying Suggestions: Born to the slave pens, you never knew love or affection; the taskmaster's whip took the place of loving parents. As far as you have seen, all of life's problems that can be solved are solved by sheer brute force. You know to bow to force when you see it, especially the veiled force of wealth, power and privilege. The noble and templar may not look strong, but they can kill a man with a word. You tend towards gruffness. In the slave pits, you knew some muls that never sought friends or companionship, but lived in bitter, isolated servitude. You knew other muls who found friendship in an arena partner or co-worker. You are capable of affection, trust and friendship, but camaraderie is easier for you to understand and express - warriors slap each other on the shoulder after a victory, or give their lives for each other in battle. You don't think of that sort of event as "friendship" - it just happens.

3	2	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 14
- **Starting Experience:** 90
- **Special Ability:** Mulls begin the game with one rank in Resilience. They may not train Resilience above rank 2 during character creation.
- **Tireless:** Mulls add  to any Resilience checks.

Thri-Kreen



"This one does not speak with the quivering soft shells that lay about all night. This one might eat you, but never speak."

– Tu'tochuk

Thri-kreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-kreen are quick and agile and make fearsome fighters, feared throughout the wastes.

Personality: Since Thri-kreen (also known simply as the kreen) do not require sleep, they have difficulty understanding this need in the humanoid races. They have difficulty understanding this state of "laziness" in others. Other behaviors of humanoids seem unnecessarily complex. A keen's life is simple: hunt prey. Kreen live for the hunt,

and own only what they can carry.

Names: Kachka, Ka'Cha, Ka'Ka'Kyl, Klik-Chaka'da, Sa'Relka, T'Chai

Roleplaying Suggestions: You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader - obedience to this leader in the party is important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your dra companions lie unconscious for a third of their lifetimes. You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous dra who think they can own buildings,

land, and even whole herds of cattle!



- **Wound Threshold:** $10 + \text{Brawn}$
- **Strain Threshold:** $10 + \text{Willpower}$
- **Starting Experience:** 50
- **Special Ability:** Thri-Kreen are immune to sleep or effects imitating sleep.
- **Sleeplessness:** Thri-Kreen do not need sleep.
- **Chitin Plating:** Thri-Kreen have a defense rating of 1.
- **Multiple Limbs:** Thri-Kreen may spend $\Delta\Delta$ on a successful Brawl attack to hit a second target engaged with it, dealing the same damage as dealt to the original target.
- **Leap:** Once per encounter as a maneuver, a Thri-Kreen may suffer 3 strain to leap forward to any location within medium range, or vertically to any location within short range.

Chapter 5: Specialisations



"There are many paths to power, but all power comes at a price. Fame or infamy follows those who make great sacrifices and who reach grand achievements. Would you be called tyrant or savior, I wonder. Perhaps you would prefer to be addressed as Mighty One, or plain and simply by your birthname? Will the bards speak of you as delusional or omnipotent? It all depends on the eye that sees. The hero of one is villain to another. But all beings of power share one trait -each has its own secrets. Remnants of the past, stories of the now, or visions of the future - secrets are the source of power. And the keepers of the greatest secrets are the most dangerous of all beings, for they will use any means to prevent others from unveiling them."

– The Oracle, Blue Shrine Scrolls

As stated in [chapter 3: Character Creation](#) Each character combined two specialisations to form his or her career. In addition, it is possible to buy new careers using experience points as mentioned in [Table: 3.1 Investing Experience Points](#) on page [13](#).

Ambassador

Ambassador Text

See [Ambassador Talent Tree](#) on page [29](#) for more information.

Arcana

"So what if the land becomes barren? It's not like we're going to stick around."

– Datuu Dawnchaser, Elf Defiler

Athasian wizards drain energy from the surrounding soil. The method used labels the wizard as a defiler or a preserver. Preservers have the self-control to gather energy without destroying plants. Those who do not, or who feel no remorse about the damage caused, become Defilers. Defilers leave behind sterile soil and infertile ash when they cast spells. Because of this, most wastelanders blame wizards for the desert landscape that dominates the Tablelands today, and their hatred extends to defilers and preservers alike. In the seven cities, arcana magic is outlawed and feared.

Writing is also illegal in the Tablelands, thus wizards have to go to great lengths to conceal their spellbooks, and they have refined this art to the point where even fellow wizards can be hard pressed to identify a spell book. When found, they are precious resources, hoarded and studied by wizards thirsty for knowledge or power.

See [Arcana Talent Tree](#) on page [30](#) for more information.

Archer

Dedicated to his ranged craft, an archer is often precise and meticulous. Although he can be a hunter, he can also very well be a noble, shooting only in tournaments, rarely setting a foot outside the city walls. It goes without saying that an archer trains with ranged weapons, thus Ranged is a career skill. If you can't see your target you surely can't hit it, thus an archer is often perceptive. Discipline is needed to focus that inner focus to hit that tiny spot in the distance. Finally in the heat of the moment, he needs to keep his cool, so that he does not let his projectile fly too early.

See [Archer Talent Tree](#) on page [31](#) for more information.

Assassin

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– assassin quotee

Some Description

See [Assassin Talent Tree](#) on page [32](#) for more information.

Beast Rider

"beastRider quote"

– beastRider quotee

Some Description

See [Beast Rider Talent Tree](#) on page [33](#) for more information.

Big Game Hunter

Big Game Hunter Text

See [Big Game Hunter Talent Tree](#) on page [34](#) for more information.

Charmer

"charmer quote"

– charmer quotee

Some Description

See [Charmer Talent Tree](#) on page [35](#) for more information.

Dune Trader

"duneTrader quote"

– duneTrader quotee

Some Description

See [Dune Trader Talent Tree](#) on page [36](#) for more information.

Gladiator

"I might be a slave, but I am famous, I dine well, and my company is that of the finest noble women. Tell me, what do you have that I do not, slave trader - except the freedom to feel miserable?"

– Jarek, arena champion

The arena is the battlefield of the gladiator. From hand-to-hand combat in the mud pits of small forts to the grand games of the city-states, the gladiator is a warrior who fights to the sounds of people cheering his name or cursing his presence. A master of crowd control and the art of prolonged combat, gladiators are trained to fight. They train to best wild beasts in deadly games for the amusement of the masses. They fight for glory, wealth, prestige and power. They fight to survive. Some are merely slaves, having to fight and perhaps hoping to win a chance to obtain freedom, while some fight willingly for the thrill of combat or the promise of riches and fame.

A gladiator often does not have the luxury of choosing her own weapons, and is thus familiar with all melee combat skills. Finally she has to be a crowd pleaser, for a pure and efficient kill does not attract a full stadium, and therefor Charm is a career skill.

See [Gladiator Talent Tree](#) on page [37](#) for more information.

Mercenary

See [Mercenary Talent Tree](#) on page [38](#) for more information.

Performer

"Some people think a club can solve any problem. Unless you're a half-giant, there are more sophisticated ways of settling a disagreement."

– Cabal, half-elven bard

Performers are master the art of entertainment, using their performances to amuse nobles and templars and gain wealth. Most performers can dazzle a crowd, or incite them to riot. Performers tend to learn to play a variety of instruments, or recite poetry or old legends by campfire. They can be acrobats, performing dazzling displays of physical prowess.

See [Performer Talent Tree](#) on page [39](#) for more information.

Healer

"healer quote"

– healer quotee

Some Description

See [Healer Talent Tree](#) on page [40](#) for more information.

Primal

"A spirit took me in, when neither of my parents would accept me. Athas provides for those who care for it. We live in a desert simply because no-one cares for the land."

– Sutura, half-elven druid

Athasian primal casters, often referred to as druids, are the protectors of Athas' dying landscape. Patient and often unforgiving, they try to preserve and reclaim the barren lands that surround the Tyr region. Well armed with spells and abilities from the Spirits of the Land, they work to bolster Athas' failing ecology. Often, druids prefer to remain hidden, observing the behavior of creatures and people before passing judgment. Travelers to an oasis are often unaware they are being observed; wanton destruction of the oasis will find themselves under the full fury of the druid and his many abilities.

See [Primal Talent Tree](#) on page [41](#) for more information.

Psion

"Resist all you like. I have ways of making you think."

– Dechares, Dwarven inquisitor

The psion learns the Way, a philosophy of mental discipline, to become master of his will, or innate mental power. Most aspiring psions seek out an instructor, a master of the Way. Most Athasian cities contain psionic academies where students receive instructions in exchange for money or loyal service.

See [Psion Talent Tree](#) on page [42](#) for more information.

Scholar

Scholar text See [Scholar Talent Tree](#) on page [43](#) for more information.

Scout

"scout quote"

– scout quotee

Some Description

See [Scout Talent Tree](#) on page [44](#) for more information.

Thief

"Marek, always helpful, said that the UnderTyr catacombs are supposed to be haunted. Think I'll go make some inquiries about where a 'heretic' like me can get some holy earth. Always go prepared...."

– Janos, human rogue

The thief pilfers what she can, knows her way around the labyrinth of the warrens of the city and knows the best fences and suppliers of illegal goods. Skullduggery and Stealth are her livelihood, while Streetwise and her

knowledge of the Underworld ensures she knows her way around town.

See [Thief Talent Tree](#) on page [45](#) for more information.

Thug

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– thug quotee

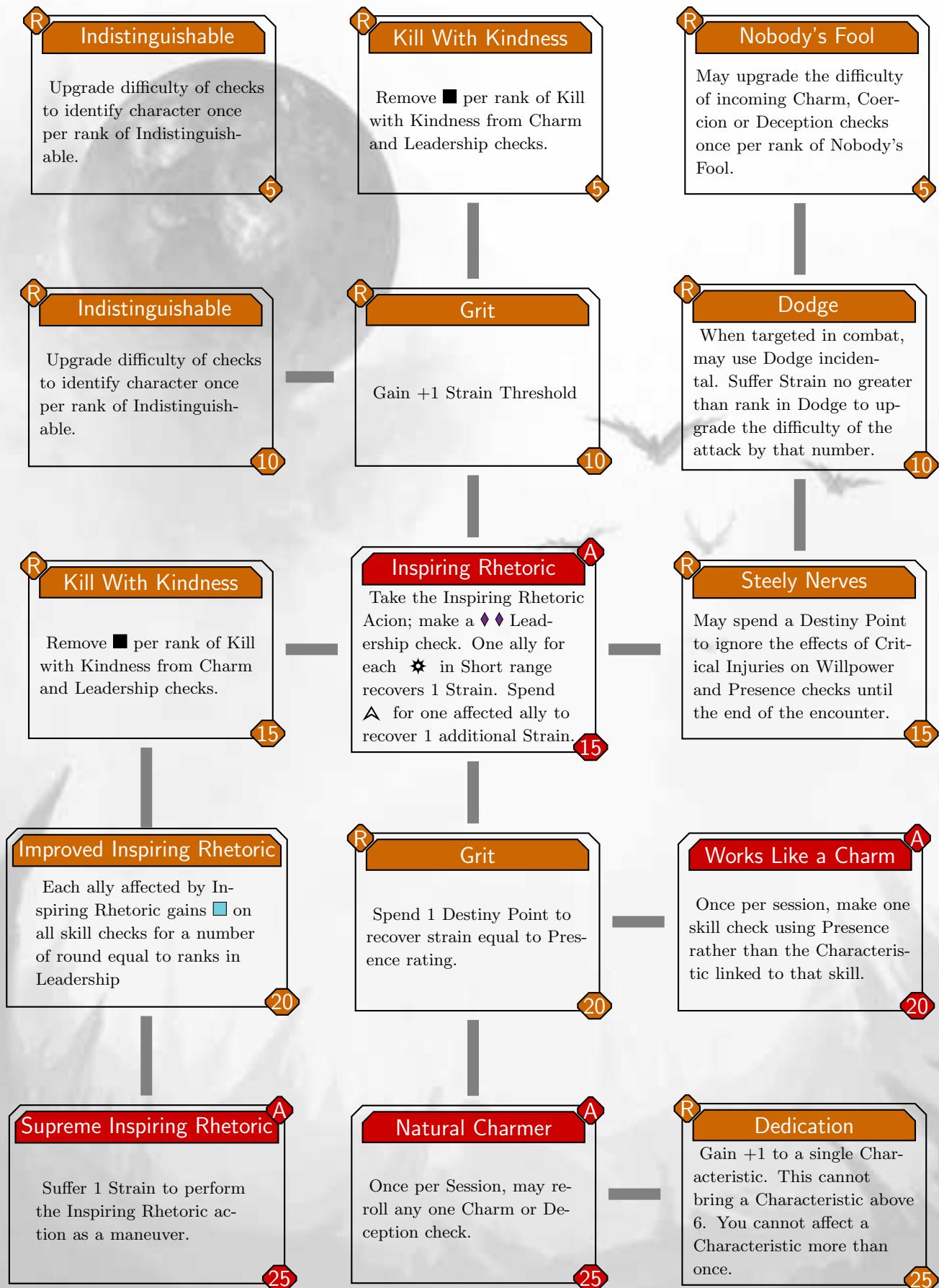
Some Description

See [Thug Talent Tree](#) on page [46](#) for more information.

Talent Trees

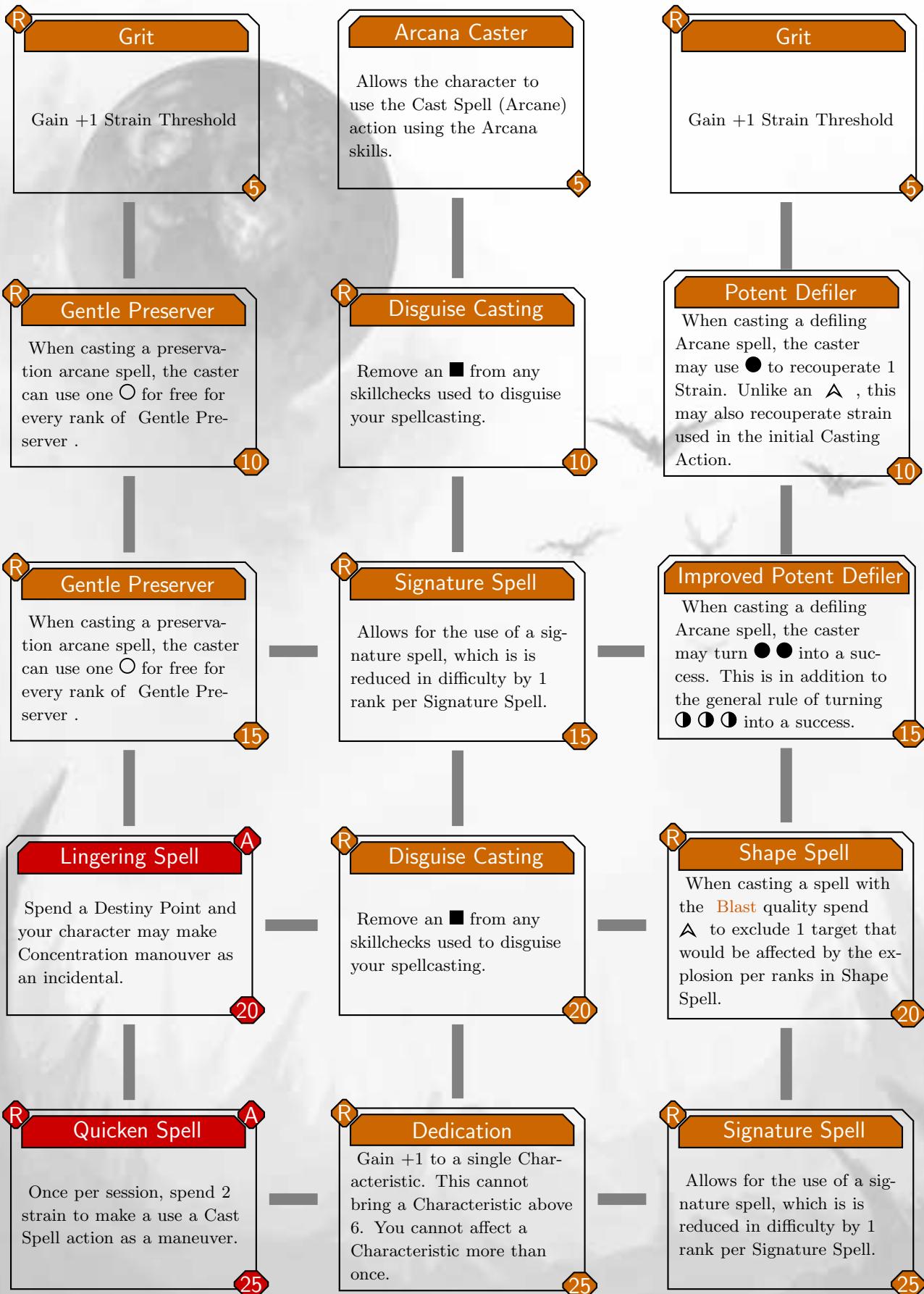
Ambassador Talent Tree

Class Skills: Charm, Discipline, Negotiation, Knowledge (Education), Knowledge (Geography), Leadership



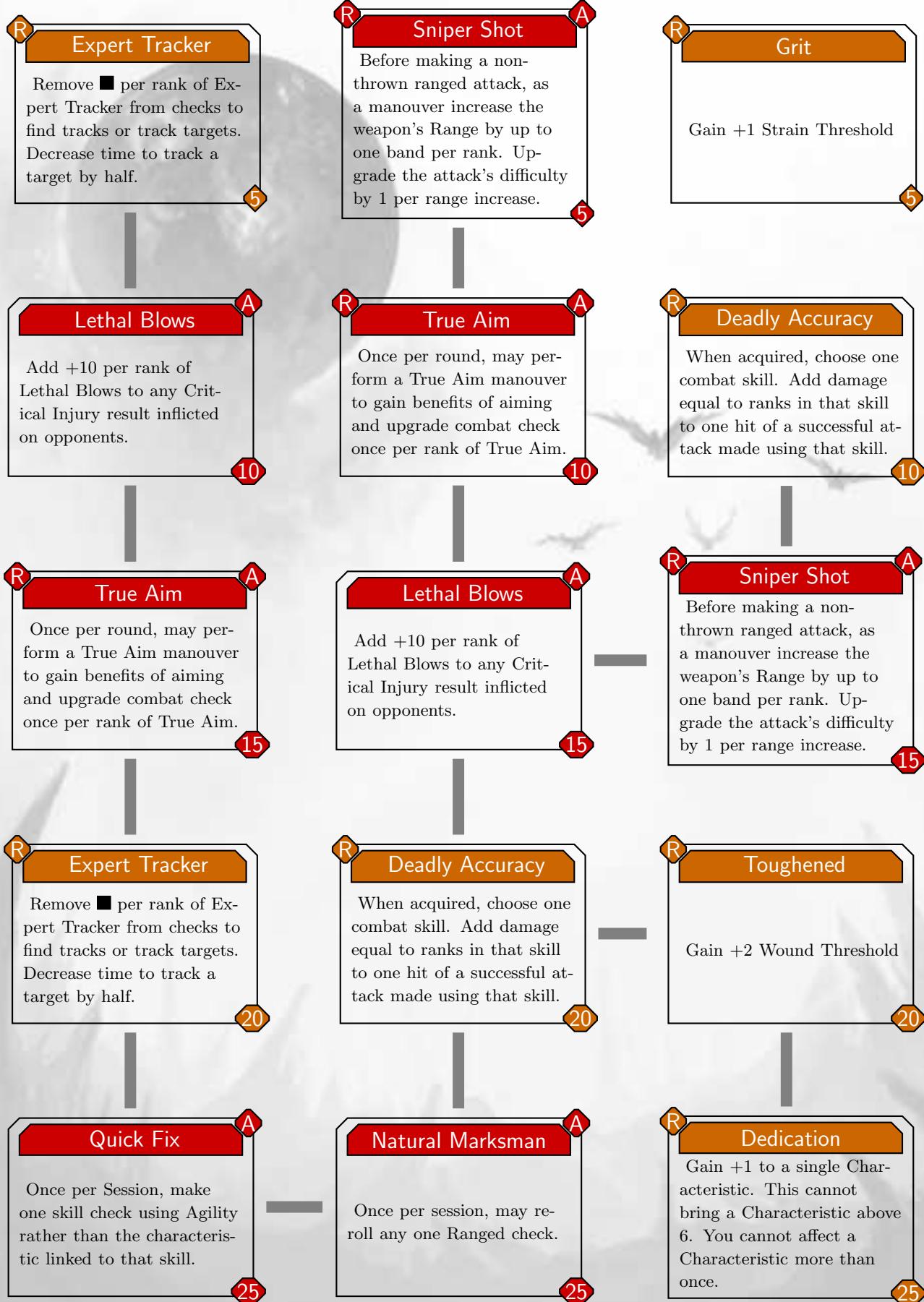
Arcana Talent Tree

Class Skills: Alchemy, Arcana (Attack), Arcana (Barrier), Arcana (Dispel), Arcana (Enchantment), Arcana (Illusion)



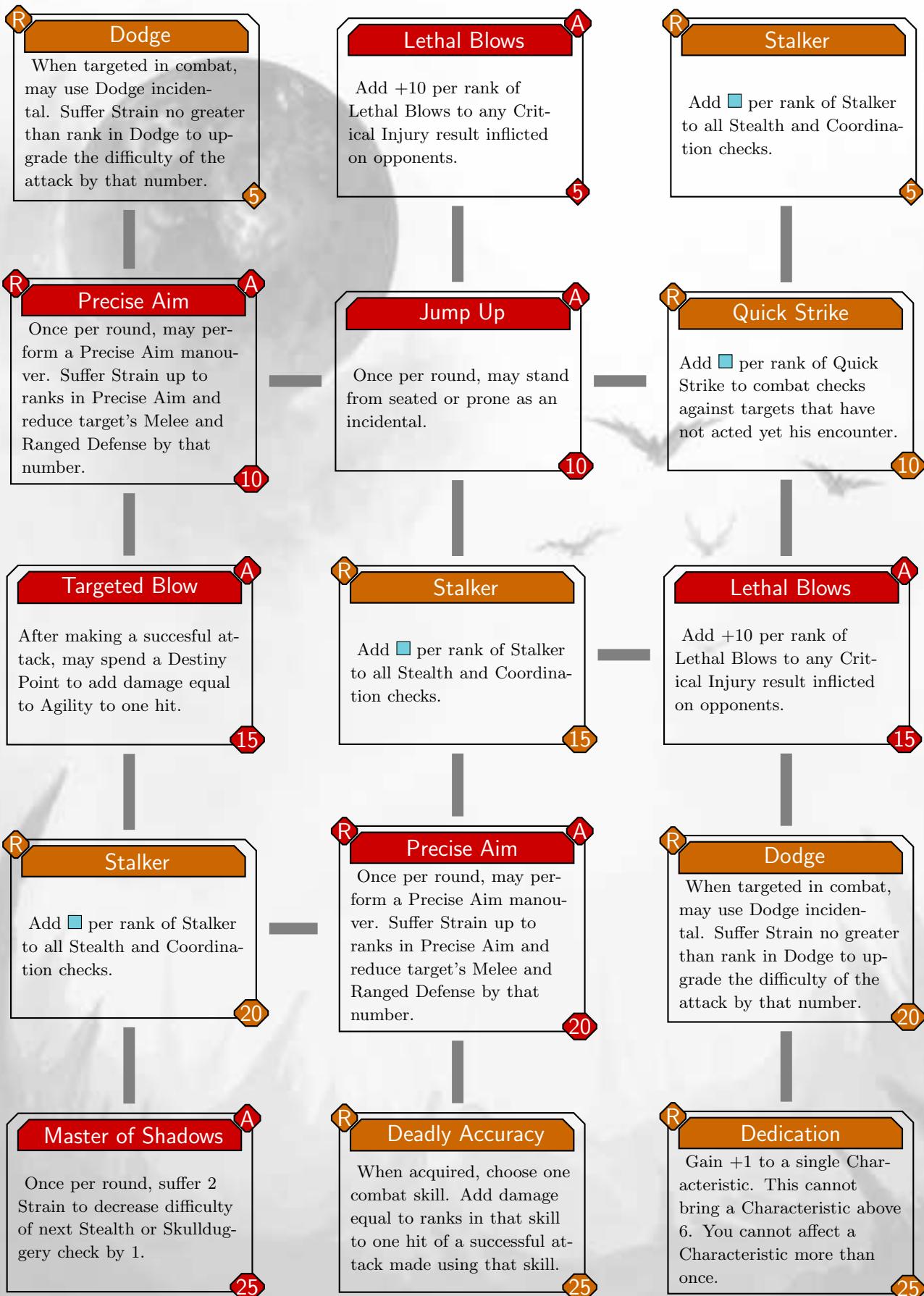
Archer Talent Tree

Class Skills: Athletics, Cool, Crafting, Perception, Ranged, Discipline



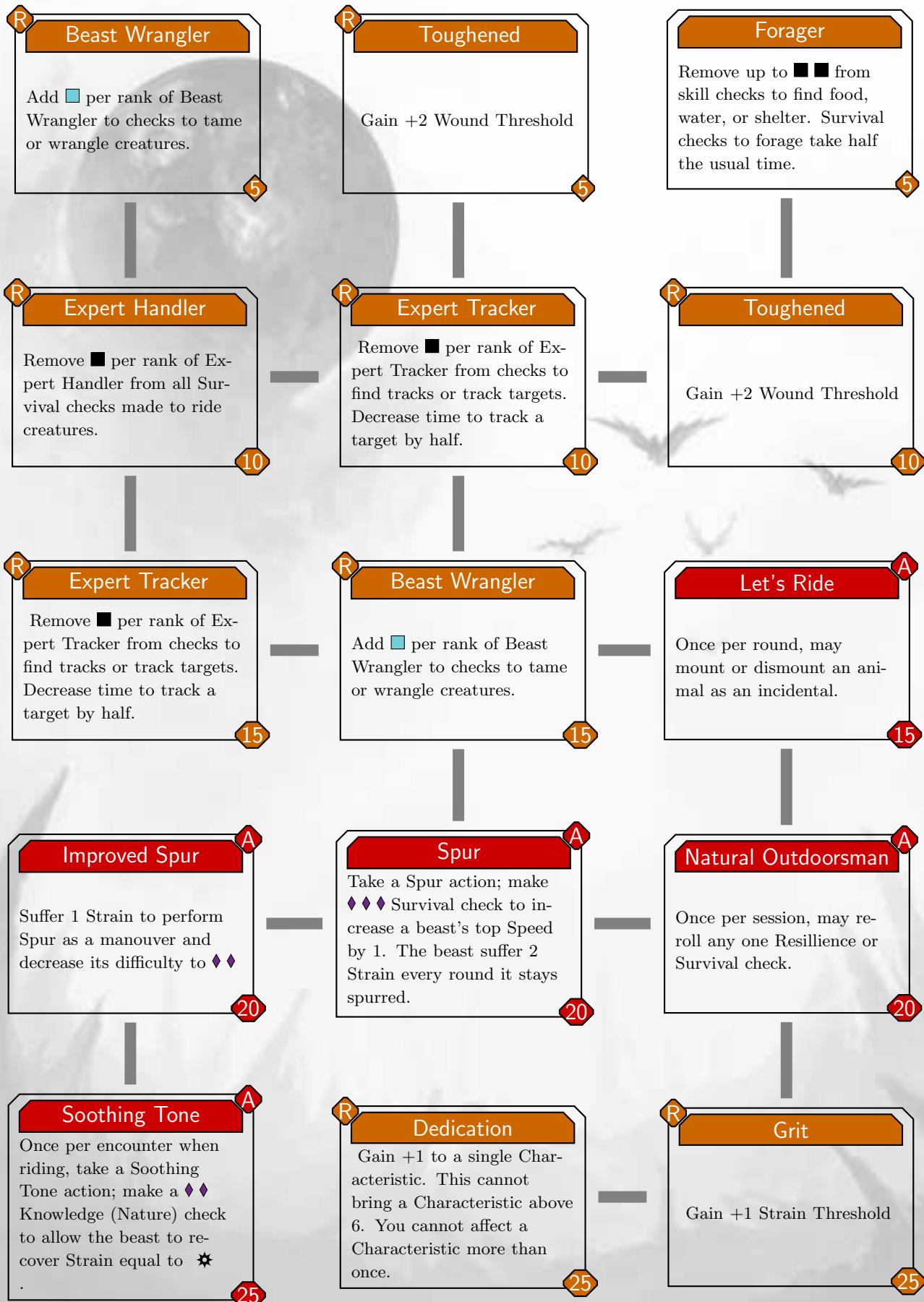
Assassin Talent Tree

Class Skills: Melee (Light), Perception, Ranged, Knowledge (Underworld), Skulduggery, Stealth



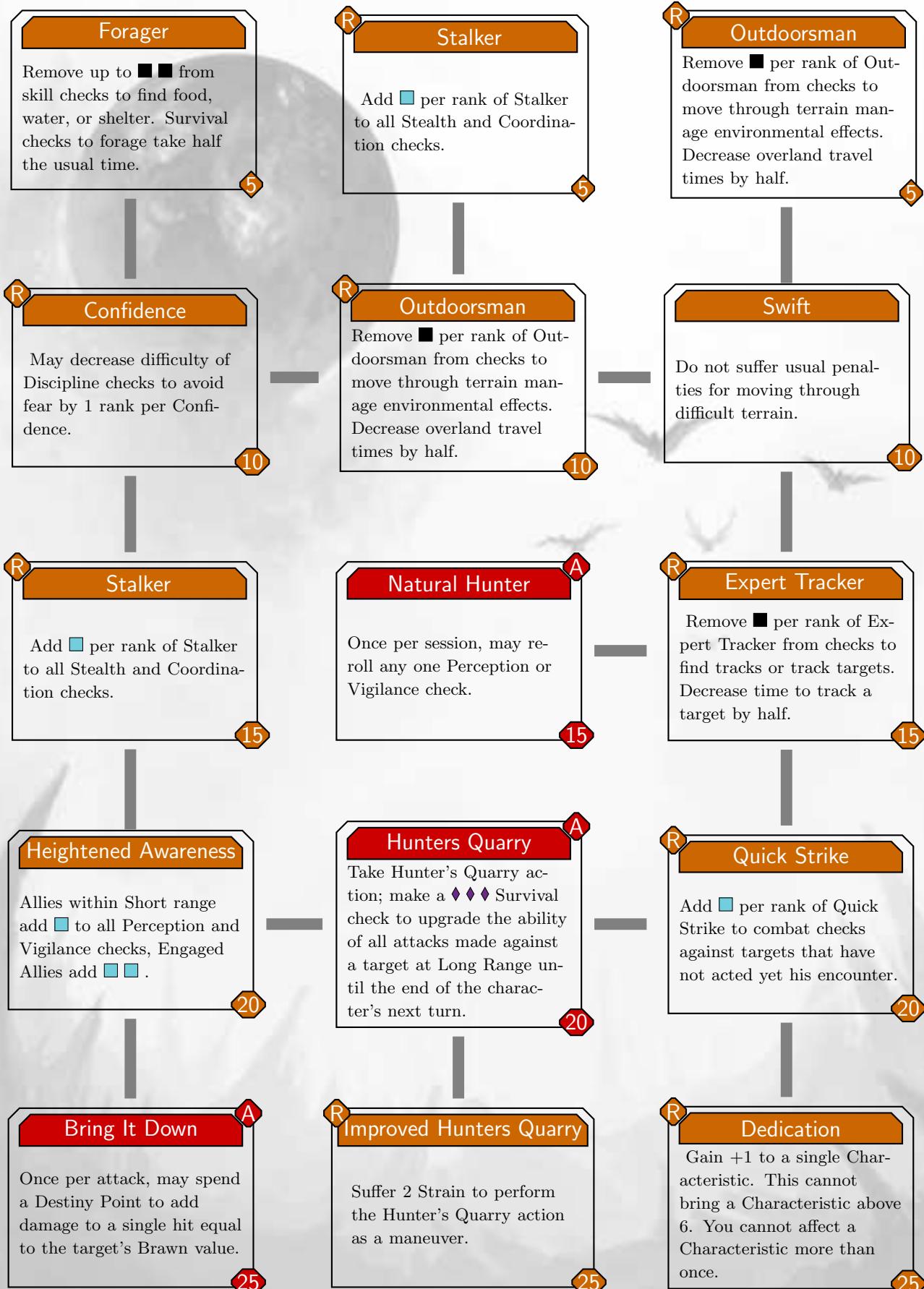
Beast Rider Talent Tree

Class Skills: Athletics, Coordination, Perception, Riding, Survival, Knowledge (Nature)



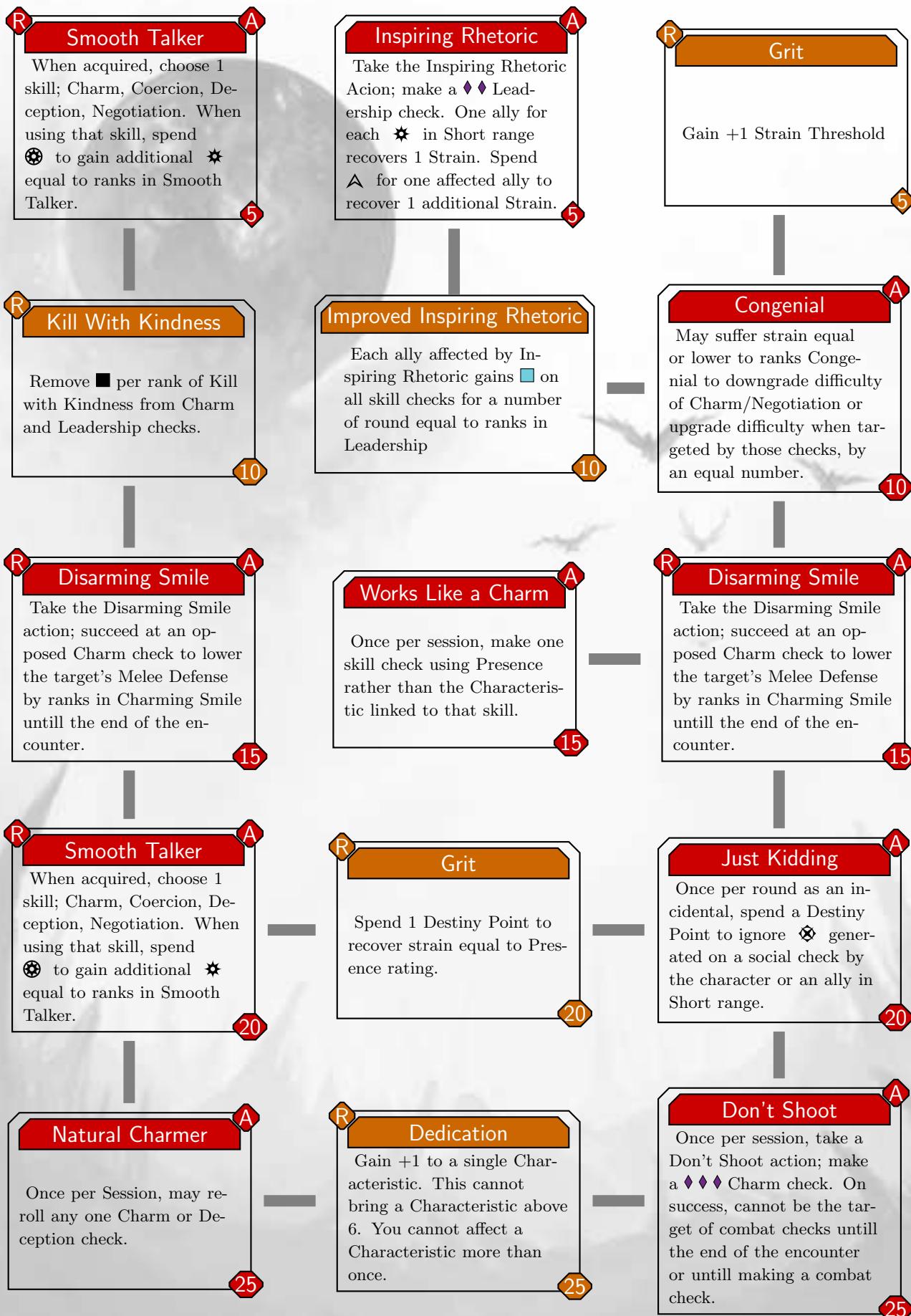
Big Game Hunter Talent Tree

Class Skills: Athletics, Knowledge (Nature), Perception, Ranged, Stealth, Survival,



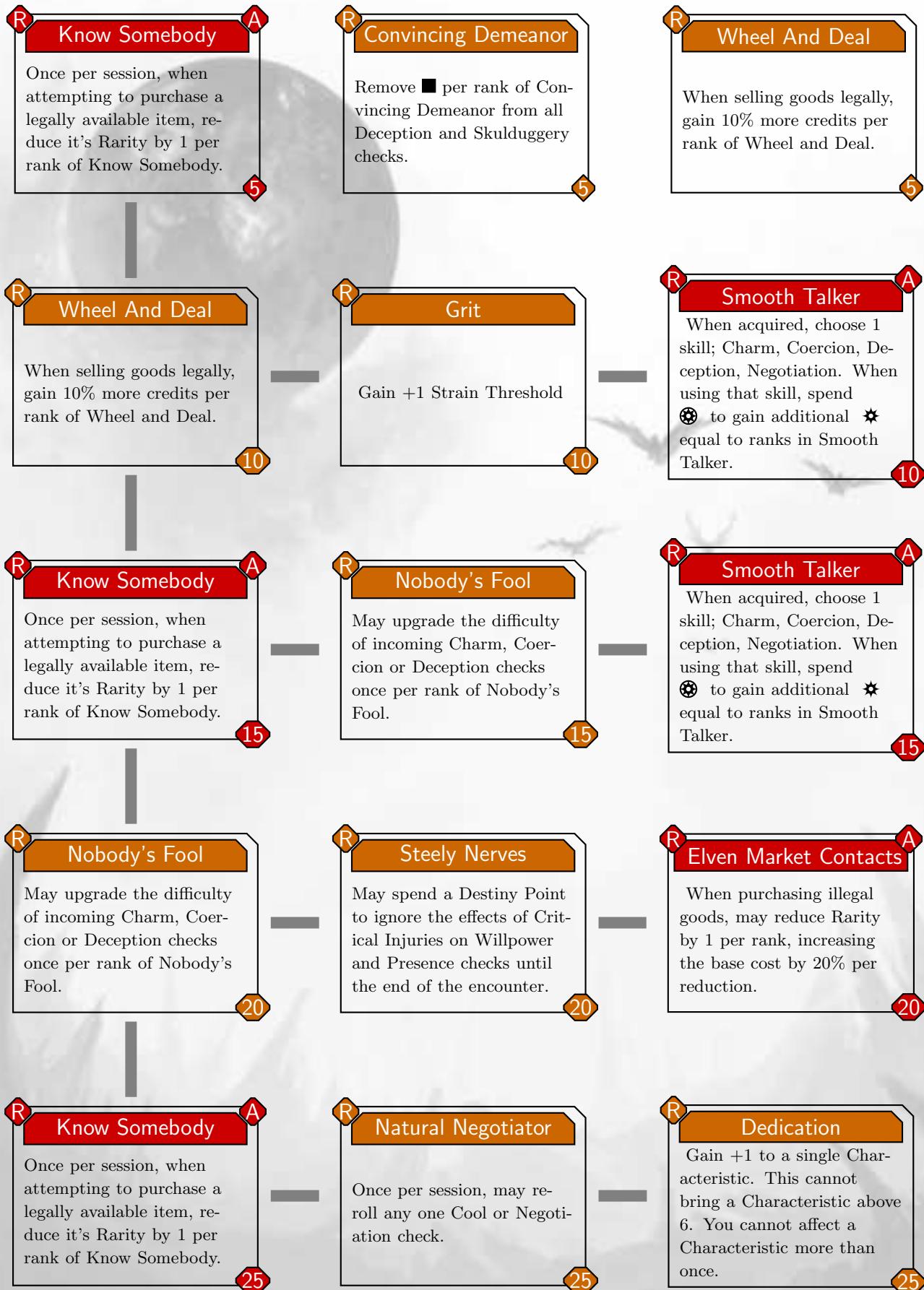
Charmer Talent Tree

Class Skills: Charm, Cool, Deception, Leadership, Negotiation, Streetwise



Dune Trader Talent Tree

Class Skills: Crafting, Deception, Negotiation, Knowledge (Geography), Knowledge (Underworld), Streetwise



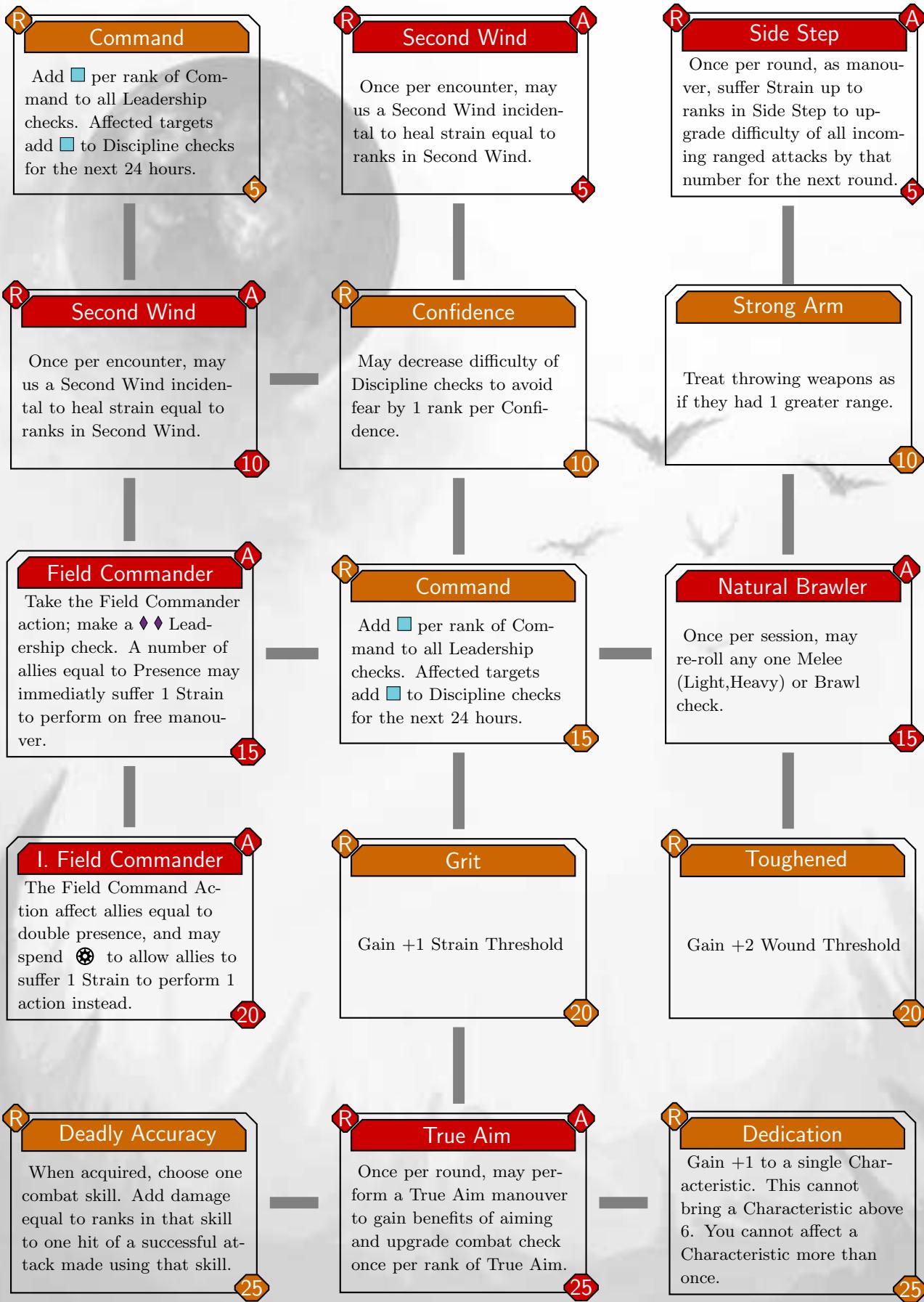
Gladiator Talent Tree

Class Skills: Athletics, Brawl, Charm, Coordination, Melee (Light), Melee (Heavy)



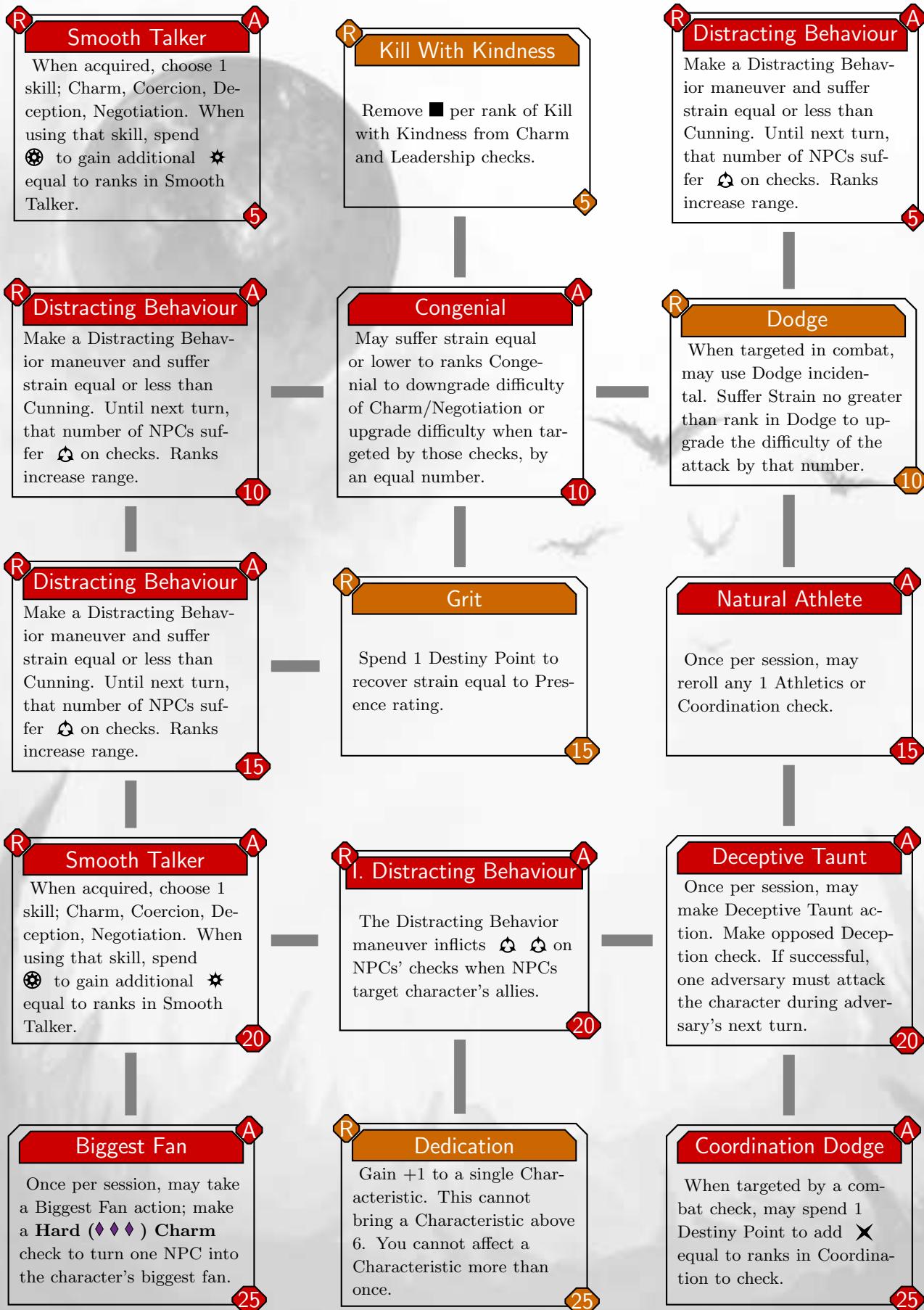
Mercenary Talent Tree

Class Skills: Brawl, Coercion, Discipline, Leadership, Melee (Heavy), Melee (Light)



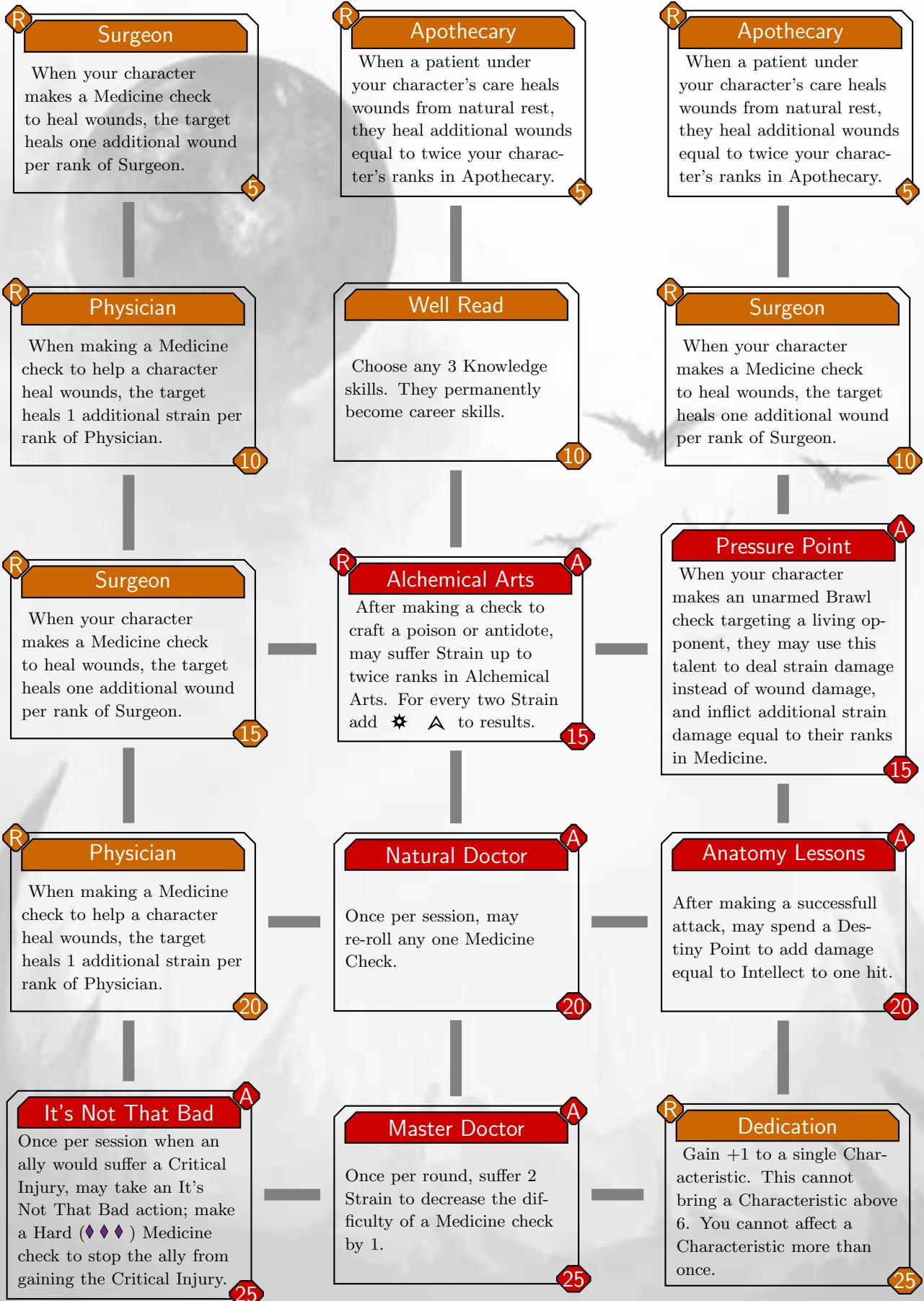
Performer Talent Tree

Class Skills: Athletics, Charm, Cool, Coordination, Deception, Streetwise



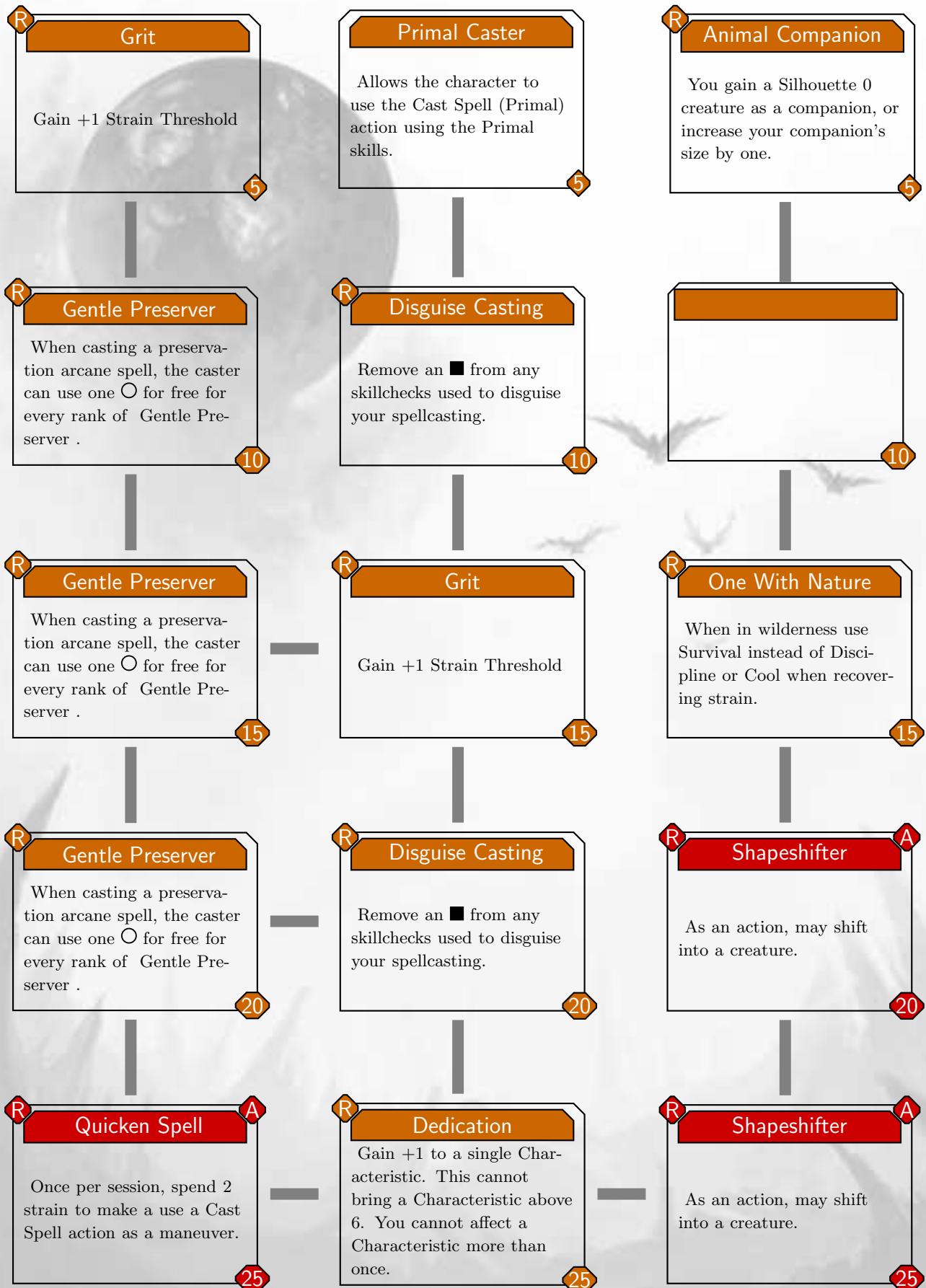
Healer Talent Tree

Class Skills: Alchemy, Brawl, Cool, Medicine, Resilience, Knowledge (Education)



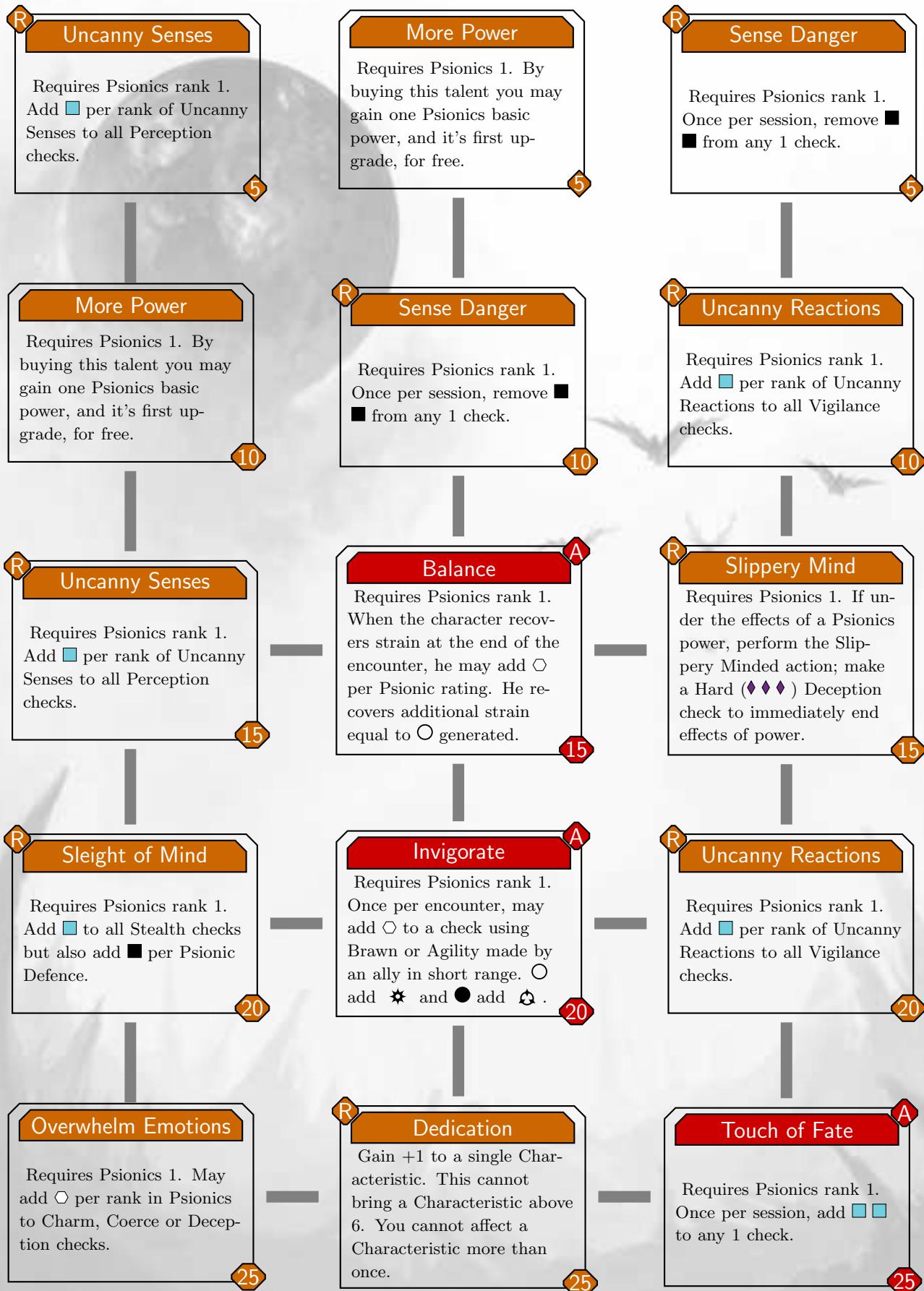
Primal Talent Tree

Class Skills: Alchemy, Knowledge (Nature), Primal (Augment), Primal (Conjure), Primal (Curse), Primal (Shape)



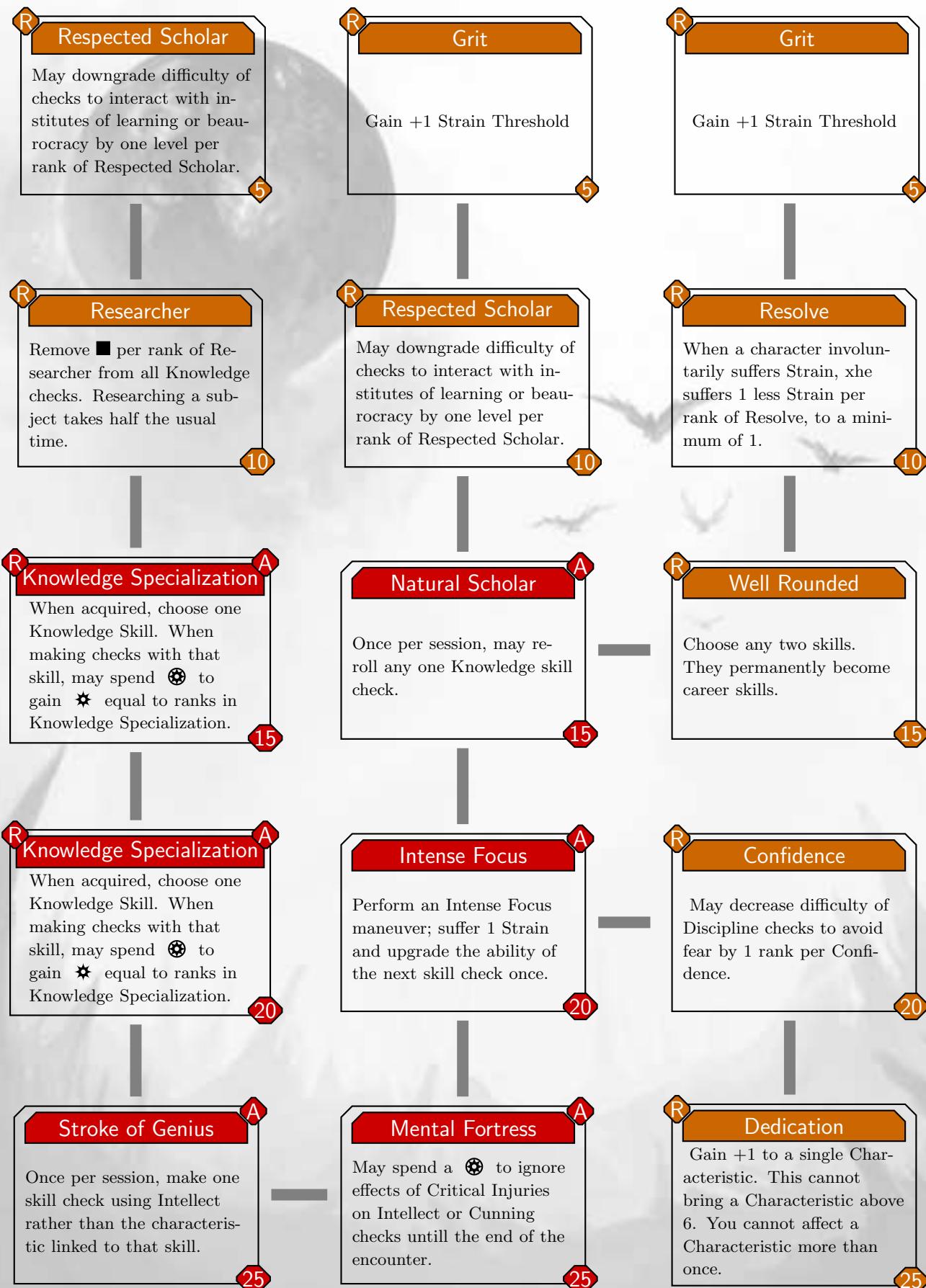
Psion Talent Tree

Class Skills: Cool, Psionics, Perception, Vigilance, Discipline, Resilience



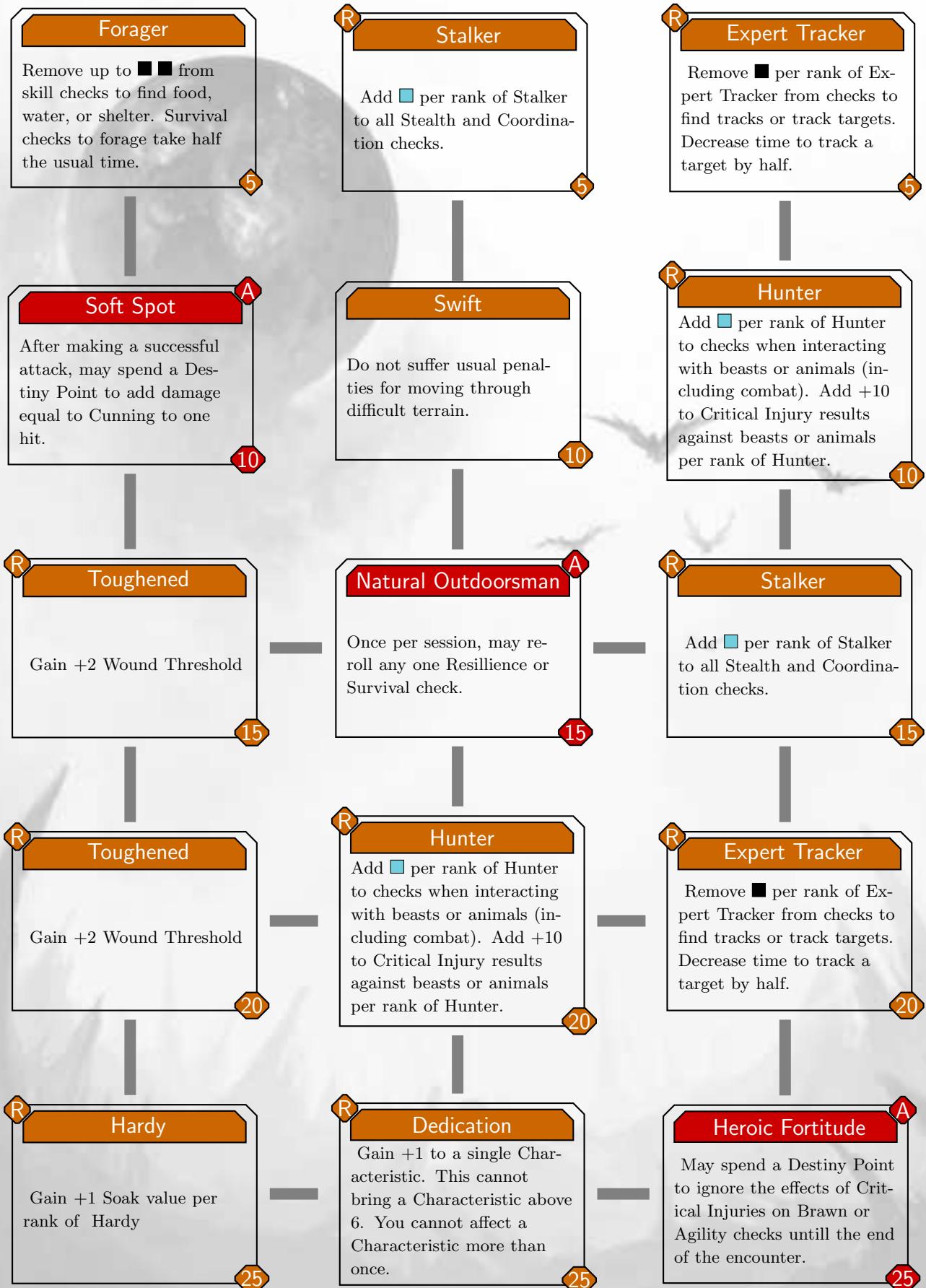
Scholar Talent Tree

Class Skills: Discipline, Perception, Knowledge (Education), Knowledge (Geography), Knowledge (Nature), Knowledge (Underworld)



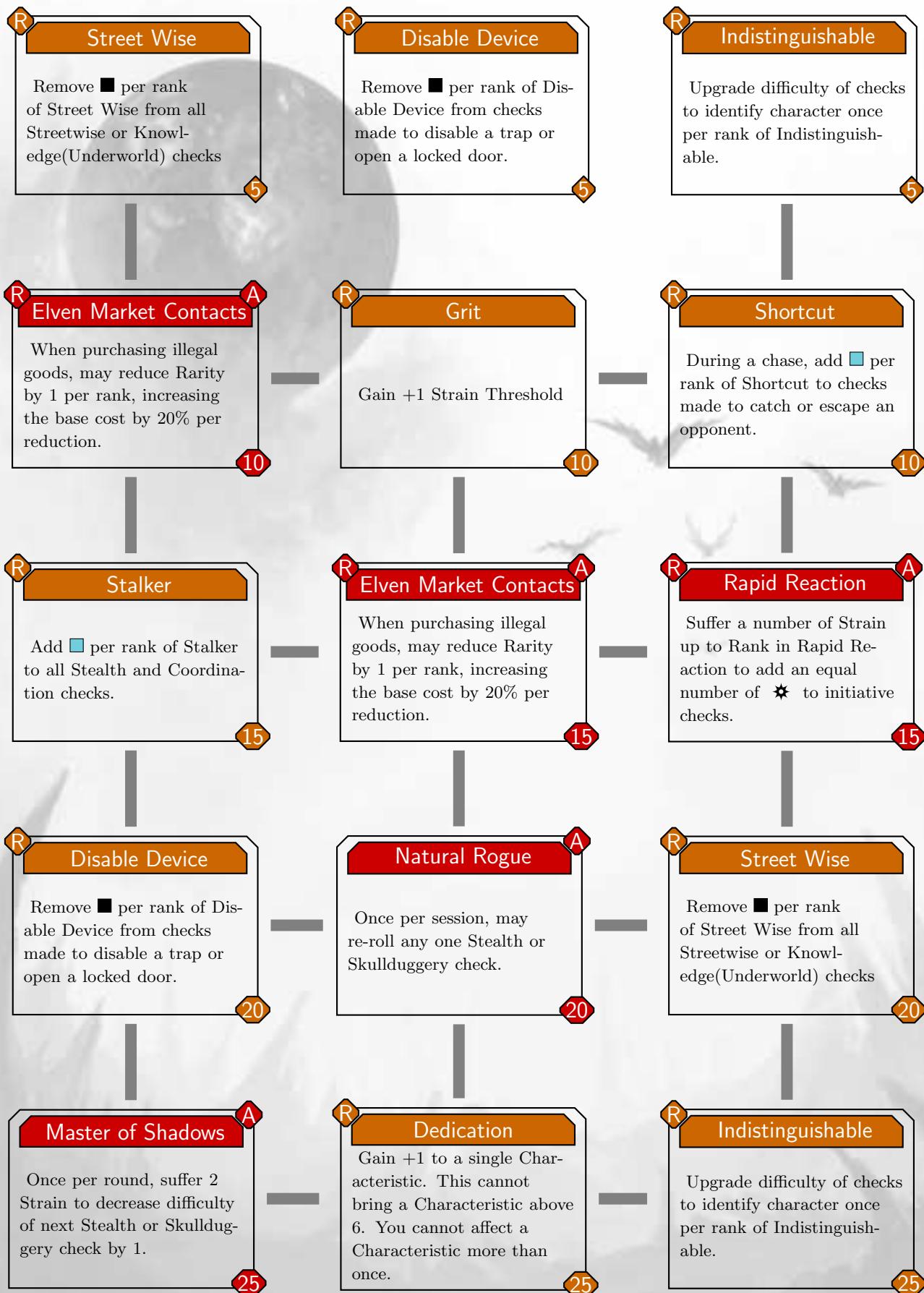
Scout Talent Tree

Class Skills: Coordination, Perception, Resilience, Survival, Knowledge (Nature), Stealth



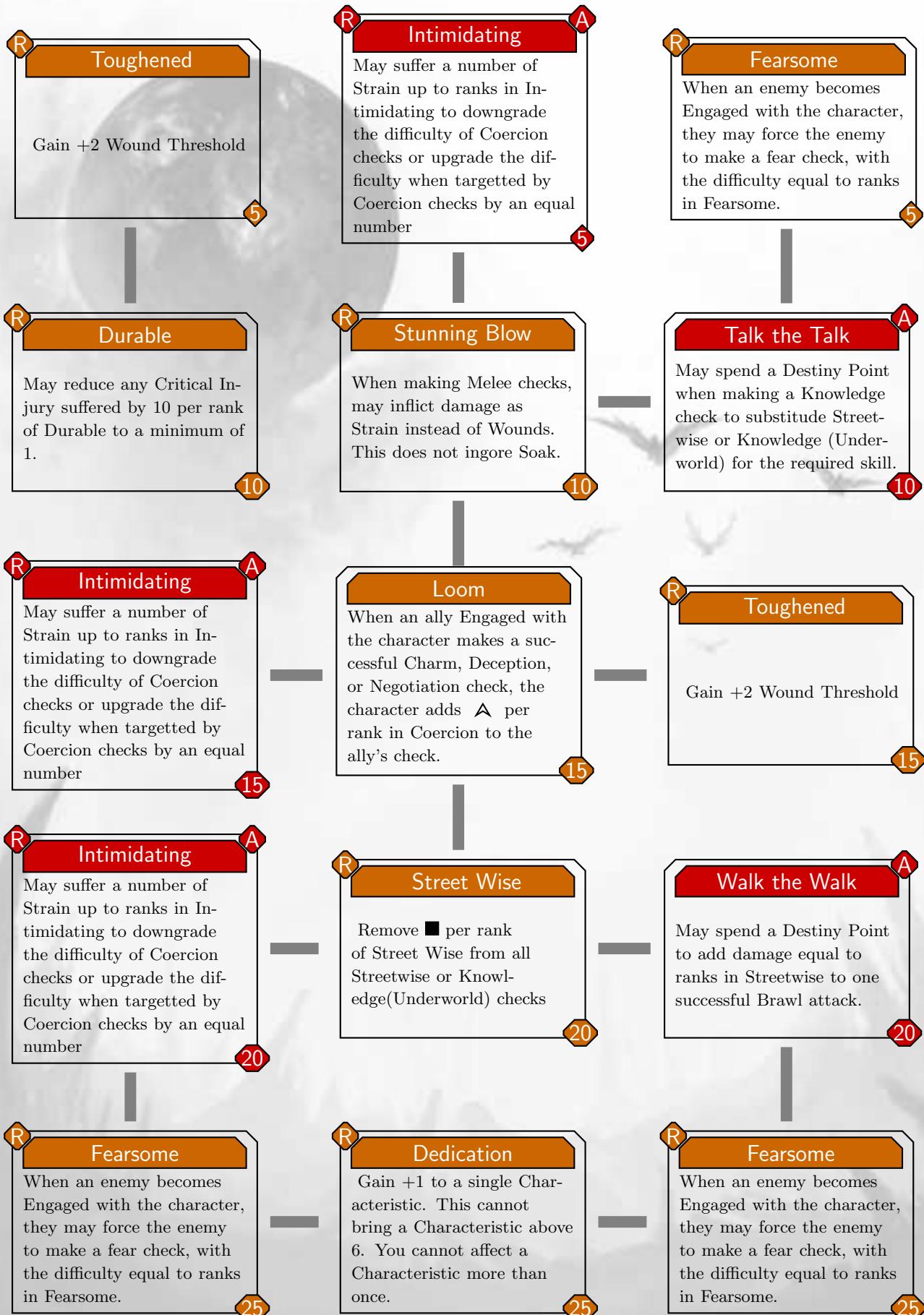
Thief Talent Tree

Class Skills: Coercion, Negotiation, Skullduggery, Stealth, Streetwise, Knowledge (Underworld)

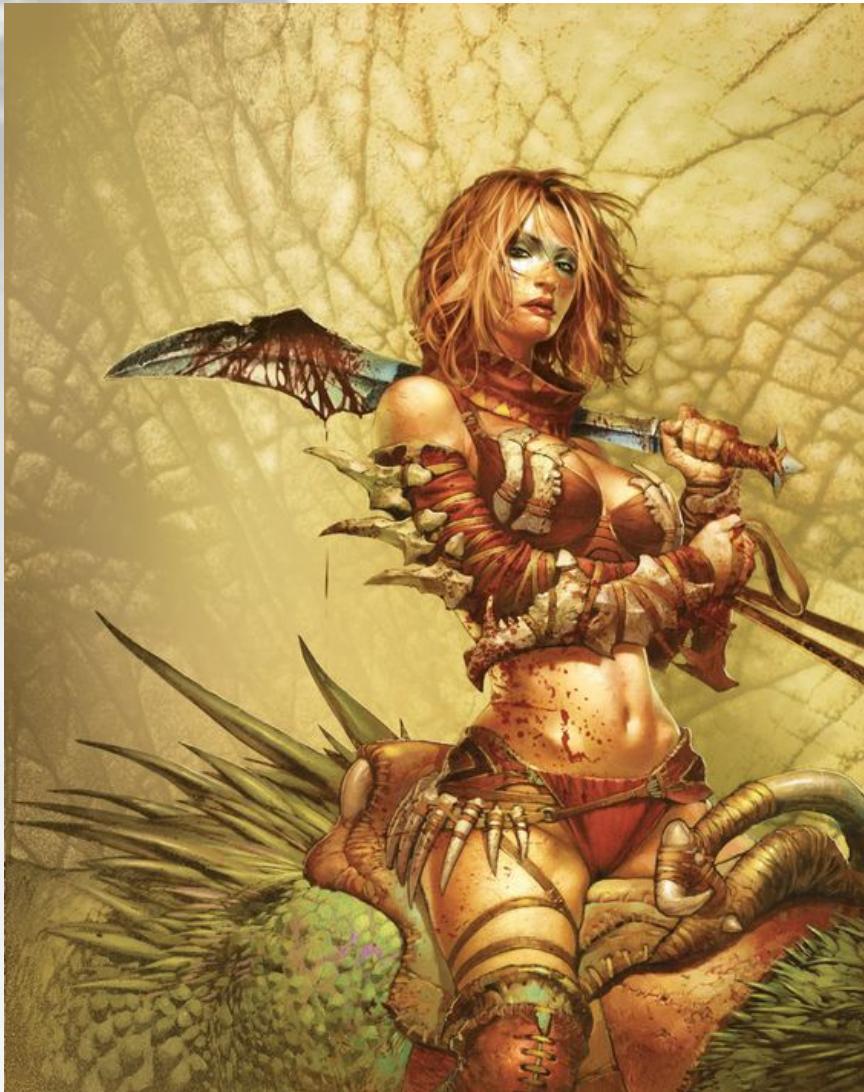


Thug Talent Tree

Class Skills: Coercion, Streetwise, Knowledge (Underworld), Brawl



Chapter 6: Skills



"You can learn much from observing another being. The way the gith hunches before it leaps at you, or how the aarakocra circles before it dives. The way the halfling inhales and pauses briefly before shooting his poisoned needles, or how the Urikite trader licks his lips before making his final offer. But appearances can deceive. No two creatures are alike. Remember that when the gith hunches before casting a defiler spell, or the Urikite trader moistens his lips and spits a needle at you."

— The Oracle, Blue Shrine Scrolls

Complete Skill List

Special Skill Interactions

Table 6.1: Complete Skill List

Skill	Characteristic	Description
Alchemy	Intellect	Creating and Identifying Potions and Poisons.
Athletics	Brawn	Physical activities such as climbing, running, swimming, etc.
Arcana Attack	Intellect	Identifying and performing Attack magic
Arcana Barrier	Intellect	Identifying and performing Barrier magic
Arcana Dispel	Intellect	Identifying and performing Dispel magic
Arcana Enchantment	Intellect	Identifying and performing Enchantment magic
Arcana Illusion	Intellect	Identifying and performing Illusion magic
Brawl	Brawn	Unarmed martial arts.
Charm	Presence	Your ability to flatter, whoo and persuasion.
Coercion	Willpower	Interrogating, implying and using physical and mental torture.
Cool	Presence	Keeping your nerfe in a variety of situations.
Coordination	Agility	Determines your flexibility and ability to keep your balance.
Crafting	Intellect	Covers your ability to create and repair objects.
Deception	Cunning	Disguising, lying and misleading.
Discipline	Willpower	Represents your mental fortitude to resist threats, coercion and your ability to resist mental attacks.
Education	Intellect	Indicates your literacy, and academic knowledge.
Geography	Intellect	Using maps, following directions and sense of direction.
Leadership	Presence	Rallying troops and allies, convincing crowds of political action.
Medicine	Intellect	Indicates your ability to conteract or administer poisons, identiyng and performing medical procedures.
Melee (Heavy)	Brawn	Using two-handed weapons for physical persuasion.
Melee (Light)	Brawn	Using one-handed weapons to kill or incapacitate.
Nature	Intellect	Identifying plants and beasts, understanding natural phenomena.
Negotiation	Presence	Haggeling, turning a profit and brokering political agreements.
Perception	Cunning	Your ability to notice threats, clues and conducting surveillance.
Primal Augment	Cunning	Identifying and use Augment spells and effects.
Primal Conjure	Cunning	Identifying and use Conjure spells and effects.
Primal Curse	Cunning	Identifying and use Curse spells and effects.
Primal Shape	Cunning	Identifying and use Shape spells and effects.
Psionics	Willpower	Identifying and using psionic powers.
Ranged	Agility	Using and performance with bows, crossbows, javelins etc.
Resilience	Brawn	Resisting poison, sleep and hostile environments.
Riding	Agility	Using and controlling mounts
Skullduggery	Cunning	Pickpocketing, setting and disabling traps, opening locks and dirty fighting.
Stealth	Agility	Infiltrating, tailing and hiding.
Streetwise	Cunning	Finding and trading black-market goods and tracking in an urban environment.
Survival	Cunning	Locating food and water, handeling animals and tracking in an wilderness setting.
Underworld	Intellect	Locating, understanding and Underworld contacts and methods.
Vigilance	Willpower	Awareness, threat assesment and detecting deception.

Social Skills

Cool vs Vigilance

Characters should determine their Initiative using the Cool skill when they are aware and ready for combat (or for whatever situation has resulted in the use of structured gameplay). For example, rolling to see who goes first in a quick-draw gunfight or springing an ambush on an unsuspecting enemy would require Cool, as Cool represents a character's ability to remain calm, collected, and focused

on the task ahead.

Characters should determine their Initiative using the Vigilance skill when combat (or another situation resulting in structured gameplay) begins unexpectedly. Two enemies walking around a corner and running into each other would each use Vigilance to determine Initiative, for example. Likewise, someone being ambushed would also use Vigilance to determine Initiative (and if they ended up going earlier in the Initiative order than their ambusher, clearly they were vigilant enough to spot the ambush at the last second).

Skills in Detail

Social Skills

Charm

You Character should use this skill if ...

- Your character tries to persuade someone to do your

character a favor, especially if it might be inconvenient, expensive, or even dangerous for that person.

- Your character tries to appeal to someone's better

Table 6.2: Social Skill Interaction

Acting Skill	Opposing Skill
Coercion, Leadership	Discipline: The mental fortitude to disobey orders, or the mental strength to resist interrogation and face threats without flinching.
Deception	Vigilance: The mental alertness to notice when someone is lying (since lies and deceptions, by their very nature, are not something someone announces).
Charm	Cool: The ability to keep calm and maintain composure when being charmed or flattered, and to respond politely to flattery without giving away something or giving in to someone's requests.
Negotiation	Negotiation: Bargaining is usually a back-and-forth between two sides, with both sides using their negotiating skills to try to get as much of what they want as possible.

nature (even if it doesn't exist!) to get them to do something out of character for that person.

- Your character tries to flirt with, seduce, or make a romantic overture to someone.
- Your character tries to make themselves look better to everyone around them. A lot of politicians and public figures have high ranks in Charm.
- Your character performs in front of an audience, acting, playing music, telling jokes, or giving a speech.

You Character should not use this skill if ...

- Your character is not at all sincere about what they are saying or doing. If there's duplicity or lying involved, your character should use the Deception skill.
- Your character is being polite, but subtly implying violence or some other threat. In those cases, your character should use the Coercion skill.
- Your character uses their authority (either through rank, station, or natural force of personality) to give orders. These are times for your character to use the Leadership skill.
- Your character interacts with someone who is already friendly to them, or asks someone to do something that is not at all an inconvenience for them (generally, you don't need to use Charm to ask your spouse to pick up something from the store on their way home from work).

Coercion

You Character should use this skill if ...

- Your character issues a threat, whether or not accompanied by hostile actions. Even an implied threat - such as gesturing toward a weapon- falls under the Coercion skill.
- Your character questions or interrogates a prisoner.
- Your character uses physical or psychological torture.

You Character should not use this skill if ...

- Your character issues orders backed by the threat of their authority (such as threatening troops with courts-martial if they don't follow your character into battle). In cases like this, Leadership would be a better skill for your character to use.

- Your character tries to drive a hard bargain with someone. As long as both sides are still getting something out of the deal, Negotiation should be the skill to use.

- Your character interacts with someone who is already terrified of or completely cowed by your character. In these cases, any further threats would be superfluous.

Deception

You Character should use this skill if ...

- Your character tells a lie.
- Your character tries to mislead someone through clever wordplay or selective omission of certain facts. Your character wears a disguise and pretends to be someone else.
- Your character wishes to disguise the casting of an Arcane spell.

You Character should not use this skill if ...

- Your character actually believes the things they are saying (even if they are objectively untrue).
- Your character tells a "white lie," a minor falsehood to make someone feel better.

Leadership

You Character should use this skill if ...

- Your character's allies are suffering from fear, and you want to try to rally them.
- Your character tries to convince a crowd of citizens to take political action.
- Your character leads troops into battle and wants to make sure they follow your character's orders.
- Your character tries to convince a mob of rioters to stand down and return to their homes.

You Character should not use this skill if ...

- Your character threatens to hurt or kill someone if they don't obey. This would be a good use of Coercion, instead.
- Your character tries to convince someone to do something simply by being friendly and appealing.
- Your character should use Charm here.

- Your character has formal authority and issues routine orders, especially outside of combat or other stressful situations. If there is no good reason not to obey your character (and your character has the rank or station to issue orders), other people are simply going to obey most mundane commands automatically.

Negotiation

You Character should use this skill if ...

- Your character tries to purchase goods or services and wants to haggle over the price.
- Your character tries to sell goods or services and turn a profit. In this case, your character needs to use Negotiation to raise the price.

- Your character attempts to broker a political agreement or treaty between two parties.

You Character should not use this skill if ...

- Your character isn't offering anything in return for what they want. Getting something for nothing is something your character can try to do using other social skills, but Negotiation is predicated on the idea of an exchange.
- Your character tells someone what to do. Negotiation has to be a bargain, so at the end of the interactions, the opposing party has agreed to do something, not been ordered to do it.
- Your character wants to buy something for a previously established price.

General Skills

Alchemy

The difficulty of preparing a potion should generally correspond to its rarity: generally by dividing the rarity by 2 and rounding up. The resulting number should be the difficulty of the check to brew the potion. For instance, if your character wants to make a healing poultice of rarity 2, the base difficulty of the check is Easy (♦). If your character doesn't have the proper equipment or ingredients, the difficulty may be higher.

You Character should use this skill if ...

- Your character tries to identify a potion by taste.
- Your character wants to name the ingredients needed for a certain elixir.
- Your character tries to prepare a potion, elixir, poultice, tonic, or similar compound with wondrous or magical effects.
- Your character attempts to prepare a remedy for a disease or illness.
- Your character attempts to prepare a poison.

You Character should not use this skill if ...

- Your character attempts to enchant an otherwise mundane liquid.
- Your character desires to heal someone directly through medical treatment of their wounds.
- Your character seeks to transmute lead into gold. That would clearly be magic!

Athletics

You Character should use this skill if ...

- Your character attempts to climb up or down a structure, particularly when the climb may be tricky or the drop to the bottom is significant.

- Your character tries to jump, either vertically or horizontally. Leaping across a deep chasm or trying to jump up and grab a fire escape to get away from an angry dog are both situations when your character needs to make an Athletics check.

- Your character attempts to run for an extended time.

You Character should not use this skill if ...

- Your character attempts an activity without any chances of failure. If your character goes for an early morning jog, or jumps over a small log, they don't need to bother making a check.
- Your character attempts a physical activity that relies more on hand-eye coordination and general agility than straight strength. Engaging in parkour and freerunning, swinging on a rope and rappelling down a surface, and most forms of gymnastics are activities better represented by the Coordination skill.

Cool

You Character should use this skill if ...

- Your character begins laying a trap, staging an ambush, or otherwise setting up a combat encounter in which your character initiates the combat and has to judge the right time to do so.
- Your character needs to stay calm and unaffected when being flattered or charmed by someone.
- Your character needs to refrain from saying or doing something foolish during a tense situation.
- Your character needs to keep their nerve in a tense situation, such as when charging an Erdlu into a spear wall.
- Your character plays a card game or other game of chance in which bluffing, luck, and gambling are all intertwined.

You Character should not use this skill if ...

- Your character tries to prevent being surprised. The Vigilance skill would work better in that situation.
- Your character tries to maintain inner self-control, such as when meditating or resisting the effects of fear. When your character is concerned with inner composure, they should use the Discipline skill.

Coordination

You Character should use this skill if ...

- Your character tries to swing back and forth on a rope or rappel down a structure.
- Your character walks across a narrow surface while trying to keep their balance.
- Your character tries to squeeze into a tiny or cramped space such as a crawlspace, sewer pipe, air duct, or narrow crevice.
- Your character falls and needs to try to slow the fall or land safely.
- Your character needs to escape from physical restraints (such as handcuffs or ropes) and wants to contort their limbs or hands so that they can slip out of their bindings.

You Character should not use this skill if ...

- Your character tries to climb up or down a rope or climb up a structure. This activity relies more on strength than agility, and calls for an Athletics check instead.
- Your character falls from a short height or onto something soft enough that they won't suffer damage when they land, or is in any similar situation that has no consequences for failure (is lowered down a structure in a firmly secured harness, for example).

Crafting

You Character should use this skill if ...

- Your character needs to repair a damaged weapon, cart, or other piece of equipment.
- Your character needs to identify any parts or tools necessary prior to completing a job. This can save time and money on the project.
- Your character has access to a supply of components and tools and wants to design a completely new device.
- Your character needs to sabotage an enemy's caravan cart or find a weak point in their defenses.
- Your character needs to build an item or modify it.

You Character should not use this skill if ...

- Your character has just a simple task like hanging a door, or fixing a shoe.

Discipline

You Character should use this skill if ...

- Your character confronts something terrifying and wants to avoid fleeing in horror (or to avoid other debilitating effects of fear).
- Your character tries to keep their sanity in the face of something that defies reality and rational thought.
- Your character wants to heal strain they are suffering from at the end of an encounter.
- Your character wants to meditate, calm their mind, and reach a mental equilibrium.

You Character should not use this skill if ...

- Your character tries to keep their composure in a social setting and avoid letting their emotions show.
- Your character would make a Cool check instead.
- Your character catches a lie as it is being told. Noticing a lie depends on your character's Vigilance.

Medicine

You Character should use this skill if ...

- They or another character has suffered wounds, and your character wants to heal those wounds.
- Your character tries to counteract or administer a poison.
- Your character needs to cure a disease.
- Your character creates a new pharmaceutical (or recreational) drug.
- They or another character has suffered a Critical Injury, and your character wants to heal it.
- Your character performs a complex medical procedure such as surgery.

You Character should not use this skill if ...

- Your character researches a disease or poison. While studying a disease or poison directly might require Medicine, the act of researching requires an Education check.
- Your character tries to heal their own strain at the end of an encounter. Recovering from strain at the end of an encounter requires Discipline or Cool.
- Your character tries to administer poison through slight of hand, such as by dropping it in a drinking cup or surreptitiously injecting it into an unsuspecting target. The inherent subterfuge in this activity makes that a Skulduggery check.

Table 6.3: Medicine Check Difficulty

State of Health	Difficulty
Current wounds equal half of wounds threshold or less	Easy: (♦)
Current wounds equal more than half of wound threshold	Average: (♦♦)
Current wounds exceed wound threshold	Hard: (♦♦♦)
Critical Injury	Critical Injury severity Rating

Perception

You Character should use this skill if ...

- Your character wants to search a crime scene for clues.
- Your character wants to study the surrounding landscape for possible threats.
- Your character conducts surveillance on an unaware target from a distance.
- Your character studies an ancient relic, trying to spot any minute details that could reveal its purpose or construction.

You Character should not use this skill if ...

- Your character tries to avoid being surprised during an ambush. Constant, unconscious awareness of your character's surroundings is a function of the Vigilance skill.
- Your character is being lied to, and you're trying to find out if your character noticed or not. Again, Vigilance is the skill for this situation.
- Your character tries to follow a trail or track a foe through the wilderness. The Survival skill covers these activities.

Resilience

You Character should use this skill if ...

- Your character tries to go without sleeping for days on end, and you need to see if they stay awake.
- Your character ingests a toxin, and you need to see how bad the effects are.
- Your character endures a hostile environment (somewhere too hot, too cold, or even too polluted) for days on end.
- Your character attempts to recover from a Critical Injury on their own, without medical attention.

You Character should not use this skill if ...

- Your character tries to do something that isn't beyond the limits of normal endurance. Going for a day-long hike wouldn't call for a Resilience check unless the hike is through the Rocky Mountains in a sandstorm.
- Your character immediately stops and rests to recover fully at the end of the activity. If there's no need to track lasting consequences, there's no need to make the check.

Riding

You Character should use this skill if ...

- Your character flees from pursuers who are also mounted, or fast enough to potentially catch up.
- Your character tries to joust at a tournament.
- Your character competes in a friendly (or not so friendly) race.
- Your character tries to catch up to enemies with a significant head start.
- Your character's mount panics during a storm, and your character needs to get the creature under control.

You Character should not use this skill if ...

- Your character travels without any immediate danger.
- Your character makes an attack from horseback. The additional difficulty brought about by attacking from a horse should be factored into the combat check's difficulty, generally in the form of one or more ♦ .
- Your character tries to tame a wild animal. In this case, your character uses the Survival skill.

Skulduggery

You Character should use this skill if ...

- Your character attempts to pick someone's pocket or lift their wallet.
- Your character tries to pick a lock or disable a trap.
- Your character would also use Skulduggery to set a trap in the first place.
- Your character attempts to distract an opponent through guile or a feint, such as by throwing a handful of dirt in their eyes during a fight.
- Your character tries to surreptitiously slip a poison into someone's food or drink.

You Character should not use this skill if ...

- Your character attempts to sneak into a location unnoticed. Your character needs to make a Stealth check instead.
- Your character attempts to pick someone's pocket when that person is helpless or incapacitated. This doesn't require a check at all.
- Your character tries to make a poison. Your character needs Alchemy to make poisons or toxins, but they do need Skulduggery to use them.

Stealth

You Character should use this skill if ...

- Your character attempts to hide from someone.
- Your character tries to tail someone through a crowd, and to do it without being noticed.
- Your character tries to infiltrate a government installation while avoiding both electronic security and human guards.
- Your character tries to move quietly through a house.

You Character should not use this skill if ...

- Your character tries to pick someone's pocket. Your character needs Skulduggery for this activity.
- Your character tries to remain hidden when their opponent has no chance of spotting them, such as if they try to avoid being seen by an flying Aarakocra during a blizzard at midnight.
- Your character has no realistic chance of hiding from an opponent, such as if trying to hide from a nearby person while in the middle of miles of salt flats at noon.

Streetwise

You Character should use this skill if ...

- Your character looks for a merchant who sells black-market goods or illegal services.
- Your character wants to understand particular references or slang in a conversation.
- Your character tries to approach criminals and start up a conversation without appearing like an outsider or a threat.
- Your character tries to find their way around an unfamiliar city.
- Your character tries to track and hunt someone somewhere in a city.

You Character should not use this skill if ...

- Your character tries to find their way around a rural or wilderness environment. In this case, your character should be using Survival.
- Your character interacts with the upper crust of society. Charm (or possibly Deception or Coercion) may serve the character better here.
- Your character has already established themselves as a member of the criminal underworld, and is continuing to interact with other criminals. Streetwise lets your character fit in, know how to act, and know what topics to bring up and what to avoid. However, it shouldn't replace social skills.

Survival

You Character should use this skill if ...

- Your character is trapped in the wilderness and needs to find food and potable water.
- Your character needs to notice approaching severe weather and know how to prepare for it.
- Your character needs to follow a crude map or directions through a rural area to find a specific location.
- Your character tries to tame or calm a wild animal, or handle a domesticated animal.
- Your character hunts something (or someone!) through a wilderness setting.

You Character should not use this skill if ...

- Your character uses a highly accurate and detailed map to find a location.
- Your character tries to find their way around an urban environment. In this case, your character should be using Streetwise.
- Your character interacts with an animal that already likes or respects your character, or your character asks an animal to do something completely within their nature (they wouldn't need to make a Survival check to get a dog to play "fetch," for example).

Vigilance

You Character should use this skill if ...

- Your character just got ambushed, and you are rolling to determine Initiative order. A high Vigilance means your character has a better chance of reacting quickly to the threat.
- Your character is being lied to; the opponent's Deception check is opposed by your character's Vigilance skill.
- Your character has a chance to notice important details in their surroundings while not looking for them directly.

You Character should not use this skill if ...

- You are determining Initiative order when your character is not surprised (such as when they are the ambushers, instead of the ambushed). In this case, your character uses Cool instead.
- Your character actively looks for something. This calls for a Perception check.

Combat Skills

Brawl

You Character should use this skill if ...

- Your character fights with their bare hands or a weapon specifically designed to augment an unarmed attack, such as cestus or punchik (or even a roll of bits).
- Your character tries to pin, grapple, or hold someone.
- Your character uses some form of unarmed martial art.

You Character should not use this skill if ...

- Your character fights with a projectile weapon or a thrown weapon. If your character is targeting someone who is not within arm's reach, they should be using the Ranged skill.
- Your character tries to fix or modify a melee weapon. Repairing or creating weapons is usually handled by the Mechanics skill.

Melee (Heavy)

You Character should use this skill if ...

- Your character fights with a long spear, gouge, quarterstaff, two-handed club, or other large weapon that requires two hands to wield.
- Your character picks up a heavy tree branch and tries to crush someone's skull with it.

You Character should not use this skill if ...

- Your character fights with a knife, dirk, one-handed club, light spear, or other weapon that can be swung easily with one hand.

Melee (Light)

You Character should use this skill if ...

- Your character fights with a knife, dirk, one-handed club, light spear, or other weapon that can be swung easily with one hand.
- Your character wants to hit someone with their shield.

You Character should not use this skill if ...

- Your character fights with a long spear, gouge, quarterstaff, two-handed club, or other large weapon that requires two hands to wield.

Ranged

You Character should use this skill if ...

- Your character fights with a longbow, blowgun, sling or other ranged weapon.

You Character should not use this skill if ...

- Your character fights with any kind of close combat weapon. Those are handled by the Melee skill.
- Your character uses a ranged weapon to hit someone within arm's reach, such as by loading a sling and use it like a club. Even though they're using a ranged weapon, they're using it as if it were a melee weapon, and the check should be handled by the Melee skill.
- Your character tries to fix or modify a ranged weapon. Repairing or creating weapons is usually handled by the Crafting skill.

Knowledge Skills

Education

You Character should use this skill if ...

- Reading and writing. Literacy is forbidden in most cities on Athas, thus only those with higher or specific education can read and write.
- Your character needs to solve a logic puzzle.
- Your character researches a disease or poison.

You Character should not use this skill if ...

- Your character needs to know the name of a city, use Geography for that.

Geography

Whether through study or experience, knowledge of the terrain, climate and people, all provide a greater understanding of the geography. Also, players seeking to navigate and not get lost would use this skill.

You Character should use this skill if ...

- Your character wants to know the quickest way to get to a certain city or village.
- Your character has a map of a region which she is trying to decipher.
- Your character is lost and is trying to reorient herself in the wilderness.

You Character should not use this skill if ...

- Your character is trying to locate a source of water, use Survival instead.

Nature

You Character should use this skill if ...

- Your character tries to identify a plant creature, an animal or an elemental being.
- Your character wants to know what the landscape is like, where to go to avoid natural dangers, as well as predict weather.

You Character should not use this skill if ...

- Your character wants to find a shelter, food and water. This would be under the Survival skill.

Arcana Attack

You Character should use this skill if ...

- Your character needs to establish contact with an illegal business type in a new city.
- Your character needs to know Underworlds Etiquette.

Magic

Arcana Attack

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Attack symbols.
- Your character tries to cast Attack spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics.
- Your character wants to use Primal Spells. This would be Primal.

Arcana Barrier

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Barrier symbols.
- Your character tries to cast Barrier spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics.
- Your character wants to use Primal Spells. This would be Primal.

Arcana Dispel

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Dispel symbols.
- Your character tries to cast Dispel spells.

- Your character wants to know the most common methods a particular opponent might use for criminal activity.

You Character should not use this skill if ...

- Your character wants to negotiate a better price, use Negotiation for that.
- Your character is trying to disable a trap or pick a lock, use Skullduggery instead.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics.
- Your character wants to use Primal Spells. This would be Primal.

Arcana Enchantment

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Enchantment symbols.
- Your character tries to cast Enchantment spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics.
- Your character wants to use Primal Spells. This would be Primal.

Arcana Illusion

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Illusion symbols.
- Your character tries to cast Illusion spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics.
- Your character wants to use Primal Spells. This would be Primal.

Primal Augment

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Augment rituals.
- Your character tries to cast Augment spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics
- Your character wants to identify or use Arcane Spells. This would be Arcana

Primal Conjure

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Conjure rituals.
- Your character tries to cast Conjure spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics
- Your character wants to identify or use Arcane Spells. This would be Arcana

Primal Curse

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Curse rituals.
- Your character tries to cast Curse spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics
- Your character wants to identify or use Arcane Spells. This would be Arcana

Primal Shape

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of Shape rituals.
- Your character tries to cast Shape spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics
- Your character wants to identify or use Arcane Spells. This would be Arcana

Psionics

You Character should use this skill if ...

- Your character tries to detect or identify a psionic effect or phenomenon.
- Your character tries to use Psionic Powers.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Arcane Spells. This would be Arcana
- Your character wants to use Primal Spells. This would be Primal.

Chapter 7: Talents

Talent Overview



Adversary

Activation: false

Ranked: true

NPC Only: Upgrade the difficulty of any combat check targetting this character once per rank of Adversary.

Alchemical Arts

Activation: true

Ranked: true

After making a check to craft a poison or antidote, may suffer Strain up to twice ranks in Alchemical Arts. For every two Strain add $\star \Delta$ to results.

Anatomy Lessons

Activation: true

Ranked: false

After making a successfull attack, may spend a Destiny Point to add damage equal to Intellect to one hit.

Animal Companion

Activation: false

Ranked: true

Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion

by one (this may mean your character gets a new companion, or their companion grows in size).

Apothecary

Activation: false

Ranked: true

When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

Arcana Caster

Activation: false

Ranked: false

Allows the character to use the Cast Spell (Arcane) action using the Arcana skills.

Balance

Activation: true

Ranked: false

Requires Psionics rank 1. When the character recovers strain at the end of the encounter, he may add \square per Psionic rating. He recovers additional strain equal to \circ generated.

Beast Wrangler

Activation: false

Ranked: true

Add \square per rank of Beast Wrangler to checks to tame or wrangle creatures.

Blooded

Activation: false

Ranked: true

Add \square per rank of Blooded to checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by one round per rank of Blooded to a minimum of one.

Biggest Fan

Activation: true

Ranked: false

Once per session, may take a Biggest Fan action; make a Hard ($\diamond \diamond \diamond$) Charm check to turn one NPC into the character's biggest fan.

Bouncing Spell

Activation: false

Ranked: true

When your character fails a spell casting skill check that targets another character or NPC, may spend \otimes or $\wedge \wedge$ to immediately reroll the attempted spell with a new target.

Bring It Down

Activation: true

Ranked: false

Once per attack, may spend a Destiny Point to add damage to a single hit equal to the target's Brawn value.

Command

Activation: false

Ranked: true

Add \square per rank of Command to all Leadership checks. Affected targets add \square to Discipline checks for the next 24 hours.

Confidence

Activation: false

Ranked: true

May decrease difficulty of Discipline checks to avoid fear by 1 rank per Confidence.

Congenial

Activation: true

Ranked: false

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

Convincing Demeanor

Activation: false

Ranked: true

Remove \blacksquare per rank of Convincing Demeanor from all Deception and Skulduggery checks.

Coordination Dodge

Activation: true

Ranked: false

When targeted by a combat check, may spend 1 Destiny Point to add \times equal to ranks in Coordination to check.

Crippling Blow

Activation: true

Ranked: false

The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers one strain whenever he moves for the remainder of the encounter.

Deadly Accuracy

Activation: false

Ranked: true

Each time the character gains a rank of Deadly Accuracy, he must choose one combat skill. The character may add his basic training ranks in that combat skill as additional damage to one hit of a successful attack made with that skill with non-starship/vehicle weapons. He cannot choose the same combat skill twice.

Deceptive Taunt

Activation: true

Ranked: false

Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.

Dedication

Activation: false

Ranked: true

Each rank permanently increases a single Characteristic of the player's choice by one point. This cannot bring a Characteristic above six and you cannot increase a Characteristic more than once.

Defensive Stance

Activation: true

Ranked: true

Once per round on the character's turn, the character may perform a Defensive Stance maneuver to defend against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the character a number of times equal to the strain suffered by the character in this way.

Disarming Smile

Activation: true

Ranked: true

Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's Melee Defense by ranks in Charming Smile until the end of the encounter.

Disable Device

Activation: false

Ranked: true

The character removes ■ per rank of Bypass Security from his Skulduggery skill checks made to disable a trap or open locked door.

Disguise Casting

Activation: false

Ranked: true

Remove an ■ from any skillchecks used to disguise your spellcasting.

Distant Spell

Activation: false

Ranked: true

Once per session, when casting a spell, the first range enhancement does not increase the difficulty of the spell.

Distracting Behaviour

Activation: true

Ranked: true

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ♀ on checks. Range increases with additional ranks.

Dodge

Activation: false

Ranked: true

When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

Don't Shoot

Activation: true

Ranked: false

Once per session, take a Don't Shoot action; make a ♦♦♦ Charm check. On success, cannot be the target of combat checks until the end of the encounter or until making a combat check.

Durable

Activation: false

Ranked: true

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

Elven Market Contacts

Activation: true

Ranked: true

When looking to purchase illegal, exotic or black market goods, the character may decrease an item's rarity by one per level in Elven Market Contacs. For each level an item's rarity is decreased it cost increases by 20% of its base cost.

Expert Handler

Activation: false

Ranked: true

Remove ■ per rank of Expert Handler from all Survival checks made to ride creatures.

Expert Tracker

Activation: false

Ranked: true

The character removes ■ per rank of Expert Tracker from his checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal (this does not decrease with additional ranks of Expert Tracker).

Fearsome

Activation: false

Ranked: true

When an enemy becomes Engaged with the character, they may force the enemy to make a fear check, with the difficulty equal to ranks in Fearsome.

Forager

Activation: false

Ranked: false

Remove up to ■ ■ from skill checks to find food, water, or shelter. Survival checks to forage take half the usual time.

Force of Will

Activation: true

Ranked: false

Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.

Feral Strength

Activation: false

Ranked: true

The character adds 1 damage per rank of Feral Strength to one hit of his successful Brawl and Melee attacks.

Field Commander

Activation: true

Ranked: false

Take the Field Commander action; make a ♦♦ Leadership check. A number of allies equal to Presence may immediately suffer 1 Strain to perform on free manouver.

Frenzied Attack

Activation: true

Ranked: true

When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of his combat check by that number as an incidental action. This number cannot exceed his ranks in Frenzied Attack.

Gentle Preserver

Activation: false

Ranked: true

When casting a preservation arcane spell, the caster can use one ○ for free for every rank of Gentle Preserver .

Grit

Activation: false

Ranked: true

Each rank of Grit increases a character's strain threshold by one.

Hardy

Activation: false

Ranked: true

Gain +1 Soak value per rank of Hardy

Heightened Awareness

Activation: false

Ranked: false

Allies within Short range add ■ to all Perception and Vigilance checks, Engaged Allies add ■ ■ .

Heroic Fortitude

Activation: true

Ranked: false

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn- or Agility-related checks until the end of the encounter. He still suffers from the injury itself.

Hunter

Activation: false

Ranked: true

Add \square per rank of Hunter to checks when interacting with beasts or animals (including combat). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

Hunters Quarry

Activation: true

Ranked: false

Take Hunter's Quarry action; make a ♦♦♦ Survival check to upgrade the ability of all attacks made against a target at Long Range until the end of the character's next turn.

Improved Distracting Behaviour

Activation: true

Ranked: true

The Distracting Behavior maneuver inflicts \clubsuit \clubsuit on NPCs' checks when NPCs target character's allies.

Improved Field Commander

Activation: true

Ranked: false

The Field Command Action affect allies equal to double presence, and may spend \star to allow allies to suffer 1 Strain to perform 1 action instead.

Improved Hunters Quarry

Activation: false

Ranked: true

Suffer 2 Strain to perform the Hunter's Quarry action as a maneuver.

Improved Inspiring Rhetoric

Activation: false

Ranked: false

Each ally affected by Inspiring Rhetoric gains \square on all skill checks for a number of round equal to ranks in Leadership

Improved Potent Defiler

Activation: false

Ranked: false

When casting a defiling Arcane spell, the caster may turn \bullet \bullet into a success. This is in addition to the general rule of turning \bullet \bullet \bullet into a success.

Improved Spur

Activation: true

Ranked: false

Suffer 1 Strain to perform Spur as a manouver and decrease its difficulty to ♦♦

Indistinguishable

Activation: false

Ranked: true

The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

Inspiring Rhetoric

Activation: true

Ranked: false

Take the Inspiring Rhetoric Action; make a ♦♦ Leadership check. One ally for each \star in Short range recovers 1 Strain. Spend Δ for one affected ally to recover 1 additional Strain.

Grit

Activation: false

Ranked: true

Spend 1 Destiny Point to recover strain equal to Presence rating.

Intense Focus

Activation: true

Ranked: false

Perform an Intense Focus maneuver; suffer 1 Strain and upgrade the ability of the next skill check once.

Intimidating

Activation: true

Ranked: true

May suffer a number of Strain up to ranks in Intimidating to downgrade the difficulty of Coercion checks or upgrade the difficulty when targetted by Coercion checks by an equal number

Invigorate

Activation: true

Ranked: false

Requires Psionics rank 1. Once per encounter, may add \square to a check using Brawn or Agility made by an ally in short range. \square add \star and \bullet add \clubsuit .

It's Not That Bad

Activation: true

Ranked: false

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a Hard ($\spadesuit \clubsuit \diamondsuit$) Medicine check to stop the ally from gaining the Critical Injury.

Jump Up

Activation: true

Ranked: false

Once per round on the character's turn, the character may stand up from prone or a seated position as an Incidental.

Just Kidding

Activation: true

Ranked: false

Once per round as an incidental, spend a Destiny Point to ignore \heartsuit generated on a social check by the character or an ally in Short range.

Kill With Kindness

Activation: false

Ranked: true

Remove \blacksquare per rank of Kill with Kindness from Charm and Leadership checks.

Knockdown

Activation: false

Ranked: false

After hitting with a melee attack, the character may knock the target prone by spending a \clubsuit . If the target is larger than the acting character, it requires one additional \clubsuit for each silhouette larger.

Knowledge Specialization

Activation: true

Ranked: true

When acquired, choose one Knowledge Skill. When making checks with that skill, may spend \clubsuit to gain \star equal to ranks in Knowledge Specialization.

Know Somebody

Activation: true

Ranked: true

Once per session, when attempting to purchase a legally available item, reduce its Rarity by 1 per rank of Know Somebody.

Lethal Blows

Activation: true

Ranked: false

The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

Let's Ride

Activation: true

Ranked: false

Once per round, may mount or dismount an animal as an incidental.

Lingering Spell

Activation: true

Ranked: false

Spend a Destiny Point and your character may make Concentration manouever as an incidental.

Loom

Activation: false

Ranked: false

When an ally Engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds \blacktriangle per rank in Coercion to the ally's check.

Physician

Activation: false

Ranked: true

Each rank of Physician increases a character's strain threshold by one.

Plausible Deniability

Activation: false

Ranked: true

Remove \blacksquare per rank of Plausible Deniability

Potent Defiler

Activation: false

Ranked: false

When casting a defiling Arcane spell, the caster may use \bullet to recuperate 1 Strain. Unlike an \blacktriangle , this may also recuperate strain used in the initial Casting Action.

Precise Aim

Activation: true

Ranked: true

Once per round, may perform a Precise Aim manouevre. Suffer Strain up to ranks in Precise Aim and reduce target's Melee and Ranged Defense by that number.

Pressure Point

Activation: true

Ranked: false

When your character makes an unarmed Brawl check targeting a living opponent, they may use this talent to deal strain damage instead of wound damage, and inflict additional strain damage equal to their ranks in Medicine.

Master Doctor

Activation: true

Ranked: false

Once per round, suffer 2 Strain to decrease the difficulty of a Medicine check by 1.

Master of Shadows

Activation: true

Ranked: false

Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy** (♦).

Mental Fortress

Activation: true

Ranked: false

May spend a ♦ to ignore effects of Critical Injuries on Intellect or Cunning checks until the end of the encounter.

More Power

Activation: false

Ranked: ranked

Requires Psionics 1. Each time you buy this talent: Select one Psionics power. You gain the first talent, which allows you to use the power, and one upgrade on the first row, for free. You still have to pay the this talents cost.

Natural Athlete

Activation: true

Ranked: false

Once per session, may reroll any 1 Athletics or Coordination check.

Natural Brawler

Activation: true

Ranked: false

nce per game session, the character may reroll any one Brawl or Melee check.

Natural Charmer

Activation: true

Ranked: false

Once per Session, may re-roll any one Charm or Deception check.

Natural Doctor

Activation: true

Ranked: false

Once per session, may re-roll any one Medicine Check.

Natural Hunter

Activation: true

Ranked: false

Once per session, may re-roll any one Perception or Vigilance check.

Natural Marksman

Activation: true

Ranked: false

Once per game session, the character may reroll any one Ranged check.

Natural Negotiator

Activation: false

Ranked: true

Once per session, may re-roll any one Cool or Negotiation check.

Natural Outdoorsman

Activation: true

Ranked: false

Once per session, may re-roll any one Resillience or Survival check.

Natural Rogue

Activation: true

Ranked: false

Once per game session, the character may reroll any one Skulduggery or Stealth check.

Natural Scholar

Activation: true

Ranked: false

Once per session, may re-roll any one Knowledge skill check.

Nobody's Fool

Activation: false

Ranked: true

May upgrade the difficulty of incoming Charm, Coercion or Deception checks once per rank of Nobody's Fool.

One With Nature

Activation: false

Ranked: true

When in the wilderness, your character may make a Simple (-) Survival check, instead of Discipline or Cool, to recover strain at the end of an encounter.

Outdoorsman

Activation: false

Ranked: true

Remove ■ per rank of Outdoorsman from checks to move through terrain manage environmental effects. Decrease overland travel times by half.

Overwhelm Emotions

Activation: false

Ranked: false

When the character performs a Charm, Coersion or Deception check, she may include ○ equal to her ranks in Psionics. Each ○ add success to Charm checks. Each ● adds ★ to Coercion or Deception checks. However every ○○ add ♀ to Coercion or Deception Checks and every ●● adds ♀ to Charm checks. This does not apply to targets with one or more Psionic Defense.

Primal Caster

Activation: false

Ranked: false

Allows the character to use the Cast Spell (Primal) action using the Primal skills.

Quicken Spell

Activation: true

Ranked: true

Once per session, spend 2 strain to make a use a Cast Spell action as a maneuver.

Quick Draw

Activation: true

Ranked: false

Once per round, draw or put away a weapon or item as an incidental.

Quick Fix

Activation: true

Ranked: false

Once per Session, make one skill check using Agility rather than the characteristic linked to that skill.

Quick Strike

Activation: false

Ranked: true

Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet his encounter.

Rapid Reaction

Activation: true

Ranked: true

Suffer a number of Strain up to Rank in Rapid Reaction to add an equal number of ★ to initiative checks.

Researcher

Activation: false

Ranked: true

Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the usual time.

Resolve

Activation: false

Ranked: true

When a character involuntarily suffers Strain, xhe suffers 1 less Strain per rank of Resolve, to a minimum of 1.

Respected Scholar

Activation: false

Ranked: true

May downgrade difficulty of checks to interact with institutes of learning or beaurocracy by one level per rank of Respected Scholar.

Shapeshifter

Activation: true

Ranked: true

Once per scene, as an action, you may change into a non-humanoid Minion level adversary. Your equipment melds with you but is unusable, you cannot speak nor cast spells, but you can use psionics. You do not gain of its abilities, but any ability you have you can still use. For the cost of one Destiny Point you may use one ability for the duration. For example, for one Destiny Point you may gain flight when changing into an Kestrel. You do gain its natural Soak and wounds. You suffer 1 strain per round, but can change back as a free action. When you pass out due to insufficient strain, you refert back to your original form. You can only change into creatures you have encountered. When you have two ranks, you can change into a Rival, staying into an rival costs 2 strain per round, but you can stay into a Minion form without suffering strain. When you have three ranks of Shapeshifter you can change into a Nemesis, for which you suffer 4 strain per round.

Second Wind

Activation: true

Ranked: true

Once per encounter, may us a Second Wind incidental to heal strain equal to ranks in Second Wind.

Sense Danger

Activation: false

Ranked: true

Requires Psionics rank 1. Once per session, remove ■■ from any 1 check.

Shape Spell

Activation: false

Ranked: true

When casting a spell with the **Blast** quality spend ▲ to exclude 1 target that would be affected by the explosion per ranks in Shape Spell.

Side Step

Activation: true

Ranked: true

Once per round, as manouver, suffer Strain up to ranks in Side Step to upgrade difficulty of all incoming ranged attacks by that number for the next round.

Shortcut

Activation: false

Ranked: true

During a chase, add □ per rank of Shortcut to checks made to catch or escape an opponent.

Signature Spell

Activation: false

Ranked: true

When your character gains this talent, decide on a signature spell for them, consisting of a particular magic action and a specific set of one or more effects. When your character casts their signature spell (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one. When you take a new rank of this talent, you may also redefine your Signature Spell.

Sleight of Mind

Activation: false

Ranked: true

Requires Psionics rank 1. Add □ to all Stealth checks but also add ■ per Psionic Defence.

Slippery Mind

Activation: false

Ranked: true

Requires Psionics 1. If under the effects of a Psionics power, perform the Slippery Minded action; make a Hard (♦♦♦) Deception check to immediately end effects of power.

Smooth Talker

Activation: true

Ranked: true

When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ♦ to gain additional ♦ equal to ranks in Smooth Talker.

Sniper Shot

Activation: true

Ranked: true

Before making a non-thrown ranged attack, as a manouver increase the weapon's Range by up to one band per rank. Upgrade the attack's difficulty by 1 per range increase.

Soft Spot

Activation: true

Ranked: false

After making a successful attack, may spend a Destiny Point to add damage equal to Cunning to one hit.

Soothing Tone

Activation: true

Ranked: false

Once per encounter when riding, take a Soothing Tone action; make a ♦♦ Knowledge (Nature) check to allow the beast to recover Strain equal to ★.

Spur

Activation: true

Ranked: false

Take a Spur action; make ♦♦♦ Survival check to increase a beast's top Speed by 1. The beast suffer 2 Strain every round it stays spurred.

Stalker

Activation: false

Ranked: true

Add ■ per rank of Stalker to all Stealth and Coordination checks.

Steely Nerves

Activation: false

Ranked: true

May spend a Destiny Point to ignore the effects of Critical Injuries on Willpower and Presence checks until the end of the encounter.

Strong Arm

Activation: false

Ranked: false

Treat throwing weapons as if they had 1 greater range.

Street Wise

Activation: false

Ranked: true

Remove ■ per rank of Street Wise from all Streetwise or Knowledge(Underworld) checks

Stroke of Genius

Activation: true

Ranked: false

Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

Stunning Blow

Activation: false

Ranked: true

When making Melee checks, may inflict damage as Strain instead of Wounds. This does not ignore Soak.

Supreme Inspiring Rhetoric

Activation: true

Ranked: false

Suffer 1 Strain to perform the Inspiring Rhetoric action as a maneuver.

Surgeon

Activation: false

Ranked: true

When your character makes a Medicine check to heal wounds, the target heals one additional wound per rank of Surgeon.

Swift

Activation: false

Ranked: false

Do not suffer usual penalties for moving through difficult terrain.

Talk the Talk

Activation: true

Ranked: false

May spend a Destiny Point when making a Knowledge check to substitute Streetwise or Knowledge (Underworld) for the required skill.

Targeted Blow

Activation: true

Ranked: false

After making a successful attack, may spend a Destiny Point to add damage equal to Agility to one hit.

Touch of Fate

Activation: true

Ranked: false

Requires Psionics rank 1. Once per session, add ■■ to any 1 check.

Toughened

Activation: false

Ranked: true

Gain +2 Wound Threshold

True Aim

Activation: true

Ranked: true

Once per round, may perform a True Aim manouver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

Uncanny Reactions

Activation: false

Ranked: true

Requires Psionics rank 1. Add □ per rank of Uncanny Reactions to all Vigilance checks.

Uncanny Senses

Activation: false

Ranked: true

Requires Psionics rank 1. Add □ per rank of Uncanny Senses to all Perception checks.

Well Read

Activation: false

Ranked: false

Each rank of Grit increases a character's strain threshold by one.

Well Rounded

Activation: false

Ranked: true

Choose any two skills. They permanently become career skills.

Wheel And Deal

Activation: false

Ranked: true

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

Works Like a Charm

Activation: true

Ranked: false

Once per session, make one skill check using Presence rather than the Characteristic linked to that skill.

Walk the Walk

Activation: true

Ranked: false

May spend a Destiny Point to add damage equal to ranks in Streetwise to one successful Brawl attack.

Chapter 8: Equipment



I have heard tales that suits of clothing fashioned from metal have even been found from time to time. It is generally agreed that these were worn by warriors to protect against the blows of enemy weapons. I can only speculate that the climate must have been far cooler in those ancient days. Any fool that would wear such clothing now would die faster from heat stroke than he would have from the weapons of his foes. Still, the idea that there was once enough metal in the world to allow such a garment to have been manufactured astounds me. There are even rumors that mounds of steel, silver, and gold lie hidden in the deepest tunnels of certain forlorn cities. I have never seen such a thing myself, but if such treasures exist, they will reward those who find them most handsomely. Those who control such stores of metal can buy food, power, influence, and sometimes even the sorcerer-king's protection.

— The Wanderer's Journal

Dark Sun characters must be well equipped in order to endure the rigors of Athas. This chapter covers a variety of topics related to mundane equipment that every hero needs to survive and prosper.

Equipping a Character

Money

The default money unit is an *Ceramic Piece* or *cp*. This unit can be subdivided in *Ceramic Bits* (*bit*). Larger units are *Silver Pieces* (*sp*) and *Gold Pieces* (*gp*).

$10,000 \text{ bd} = 1,000 \text{ bits} = 100 \text{ cp} = 10 \text{ sp} = 10 \text{ gp}$.

Ceramics are made from glazed clay and baked in batches once a year in a secure process supervised by the high templar that supervises the city's treasury. Bits are

literally one-tenth parts of a ceramic piece—the ceramic pieces break easily into ten bits. Some cities' ceramic pieces have small holes that can be threaded onto a bracelet or necklace. The lowest unit of Athasian trade is the lead bead (*bd*). In general, the Athasian economy in the cities is relatively stable thanks to the Merchant Houses. Under normal conditions, supply is ample thanks to the caravans traveling back and forth between the cities. However, for smaller communities and trade outposts the price situation on certain goods can sway drastically. A raider attack or sandstorm can result in lack of necessities such as food and water, for which people will pay almost any amount of coin. Coins are not the only means of exchange. Barter and trade in commodities is widespread.

Item Qualities

Some variety equipment and depth features to the weapons, special qualities armor, and that items add your character may encounter. Item qualities are special rules that can change how the item acts.

Special qualities are generally either passive or active. Passive qualities are always "on" and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending one or more Δ to activate the effect.

Item qualities usually have a number associated with them. This is their rating. Ratings affect qualities in different ways, depending on the quality in question. Active qualities require $\Delta \Delta$ to activate unless otherwise stated in their description. Active item qualities on weapons can only trigger on a successful attack, unless specified otherwise.

Repairing Gear

As a general rule, Athasian items break with can break with spending either $\Delta \Delta \Delta$ or \star , instead of only on a \star . Items with the **Superior** quality or made from metal are exempt from both rules.

Table 8.1: Item Repair

Repair Required	Difficulty	Penalty when in use
No Repair Needed	-	-
Minor	Easy (\diamond)	■
Moderate	Average ($\diamond \diamond$)	Increase difficulty by one.
Major	Hard ($\diamond \diamond \diamond$)	Unusable.

General Qualities

Accurate

Type: Passive

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this quality, the attacker adds \square to their combat checks while using this weapon.

Auto-Fire

Type: Active

A weapon with Auto-fire can be set to shoot in rapid succession and potentially spray an area with bolts, flechettes, slugs, or other types of projectiles. The advantage in using Auto-fire is that it has the chance to hit multiple targets or to hit a single target multiple times. As attacking with a weapon on Auto-fire is generally less accurate, the attacker must increase the difficulty of the combat check by \diamond . The user may choose not to use the Auto-fire quality on a weapon; in this case, they cannot trigger the quality but also do not suffer the aforementioned penalty.

If the attack hits, the attacker can trigger Auto-fire by spending $\Delta \Delta$. Auto-fire can be triggered multiple times. Each time the attacker triggers Auto-fire, it deals an additional hit to the target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of \star on the check. These additional hits can be allocated to the original target, or to other targets within range of the weapon. If the attacker

wishes to hit multiple targets, they must decide to do so before making the check. Furthermore, if they wish to hit multiple targets, their initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which is the initial target). The initial hit must always be against the initial target. Subsequent hits generated can be allocated to any of the other designated targets. Auto-fire weapons can also activate one Critical Injury for each hit generated on the attack, per the normal rules; the Critical Injury must be applied to the target of the specific hit.

Backup

Type: Passive

A backup weapon does not need to be drawn. It could for example be a spiked gauntlet that is already worn.

Blast

Type: Active

The weapon has a large spread, an explosive blast, or a similar area of effect, like a detonated grenade or a warhead fired from a missile launcher. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers a hit dealing damage equal to the Blast quality's rating, plus damage equal to the total \star scored on the check. In a relatively small and enclosed area, the Game Master might decide that everyone in the room suffers damage. If the Blast quality doesn't activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the targets) means the explosion may not catch anyone else in its radius. However, the user may also trigger Blast if the attack misses by spending $\Delta \Delta \Delta$. In this case, the original target and every target engaged with the original target suffers a hit dealing damage equal to the Blast rating of the weapon.

Brace

Type: Passive

When attacking an engaged mounted enemy which engaged you after the end of your last round, the Aim maneuver grants $\square \square$ instead of \square .

Burn

Type: Active

Weapons with Burn inflict damage over time. When Burn is triggered, one target hit by the attack continues to suffer the weapon's base damage each round for a number of rounds equal to the weapon's Burn rating. Apply damage at the start of each of the target's turns. If multiple targets suffer hits from a weapon with Burn, the quality may be triggered multiple times, affecting a different target each time. A victim might be able to stop the damage by performing an action to roll around and make a Coordination check. The difficulty is Average ($\diamond \diamond$) on hard surfaces such as the floor of a building, or an Easy (\diamond) on grass or soft ground. Jumping into a body of water stops the damage immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

Concealable

Type: Passive

These weapons can be easily concealed. An observer adds ■ to Perception/Vigilance check to find the weapon.

Concussive

Type: Active

The weapon's attack can leave the target shell-shocked from mighty blows or punishing shock waves, unable to perform any but the most basic actions. When Concussive is triggered, one target hit by the attack is staggered (see Genesys pg. 114) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions. If multiple targets suffer hits from a weapon with Concussive, the quality may be triggered multiple times, affecting a different target each time.

Cumbersome

Type: Passive

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

Defensive

Type: Passive

An item with the Defensive quality increases the user's melee defense by its Defensive rating.

Deflection

Type: Passive

An item with the Deflection quality increases the user's ranged defense by its Deflection rating.

Disarm

Type: Active

By spending ▲ ▲, you can have the opponent drop his weapon.

Disorient

Type: Active

A weapon with Disorient can daze an opponent. When Disorient is triggered, one target hit by the attack is disoriented (see Genesys pg. 114) for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds ■ to all skill checks they perform. If multiple targets suffer hits from a weapon with Disorient, the quality may be triggered multiple times, affecting a different target each time.

Ensnare

Type: Active

A weapon with Ensnare binds a foe and restricts their movements. When Ensnare is triggered, one target hit by the attack becomes immobilized (see Genesys pg. 114) for a number of rounds equal to the weapon's Ensnare rating. An immobilized target cannot perform maneuvers. If multiple targets suffer hits from a weapon with Ensnare, the quality may be triggered multiple times, affecting a different target each time. An Ensnared target may perform an

action to attempt a Hard (♦♦♦) Athletics check on their turn to break free from the effect.

Flimsy

Type: Passive

Flimsy items lose any soak value they have when targeted by weapons with a Pierce rating.

Fragile

Type: Passive

The item only has 2 health levels as opposed to the normal 3 (moderate and major only).

Inaccurate

Type: Passive

Inaccurate weapons are less likely to be accurate or precise. When making an attack with an Inaccurate weapon, add ■ to the check equal to the Inaccurate rating.

Inferior

Type: Passive

An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior item generates automatic ♠ on all checks related to its use.

Knockdown

Type: Passive

When Knockdown is triggered, one target hit by the attack is knocked prone. If multiple targets suffer hits from a weapon with Knockdown, the quality may be triggered multiple times, affecting a different target each time. Unless specified otherwise, Knockdown requires ▲ ▲ to trigger, plus one additional ▲ per silhouette of the target beyond 1.

Limited Ammo

Type: Passive

Some weapons fire particularly large or complex projectiles that cost lots of money. Other weapons are expendable weapons like grenades that, once used, are destroyed. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds of ammo; more ammo must be purchased or obtained before anyone fires the weapon again. This also applies to grenades and other "one-use" weapons that have the Limited Ammo 1 quality (here, your character is not "reloading" the grenade, but drawing another to use—mechanically, they are equivalent).

Noisy

Type: Passive

Items with the Noisy quality bestow ■ on stealth checks made while the item is in use. These ■ are cumulative if multiple noisy items are carried at once.

Pierce

Type: Passive

Any hits from this weapon ignore a number of points of soak equal to the weapon's Pierce rating. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce

3 against a soak of 2 ignores two points of soak, but the extra point of Pierce has no further effect.

Prepare

Type: Passive

Items with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the item's Prepare rating before using the item (if the item is a weapon, "using" it would be making attacks with the weapon). At your GM's discretion, moving with the item, being knocked prone with the item, or other disruptions may require the user to perform the preparation maneuvers again before using the item.

Reach

Type: Passive

Disengaging from an opponent wielding a melee weapon with this quality requires 2 manoeuvres rather than the normal 1.

Reinforced

Type: Passive

Weapons or items with the Reinforced quality are immune to the Sunder quality. Armor with the Reinforced quality make the wearer's soak immune to the Pierce and Breach qualities.

Restrictive

Type: Passive

Restrictive items are difficult to move in when worn. Characters wearing restrictive armor upgrade the difficulty of Agility based checks once.

Returning

Type: Active

Returning weapons are throwing weapons which will return to the wielder at the end of the wielder's turn if thrown correctly and the wielder is a bit lucky. Returning costs and Δ .

Slow-Firing

Type: Passive

Slow-Firing weapons tend to deal incredible damage, but need time to recharge or cool down between shots. A weapon's Slow-Firing rating dictates the number of rounds that must pass before the weapon can be fired again after attacking. For example, a heavy laser cannon with Slow-Firing 2 must wait two rounds after being fired before it can be fired again.

Solid

Type: Passive

Solid items resist Pierce up to their rating. If the Pierce of an attack against an object surpasses its Solid rating, the Solid quality is ignored.

Stun

Type: Active

A weapon with this quality can deal strain damage. When the Stun quality is activated, it inflicts strain equal to the

weapon's Stun rating. Since this is strain, not strain *damage*, it is not reduced by a target's soak.

Stun Damage

Type: Passive

A weapon with this quality can only deal strain damage (damage applied to the target's strain threshold). Because this is strain *damage*, not strain, it is still reduced by a target's soak.

Sunder

Type: Active

When activating Sunder, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If an item already suffering major damage is the target of a successful Sunder, it is destroyed. Sunder requires Δ to activate, and may be activated even if the attack is unsuccessful. Sunder may be activated multiple times in the same attack, but each activation must be applied to the same item, potentially taking it from undamaged to destroyed in a single attack.

Superior

Type: Passive

A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior item generates automatic Δ on all checks related to its use. In addition, it can only break on a \otimes , instead of both $\otimes \otimes \otimes$ or a $\otimes \otimes$.

Thrown

Type: Passive

These melee weapons can also be thrown up to short range using Ranged skill. When thrown, they inflict the same damage as if used into melee and gain the Limited Ammo 1 quality.

Unwieldy

Type: Passive

An Unwieldy weapon is a weapon that can be particularly awkward to use for those without impressive dexterity and hand-eye coordination. To wield an Unwieldy weapon properly, the character needs an Agility characteristic equal to or greater than the weapon's Unwieldy rating. For each point of Agility by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

Vicious

Type: Passive

When an attack with this weapon results in a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, you would add +30 to the resulting Critical Injury or Hit result.

Items



Figure 8.1: 1. Dragon Paw; 2. Trikal; 3. Carrikal; 4. Catkcha; 5. Wrist Razors; 6. Cahulaks; 7. Alhulak; 8. Gouge; 9. Dejada; 10. Tortoise Blade; 11. Lotulis; 12. Gythka

Melee Weapons

Table 8.2: Brawl Weapons

Name	Dam	Crit	Encum	Price	Rarity	Special
Punchik	+1	3	1	75 cp	0	Pierce 1
Talid	+0	4	1	60 cp	1	Backup, Disorient 3
Wrist Razors	+1	3	0	30 cp	2	Backup, Pierce 2
Net	-1	-	1	30 cp	4	Ensnare 4, Thrown
Whip	+1	4	0	30 cp	5	Ensnare 2, Stun
Chatrangs Whip	+2	3	1	300 cp	7	Ensnare 2, Vicious, Inaccurate, Stun
Tortoise Blade	+0	6	1	90 cp	3	Defensive 1, Inaccurate 2, Pierce 1

Table 8.3: Light Melee Weapons

Name	Dam	Crit	Encum	Price	Rarity	Special
Knife	+1	3	1	25 cp	1	Thrown
Buckler	+0	6	1	40 cp	0	Defensive 1, Inaccurate 1
Club	+2	5	2	15 cp	1	Disorient 4
Short Spear	+2	4	2	90 cp	1	Accurate 1, Defensive 1, Thrown
Carrikal	+3	3	2	150 cp	3	Vicious 1
Alhulak	+2	4	2	90 cp	2	Disarm
Macuahuitl	+1	2	2	200 cp	5	Vicious 1

Alhulak

This weapon is an unusual flail. A short length of rope separates a four-bladed, hafted grappling hook from the

handle.

Table 8.4: Heavy Melee Weapons

Name	Dam	Crit	Encum	Price	Rarity	Special
Shield	+0	6	2	80 cp	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Gouge	+4	2	3	300 cp	4	Disorient 2, Unwieldy 3
Long Spear	+3	4	3	250 cp	2	Reach, Defensive 1, Pierce 1
Lotulís	+4	3	4	300 cp	4	Cumbersome 3, Pierce 1, Sunder
Trikal	+3	3	5	250 cp	2	Defensive 1, Pierce 3
Cahulaks	+2	3	2	240 cp	3	Thrown, Reach, Unwieldy 3
Dragon Paw	+2	4	2	315 cp	1	Defensive 1, Accurate 1, Disarm
Gythka	+2	4	2	250 cp	4	Thrown, Vicious 1

Buckler

Whether crafted from wood, chitin, or hide, shields are common among warriors of all cultures and skill levels for a simple reason: they keep you alive. The utility of a shield for blocking and parrying blows cannot be overstated. While an important part in every warrior's defence, the scorching sun makes carrying a large shield impractical and thus use medium shields or even bucklers.

Cahulaks

Cahulaks are a pair of four-bladed weapons held together with a length of rope. They can be used in each hand as melee weapons; one or both can also be thrown to tangle and cause damage to an opponent. The blades are commonly carved from the hip or shoulder bones of a mekillot, but more expensive versions can be forged of steel. The hafts are made of solid lengths of wood or, rarely, sturdy bone. The connecting rope is up to 30 cm long; an experienced cahulak wielder keeps most of that length looped loosely in one hand when preparing for combat.

Carrikal

This axe has two forward-facing blades carved from the front of a large jawbone, commonly that of a mekillot.

Club

This weapon is usually just a shaped piece of wood, sometimes with a few stone or obsidian shards embedded in it.

Dragon Paw

The dragon's paw is a multibladed weapon popular among the arena masters of Urik and Tyr. The weapon has two blades, made from any material, one at each end of a 12-15 cm wooden shaft. Around the center is a bar or basket that both protects the hand and holds another blade jutting perpendicular to the central shaft. This blade is called the forward blade, while the others are called the outer blades.

Gouge

The shoulder-strapped gouge is a specialized infantry weapon perfected for the slave armies of the Shadow King of Nibenay. It is a weapon that can inflict significant damage against an opponent and is unlikely to be dropped in the event of a rout. The gouge itself has a wide bone, obsidian, or chitin blade mounted onto a 3 long wooden shaft. A smaller handle protrudes from a forward position on the main shaft, while the rear of the shaft has a wide grip used to drive the weapon home. The shoulder strap is made of leather or cloth, and it sometimes is expanded to a complete harness around the neck and shoulders. The weapon

can be easily turned over to accommodate a left-handed wielder.

Gythka

Each end of this thri-kreen staff has a small, crescent-shaped blade with a centered stabbing tine. The secondary end of this double weapon is light enough to be used as an off-hand weapon. A gythka can be thrown like a javelin.

Knife

A dagger has an obsidian blade that is about 30 cm in length.

Long Spear

Although a simple weapon, a spear is easy to wield and allows the user to keep some distance from an opponent. Hence, spears don't have very high damage, but the Accurate 1 quality represents their ease of use. In addition, the Defensive 1 quality represents their usefulness at keeping someone at arms' reach.

Lotulís

This short-staffed double weapon sports outward-pointing, barbed crescent blades on each end.

Macuahuitl

A macuahuitl is a wooden club with obsidian blades. Its sides are embedded with prismatic blades traditionally made from obsidian. The macuahuitl was a standard close combat weapon.

Net

A net is a web of rope or cord fitted with heavy weights.

Punchik

Punchiks are often little more than a wooden or bone bar with a large obsidian spike attached to it, with the spike coming out between your fingers. They are the smallest, simplest, and easiest to conceal type of brawl weapon. Due to their small size, punchiks are quite easy to conceal in a pocket, pouch, or compartment in easy reach until they're needed. Add ■ to a character's Perception check when attempting to find a punchik on a person's body.

Shield

Whether crafted from wood, chitin, or hide, shields are common among warriors of all cultures and skill levels for a simple reason: they keep you alive. The utility of a shield for blocking and parrying blows cannot be overstated. While an important part in every warrior's defence, the scorching sun makes carrying a large shield impractical and thus use medium shields or even bucklers.

Short Spear

Although a simple weapon, a spear is easy to wield and allows the user to keep some distance from an opponent. Hence, spears don't have very high damage, but the Accurate 1 quality represents their ease of use. In addition, the Defensive 1 quality represents their usefulness at keeping someone at arms' reach.

Talid

Made from leather, chitin, and bone, this spiked "gladiator's gauntlet" augments unarmed attacks.

Tortoise Blade

This bony or chitinous plate is affixed with a short blade that points forward from the wielder's hand.

Trikal

This polearm projects three blades symmetrically lengthwise from its haft. A trikal is equivalent to a halberd.

Whip

Although a whip is impractical as a weapon in most circumstances, some opponents are prone to underestimating the wielder of a whip, which can lead them to attack rashly or make other mistakes.

Chatrangs Whip

These whips are made from the tethers from a Chatrangs. It is a vicious weapon, used by some Templars but forbidden to be used by anyone else.

Wrist Razors

This weapon consists of three sharp blades that protrude from a sturdy bracer, freeing the wielder's hand. A shield cannot be worn on the same arm as wrist razors. Wrist razors do not need to be drawn, nor do they need to be sheathed for the wielder to use the hand the razors are on

Ranged Weapons

Table 8.5: Ranged Weapons

Name	Dam	Crit	Range	Encum	Price	Rarity	Special
Blow Gun	6	3	Short	2	275 cp	3	Limited Ammo 1
Bolas	+0	-	Short	1/3	20 cp	2	Ensnare 3, Knockdown, Limited Ammo 1
Catkcha	+2	4	Short	1	275 cp	4	Unwieldy 3, Returning, Limited Ammo 1
Javelin	+2	3	Short	1/3	40 cp	1	Accurate 1, Pierce 1, Limited Ammo 1
Dejada	5	3	Medium	2	275 cp	2	Unwieldy 2, Concussive
Short Bow	7	3	Medium	2	275 cp	3	Unwieldy 2
Long Bow	8	3	Long	2	275 cp	5	Unwieldy 3

Blow Gun

Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.

Bolas

A bola consists of a couple of round stones joined together by a strong string of rope. Skilled throwers can use them to catch or trip prey from a distance.

Catkcha

This throwing wedge, often shaped from crystal or obsidian, is a thri-kreen invention. It returns to a proficient wielder's hand after the ranged attack is resolved.

Dejada

A long, scooped basket fitted to a glove-like bracer, the dejada is used to hurl projectiles. Ammunition can be a fist-sized stone, but the weapon is also used to extend the range of alchemical mixtures.

Javelin

A javelin is a thin throwing spear.

Long Bow

At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood.

Short Bow

A shortbow is made up of one piece of wood, about 3 feet in length.

Armour

Table 8.6: Armour

Name	Defense	Soak	Encum	Price	Rarity	HP	Special
Heavy Robes	1	+0	1	5cp	1	1	
Padded Armour	1	+0	1	5cp	1	1	
Crodlu Leather	0	+1	2	10cp	1	1	Fragile
Baazrag Leather	0	+1	2	10cp	1	1	Fragile
Kank Hide Armour	1	+1	2	25cp	3	1	Fragile
Brohg Hide Armour	1	+1	2	25cp	3	1	Fragile
Reaper Chitin Armour	0	+2	3	50cp	4	2	Fragile, Solid 1
Kank Chitin Armour	0	+2	3	50cp	4	1	Fragile, Solid 1
Anakore Shell Armour	1	+2	3	100cp	5	1	Fragile, Noisy, Solid 2
Inix Shell Armour	1	+2	3	100cp	5	3	Fragile, Noisy, Solid 2
Braxat Breastplate	1	+2	3	200cp	6	1	Fragile
Braxat Half Plate	2	+3	4	1000cp	7	2	Fragile, Restrictive, Solid 2
Braxat Full Plate	3	+3	5	2000cp	8	2	Fragile, Restrictive, Solid 3
Mekillot Breastplate	1	+2	3	1500cp	6	2	Noisy, Reinforced
Mekillot Half Plate	1	+3	4	3000cp	7	2	Noisy, Reinforced, Solid 2
Mekillot Full Plate	2	+3	5	5000cp	8	2	Noisy, Reinforced, Solid 3



Heavy Robes

These are robes made of multiple layers of thick robe.

Padded Armour

Padded armour is made of heavy cloth and batting. Many Athasian warriors prefer padded armour woven from giant hair.

Crodlu Leather

This armour is crafted using hardened leather from Crodlu reinforced with bone and talons.

Baazrag Leather

This armour is crafted using the hardened underhide from Baazrag combined with the cheaper parts of their shell.

Kank Hide Armour

This armour is skillfully made by interlocking hexagonal bits of a kank's carapace.

Brohg Hide Armour

This armour is made from the hardened hide from a Brogh.

Reaper Chitin Armour

This chitin armour is made from the hard chitin from a Dune Reaper.

Kank Chitin Armour

This chitin armour is made from insect shell of a Kank.

Anakore Shell Armour

This shell armour made from interlocking shells from an Anakore, combined with the hardened leather of the underhide and their bones.

Inix Shell Armour

This shell armour is made by weaving giant's hair around the breast shells from Inix'.

Braxat Breastplate

These armours are constructed using choice plates taken from Braxat.

Mekillot Breastplate

These armours are constructed using choice plates taken Mekillot.

Braxat Half Plate

These armours are constructed using choice plates taken from Braxat.

Mekillot Half Plate

These armours are constructed using choice plates taken Mekillot.

Braxat Full Plate

These armours are constructed using choice plates taken from Braxat.

Mekillot Full Plate

These armours are constructed using choice plates taken Mekillot.

Goods and Services

Adventuring Gear

Table 8.7: Adventuring Gear

Name	Encum	Price	Rarity
Backpack	0	10cp	2
Bedroll	2	1cp	1
Bottle, glass	1	10cp	1
Caltrops	1	5cp	3
Candle	0	10bit	0
Canvas (m^2)	1	1cp	1
Chain (3m)	2	500cp	8
Chalk, 1 piece	0	5bit	1
Crowbar	1	2cp	8
Firewood (per day)	1	2cp	2
Flask (empty)	1	1cp	1
Grappling Hook	1	5cp	2
Hammer	1	3cp	0
Hourglass	1	125cp	4
Ink, 28gr	0	100cp	6
Inkpen	0	10cp	6
Jug, clay	1	1cp	0
Ladder, 3m	5	1cp	1
Lamp, Common	1	1cp	1
Lantern, Bullseye	1	65cp	3
Lantern, Hooded	1	30cp	2
Lock	0	750cp	8
Manacles	1	300cp	8
Mirror	0	50cp	3
Mug/Tankard, clay	1	1cp	0
Oil, 1 pint flask	1	1cp	1
Parchment (sheet)	0	4cp	3
Pick, miner's	2	15cp	1
Pitcher, clay	1	1cp	0
Pouch, belt (empty)	0	5cp	0
Ram, Portable	4	10cp	6
Rope, Hemp (20m)	1	5cp	1
Rope, Silk (20m)	1	50cp	3
Sealing wax	0	5cp	0
Sewing needle	0	3cp	1
Shovel or spade	2	10cp	0
Signal whistle	0	4cp	1
Sledge	2	5cp	4
Soap (per 500g.)	0	3cp	1
Tent	2	50cp	2
Torch	1	1cp	0
Vial	1	5cp	0
Waterskin	1	5cp	0
Whetstone	0	1cp	1

Backpack Backpacks increase the characters encumbrance by 4.

Caltrops A caltrop is a four-pronged metal spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 1kg bag of caltrops covers an area $0.5m^2$.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it runs the risk of stepping on one. Make an attack roll for the caltrops with no ranks, against the creature. For this attack defense bonuses do not count. If the crea-

ture is wearing shoes or other footwear, add a ▀. If the attack succeeds, the creature has stepped on a caltrop. The target suffers 1 Wound, and the creature applies the *Hamstrung Critical* (*The target loses their free maneuver until this critical is healed*). This Daunting (♦♦♦♦) Brawn check upgrade the movement penalty lasts for 24 hours, until the critical is successfully treated, or until it receives at least 1 point of magical healing.

Caltrops may not work against unusual opponents.

Chain A chain. Made from metal, they are rare items, often used to restrict the movement of arena beasts. It can be burst with a Formidable (♦♦♦♦♦) Brawn check.

Crowbar A bar-like object, often made from Mekillot bone, used to force things open.

A crowbar grants a **█** on Athletics checks made to force open a door or chest. If used in combat, treat a crowbar as a small improvised weapon.

Grappling Hook Throwing a grappling hook requires a Ranged or Coordination check. The difficulty is based on the range, Medium range being its maximum range.

Ink, 28gr Ink in colors other than black costs twice as much.

Jug, Clay This basic jug is fitted with a stopper and holds 4 liters of liquid.

Lamp, Common A lamp illuminates a Short Range area. A lamp burns for 6 hours on one pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye A bullseye lantern provides light up to medium range in cone. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand.

Lantern, Hooded A hooded lantern illuminates a short range area. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand. This lantern is encased in a more protective cover. Add a **s** to any check to put out this light by means of water or wind.

Lock Daunting (**♦♦♦♦**) Skulduggery check

Manacles Restraints made from metal, these things are used only for the most dangerous of enemies or by the most rich slave- or bounty-hunters.

Manacles can bind a Medium creature. To slip free, a creature must roll a Formitable (**♦♦♦♦**) Coordination Check.

Breaking the manacles requires a Daunting (**♦♦♦♦**) Brawn check. Most manacles have locks; add the cost of the lock to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost 10 times the indicated amount, and for a Huge creature, 100 times the indicated amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles, which cost at least 100 times the indicated amount. The checks to escape all get setbacks.

Oil, 1 pint flask A pint of oil burns for 6 hours in a lantern or lamp. You can also use a flask of oil as a splash weapon. With the proper skill you can use oil as an attack Roll an Average (**♦♦**) Alchemy check, with a base damage of 3 and a burn 1 quality. You can pour a pint of oil on the ground to cover an area $0.5m^2$, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals the base damage of the weapon to each creature in the area.

Ram, Portable This iron-shod wooden beam gives you an **█** on Brawn checks made to break open a door and allows a second person to help give you **█ █** instead of one.

Rope, Hemp (20m) This rope can be burst with a Hard (**♦♦♦**) Brawn check.

Rope, Silk (20m) This rope can be burst with a Hard (**♦♦♦ █**) Brawn check.

Torch A torch burns for 1 hour, shedding lighting on everything within Short Range. If a torch is used in combat, treat it as a small improvised weapon with a **Burn** 1 quality.

Vial A vial is made out of glass and holds 1 ounce of liquid.

Alchemical Items

Table 8.8: Alchemical Items

Name	Encum	Price	Rarity
Acid	0	50	2
Alchemist's Fire	0	100	2
Antitoxin	0	250	3
Healing Poultice	0	10	2
Smokestick	0	100	2
Tanglefoot Bag	1	250	3
Thunderstone	0	150	3
Tindertwig	0	5	0

Acid You can throw a flask of acid as a weapon with an Ranged light or Alchemy combat check with a base damage of 6 acid damage, with a range of short, and **Blast** 3, **Sunder**. It can also be used to damage a lock beyond repair.

Alchemist's Fire You can throw a flask of alchemist's fire as a weapon with an Ranged light or Alchemy combat

check with a base damage of 6 fire damage, with a range of short, and **Blast** 3, **Burn** 2.

Antitoxin If you drink a vial of antitoxin, you get an upgrade on your Resilience check against poison for 1 hour.

Healing Poultice A healing poultice is a soft moist mass, often heated and medicated, that is spread on cloth over the skin to treat an aching, inflamed or painful part of the body. It can be used on wounds such as cuts. It is a one-use item and provide a **█** to medicine checks to treat cuts, bruises and minor ailments.

Smokestick This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. The smoke fills a short range radius, The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute. A creature that is engaged range with the fog adds **█** on Perception, Vigilance, and all combat skill checks. Creatures farther away looking or targetting into the mist add

■■ to their Perception, Vigilance, and all combat skill checks.

Tanglefoot Bag tanglefoot bag is a small sack filled with tar, resin and other sticky substances. When you throw a tanglefoot bag at a creature roll a Ranged Light or Alchmey combat check. This attack has a range of short, does no damage. If successful the attack is treated as if the wielder activated an **Ensnare** 5 quality. The bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air.

Thunderstone You can throw this stone as a weapon with an Ranged or Alchemy combat check with a range of

short and deals no damage. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within short range of where it went off must make an **Average (♦♦)** Resilience check or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes ■■ on initiative rolls and has a ■ when casting a spell.

Tindertwig The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a maneuver (rather than an action), and lighting any other fire with one is a maneuver.

Poisons

Table 8.9: Poisons

Name	Price	Rarity
Anesthetic	375	5
Befuddle Poison	230	6
Blinding Poison	400	8
Poison of Weakness	450	8
Poison of Suggestion	1000	9
Paralysis Poison	260	6
Dendriton Poison	150	4
Raquor Venom	150	4

Anesthetic A single dose has an **Average (♦♦)** difficulty, while two or more doses combined into a single application have a **Hard (♦♦♦)** difficulty. The poison inflicts 5 strain if the target fails the check. If the check generates one to two ♀, the target must also give up his free maneuver during his next turn (he may still take two maneuvers, however); if it generates ♀ ♀ ♀ or more, he's staggered during his next turn. Finally, the CM can spend ♀ to make the target test again against the poison again during the next round, as the poison remains in his system.

Befuddle Poison A single dose has an **Average (♦♦)** difficulty, while two or more doses combined into a single application have a **Hard (♦♦♦)**. If the check is failed the target adds ■■ to any **Intelligence** based skill check for the next 3 rounds, if the roll results in 1-2 ♀ the character also gains ■ on **Willpower** checks. If three or more ♀ are rolled they upgrade the difficulty of the next **Intelligence** check they make by 1. If ♀ is rolled the end check must be made again on the next turn.

Blinding Poison This poison can be ingested, or entered into the bloodstream. one dose requires an **Average (♦♦)** resilience check, while 2 doses requires a **Hard** check. If the target fails they find it hard to see for 3 turns progressively getting worse, each round the poison is active they add ■ die to any check that requires vision.(1 die first turn, 2 second, etc.) if ♀ ♀ ♀ are rolled, the target also upgrades the difficulty of the same tests by 1. ♀ forces the target to make the check again on their next turn.

Poison of Weakness A single dose has an **Average (♦♦)**, while two or more doses combined into a single application have a **Hard (♦♦♦)**. On a failed check the target lowers their brawn trait by 1 for 2 rounds, and suffer 1 strain for each ♀ rolled. A ♀ can be spent to make them check for the poison again in the next round.

Poison of Suggestion This poison must be ingested to take effect. the victim must make an **Average (♦♦)** Resilience check or for the next hour the target will be extremely susceptible to suggestions made to them. They will lower the difficulty of all social checks made to convince them to easy. The gm has discretion to keep the target from harming themselves or others at a suggestion. If the target rolls ♀ ♀ ♀ while resisting, they will have a hard time remembering exactly what happened during the hour they were under the poisons effects, if they roll ♀ they will believe that all suggestions they followed were their idea. otherwise, once the hour is up they will realize they have been drugged and act accordingly.

Paralysis Poison When applied to a weapon (as a maneuver), causes anyone struck by the poison to make a **Hard (♦♦♦)** resilience check on their turn or become immobilized for the next 3 turns, they also suffer 1 strain per ♀ rolled, and if they roll a ♀ they have to make the check again next round.

Dendriton Poison Dendriton Poison is an exceedingly lethal toxin favoured by assassins who prefer their victims to suffer. Once exposed to the poison, the victim begins to suffer fatigue and dull pain, which gradually increases until he is paralyzed and in agony.

Any size dose has a **Daunting (♦♦♦♦)**. If the target fails the check, the poison inflicts 1 strain at the end of his next turn, 3 strain at the end of his subsequent turn, and 5 strain at the end of the turn after that one (this ignores soak). In addition, the target suffers ■ to any check he attempts while under the effects of the poison, and each ♀ he generates on those checks inflicts 1 dditional strain (ignoring soak) as the target is wracked with pain and vio-

lent muscle spasm. The GM may spend ☀ on the initial Resilience check to make the target make another check against the poison at the end of his third turn or suffer an additional 5 strain (ignoring soak) as the poison torments him.

Raquor Venom Extracted from the glandular toxin sacs of janimali. Raquor venom is a powerful paralytic enzyme inhibitor. The Venom has a **Daunting** (♦♦♦♦). The poison Staggers the target for 2 rounds if the target fails the check. in addition, each ♀ generated inflicts 2 strain on the target (ignoring soak), and the GM may spend ☀ to Immobilize the target for 2 rounds.

Tools and Kits

Table 8.10: Tools and Kits

Name	Encum	Price	Rarity
Alchemist's Lab	5	50	6
Artisan's Tools	4	150	0
Climber's Kit	1	50	2
Disguise Kit	2	100	4
Healer's Kit	1	100	2
Thieves's Tools	0	100	7

Alchemist's Lab This lab is used for making alchemical items, and provides a ☒ on Alchemy checks pertaining to crafting.

Artisan's Tools These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools and take a ■ on Crafting checks), if you can do the job at all.

Climber's Kit These crampons, pitons, ropes, and tools give you a ☒ on Athletics checks when Climbing.

Disguise Kit The kit is the perfect tool for disguise and provides a ☒ on Deception checks. A disguise kit is exhausted after 10 uses.

Healer's Kit This collection of bandages and herbs provides a ☒ on Medicine checks. A healer's kit is exhausted with ♀ ♀ ♀ or ☀.

Thieves's Tools This kit contains lockpicks and other tools you need to use the Skulduggery skill. Without these tools, you must use improvised tools, and you take a ■ on Skulduggery checks, with these tools you get a ☒ to a lock or a latch.

Mounts

Athasians have domesticated a variety of mounts. The most common are presented below. More unusual steeds, such as giant ants, spiders, drakes, and wyverns can be found, but not easily or cheaply.

Table 8.11: Mounts

Name	Speed	Encumbrance	Price	Rarity
Crodlu	7	10	2250cp	3
War Crodlu	7	10	9500cp	6
Erdlu	7	10	750cp	2
Kank	7	10	8400cp	7
Inix	5	10	11000cp	5
Mekillot	6	10	40000cp	8

Crodlu A crodlu is a large, flightless drake with a beak and weak, clawed forelimbs that can be used to manipulate small objects. It is a tough and aggressive hunter in the wild. See [Crodlu](#) for more information.

War Crodlu A crodlu is a large, flightless drake with a beak and weak, clawed forelimbs that can be used to manipulate small objects. It is a tough and aggressive hunter in the wild. When trained, it makes an excellent war mount. See [Crodlu](#) for more information.

Erdlu The erdlu is a smaller version of the crodlu. Its body is covered in tough scales, and its folded forelimbs sprout useless wings. Hardy and fast, this drakelike creature is a fine riding beast for a Silhouette 0 rider. It is too skittish to be trained for war, however. See [Erdlu](#) for more information.

Kank Kanks are docile insects that form hives. Each member of the group has a role: food producer, soldier, or the brood queen. The kank soldier can be trained for riding and battle. See [Kank](#) for more information.

Inix An inix, also called a dune behemoth, is a long, low-slung reptile with bony plates on its back. It is strong and spirited. An inix rarely eats anything as large as a humanoid, but it does not shy away from a fight. See [Inix](#) for more information.

Mekillot These massive creatures serve as draft animals given their tremendous pulling strength. They are aggressive, however, and have been known to turn on handlers. See [Mekillot](#) for more information.

Magical and Psionics Gear

/FloatBarrier

Table 8.12: Magic and Psionic Gear

Name	Encumbrance	Price	Rarity
Healing Fruit	0	30	5
Spell Component Pouch	1	50	(I) 3

Healing Fruit

Healing Fruits are fruit grown from magical infused fruit trees. While using any fruit is possible, often pears are most common. While they are great for infusing a living body with healing, their effects do diminish quite fast. The first healing fruit eaten on a day grants 5 healing, the second eaten the same day 4 healing and so forth.

Spell Component Pouch

A spell component pouch contains the spell components necessary to cast spells, the come with the pouch and are relatively common. There are also components which can enhance or simplify the casting. Must be sought out by the spell caster and are either expensive or difficult to gather. Only one component can be used per casting, and a ☒ can signal that the component has been exhausted for the scene. Unlike Primal Components, Arcane Components can be damaged (but not repaired), or destroyed. See [subsection 8: Repairing Gear](#) for information regarding damage levels.

Table 8.13: Arcane Spell Components

Component	Rarity	Description
Roc's Talon	6	When casting an Arcana spell, adding the first Range effect added to the spell does not increase the spell's difficulty.
Anakore King's Spleen	9	When casting a spell, the caster may count any additional \star beyond those needed to hit as Δ required to activate any added effect.
Braxat's Liver	6	When the user casts a spell, adding the Additional Target effect does not increase its difficulty. In addition, attack spells cast by the user increase their base damage by three.
Elemental's Heart	3	The cost to activate the elemental's quality is reduced to Δ .

Table 8.14: Primal Spell Components

Component	Cost	Rarity	Description
Raw Obsidian	800	7	When casting an Conjure spell to summon an elemental, adding the Summon Ally effect does not increase its difficulty. In addition, the creature remains summoned until the end of the encounter without your character having to use a concentrate manouvre.
Brain Seed	1000	6	When the user casts a Conjure spell, adding Additional Summon effects do not increase its difficulty.
Need Root	900	5	When the user casts an Augment spell, adding Additional Target effects do not increase its difficulty.

Item Attachments

Item attachments are ways to customize weapons or armor. They include specialised ways to upgrade or add features and to personalize your gear. Each item attachment has a cost in ceramic pieces, and an cost in Hard Points.

Hardpoints

The number of hardpoints an item has is determined by its basic encumbrance value. An item has an number of hardpoints equal to half an items base enumbrance value rounded up. Once an attachment is installed, the hardpoints cost of that attachment is now considered 'in use' and cannot be used for other attachments unless the attachment is removed.

Installing Attachments

Installing an attachment requires roughly an hour of work. In addition, the character doing the installing needs to make a successful Average ($\diamond \diamond$) Crafting check. Failure simply means that the attachment isn't installed, and the character needs to try again later. Failure with a \otimes (not likely unless you upgrade the check's difficulty) means that the character clumsily destroys the attachment in the process! Success with \otimes means that the installation is successful, but the attachment may fall off or stop working at an awkward time, depending on the item and attachment involved.

Weapon Attachments

Balanced Hilt

This attachment represents modifying a melee weapon's balance (particularly around the hilt or haft) to make it easier to control.

Use With: This attachment can be applied to any weapons that use the Melee (Light) skill.

Modifiers: The weapon gains the **Accurate** 1 quality, or increases any existing **Accurate** quality by 1. (If the weapon has the **Inaccurate** quality, it reduces that quality's rating by 1 to a minimum of 0, instead.)

Hard Points Required: 1.

Cost: 1000.

Rarity: 6.

Metal Weapon

Extremely costly and difficult to produce and manufactor, metal is the holy grail material for most items.

Use With: This attachment can be applied to any non-ranged weapon.

Modifiers: The weapon gains the **Superior** quality. In addition it takes $\otimes \otimes$ to break a metal weapon. **Hard Points Required:** 1.

Cost: 5000.

Rarity: 10.

Paired Weapon

This attachment represents modifying a melee weapon's balance (particularly around the hilt or haft) to make it easier to control.

Use With: Any one-handed weapons

Modifiers: Applied to two weapons; reduce Advantage to hit with secondary weapon when two-weapon fighting by one.

Hard Points Required: 1 (For each weapon).

Cost: 500.

Rarity: 3.

Razor Edge

This attachment represents sharpening a blade to a razor edge, then reinforcing or treating that edge so that it can withstand repeated blows.

Use With: This attachment can be applied to any close combat weapon that has a blade.

Modifiers: The weapon gains the **Pierce** 2 quality, or increases any existing **Pierce** quality by 1. The weapon also decreases its Crit rating by 1, to a minimum of 1.

Hard Points Required: 1.**Cost:** 1250.**Rarity:** 6.**Recurve Limbs**

Making the limbs of a bow or crossbow curve away from the wielder increases the penetrating power of the bow's shots, even if it also makes the bow larger and more difficult to wield.

Use With: This attachment can be applied to any bow or crossbow.

Modifiers: The weapon gains the **Pierce** 2 quality, or increases any existing **Pierce** quality by 1. The weapon also gains the **Unwieldy** 2 quality, or increases any existing **Unwieldy** quality by 1.

Hard Points Required: 1.**Cost:** 300.**Rarity:** 4.**Serrated Edge**

Adding jagged sawteeth to a bladed weapon means the wounds it makes are particularly brutal and damaging.

Use With: This attachment can be applied to any close combat weapon that has a blade.

Modifiers: The weapon gains the **Vicious** 1 quality, or increases any existing **Vicious** quality by 1.

Hard Points Required: 1.**Cost:** 75.**Rarity:** 2.**Armor Attachments****Deflective Plating**

This attachment applies angled plates or mildly reflective surfaces to help deflect incoming ranged attacks.

Use With: This attachment can be applied to any armor.

Modifiers: Wearer increases their ranged defense by 1.

Hard Points Required: 1.**Cost:** 450.**Rarity:** 4.**Gilded**

Though it serves no practical purpose, many nobles like to adorn their armor with gold leaf. It certainly makes the wearer seem impressive, but acts as a lure for every bandit within eyesight.

Use With: This attachment can be applied to any armor.

Modifiers: While wearing this armor, your character adds **?** to Charm, Negotiation, and Leadership checks.

Hard Points Required: 0.**Cost:** 600.**Rarity:** 7.**Intimidating Visage**

Warriors from many cultures paint their armor or add imposing face masks to intimidate opponents.

Use With: This attachment can be applied to any armor.

Modifiers: When wearing this armor, the user adds **?** to Coercion checks they make, and automatic **X** to Charm checks they make.

Hard Points Required: 0.**Cost:** 125.**Rarity:** 63**Metal Armor**

This armour is reinforced by large patches of metal in vulnerable places. Metal being very precious as it is, the shining material will upgrade its protective layer, cost and the wearers' status. **Use With:** This attachment can be applied to any armor with a soak rating above leather armor.

Modifiers: Metal Armour loses the **Fragile** quality and adds the **??** quality. In addition it takes **⊗ ⊗** to break a metal armor. However, metal armor is generally also more cumbersome. An armor with the Metal Armor qualifier adds 1 to its Encumbrance rating.

Hard Points Required: 2.**Cost:** 10000.**Rarity:** 10.**Pockets. Lots of Pockets**

Who doesn't love pockets? Especially common with the more unsavoury sorts. Also wizards.

Use With: This attachment can be applied to any soft armour such as leather or robes.

Modifiers: While wearing this armour, the user can carry three encumbrance 1 items at no penalty to encumbrance. These items must be no larger than the average dagger.

Hard Points Required: 1.**Cost:** 400.**Rarity:** 5**Reinforced Plating**

This attachment represents adding extra layers of armor or using stronger materials to reinforce the armor.

Use With: This attachment can be applied to any armor that uses hardened plates for protection.

Modifiers: The armor gains the **Reinforced** quality. The armor also increases its encumbrance by 1.

Hard Points Required: 2.**Cost:** 8000.**Rarity:** 7.**Spikes**

This attachment represents adding sharp spikes to the armor. Often made from obsidian or sharpened bone, these hazardous spikes can cause nasty cuts.

Use With: This attachment can be applied to any armor.

Modifiers: If your character is targeted by a melee combat check while wearing this armor, you may spend **⊕ ⊕ ⊕** or **⊗** to cause the attacker to suffer 3 wounds. **Hard Points Required:** 1.

Cost: 400.**Rarity:** 2.

Chapter 9: Magic



"The Tablelands are a giant wasteland, to the untrained eye barren and devoid of life. When people see plants wither and die when someone utters mysterious phrases accompanied by unknown gestures, they assume the worst. They cry wizard and the mob instantly gathers to kill him. But if people venture into the wastes and look under the rocks, they will learn that Athas is teeming with all sorts of life. And when the vermin swarm forth to envelop them, biting and crawling into every orifice, do they see the irony?"

— The Oracle, Blue Shrine Scrolls

Table 9.1: Penalties when casting spells

Condition	Penalty
The character does not have a free hand	+█
The character is gagged, silenced or otherwise unable to speak	+█ █
Penalty per 1 encumbrance of armor above 1	+█
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	+1 or more ♦

Table 9.2: Spending Threat and Despair when casting spells

Cost	Result
Ⓐ or Ⓛ	The magical energies exhaust the player, they suffer 2 strain or 1 wound (GM's choice)
(When using the Defiling action) Plantlife in the area turns to ash. Using more Ⓐ or Ⓛ upgrades the area, or even includes wildlife.	
Ⓐ Ⓑ or Ⓛ	All arcane and primal casters, including the caster, suffer □ until this player's next turn. The spell doesn't take effect until the start of the next round, or after a minute in narrative gameplay.
Ⓐ Ⓑ Ⓒ or Ⓛ	Until the end of the encounter, enemy spellcasters add □ when casting a spell that targets this character.
Ⓐ Ⓑ Ⓒ Ⓓ or Ⓛ	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well.
Ⓛ	All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
Ⓛ	The character overexerts themselves or loses their magical connection and is unable to cast spells for the rest of the encounter or scene.
Ⓛ Ⓛ	The Spell Component used is exhausted and cannot be used anymore this scene. If it is an Arcane Spell Components, it is also damaged.
Ⓛ Ⓛ	The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
Ⓛ Ⓛ	The character completely loses control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath).
(When using the Defiling action)	A ally of the player gains a number of wounds equal to the number of Ⓐ rolled.
	If the caster is using an Arcane Spell Component, the component has lost its magical potential and is destroyed.

Magical Manouvers

To use these manouvers, the character has to have atleast 1 rank in either an Arcane or an Primal skills and have a talent allowing them to use that skill to cast spells.

Counterspell

Most skilled mages or spellcasters can attempt to counter an opponent's spells as they are being cast. If the character performs the counterspell maneuver, all opponents within medium range upgrade the difficulty of checks to cast spells once, until the end of the character's next turn.

Concentrate

Some magical effects might require concentration to sustain. If a magical action (or spell) can benefit from concentration, the action description notes this. Spells that can be sustained through concentration last until the end of the character's next turn (as noted in their description). However, if the character performs the concentrate maneuver during that next turn, the spell's effects last until the end of the character's following turn, instead. This can be sustained indefinitely by performing the concentrate maneuver each turn.

Arcane

Characters can only use one of the Arcane skills to cast a spell if they have a talent allowing such use. Each spell has various options to raise the overall difficulty of the check, in exchange for various benefits. The overall difficulty of such a check can never be raised beyond (♦♦♦♦♦), after reductions. Casting a spell costs 2 Strain. In addition, when casting an arcane spell the user adds a number of ○ die equal to the ranks of the skill used in the spell. Any one ● thrown during the skill check can be used to substitute a ▲, and ●●● can be used to substitute a ⚡. However, using ○ cost an extra Strain, simulating the extra energy used from within and ● used during casting constitute the use of Defiling magic. The GM is encouraged to narrate this effect on the environment and it is certainly possible that there are actual consequences for its use, with more ● constituting greater defilement. People will notice defiling magic, especially when it is used often or a lot ● is used at once.

Finally Arcane magic can use Spell Components to enhance the potency of their spells or reduce their difficulty. (See [subsubsection 8: Spell Component Pouch](#) for more information).

Preserving Preserving is when an arcane spell is cast without using any ●, regardless of the number of ○ used. Talents requiring preserving can thus be only used when the caster does not use any ● in the casting of that spell.

Defiling Defiling is when an arcane spell is cast using atleast one ●, regardless of the number of ○ used. Talents requiring defiling can thus only be used when the caster uses atleast any ●.

Arcane Spells

Attack

Skill: Arcane Attack

Concentration: No

Basic Difficulty: Easy: (♦)

Magic attacks are cast spell checks but additionally follow the normal rules for performing combat checks. When making a magic attack the character must select one target at short (but not enganged) range. The attack deals damage equal to the casters Intellect plus one per uncancelled ★. The attack has no critical rating, so you may only inflict a Critical Injury with a ★. Before making a magical attack, you may choose any number of additional effects from Table: 9.3 Attack Additional Effects on page 86.

Barrier

Skill: Arcane Barrier

Concentration: Yes

Basic Difficulty: Easy: (♦)

Both arcane and divine spellcasters have the power to create barriers of magical energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themself), then makes an Arcana or Divine skill check. If the check is successful, until the end of the character's next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ★★ beyond the first. Before making an Barrier check, you may choose any number of additional effects from Table: 9.4 Barrier Additional Effects on page 86.

Dispel

Skill: Arcane Dispel

Concentration: No

Basic Difficulty: Hard: (♦♦♦)

The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The character selects one target within short range that is under the effects of a spell, then makes an Arcana skill check. If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected). Before making a dispel check, choose any number of additional effects from Table: 9.5 Dispel Additional Effects on page 86.

Enchantment

Skill: Arcane Enchantment

Concentration: Yes

Basic Difficulty: Average: (♦♦)

By practicing the art of Enchantment spellcasters lace their words with magic, allowing them to compel, terrify, and beguile their targets. A character selects one target they are engaged with the makes an Arcana check. If the check is successful, the caster adds a equal to ▲ to their next social skill check against the target. Before making an Enchantment check, you may choose any number of additional effects from Table: 9.6 Enchantment Additional Effects on page 86.

Illusion

Skill: Arcane Illusion

Concentration: Yes

Basic Difficulty: Easy: (♦)

Arcane spellcasters can influence the mind of a target, causing it to see, hear, or smell something that is not there. Likewise, they can cause the target to not see, hear, or smell something. The characters selects up to three targets in short range, then makes either an Arcana or Divine skill check. If the check is successful, the targets either sees a single static image up to a size of silhouette 2, hears a sound ranging from a whisper to a scream emanating from close range, or smells something wafting from close range. Likewise, the spell can cause the target to be unable to see a small, static object with silhouette 1 such as a chest, weapon, door, or shelf. Before making an Illusion check, choose any number of additional effects from Table: 9.7 Illusion Additional Effects on page 87.

Cantrip

Skill: Any Arcane

Concentration: Yes

Difficulty: Easy: (♦)

Cantrips covers all the minor things that we expect people to be able to do with magic, such as levitating a book, transmuting a pebble into a butterfly, detecting something magical nearby, summoning a ghostly light source to see in the dark, or making one's voice growl with distant thunder. Basically, these are all cool abilities with a minor benefit, but are more tricks than dangerous or powerful magics. That doesn't mean a player can't figure out how their character can use a utility spell to their best advantage—that's half the fun of being a spellcaster!

Cantrips don't have an equivalent action for structured encounters, since the effects are almost entirely narrative in nature. A check to cast a utility spell should always be Easy (♦). If that check seems too easy for what you want to accomplish, then what you want to do is probably beyond the scope of the cantrips!

Table 9.3: Attack Additional Effects

Cost	Effect
◆	Blast: The attack gains the Blast quality with a rating equal to your character's ranks in Attack.
◆	Close Combat: May select a target engaged with your character.
◆	Deadly: The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's ranks in knowledge.
◆	Fire: The attack gains the Burn quality with a rating equal to your character's ranks in Attack.
◆	Impact: The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Attack.
◆	Lightning: The attack gains the Stun Damage quality with a rating equal to the character's ranks in Attack. The attack also gains the Auto-Fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)
◆	Manipulative: If the attack hits, you may spend Δ to move the target up to one range band in any direction.
◆	Non-Lethal: The attack gains the Stun quality.
◆	Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
◆	Quick Sand: The attack gains the Ensnare quality with a rating equal to the character's ranks in Attack.
◆◆	Destructive: The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Attack.
◆◆	Empowered: The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast quality, it affects all characters within short range, instead of engaged.
◆◆	Poisonous: If the attack deals damage, the target must immediately make a Hard(◆◆◆) Resilience check or suffer wounds equal to the character's ranks in Attack, and strain equal to the character's ranks in Attack. This counts as a poison.

Table 9.4: Barrier Additional Effects

Cost	Effect
◆	Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).
◆	Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
◆◆	Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Barrier.
◆◆	Empowered: The barrier reduces damage equal to the number of uncanceled \star instead of the normal effect.

Table 9.5: Dispel Additional Effects

Cost	Effect
◆	Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
◆◆	Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).

Table 9.6: Enchantment Additional Effects

Cost	Effect
◆	Influence Emotions: The target is filled with an overwhelming amount of a specific emotion of the caster's choice, such as anger, calm, disgust, fear, friendliness, or peace. The caster learns the Strength or Flaw of the targeted character.
◆	Additional Target: The spell affects one additional targets within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).
◆	Compulsion: The spell targets any one non-nemesis target, and if successful, it is forced to believe something untrue or assist the Spellcaster and their allies on a task for one turn or five minutes. The target is aware of all its actions and will not perform any action that might harm it or its direct allies. In addition, after casting the spell, you may spend Δ to increase the length of the effect by one additional turn or five more minutes.
◆	Duration: The Δ bonus applies to the next two checks the caster makes. In addition, after casting the spell, you may spend Δ to apply the bonus to the third check the caster makes (and may trigger this multiple times, spending Δ each time).
◆◆	Modify Memory: The target completely forgets the last five minutes of its conscious existence. In addition, after casting the spell, you may spend Δ to increase the length of time forgotten by an additional five minutes, (and may trigger this multiple times, spending Δ each time).
◆◆	Strength: The caster adds \star equal to \star , and Δ equal to Δ to their social skill check.
◆◆	Dominate: The target obeys all commands given to it by the caster for one round or for five minutes. In addition, after casting the spell, you may spend Δ to increase the length of time forgotten by an additional five minutes, (and may trigger this multiple times, spending Δ each time).

Table 9.7: Illusion Additional Effects

Cost	Effect
◆	Additional Illusion: The spell creates an additional visual illusion. You may spend $\Delta \Delta$ to create one additional visual illusion.
◆	Additional Target: The spell affects three additional targets within range of the spell. In addition, after casting the spell, you may spend Δ to affect two additional targets within range of the spell (and may trigger this multiple times, spending Δ each time).
◆	Conceal: Until the beginning of the user's turn, the target cannot see or sense a chosen person or object of silhouette 1 or smaller. The chosen person or object must remain stationary or the spell fails.
◆	Increased Size: The spell creates an illusion up to silhouette 3 or conceals a static object up to silhouette 2.
◆	Movement: The spell creates an illusion with basic movements and gestures, and can patrol in an area of up to short range. You may spend $\Delta \Delta$ to increase the range the illusion can move by one range band per $\Delta \Delta$.
◆	Range: Increase the range of the spell (the distance from the character the illusion effect appears) by one range band. You may spend $\Delta \Delta$ to extend the range band by one (and may trigger this multiple times, spending $\Delta \Delta$ each time).
◆	Simultaneous Effect: The spell creates one additional sensory effect that appears in sync with the visual component of the illusion. You may spend $\Delta \Delta$ to create one additional visual or sensory effect.
◆	Silence: The spell causes all sound within an area of 20 feet to be inaudible to any creature outside the area.
◆◆	Disguise: The spell alters the target's entire appearance, either physically or by adding/subtracting clothing, gear, personal effects, or other. You may spend $\Delta \Delta$ to alter how the target sounds or smells. Nothing this spell creates has a physical component, so objects pass through it as normal, and any creature that touches it will feel nothing.
◆◆	Massive Size: The spell creates an illusion up to silhouette 4.
◆◆◆	Invisibility: The target is invisible and gains \otimes on any Stealth checks it makes for as long as concentration is maintained. You may spend $\Delta \Delta$ to render all sounds the target makes inaudible.

Primal

As with Arcana, Characters can only use one of the Primal skills to cast a spell if they have a talent allowing such use. Each spell has various options to raise the overall difficulty and the use of Primal Spell Components can be used to enhance the potency of their spells or reduce their difficulty. (See [subsubsection 8: Spell Component Pouch](#) for more information). Primal Castes do not use \square dice.

Primal Spells

Augment

Skill: Primal Augment

Concentration: Yes

Basic Difficulty: Average: (♦♦)

This is using magic to enhance people. A character selects one target they are engaged with (which can be themselves), then makes a Primal skill check. If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add \diamond to their checks). A character may not be affected by more than one Augment spell at the same time (so no stacking effects). Before making an augment check, you may choose any number of additional effects from Table: [9.8 Augment Additional Effects](#) on page 88.

Conjure

Skill: Primal Conjure

Concentration: Yes

Basic Difficulty: Easy: (♦)

This action represents the ability of a spellcaster to animate objects or create items (or even allies) out of thin air and the aether. The character makes a Primal skill check. If the check is successful, the character summons a simple

tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, elemental spirit, or even undead monstrosity). These appear engaged with the character. The summoned minion or item remains present until the end of the character's next turn. If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character. Before making an Conjure check, you may choose any number of additional effects from Table: [9.9 Conjure Additional Effects](#) on page 88.

Curse

Skill: Primal Curse

Concentration: Yes

Basic Difficulty: Average: (♦♦)

This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Primal skill check. If it is successful, until the end of the character's next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one \diamond from their checks).

Before making an Curse check, you may choose any number of additional effects from Table: [9.10 Curse Additional Effects](#) on page 88.

Shape

Skill: Primal Shape

Concentration: Yes

Basic Difficulty: Average: (♦♦)

Shape spells change the area around them. A druid compels the plants to grow into aggressive, grasping vines to entangle anything that moves. A wizard creates a sheets of

Table 9.8: Augment Additional Effects

Cost	Effect
◆	Haste: Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).
◆	Fury: The target adds damage equal to the character's ranks in Augment to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.
◆	Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
◆	Swift: Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.
◆◆	Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).

Table 9.9: Conjure Additional Effects

Cost	Effect
◆	Additional Summon: The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend $\Delta \Delta$ to summon one additional item, weapon, or creature (and may trigger this multiple times, spending $\Delta \Delta$ each time).
◆	Medium Summon: The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.
◆	Range: Increase the range of the spell (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.
◆	Summon Ally: The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)
◆◆	Grand Summon: The character may summon a rival of up to silhouette 3.

Table 9.10: Curse Additional Effects

Cost	Effect
◆	Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.
◆	Misfortune: After the target makes a check, you may change one \square to a face displaying a \otimes .
◆	Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
◆◆	Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend Δ to affect one additional target within range of the spell (and may trigger this multiple times, spending Δ each time).
◆◆	Despair: The target's strain and wound thresholds are reduced by an amount equal to the character's ranks in Curse. This effect may not be combined with the additional target effect.
◆◆	Doom: After a target makes a check, you may change any one die in the pool not displaying a \times or \otimes to a different face.
◆◆◆	Paralyzed: The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.

Table 9.11: Shape Additional Effects

Cost	Effect
◆	Entangle: All creatures in the affected area are Immobilized.
◆	Range: Increases the range of the spell by one range band.
◆	Radius: The size of the area increases by one range band. This may be added again to further increase the size.
◆	Precision: The character may select one creature within the area to remain unaffected. You may spend one Δ to select an additional creature.
◆◆	Burn: All creatures in the area suffer Burn damage equal to the character's ranks in the Knowledge(Nature) skill.
◆◆	Rejuvinate: Rejuvinates the life energies of a patch of land, allowing plants to come back and grow.
◆◆◆	Quick Sand: All characters in the area are Paralysed and immune to all damage. The area is impassable terrain. This cannot be combined with Precision.
◆◆◆	Rejuvinate, Large: Rejuvinates the life energies of a large area of land, allowing plants to come back and grow.

slippery, flammable grease in the path of her gith persuers. Pooling their power together, a group of cultists call forth a swirling storm of spirits that rip at the armor of the adventuring party that seeks to stop them.

Shaping magic is how spellcasters exert their will over an entire battlefield. Though it does little against a sin-

gle adversary compared to other magic, shaping magic can effect a wide area for an extended period, completely changing the course of an encounter. Shaping magic generally does no damage - instead, it restricts movement. In its most basic form, it turns an area into difficult terrain. As a rule, shaping magic does not exclude the caster or their allies. All characters within the affected area suffer

its effects unless the caster increases the difficulty. The caster selects a point within medium range, and everything within short range of that point is affected.

At higher levels a shape spell may immobilize creatures, create an area of total silence, or simply freeze everything inside a huge block of salt.

Before making an Shape check, choose any number of additional effects from Table: [9.11 Shape Additional Effects](#) on page [88](#).

Psionics

Your rank in the Psionics skill determines your psionics rating. When using a psionics power, you roll a number of \odot die equal to your psionics rating. You can use \bullet to enhance your psionics power, using \circ is free, however \bullet points show that you have a harder time, if you want to use \bullet points, you lose 1 Strain for each \bullet point you use.

In contrast to the Arcana and Primal skills, anyone with one or more ranks in Psionics can buy and use a Psionics Power, as listed below.

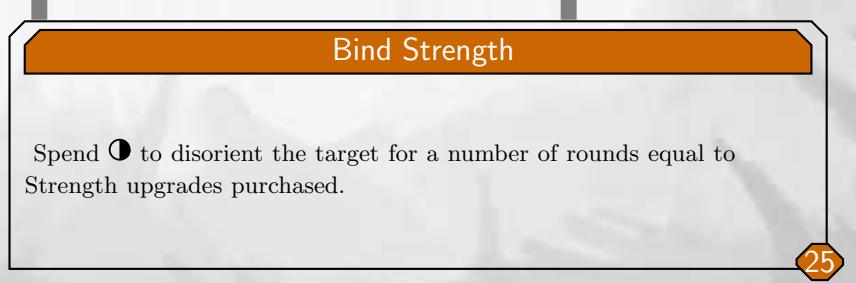
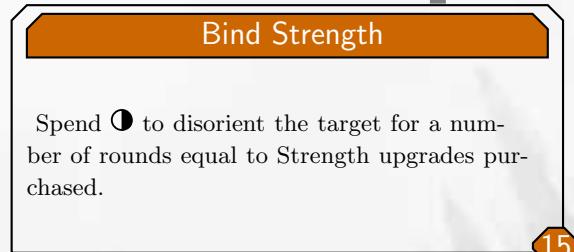
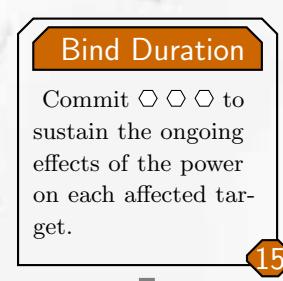
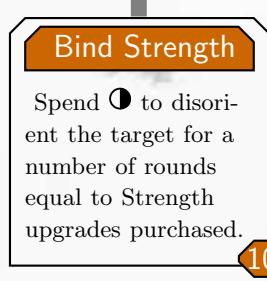
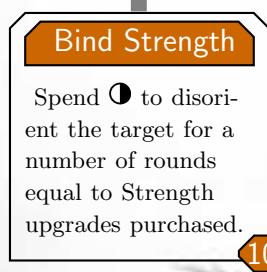
Bind

Bind (Power)

The Psionic can restrain one target, preventing it from acting.

The character may spend ⚖ to immobilize a target within short range until the end of the character's next turn. If the character used any ⚗ to generate ⚖, the target also suffers 1 wound per ⚖ spent on the check (ignoring soak).

15



Enhance (Power)

When making an Athletics check, the Psionic may roll an Enhance power check as part of the pool. The user may spend ⚪ to gain ⚡ or ⚠ (user's choice) on the check.

10

Enhance Control 1

Enhance can be used with the Coordination skill.

5

Enhance Control 2

Enhance can be used with the Resilience skill.

5

Enhance Magnitude 1

Take a Psionic leap action; make an Enhance power check. The user may spend ⚪ to jump horizontally to any location in short range.

10

Enhance Control 3

Enhance can be used with the Ride skill.

5

Enhance Strength 1

Enhance can be used with the Brawl skill.

5

Enhance Magnitude 2

When performing a Psionic Leap, the user can jump vertically in addition to horizontally.

10

Enhance Control 5

Enhance can be used with the Operate skill.

5

Enhance Strength 2

Ongoing effect: Commit ⚪ . The user increases his Brawn characteristic by 1 (to a maximum of 6).

10

Enhance Range

Spend ⚪ to increase power's range by a number of range bands equal to Range upgrades purchased.

10

Enhance Control 6

Ongoing effect: Commit ⚪ . The user increases his Agility characteristic by 1 (to a maximum of 6).

10

Enhance Magnitude 3

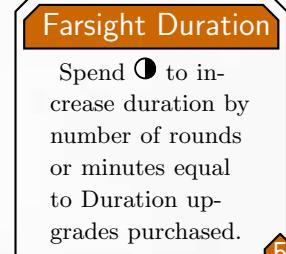
The user can perform a Psionic Leap as a maneuver instead of an action.

10

Farsight (Power)

The Psionic expands normal visual sense via the use of the Way. The Psionic may spend ⚖ to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everything most sentients could normally be able to see on a well lit day.

5



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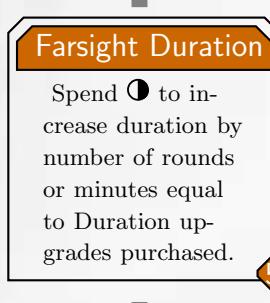
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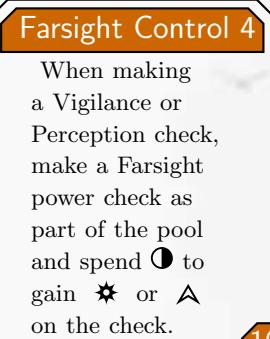
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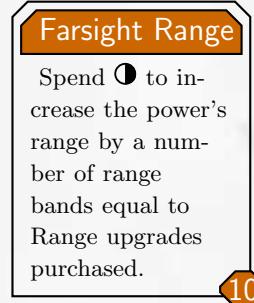
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Influence

Influence (Power)

The character may attempt to guide, shape, and even twist the thoughts and feelings of others. The character may also spend ⚖ to stress the mind of one living target he is engaged with, inflicting 1 strain.

10

Influence Range

Spend ⚖ to increase power's range by a number of Range bands equal to range upgrades purchased.

5

Influence Magnitude

Spend ⚖ to increase targets affected equal to Magnitude upgrades purchased.

5

Influence Control 1

The Psionic may make an opposed Discipline vs Discipline checks combined with an Influence Power check. If the user spends ⚖ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

10

Influence Control 2

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Psionic may roll an Influence Power check as part of his dice pool. He may spend ⚖ to gain ⚡ or ⚠ (user's choice) on the check.

10

Influence Strength

When stressing the mind of a target, the character inflicts 2 strain.

10

Influence Range

Spend ⚖ to increase power's range by a number of Range bands equal to range upgrades purchased.

10

Influence Magnitude

Spend ⚖ to increase targets affected equal to Magnitude upgrades purchased.

5

Influence Duration

Spend ⚖ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Influence Duration

Spend ⚖ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Influence Range

Spend ⚖ to increase power's range by a number of Range bands equal to range upgrades purchased.

10

Influence Magnitude

Spend ⚖ to increase targets affected equal to Magnitude upgrades purchased.

10

Influence Duration

Spend ⚖ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Influence Duration

Spend ⚖ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

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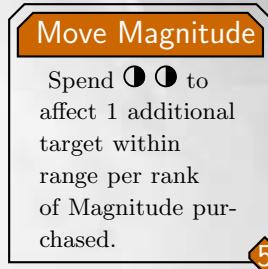
Move

Move (Power)

The Psionic can restrain one target, preventing it from acting.

The character may spend ⚖ to immobilize a target within short range until the end of the character's next turn. If the character used any ⚖ to generate ⚖, the target also suffers 1 wound per ⚖ spent on the check (ignoring soak).

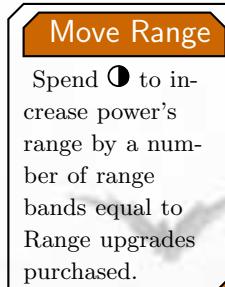
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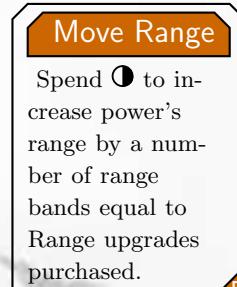
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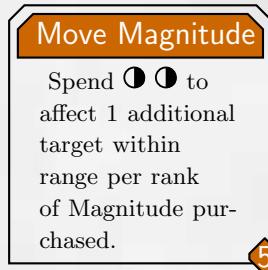
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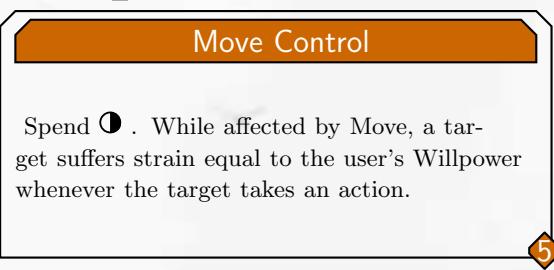
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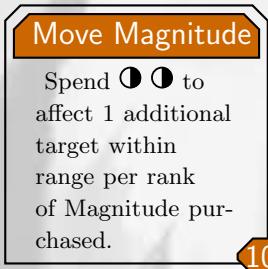
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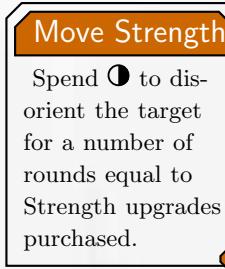
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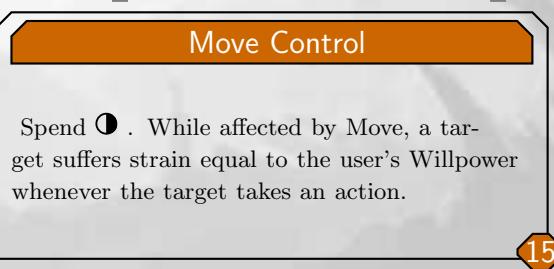
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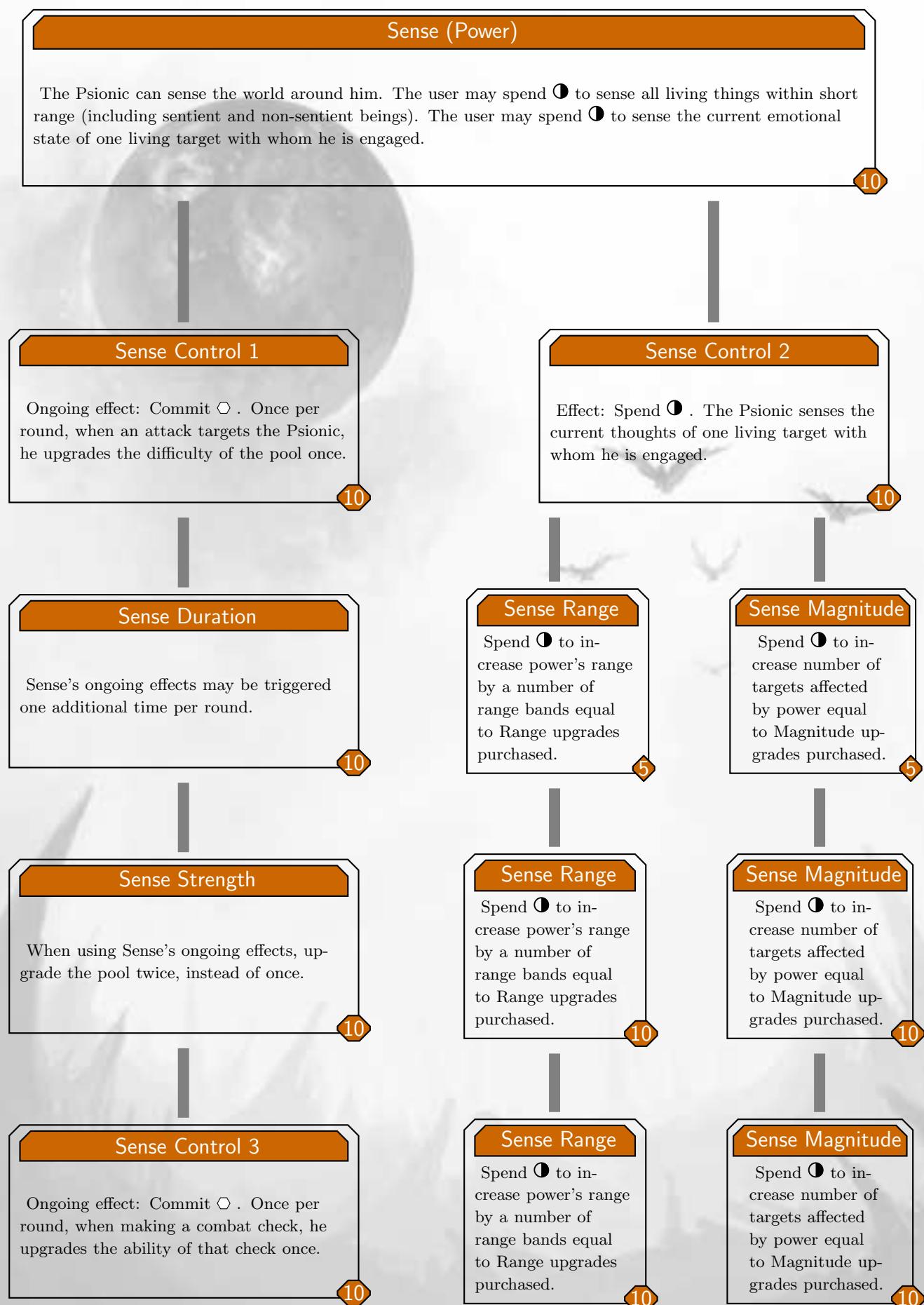


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Sense



Chapter 10: Adversaries

"To survive, almost every form of life has become a monster in one sense or another. These adaptations have taken an almost diabolical turn. Because the world is so barren, to some extent every creature is both predator and prey. Be cautioned, traveler. For even the most passive beast and sweetest flower is often deadly on Athas. In a world where creatures must kill or be killed, this is only logical. Still, many people forget this rule when they see a brightly colored plant or a seemingly friendly ball of scales roll by."

— The Wanderer's Chronicle

Belgoi

Belgoi Craven (Minion)



When seen from a distance, this creature appears human, but its blue skin, clawed hands and webbed, three-toed feet soon give it away. The creature has no teeth, no visible ears, and its hair is black and stringy.

Belgoi are a race of savage humanoids that live in the most desolate of places, since no other race will allow them nearby. Belgoi seem to revel in destruction, and are considered to be second only to the defilers in the damage they do to the world around them.

The weakest belgoi are cowardly, craven, creatures that rely on their stronger kin for cover and aid. They seek to gang up on wounded or isolated foes.

Belgoi attempt to use the cover of darkness to mask their attacks. Usually, when attacking a group of creatures, they

use their *psionic dominate* power to draw a single individual away from the main group, to a place where they can use their Strength damage ability uninterrupted. They then attempt to draw out the next creature, and so on, until they feel confident that they can overcome the rest of the group without loss.

If forced into melee combat, the belgoi use claws so they can use their Strength damage ability, and usually will not use weapons. When a battle turns against the belgoi, they retreat and return later with reinforcements. Only by killing the entire raiding party can a battle with the belgoi be prevented from turning into a long running engagement lasting for days.

2	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	HEALTH	PHYSICAL DEFENSE	MAGIC DEFENSE		
1	4	0	0	0	0
WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true

Skills (group only): Athletics, Stealth, Perception

Talents: None

Abilities:

- **Minor Psionics Dominate:** Once per encounter, As an action, a Belgoi Craven may attempt to *Dominate* a sentient creature. Make an opposed **Psionics vs Discipline**. If the target has heard a Belgoi Bell this turn, they gain a ■. On success sentient creature gains **Disorient** 1 and uses its next turn to move towards the Belgoi.

Equipment:

- **Claw:** Brawl; Damage: 6; Critical: 4; Range [Engaged]
- **Belgoi Bell:** Manouver to Activate: Sentient creatures who hear the bell (medium range), gain a ■ to resist *Psionics Dominate*.

Belgoi (Rival)

Slinking through the wastes alone, a belgoi stalker watches for travelers who are struggling to survive, engaged in a fight, or otherwise distracted. Flitting on the

edges of a battle, the stalker gently rings its bell, drawing a lone victim away from the group.

BRAWN	3	AGILITY	3	INTELLECT	2	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	3	HEALTH	12	STRAIN	0	PHYSICAL DEFENSE	1	RANGED	1	MAGIC DEFENSE	0

Summon: true

Skills (group only): Athletics 2, Stealth 2, Perception 2, Psionics 3

Talents: None

Abilities:

- **Psionics Dominate:** As an action, a Belgoi may attempt to *Dominate* a sentient creature. Make an opposed **Psionics vs Discipline**. If the target has heard a Belgoi Bell this turn, they gain a ■. On success sentient creature gains **Disorient** 1 and uses its next turn to move towards the Belgoi.

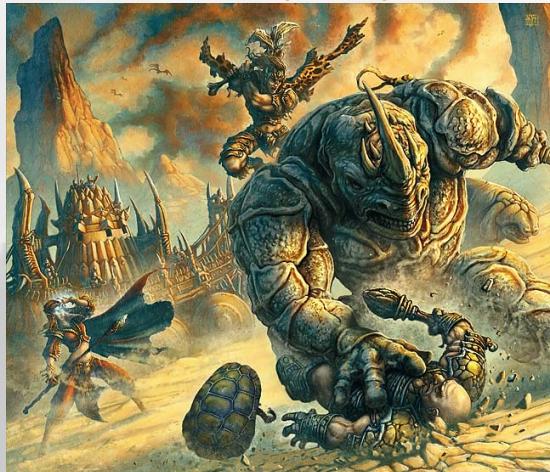
Equipment:

- **Claw:** Brawl; Damage: 6; Critical: 3; Range [Engaged]

- **Belgoi Bell:** Manouver to Activate: Sentient creatures who hear the bell (medium range), gain a ■ to resist *Psionics Dominate*.

Braxat

Braxat Raider (Rival)



A huge humanoid of mixed stock, mostly a combination of mammalian and reptilian, this creature has a thick shell that covers its back and a handful of horny protrusions on the top of its head.

Braxats are hunters, and they fight like them. They use psionics to disable their opponents, thereby reducing risks to themselves. After attacking with psionics braxats will move in as close as they can while still being able to keep their opponents within their reach. Braxats have a breath weapon as well that they can employ, but they use it as a last resort since the acid can cause their prey to become inedible.

BRAWN	4	AGILITY	2	INTELLECT	2	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	5	HEALTH	14	STRAIN	0	PHYSICAL DEFENSE	1	RANGED	1	MAGIC DEFENSE	0

Summon: true

Skills (group only): Melee (Heavy) 2, Brawl 2, Perception 1, Psionics 1

Talents: None

Abilities:

- **Huge:** Silhouette 3

- **Acid Breath:** Once per Encounter, the Braxat can activate his breath weapon. When he does so, until the end of his next turn, it counts as a weapon with the following profile: Brawl; Damage 6; Critical 3; Range [Short]; Burn 2, Blast 6).

- **Psionic Agonize:** As an action, a Braxat may attempt to *Agonize* an opponent. Make an opposed **Psionics vs Discipline**. On success the opponent 4 Damage and **Ensnare** 1.

Equipment:

- **Great Club:** Melee (Heavy); Damage: 6; Critical: 5; Range [Engaged], **Disorient** 4, **Knockdown**

Braxat Lord (Nemesis)

BRAWN	5	AGILITY	2	INTELLECT	2	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	7	HEALTH	25	STRAIN	15	PHYSICAL DEFENSE	1	RANGED	1	MAGIC DEFENSE	0

Summon: true

Skills (group only): Melee (Heavy) 4, Brawl 2, Perception 2, Psionics 2

Talents: Durable 2

Abilities:

- **Huge:** Silhouette 3

- **Acid Breath:** Once per Encounter, the Braxat can activate his breath weapon. When he does so, until the end of his next turn, it counts as a weapon with the following profile: Brawl; Damage 6; Critical 3; Range [Short]; Burn 2, Blast 6).

- **Psionic Agonize:** As an action, a Braxat may attempt to *Agonize* an opponent. Make an opposed **Psionics vs Discipline**. On success the opponent 4 Damage and **Ensnare** 1.

Equipment:

- **Great Club:** Melee (Heavy); Damage: 8; Critical: 3; Range [Engaged], **Concussive** 2, **Knockdown**

Crodlu

Crodlu (Rival)



Crodlu are a species of flightless, scaled avian-like creatures that roams the wilderness in herds. They have powerful hind legs, which were built for jumping great lengths. Crodlu have very poor eyesight, but make up for it with an excellent sense of smell. Crodlu have great endurance, almost better than a mul's, and can run at high speeds for long periods of time.

This creature is a large, flightless combination of bird and reptile. It has wicked claws at the end of its long fore and hind limbs, and its scaly hide is a yellowish red, with similar colors along its side and underbelly.

3	3	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	HEALTH	STRAIN	MELEE	RANGED	MAGIC PSIONIC

3	10	0	0	0	0
WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true

Skills (group only): Athletics 2, Brawl 1, Survival 1

Talents: None

Abilities:

- **Large:** Silhouette 2
- **Trained Mount 1:** Add \square to a rider's Riding check while mounted
- **Sure-Footed:** Crodlu suffer no penalties while moving through difficult terrain
- **Beast of Burden 5:** Add 5 to encumbrance threshold

Equipment:

- **Claws:** (Brawl; Damage: 5; Critical: 5; Range [Engaged]; Knockdown)

War Crodlu (Rival)

A large, flightless combination of bird and reptile, this creature is more heavily muscled than most others of its species, and its clawed feet splay more broadly in the sand. A strong creature, used to heavy loads, it has a reddish-yellow scaled hide, with similar variations on its sides and underbelly.

4	3	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	HEALTH	PHYSICAL DEFENSE	MELEE	RANGED	MAGIC PSIONIC

4	12	0	0	0	0
WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true

Skills (group only): Athletics 3, Brawl 2, Survival 1

Talents: None

Abilities:

- **Large:** (Silhouette 2
- **Trained Mount 2:** Add $\square \square$ to a rider's Riding check while mounted
- **Sand Walker:** Remove 1 ■ from any checks made to traverse sandy or desert terrain
- **Sure-Footed:** Crodlu suffer no penalties while moving through difficult terrain
- **Beast of Burden 5:** Add 5 to encumbrance threshold

Equipment:

- **Claws:** Brawl; Damage: 8; Critical: 4; Range [Engaged]; Knockdown

Dune Reaper

Dune Reaper Drone (Rival)



A chorus of wailing howls and shrieks and a sickly sweet odor on the night breeze warn a traveler that a dune reaper pack is on the hunt nearby. By the time luminescent eyes gleam like floating lanterns against the darkened dunes, escape is no longer possible.

BRAWN	4	AGILITY	3	INTELLECT	2	CUNNING	2	WILLPOWER	3	PRESENCE	1
SOAK	5	HEALTH	14	PHYSICAL DEFENSE	14	MELEE	2	RANGED	2	MAGIC DEFENSE	0
WOUNDS	14	STRAIN		MELEE		RANGED		MAGIC		PSIONIC	1

Summon: true

Skills (group only): Brawl 2, Cool 2, Perception 3, Stealth 4,

Talents: None

Abilities:

- **Dark Vision:** A Dune Reaper can ignore ■ ■ for darkness from preception check related to vision.

- **Shrieking Leap:** Folding its legs beneath its body, a Dune Reaper has an impressive leap. Each round, as a manouver, a Dune Reaper can move anywhere up to medium range vertically or up short range vertically. If it attack in the same round, it gains a □ as if it also took the aim manouvre.

Equipment:

- **Arm Blades:** Brawl; Damage: 6; Critical: 2; Range [Engaged], **Accurate** 1

Dune Reaper Warrior (Rival)

A chorus of wailing howls and shrieks and a sickly sweet odor on the night breeze warn a traveler that a dune reaper pack is on the hunt nearby. By the time luminescent eyes gleam like floating lanterns against the darkened dunes, escape is no longer possible.

BRAWN	4	AGILITY	3	INTELLECT	2	CUNNING	2	WILLPOWER	3	PRESENCE	1
SOAK	5	HEALTH	17	PHYSICAL DEFENSE	14	MELEE	2	RANGED	2	MAGIC DEFENSE	0
WOUNDS	17	STRAIN		MELEE		RANGED		MAGIC		PSIONIC	1

Summon: true

Skills (group only): Brawl 4, Cool 4, Perception 3, Stealth 4,

Talents: None

Abilities:

- **Dark Vision:** A Dune Reaper can ignore ■ ■ for darkness from preception check related to vision.

- **Shrieking Leap:** Folding its legs beneath its body, a Dune Reaper has an impressive leap. Each round, as a manouver, a Dune Reaper can move anywhere up to medium range vertically or up short range vertically. If it attack in the same round, it gains a □ as if it also took the aim manouvre.

Equipment:

- **Arm Blades:** Brawl; Damage: 6; Critical: 2; Range [Engaged], **Accurate** 2, **Knockdown**

Elementals

Minor Earth Elemental (Rival)



BRAWN	3	AGILITY	2	INTELLECT	2	CUNNING	2	WILLPOWER	2	PRESENCE	0
SOAK	4	HEALTH	14	PHYSICAL DEFENSE	0	MELEE	0	RANGED	0	MAGIC DEFENSE	1
WOUNDS	14	STRAIN		MELEE		RANGED		MAGIC		PSIONIC	0

Summon: true

Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2

Talents: None

Abilities:

- **Rock Solid:** An Earth Elemental is Immune to **Knockdown**

Equipment:

- **Crushing Fist:** Brawl; Damage: 6; Critical: 3; Range [Engaged]; **Knockdown**, Empowered: **Concussive** 1

Minor Air Elemental (Rival)



2	3	2	2	2	0
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	12	0	1	1	
SOAK	HEALTH	STRAIN	MELEE	RANGED	
WOUNDS	STRAIN				
1	1		1	0	
MAGIC	PSIONIC				

Summon: true

Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2

Talents: None

Abilities:

- **Flighty:** An Air Elemental is Immune to Immobilize
- **Light as the Wind:** Flying (Hovering)

Equipment:

- **Lightning Strike:** Ranged; Damage: 6; Critical: 3; Range [Short]; **Disorient** 1, **Stun Damage** 1, Empowered: **Disorient** 2, **Stun Damage** 4

Minor Fire Elemental (Rival)



2	2	2	2	2	0
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	12	0	0	0	
SOAK	HEALTH	STRAIN	MELEE	RANGED	
WOUNDS	STRAIN				
1	1		1	0	
MAGIC	PSIONIC				

Summon: true

Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2

Talents: None

Abilities:

- **Burning:** An Fire Elemental is Immune to Fire damage

Equipment:

- **Fire Blast:** (Melee; Damage: 7; Critical: 3; Range [Engaged]; **Burn** 1, Empowered: **Blast** 4

Minor Water Elemental (Rival)



2	2	2	2	2	0
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	HEALTH	STRAIN	PHYSICAL DEFENSE	MAGIC DEFENSE	
5	12	0	1	1	
WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true

Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2

Talents: None

Abilities:

- **Wet:** An Water Elemental is Immune to Immobilize.

Equipment:

- **Fire Blast:** Melee; Damage: 7; Critical: 3; Range [Engaged]; **Ensnare** 2, Empowered: **Disorient** 2, **Ensnare** 4

Erdlu

Erdlu (Rival)

The erdlu is a smaller version of the crodlu. Its body is covered in tough scales, and its folded forelimbs sprout useless wings. Hardy and fast, this drakelike creature is a fine riding beast for a Silhouette 0 rider. It is too skittish to be trained for war, however.

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	HEALTH	STRAIN	PHYSICAL DEFENSE	MAGIC DEFENSE	
3	12	0	0	0	
WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true

Skills (group only): Athletics 2, Brawl 1

Talents: None

Abilities:

- **Trained Mount:** Add □ to a rider's Riding check while mounted

- **Beast of Burden 5:** Add 5 to encumbrance threshold

- **Sure-Footed:** Erdlu suffer no penalties while moving through difficult terrain

Equipment:

- **Beak:** Brawl; Damage: 5; Critical: 5; Range [Engaged]

Gith

Gith Warrior (Minion)



Standing hunched before you is a vaguely reptilian humanoid with hairless, greenish-gray skin and jet black lidless eyes. With clawed hands and feet and a fanged pronounced underbite, the creature's appearance is rendered all the more strange by its bowlegged waddling gait.

Gith combat tactics usually involve ambushes. They prefer to have a distinct advantage in numbers, and so attack in mass. Their weapon of choice is an obsidian spear designed for chopping and slashing rather than piercing, but they will use any weapon they have access to. They disdain the use of range weapons, since they enjoy watching the pain and fear of their opponents.

2	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	5	0	0	0	0
SOAK	HEALTH	WOUNDS STRAIN	PHYSICAL DEFENSE	MELEE RANGED	MAGIC PSIONIC

Summon: true

Skills (group only): Athletics, Melee (Light), Perception, Skulduggery, Stealth

Talents: None

Abilities:

- **Ambusher:** A Gith Warrior may determine initiative using Skulduggery instead of Cool or Vigilance
- **Psionic Leap:** A Gith Warrior may once per encounter, as a manouever move from long to medium range using one manouever

Equipment:

- **Spear:** Melee (Light); Damage: 4; Critical: 4; Range [Engaged]; **Accurate 1, Defensive 1**
- **Shield:** Melee (Light); Damage: 2; Critical: 6; Range [Engaged]; **Defensive 1, Deflection 1, Inaccurate 1, Knockdown**
- **Leather Armour:** +1 Soak

Gith Captain (Rival)

3	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	12	0	0	0	0
SOAK	HEALTH	WOUNDS STRAIN	PHYSICAL DEFENSE	MELEE RANGED	MAGIC PSIONIC

Summon: true

Skills (group only): Athletics 2, Brawl 2, Melee (Light) 2, Leadership 1, Perception 2, Skulduggery 2, Stealth 2

Talents: None

Abilities:

- **Ambusher:** A Gith Captain may determine initiative using Skulduggery instead of Cool or Vigilance
- **Psionic Leap:** A Gith Captain may once per encounter, as a manouever move from long to medium range using one manouever
- **Brain Fog:** All enemies in short range gain ■ on Arcana, Discipline, Psionics and Primal checks unless they succeeds in an Discipline check as an incidental
- **Pack Tactics:** A Gith Captain that uses the assist maneuver grants □□ instead of □

Equipment:

- **Spear:** Melee (Light); Damage: 4; Critical: 4; Range [Engaged]; **Accurate 1, Defensive 1**
- **Shield:** Melee (Light); Damage: 2; Critical: 6; Range [Engaged]; **Defensive 1, Deflection 1, Inaccurate 1, Knockdown**
- **Chitin Armor:** +2 Soak, **Fragile, Solid**

Inix

Inix (Rival)



This large lizard has a long, curling tail and a broad mouth that looks quite capable of swallowing a halfling in a single gulp.

Inixes make good mounts because of the amount of weight they can carry for their size, which is two times their normal capacity.

In combat inixes are fierce enemies. They usually attack with their tail first, taking advantage of its increased reach, then move in and try to bite, hoping to be able to grapple or swallow whole their victim.

4	1	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	12	0	0	0	0
SOAK	HEALTH	WOUNDS STRAIN	PHYSICAL DEFENSE	MELEE RANGED	MAGIC PSIONIC

Summon: true

Skills (group only): Athletics 3, Brawl 2, Resilience 1, Survival 1

Talents: None

Abilities:

- **Large:** Silhouette 3
- **Trained Mount 2:** (Add □□ to a rider's Riding check while mounted)
- **Sand Walker:** (Remove 1 ■ from any checks made to traverse sandy or desert terrain)
- **Beast of Burden 6:** (Add 6 to encumbrance threshold)
- **Grapple:** A Kank may spend ▲ ▲ after an attack and enemies must spend two maneuvers to disengage from an Inix.

Equipment:

- **Trample:** Brawl; Damage: 8; Critical: 3; Range [Engaged], **Inaccurate 1, Knockdown**
- **Tail Slap:** Brawl; Damage: 3; Critical: 4; Range [Engaged], **Knockdown, Disorient 2**
- **Bite:** Brawl; Damage: 4; Critical: 5; Range [Engaged], Grapple

Jozhal

Jozhal (Minion)

This creature is a small, reptilian humanoid with long, spindly arms and legs, a coiling tail and a long neck surmounted by a narrow, muzzled head. It is covered in scales that seem to be colored in deliberate patterns.

Jozhals are small, lightly built reptilian creatures which may be distantly related to crodlu.

Jozhals avoid combat if at all possible, fleeing or using their chameleon-like skin to hide. If forced into combat, a jozhal will attempt to defend itself first with psionics or spells, then with any magical items it currently possesses. If left with no other option, the jozhal will attack with a bite.

BRAWN	2	AGILITY	3	INTELLECT	2	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	2	HEALTH	5	WOUNDS	0	PHYSICAL DEFENSE	0	MELEE	0	MAGIC DEFENSE	0

Summon: true

Skills (group only): Athletics, Melee (light), Stealth, Skullduggery

Talents:

Abilities:

- **Cameleon Skin:** Jozhal gain \square on Stealth checks while hiding.

Equipment:

- **Dagger:** Melee (Light); Damage: 4; Critical: 3; Range [Engaged], **Pierce 1**

- **Alchemist's Fire:** Ranged; Damage: 4; Critical: 5; Range [Short], **Blast 4, Burn 1**

Kank

Kank Mount (Rival)



Athasians have been very adapt at training kanks, which make good and inexpensive mounts.

BRAWN	3	AGILITY	2	INTELLECT	0	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	4	HEALTH	9	WOUNDS	0	PHYSICAL DEFENSE	0	MELEE	0	MAGIC DEFENSE	0

Summon: true

Skills (group only): Brawl 3, Perception 2

Talents:

Abilities:

- **Grapple:** A Kank may spend $\Delta \Delta$ after an attack and enemies must spend two maneuvers to disengage from a kank.

- **Poison:** If the attack deals damage, the target must immediately make a Hard($\spades \clubsuit \clubsuit$) Resilience check or suffer 1 wound per turn. The target can make another **Hard** ($\spades \clubsuit \clubsuit$) check at the end of each round to stop the poison. An **Antitoxin** or **Average** ($\spades \clubsuit$) medicine check will also stop the poison.

- **Trained Mount 2:** (Add $\square \square$ to a rider's Riding check while mounted

- **Beast of Burden 3:** (Add 3 to encumbrance threshold

Equipment:

- **Pincer Strike:** Brawl; Damage: 5; Critical: 5; Range [Engaged], Grapple, Poison

Kank Soldier (Rival)

This creature is a large insect with a black, chitinous exoskeleton and long, waving antennae. Its body is divided into a head, thorax and abdomen, and it has a pair of curved mandibles with which it produces a curious clicking noise.

With powerful mandibles and a poisonous bite, soldier kanks are the warriors of their hive. When domesticated, soldier kanks are often used as caravan mounts, as they can travel for a full day at top speed while carrying a tremendous amount of weight for their size.

A soldier is the first line of defense for the hive. A soldier strikes with its pincers when in combat and tries to get a hold. A soldiers bite is poisonous.

BRAWN	3	AGILITY	2	INTELLECT	0	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	4	HEALTH	13	WOUNDS	0	PHYSICAL DEFENSE	0	MELEE	0	MAGIC DEFENSE	0

Summon: true

Skills (group only): Brawl 3, Perception 2

Talents:

Abilities:

- **Grapple:** A Kank may spend $\Delta \Delta$ after an attack and enemies must spend two maneuvers to disengage from a kank.

- **Poison:** If the attack deals damage, the target must immediately make a Hard($\spades \clubsuit \clubsuit$) Resilience check or suffer

1 wound per turn. The target can make another **Hard** (♦♦) check at the end of each round to stop the poison. An **Antitoxin** or **Average** (♦♦) medicine check will also stop the poison.

Equipment:

- **Pincer Strike:** Brawl; Damage: 5; Critical: 5; Range [Engaged], Grapple, Poison

Kank Worker (Minion)

This creature is a large insect with a black, chitinous exoskeleton and long, waving antennae. Its body is divided into a head, thorax and abdomen, and it has a pair of curved mandibles with which it produces a curious clicking noise.

Many kanks roam wild across the Tablelands, as well as being herded. These large, docile insects have black chitinous exoskeletons, which are divided into three sections: head, thorax, and abdomen. They can carry objects with their multi-jointed pincers, or use them in combat.

A worker only goes into combat when all the soldiers are dead or it is backed up into a corner. Workers strike with their pincers when in combat and try to get a hold.

2	2	0	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	6	0	0	0	0
SOAK	HEALTH	WOUNDS	STRAIN	MELEE	RANGED
5	14	0	0	0	0
MAGIC DEFENSE		MAGIC	PSIONIC		

Summon: true

Skills (group only): Brawl, Perception

Talents:

Abilities:

- **Grapple:** A Kank may spend ▲ ▲ after an attack and enemies must spend two maneuvers to disengage from your character.

Equipment:

- **Pincer Strike:** Brawl; Damage: 4; Critical: 5; Range [Engaged], Grapple

Mekillot

Mekillot (Rival)



This enormous lizard dwarfs you with its sheer bulk. Thirty feet long and covered with a thick shell, it lumbers forward with a plodding inevitability.

Mekillots are used as caravan beasts; a hitched pair can pull a full wagon at a slow pace. Mekillots are never truly tamed, however, for the creatures have been known to go off the road and wander for days. They also like to make snacks of their handlers. Most caravans that use mekillots have a small team of psions to deal with the beasts.

4	2	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	HEALTH	WOUNDS	STRAIN	PHYSICAL DEFENSE	MAGIC DEFENSE
5	14	0	0	0	0
MAGIC	PSIONIC			MAGIC	PSIONIC

Summon: true

Skills (group only): Brawl 4, Perception 2

Talents:

Abilities:

- **Huge:** Silhouette 3
- **Trained Mount 2:** (Add ■■ to a rider's Riding check while mounted)
- **Beast of Burden 8:** (Add 8 to encumbrance threshold)
- **Pull:** After hitting with its *Tongue Lash*, a Mekillot can spend ▲ ▲ to pull a creature in medium range to itself.

Equipment:

- **Trample:** Brawl; Damage: 8; Critical: 3; Range [Engaged], Inaccurate 1, Knockdown
- **Tongue Lash:** Brawl; Damage: 3; Critical: -; Range [Medium], Ensnare 3, Pull
- **Bite:** Brawl; Damage: 6; Critical: 5; Range [Engaged], Vicious 1

Mekillot Dirk (Nemesis)

In a fight mekillots attack with their tongues, or they trample enemies underfoot. A mekillot instinctively drops to the ground when something is underneath it, causing trample damage.

BRAWN	5	AGILITY	2	INTELLECT	2	CUNNING	2	WILLPOWER	2	PRESENCE	1
SOAK	8	HEALTH	30	PHYSICAL DEFENSE	15	MELEE	1	RANGED	0	MAGIC DEFENSE	0
WOUNDS		STRAIN		MELEE		RANGED		MAGIC		PSIONIC	

Summon: true

Skills (group only): Brawl 4, Perception 2

Talents: Durable 2

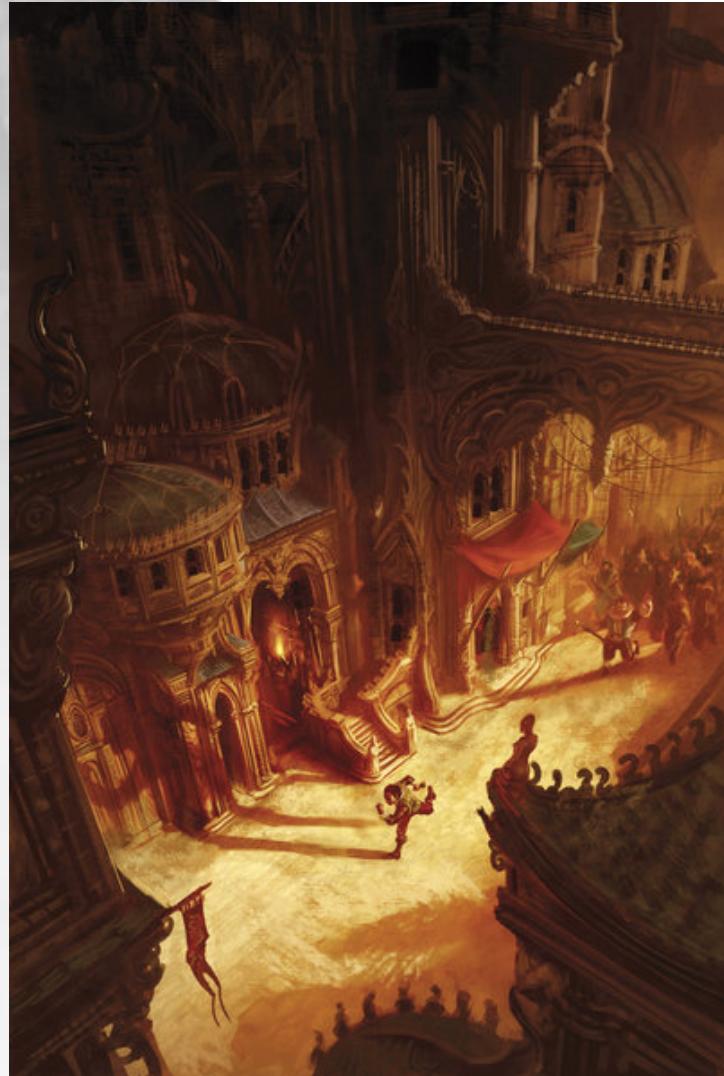
Abilities:

- **Huge:** Silhouette 3
- **Pull:** After hitting with its *Tongue Lash*, a Mekillot can spend $\blacktriangle \blacktriangle$ to pull a creature in medium range to itself.

Equipment:

- **Trample:** Brawl; Damage: 8; Critical: 3; Range [Engaged], **Inaccurate** 1, **Knockdown**
- **Tongue Lash:** Brawl; Damage: 3; Critical: -; Range [Medium], **Ensnare** 3, Pull
- **Bite:** Brawl; Damage: 7; Critical: 5; Range [Engaged], **Inaccurate** 1, **Vicious** 2

Chapter 11: Rules Overview



This is a very rough summary of the Core Rules. Refer to the Genesys Core Rulebook for the full Rules.

Table 11.1: Maneuvers

Maneuver	Description
Aim	Gain \square on next combat check, or gain $\square \square$ on next combat check if aiming for 2 consecutive maneuvers.
Aim (Called Shot)	Gain $\blacksquare \blacksquare$ on next combat check, or gain \blacksquare on next combat check if aiming for 2 consecutive maneuvers.
Assist	Engaged ally adds \square to their next check. Can stack from other assists.
Guarded Stance	Gain melee defense 1. Add \blacksquare to combat checks, until end of the next turn.
Interact w. Environment	Move a large item, open/close door, press button, pick up weapon, etc.
Taking Cover	Gain ranged defense 1. Opponents add \blacksquare to skill checks (e.g Perception), or $\blacksquare \blacksquare$ if particularly well-covered.
Manage Gear	Draw, holster, ready or load a weapon. Retrieve/put away stored item.
Mount/Dismount	A domestic animal, vehicle, cockpit, gunnery station etc.
Direct Mount	Mount moves 2 maneuvers.
Move	Change range increment or Engage/disengage from melee. Difficult Terrain doubles the amount of maneuvers required. Engaged \Rightarrow 1 \Rightarrow Short \Rightarrow 1 \Rightarrow Medium \Rightarrow 2 \Rightarrow Long \Rightarrow 2 \Rightarrow Extreme.
Drop Prone / Stand up	While you are prone, add \blacksquare to all ranged attacks targeting you and add \square to all melee attacks made against you.
Preparation	Some actions require additional preparation to perform effectively.

Turns

Manouvers

Maneuvers are activities that aren't complex enough to warrant a skill check, but still involve time and effort on the part of a character.

To perform a second maneuver the character must spend either:

- An action.
- Two strain.
- $\Delta \Delta$ generated on a skill check.

Characters may not perform more than two maneuvers during their turn. The following are some examples of maneuvers:

Actions

Actions are important activities that are vital to a character's accomplishment of a goal. Each character may normally only perform one action during their turn, likely the most important activity they undertake during their turn. Actions almost always involve performing a skill check, although certain character abilities may require using an action to activate them.

The following are some examples of actions:

- Unlocking a locked door.
- Shooting a bow
- Punching or grappling an opponent.
- Instructing allies with a series of orders.
- Performing first aid on an ally.
- Sneaking up on a vigilant foe.
- Climbing a cliff.

Out of all of these options, the most common during combat are those that involve attacking an opponent. Attacking an opponent requires a combat skill check, sometimes referred to in shorthand as a combat check or simply an attack.

Performing a Combat Check

Table 11.2: Ranged Attack Difficulties

Range Band	Difficulty
Engaged	Easy (\spadesuit) plus modifiers depending of the weapon used.
Short	Easy (\spadesuit)
Medium	Average ($\spadesuit\heartsuit$)
Long	Hard ($\spadesuit\clubsuit\heartsuit$)
Extreme	Daunting ($\spadesuit\clubsuit\heartsuit\clubsuit$)

Spending Dice in Combat

Table 11.3: Spending Advantage and Triumph in Combat

Cost	Result Option
▲ or ♦	<p>Recover 1 strain.</p> <p>Add □ to the next allied character's check</p> <p>Notice a single important point in the ongoing conflict, such as a weakspot in the armour.</p> <p>Inflict a Critical Injury with a successful attack that deals damage past soak (▲ cost may vary).</p> <p>Activate an item quality (▲ cost may vary).</p>
▲ ▲ or ♦	<p>Perform an immediate free maneuver that does not exceed the limit of two maneuvers per turn.</p> <p>Add ■ to the targeted character's next check.</p> <p>Add □ to any allied character's next check, including that of the active character.</p>
▲ ▲ ▲ or ♦	<p>Negate the targeted enemy's defense (such as the defense gained from cover, equipment, or performing the guarded stance maneuver) until the end of the current round.</p> <p>Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar circumstances until the end of the active character's next turn.</p> <p>When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain.</p> <p>This could include hobbling them temporarily with a shot to the leg. This should be agreed upon by the player and the GM, and the effects are up to the GM. The effects should be temporary and not too excessive.</p> <p>Gain +1 melee or ranged defense until the end of the active character's next turn.</p> <p>Force the target to drop a melee or ranged weapon they are wielding.</p>
♦	<p>Upgrade the difficulty of the targeted character's next check.</p> <p>Upgrade the ability of any allied character's next check, including that of the current active character.</p> <p>Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.</p> <p>On an Initiative check, perform an immediate free maneuver before combat begins.</p>
♦ ♦	<p>When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up their assault rifle or slicing their sword in half.</p>

Table 11.4: Spending Threat and Despair in Combat

Cost	Result Option
■ or ♦	<p>The active character suffers 1 strain.</p> <p>The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a guarded stance) until they perform the maneuver again.</p>
■ ■ or ♦	<p>An opponent may immediately perform one free maneuver as an incidental in response to the active character's check.</p> <p>Add □ to the targeted character's next check.</p>
■ ■ ■ or ♦	<p>The active character or an allied character suffers □ on their next action.</p> <p>The active character falls prone.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge the active character was planning to use for their escape.</p>
♦	<p>Upgrade the difficulty of an allied character's next check or the next check of the current active character.</p>
♦ ♦	<p>The tool, Brawl, or Melee weapon the character is using becomes damaged.</p> <p>The character's weapon immediately breaks if it has the Fragile Quality.</p>

Injury

Critical hits

Table 11.5: Critical Hits

D100	Severity	Result
01-05	Easy (♦)	Minor Nick: The target suffers 1 strain.
06-10	Easy (♦)	Slowed Down: The target can only act during the last allied Initiative slot on their next turn.
11-15	Easy (♦)	Sudden Jolt: The target drops whatever is in hand.
16-20	Easy (♦)	Distracted: The target cannot perform a free maneuver during their next turn.
21-25	Easy (♦)	Off-Balance: Add to the target's next skill check.
26-30	Easy (♦)	Discouraging Wound: Move one player pool Story Point to the Game Master pool (reverse if NPC).
31-35	Easy (♦)	Stunned: The target is staggered until the end of their next turn.
31-40	Easy (♦)	Stinger: Increase the difficulty of the target's next check by one.
41-45	Average (♦♦)	Bowled Over: The target is knocked prone and suffers 1 strain.
46-50	Average (♦♦)	Head Ringer: The target increases the difficulty of all Intellect and Cunning checks by one until this Critical Injury is healed.
51-55	Average (♦♦)	Fearsome Wound: The target increases the difficulty of all Presence and Willpower checks by one until this critical Injury is healed.
51-60	Average (♦♦)	Agonizing Wound: The target increases the difficulty of all Brawn and Agility checks by one until this Critical Injury is healed.
61-65	Average (♦♦)	Slightly Dazed: The target is disoriented until this Critical Injury is healed.
61-70	Average (♦♦)	Scattered Senses: The target removes all from skill checks until this Critical Injury is healed.
71-75	Average (♦♦)	Hamstrung: The target loses their free maneuver until this Critical Injury is healed.
71-80	Average (♦♦)	Overpowered: The target leaves themself open, and the attacker may immediately attempt another attack against them as an incidental, using the exact same pool as the original attack.
81-85	Average (♦♦)	Winded: The target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers until this Critical Injury is healed.
81-90	Average (♦♦)	Compromised: Increase difficulty of all skill checks by one until this Critical Injury is healed.
91-95	Hard (♦♦♦)	At the Brink: The target suffers 2 strain each time they perform an action until this Critical Injury is healed.
91-100	Hard (♦♦♦)	Crippled: One of the target's limbs (selected by the GM) is impaired until this Critical Injury is healed. Increase difficulty of all checks that require use of that limb by one.
101-105	Hard (♦♦♦)	Maimed: One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic or prosthetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain until this Critical Injury is healed.
106-110	Hard (♦♦♦)	Horrific Injury: Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as one point lower.
111-115	Hard (♦♦♦)	Temporarily Disabled: The target is immobilized until this Critical Injury is healed.
116-120	Hard (♦♦♦)	Blinded: The target can no longer see. Upgrade the difficulty of all checks twice, and upgrade the difficulty of Perception and Vigilance checks three times, until this Critical Injury is healed.
121-125	Hard (♦♦♦)	Knocked Senseless: The target is staggered until this Critical Injury is healed.
126-130	Daunting (♦♦♦♦)	Gruesome Injury: Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by one, to a minimum of 1.
131-140	Daunting (♦♦♦♦)	Bleeding Out: Until this Critical Injury is healed, every round, the target suffers 1 wound and 1 strain at the beginning of their turn. For every 5 wounds they suffer beyond their wound threshold, they suffer one additional Critical Injury. Roll on the chart, suffering the injury (if they suffer this result a second time due to this, roll again).
141-150	Daunting (♦♦♦♦)	The End Is Nigh: The target dies after the last Initiative slot during the next round unless this Critical Injury is healed.
151+		Dead: Complete, obliterated death.

Environmental Effects

Concealment

Concealment is a situation that occurs when a character is harder to spot because of environmental effects such as darkness, fog or a sand storm. Concealment imposes penalties on attacks and sight-based skill checks. Conversely it can provide bonuses for other skill checks, such as Stealth.

As a general guide the following guide can be used to determine the number of **■** dice to add against targets with concealment, or **□** dice to add when engaging in Stealth based checks. As a guide, using Melee skills in darkness or fog should add 1/2 the number of **■** dice indicated.

Table 11.6: Concealment

Dice Added	Examples
+1	Mist, shadow, waist-high grass.
+2	Dust Storm, Fog, the darkness of early morning or late evening, thick, shoulder-high grass.
+3	Sand storm, Heavy fog, thick and choking smoke, the darkness of night, dense, head-high underbrush and thick grass.

Cover

Most cover adds a ■ against Ranged attacks. Being especially well covered would add ■■, such as shooting at a target hiding in a trench.

Difficult and Impassable Terrain

Difficult terrain is a catch-all description of terrain that is hard to move through or over. It can include tight passageways, shifting sand or loose rubble. Essentially, it's terrain that characters move through with difficulty. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the same distance they would in normal terrain.

Falling

On Athas, gravity has a habit of ruining someones day. When a character falls, consult Table: 11.7 Falling Damage on page 110 and apply the damage. Soak will reduce the damage, however any strain damage is not reduced.

A character can reduce the damage taken from falling by makeing an **Average** (♦♦) Athletics or Coordination Check. Each ♦ reduces to damage suffered by one while each ▲ reduces to strain suffered by one. A ♣ could, at the GM's discretion, reduce the overall distance fallen by one range band as the character grabs onto a hanhold or does something else to slow their fall.

Table 11.7: Falling Damage

Range	Damage	Strain
Short	10	10
Medium	30	20
Long	Incapacitated, Critical Injury at +50	30
Extreme	Incapacitated, Critical Injury at +75 (or Death)	40

Heat and Cold

While most settlements have plenty of heat cover and the Athasians cloth themselves with heat in mind, working directly in the sun during the heat of day is exhausting. Doing anything physical in the middle of the day without cover adds a ■ to all checks. Wearing heavy armour will increase this to ■■.

Sandstorms

In addition to causing concealment, sandstorms make it hard to navigate. Sandstorms add ■■■■ to any attempt to navigate.

Survival Rating

Survival Rating are an abstract mechanism to simulate the need to prepare for journeys in Dark Sun. They are a group mechanic, as the whole group is expected to share its resources. Any time there is a roll while outside a settlement, and a ♦ or ♣ ♦ ♦ is rolled, the DM can use that to remove 1 from the **Survival Rating** and narrate that as appropriate.

Table 11.8: Survival Rating

Journey Length	Encumbrance	Cost	Rating
Short	1	20cp	5
Medium	2	40cp	10
Long	4	100cp	25
Very Long	8	200cp	50

The group can call for **Rationing**, which will mean that it will take ♦ ♦ to remove 1 **Survival Rating**. However doing so will prohibit the group from recuperating any strain after any scene until **Rationing** is stopped.

If the **Survival Rating** of the group hits half or less, the group will automatically go into **Rationing**. If the **Survival Rating** drops to zero, all non-magical healing is prohibited.

Chapter 12: Dark Sun Primer



Life on Athas

"Almost all the Tyr Region is a desert wasteland, though it is beautiful and spectacular in its own fashion. Over each hill, behind each sand dune, the terrain appears more awesome than the land before. In my travels, I have often been overwhelmed by the sheer magnitude of this land, cowed by its indifferent brutality, even frightened by the unrestrained might of its elements—but I have never been bored."

Can I impart the grandeur and majesty of this area with mere words? I wonder. I can describe the queasy feeling of sliding down the glassy slopes of the Smoking Crown, or make your eyes sting with tales of walking the salt flats on a windy day. My words are but transparent reflections of this magnificent land, but perhaps they can be of use."

— The Wanderer's Journal

Athas is still a largely unknown world. Millennia of misinformation, wars, and natural barriers have created isolated pockets of civilization between large expanses of desert terrain.

The known world is currently divided into the Silt Sea, the Tablelands (also known as the Tyr Region), the Ringing Mountains, and the Hinterlands. The Tyr Region is defined as the area bordered by the Sea of Silt on the east,

the Hinterlands to the west, and the Endless Sand Dunes to the south.

Outside of those regions, the Jagged Cliffs, the Deadlands, and the Valley of the Cerulean Storm wait to be discovered, charted, and plundered. The surface of Athas stretches from horizon to horizon, a patchwork of fields and forests, oceans (of water and sand) and mountains, deserts, swamps, jungles, and more. Beneath the crimson sun, Athas' varied environments give way one to another across the Tablelands. Mountains rise, valleys fall, and desert surrounds the land.

The World of Athas

Athas is a desert-sun-scorched and wind-scoured, parched and endless, but that does not mean that the landscape is monotonous. Far from it; over each hill, behind each dune, the terrain is more awesome, more spectacular, and more beautiful than any one has seen before. North or south, east or west, Athas contains natural wonders and dangers undreamed of on other worlds.

Storms blow in from the Sea of Silt, walls of pearly dust billow ten thousand feet into the air, then come roiling ashore like a mountain range crashing down about unwary travelers. There are hundreds of different kinds of terrain on Athas, from wind-scoured pebble flats to twisted badlands canyons to gleaming sands to jumbled boulder fields.

In this chapter, the world of Athas is examined from the point of view of the Tablelands, also known as the Tyr Region, the region that has influenced Athas (for good or bad) the most.

Tyr, The Free City

*"Is it true? Kalak dead? Slaves freed?
Magic wild in the streets? Doubtful, but we'll
know soon enough."*

— Shahin, wandering hermit

As far as most Athasians are concerned, Tyr has always existed. Certainly it has endured through the entire Desert Age, and even with the fall of its sorcerer-king, it seems likely to endure for centuries to come. And throughout all the long years of its existence, it was a city-state enslaved.

That has all changed.

In the courts of the other city-states, rumors of King Kalak's overthrow are only whispered, but in Tyr, the repercussions howl through the streets. Many scheme to succeed Kalak, and the templars and other power groups vying for control struggle to keep the city-state from disintegrating into anarchy at the hands of people eager to enjoy their freedom. Nobles and merchants clamor for influence, and commoners and freed slaves openly celebrate, challenging civic authority and social boundaries at every turn.

Balic, City Of Sails

"In Balic, we treasure our freedoms. You are free to speak as you will. Of course, Andropinis is also free to speak as he will, which might very well be an order for your execution. Choose your words with care, my friend."

— Darian, a patrician of Balic

A wealthy mercantile city-state on the shores of the Estuary of the Forked Tongue, Balic is under the control of Dictator Andropinis, a sorcerer-king who claims to have been elected to his throne over seven hundred years ago. Despite the dictator's grip, Balic is perhaps the most affluent city-state in the Tyr Region and is home to powerful merchant houses that bring great wealth to Balicans fortunate enough to share in the prosperity. The business of Balic is business, and for the most part, Andropinis does not interfere in routine affairs of nobles or merchant emporiums.

The city is renowned for its democratic traditions. Balic's nobles are seated in a Chamber of Patricians that creates and maintains the code of laws, and its templars must stand for election to 10-year terms. The various professional guilds (and Balic's chapter of the Veiled Alliance, for that matter) conduct their business by taking votes and electing officers; even the dictator is, in theory, elected. Much of this democracy, however, is little more than an illusion. The office of dictator is held for life, and Andropinis has endured in his position now for centuries. Public debate and discourse is allowed, but only up to a point. Any direct criticism of the dictator or his templars is dealt with harshly, and the patricians learned long ago to pass only those laws that meet with the dictator's approval.

Balic enjoys a cultural heritage and a civic mythology dating back thousands of years, which finds expression in a public appreciation for poetry and drama. The mythology still lives in the form of powerful arcane vestiges; Andropinis and his templars are masters of manipulation. The cultural heritage is evident in the dozens of theaters throughout the city-state, which run the gamut from crowded, ramshackle stagehouses in the poorer quarters to magnificent amphitheaters in the noble districts. In Balic, talented playwrights and orators can win acclaim equal to that held by the greatest gladiators—as long as they steer clear of subject matter that the dictator's templars might find offensive.

Draj, City OF The Moons

"You, friend, have been given a great honor. To see the Father is a rare blessing bestowed on only the worthiest souls. What's that you say? Sacrifice? Oh, yes-yes, indeed, you will be sacrificed. Now don't struggle so. To have your heart claimed by a god—what a gift!"

— Huemac, moon priest attendant

Draj is a backwater city-state held firmly in the grasp of a mad sorcerer-king. Draj has never known peace, for warfare and conflict are among its highest ideals. Warriors hold power, and their vaunted status is something all aspire to attain. When not waging war against Raam or defending their home from reprisals or conquest, Draji raiders prowl the surrounding wastes, plundering villages for fresh slaves to replace those expended in labor or sacrifice.

Draj owes its sinister nature to its sorcerer-king. Tectuktitlay, the Father of Life, is a pervasive presence in the city-state. His visage adorns walls and buildings, his symbol ripples on banners, and his templars (known as moon priests) are everywhere, enforcing his laws and instructing the people in his perfect divinity. No one would suggest it, but in fact, the sorcerer-king's features have little majesty. Tectuktitlay has narrow eyes, a wide nose, heavy jowls, and round, pouty lips. Other regal images include the feathered serpent found on banners carried by soldiers in war. The jasuan, or ambush drake, also has a place of prominence in Draj.

Tectuktitlay's influence is so insidious that most Draji dare not question his divinity, doubt the deeds attributed to him, or disobey the commands given by his moon priests. All citizens know that dissent invites the sorcerer-king's ire, and his anger can be quelled only by blood sacrifice.

Gulg, The Forest City

"You think you act in secret, but the forest ghosts see all that occurs beneath their boughs. There are no secrets from the Oba. She has sent me to show you the truth of this."

– Chachak-Ke, judaga

Many of the sorcerer-kings claim (or have claimed in the past) to be gods upon Athas. In Gulg, that assertion is made not by the sorcerer-queen of the city-state but by its residents. Ask any Gulgan, and he or she will tell you: Lalali-Puy, Queen of Gulg, is the Oba, the Forest Goddess, the Mother of Trees and Beasts, and a dozen more epithets besides. This declaration is no empty platitude mouthed to avert the baleful eye of the templars—the people of Gulg sincerely believe that their ruler is divine.

Gulg is a city only in the loosest definition of the term; it consists of a cluster of forest villages enclosed by a single wall. Most buildings are made of thatch or mud, and roads are little more than trampled earth, worn down by the feet of generations. Gulg is roughly divided into small communities called dagadas, each of which comprises ten to fifty huts. A dagada is enclosed by a mud wall or wooden fence and is built around one or more wells shared by the residents, Lalali-Puy is an absolute monarch in the purest sense: All property in Gulg is hers, and she holds the ultimate power of life and death over all citizens, from the lowest slave to the greatest judaga warrior.

Nibenay, City Of Spires

"Raiders troubling the road to Raam? Unfortunate, I suppose, but it hardly seems like cause for concern. Does anything important come from Raam? Who would want to go to Raam, anyway? If you must, send someone to bribe some other band of savages to drive them off."

– Sadag, Nibenese noble

Ancient beyond measure, Nibenay is a wealthy, powerful city-state immersed in decadence and intrigue. Most Nibenese regard themselves as the only civilized people remaining in a world of barbarism and desolation; the events that take place outside the city walls are little more than the squabbles of savages. Even the architecture of Nibenay reflects these prejudices. Splendid statues and carvings cover the walls, public buildings, and private homes throughout the city, depicting great heroes and honored ancestors from ages long forgotten by the rest of Athas. Some are works of surpassing beauty, some glorify ancient triumphs, and others depict shocking hedonism.

Nibenay is ruled by the sorcerer-king who gave the city-state his name. He is an enigmatic, retiring figure, rarely seen by anyone but his templars. Deep within the royal compound at the city's heart - the forbidden dominion called the Naggaramakam - Nibenay immerses himself in arcane studies and mysterious pursuits, leaving governance to the bureaucracy of his templars. He is so reclusive that rumors of his death circulate every few years, giving rise to unrest and feuding among the nobles until he appears and puts to rest any stories of his demise.

Raam, City Of Unrest

"Raam is a city exhausted. The land can support it no longer. There are no treasures left to pluck from the earth. The sorcerer-queen? She hides, knowing death waits in every shadow. The warlords? Petty, feckless, and brutal. Don't waste your water on us."

– Gaurav, disaffected rebel

Ancient and magnificent, Raam has fallen far from its formerly wondrous heights. Centuries of plundering the countryside for its resources, rampant corruption in its government, and the rule of a hedonistic and disinterested sorcerer-queen have brought the city-state to the brink of disintegration. The alabaster quarries and gemstone mines stand exhausted; reckless agricultural practices have led to disastrous food shortages. In the streets, violent factions sworn to one warlord or another battle for control as the once-vibrant and influential city slips into ruin. Mobs riot daily against their ineffectual ruler, the sorcerer-queen Abalach-Re, and her templars dare not set foot in some of the city's districts.

The present difficulties might have been averted by a strong hand, but Abalach-Re had less interest in ruling than in feeding her insatiable appetite for pleasure. Generations ago, she abandoned her royal title and declared herself to be the representative of an all-powerful deity known as Badna. Calling herself the Grand Vizier, a title normally held by Raam's greatest mystics, she razed the city's existing shrines and temples, replacing them with new shrines dedicated to Badna. The deity's image -that of a grinning, four-armed male dressed in a long loincloth- appears all over the city-state. Abalach-Re continues to assure the citizens that Badna watches her closely and will strike her dead if she falters in her duties, but few believe her anymore.

Urik,City Of Lions

"I am Hamanu, King of the World, King of the Mountains and the Plains, King of Urik, for whom the roaring winds and the mighty sun have decreed a destiny of heroism, and to whom the life-giving waters and nourishing soils have entrusted the mightiest city of Athas."

– Hamanu, King of Urik

Hamanu boasts with good reason. Urik is a powerful city-state with teeming armies, enormous walls, bustling

commerce, and wise sages, governed in an orderly framework established by the self-styled King of the World. Urik's legions have never met defeat, and Hamanu has never run from battle. Any decision of importance made in the Tyr Region must consider the wishes of Urik's sorcerer-king.

Urik is highly organized and militarized. A variety of laws contained in the lengthy document known as Hamanu's Code govern commerce and taxes, specify holidays, set standards for construction and artistry, and dictate family arrangements such as weddings, care for elders, and funerals. Templars test Urikite children and assign them to the vocations for which they are most suited. The city aspires to be a meritocracy, but hidden webs of patronage and influence secure important posts and stations for people with the right connections.

Although Urik seems stable and well-ordered, it is every bit as oppressive as any other city-state — perhaps more so, thanks to the number and efficiency of Hamanu's templars. In recent weeks, the fall of Kalak of Tyr has upset Hamanu's delicate balance by proving that sorcerer-kings who rule for centuries might be mortal after all. Hamanu believes that he has nothing to fear from his subjects, but he knows that Urik's fortunes depend on trade with other cities. If unrest spreads beyond Tyr, even Urik might suffer. Thus, Hamanu's templars keep an eye on developments in the Free City and pay for information from spies in Tyr, including the mul stonecutter Xalos.

Organizations

"Traders cooperate for Profit. Templars form allegiances for Domination. Psions join schools to gain Knowledge. And raiders band together for Strength. Power comes in many forms, but all who band together seek it - intentionally or unknowingly. Those who join them are caught in a web, for all organizations are tainted with corruption. The Veiled Alliance seeks to overthrow the Sorcerer-Kings and justifies murder in its ranks out of fear for discovery. The elitist Order would deny all other beings the use of psionic power and drive tens of thousands of beings insane. And the first generation dray believe they are children of a god, who has banished them from their homes. Once you realize the secrets of your organization, it is too late, for you are shackled to it. You realize you have traded your freedom for power."

– The Oracle, Blue Shrine Scrolls

In a Dark Sun campaign, characters may have to deal with intrigue and sabotage as often as with creatures of the Athasian wastelands. The descriptions that follow represent only a few of the many organizations that operate across the Tablelands and beyond. Some can be used as patrons for adventurers, others as opponents. More often, these organizations can be an ally one day, and opponent the next.

The Brotherhood of the Mind

"I am not sure what happened, but over what seems to be the course of a month, this newcomer upstart became the heir of the house."

I have never heard of him in all my travels across the Tablelands. I do not trust this Lergit Mylor."

– Politick Fest of House Stel on the declaration of a new heir and secret member of the Brotherhood of the Mind

The Brotherhood of the Mind is an ancient society of evil psionicists that conspire to destroy all sorcerer-kings and rule Athas supreme. In the Sanctuary, they secretly plot and scheme while constantly searching for ancient psionic texts.

Brief History The Brotherhood was founded by a noble Nibenese psionicist named Liumakh almost 500 years ago. Liumakh is a powerful telepath who dreamed of unseating the Shadow King of Nibenay. He was convinced that a sufficient gathering of psionic power could defeat the tyrant. Unfortunately, the Shadow King learned of his plots, and he and his followers were forced to flee. At that time, Hamanu of Urik was feuding with Nibenay, and he gave them sanctuary.

Liumakh and his followers constantly work to bring down the Shadow King, but they've never been able to succeed. In studying his enemy, Liumakh realized the nature of the sorcerer-kings, and his secret order changed its goal to the accumulation of raw power. He planned to destroy the sorcerer-kings and assume his role as the ruler of Athas.

Over the centuries, the Brotherhood's importance has fluctuated. Despite this, not one sorcerer-king has fallen to its plots. The Order closely watches the Brotherhood, but to date it has not achieved a level of power that would require intervention. Hamanu of Urik pretends to ignore them, but he occasionally spies on the Brotherhood to see what they are up to.

The Brotherhood has taken advantage of the recent events that shook the Tablelands, falsely advertising that the sorcerer-king of Tyr was killed by members of the Brotherhood, which has caused their ranks to substantially grow in the last few years. The insulation of Urik has further helped the Brotherhood to further grow, since now they are unfettered by Hamanu's templars.

The Brotherhood on Athas

"The sorcerer-kings are like large beasts, they go where you lead them. Hunting large animals is always about choosing the right battle ground, and one never attacks a drake in its lair."

– Liumakh, Leader of the Brotherhood

The Brotherhood of the Mind is a secretive and somewhat large body of evil manifesters, spreading out into Athas searching for more members and ancient psionic mysteries.

The Brotherhood is a network of likeminded individuals, all committed to advancement of their craft and power. Although most train at the Sanctuary, only a few members remain there. Most leave, returning on occasion to share information, learn new powers, or seek an audience with Liumakh.

Officially, members are free to come and go as they please, but in reality, any ex-member will suffer a terrible, fatal accident soon after leaving the Brotherhood. After all it is a steep climb down. Liumakh is afraid that ex-members

could reveal any important information to the sorcerer-kings.

The Dynastic Merchant Houses

"Sometimes, I don't know whether to praise them or curse them. They live in my city, they take up valuable space and resources, and yet they obey me only when it suits them. They say that they wish to maintain the general good, keep things stable so that they may make a profit. And yet, without them, my people would be unable to raise great monuments to my glory, or perhaps even to eat! And should my people grow dissatisfied, they would not submit so easily to my rule, and would not give me the honor and reverence I deserve. These traders are a pain, but what would I do without them?"

– Kalak the Tyrant of Tyr

The merchant houses supply the lifeblood of Athas—foodstuffs that feed isolated city-states, construction materials to build the palaces of sorcerer-kings and decadent nobles, slaves to toil in fields or fight and die in gladiator pits, and many other vital items. For specific information regarding an individual Dynastic Merchant House refer to the Trader Lords supplement.

Organized along family lines with a matriarch or patriarch at its head, a major house controls dozens of caravans, maintains estates in several different cities, sponsors trading villages, and employs (or owns) thousands. The largest houses—Wavir, Tsalaxa, and their ilk—are influential enough to make even the most powerful sorcerer-kings take heed.

The Order

"We are the Order, Ardivan the Black, and you will join us in upholding the Balance or be destroyed."

– Sashaya, female half-elven entrant of the Order

The Order is an organization of the highest-level psions on Athas, dedicated to two precepts: Psionics should only be studied for its own sake, and psionic talents should only be used to preserve the natural order. To members of the Order, psionics is not merely a tool or a means towards an end. Psionics is a higher understanding, an area of study that purifies the mind and strengthens the spirit. A purist of the Order believes that he gains more awareness of the universe with every new power he masters, with every new iota of psionic strength that he can muster.

In the doctrine of the order, psionics is a part of the natural order, used by animals and primitives to survive against the harsh environment and against each other. Animals have retained this philosophy, but intelligent races have

perverted psionics, polarizing it along with their moralities. Nature knows no such moralities. To a member of the Order, ambitions and ideals can only interfere with the purity of psionics. The use of psionics to further such ambitions, whether good or evil, is a crime against the natural order. Psions who use their talents to further causes of extreme good or extreme evil are criminals who must be located and stopped.

Brief History The history of the Order is shrouded in mystery and myth. Most of those who know of the Order only know of their involvement in what has been named the Dragon's Crown incident, in which all psionic ability was suppressed for a period of months in Mountain's Fury of the 190th King's Age or Free Year 4.

This incident began when the human psionicist Pharistes became the Cerebral Master of Telepathy. It is believed he blamed the wanton abuse of psionic power for personal gain as the principle reason for the current state of Athas. At some time in the past, Pharistes had come into possession of an artifact called the Psionatrix which was capable of suppressing psionic use.

Once he became a Cerebral Master of the Order, Pharistes presented his plan to correct the world to the other Cerebral Masters. Using the Psionatrix, psionic power would be suppressed across all of Athas for a thousand years. During this time, the Order would set things rights, as members were somehow immune to the effects of the artifact. Though some of the Cerebral Masters objected to this plan Pharistes was able to seize control of the group through his superior telepathic abilities and the power of the Psionatrix.

The Psionatrix was activated and a psionic suppression field covered the planet. Chaos ensued. Psionics is an integral part of Athasian life and used for many mundane tasks through the day. The disruption of psionics caused considerable damage to the cities of the Tablelands. In addition, the psionic suppression field had a side effect on thri-kreen, causing them to enter a berserk uncontrollable rage.

According to rumors, King Hamanu eventually discovered the location of Pharistes and the Psionatrix in an ancient fortress deep in the Dragon's Crown Mountains. The Lion King sent agents to deactivate the Psionatrix. Apparently the heroes succeeded thought rumors vary on whether Pharistes was killed or driven off, and what became of the Psionatrix. In the aftermath of the Dragon's Crown incident rumors spread that the Order was left in turmoil. Their agenda and methods questions with many members questioning whether the Order should continue as an organization or disband. In recent years, rumors that the Order has disbanded have been passed by those in the known. With the battle at the Dragon Crown Mountains having significantly reduced their numbers and a disagreement over whether the Order should reconsider its goals, the members decided to disband the remnants of the Order.

The Order on Athas

"Psionic heresy cannot be allowed. By our ancient laws he is now a renegade. His life is forfeit."

– Mandalis, Order Mediator

The Order is a self-appointed champion of psionic purity. The upper orders pursue psionic purity, whereas lower orders root out heretical psions.

The Order defines psionic heresy as the use of powerful psionic powers for causes of extreme good or evil. Powerful psionics are powers used by an epic psion. Below that level, the Order regards psions as hardly more than children, who cannot be held responsible for their actions. The attitudes of such low-level characters towards law or chaos do not concern the Order.

Characters who use other powers, (armies or arcane magic, etc.) to further their good or evil ends also do not concern the Order. Only the use of powerful psionics draws the Order's attention. The Order is not interested in supporting neutrality as such—they only seek psionic purity as they have defined it.

All members of the Order must uphold this agenda. They must confront heresy according to their roles; they must pursue greater psionic mastery themselves, and they cannot personally use their psionic powers for any purpose that is completely good or evil.

The Shadows

"You might as well try to hide treasure from the Shadows."

– Athasian proverb meaning something impossible

Many Athasian organizations trade in contraband, assassination, espionage and forbidden items—even, on occasion, the dynastic merchant houses. But no others have honed the practices of smuggling and trade in illegal objects and substances to such a height as have the Shadows, and no one knows exactly how they do it.

Brief History Many Athasians claim that the Shadows have always existed. There is little evidence to contradict this, for references to the Shadows go back hundreds of years. After so much time, the Shadows have evolved considerably, becoming less a tribe or family and more a vast, complicated secret society with an exclusively elven membership. While most Shadows are born into the group, outsiders are sometimes admitted.

An early reference to the Shadows comes from an ancient epic sung by bards. This is known as "The Saga of the Fall of Kaday". The song speaks of Kaday, a powerful defiler, who is undone by a jealous ex-lover. Spurned and rejected, a beautiful wizardess makes a pact with a mysterious group of black-clad elves, giving them all her worldly possessions

in order to grant her vengeance. To her dismay, the elves retaliate out of all proportion, casting down Kaday in a cataclysm that destroys both him and everything he owns. In the end, the distraught wizardess repents of her deed and dies of grief.

This story, a popular tragedy told in innumerable versions (in one, the rejected wizardess and her lover still wander the wilderness of Athas, wailing endlessly), illustrates several points that are familiar to those who know the Shadows. An inherent (if chaotic) sense of justice and fair play seems to permeate their dealings. Orders are often followed to the letter, even to the extent of causing destruction and grief far out of proportion to what the client initially requested. The Shadows, it seems, are determined to teach foolish outsiders to think about the consequences of their actions.

Every city, as well as most villages, has tales about the Shadows. They can take the role of heroes, villains, or an amoral force of nature. Sometimes, they are thieves who can be foiled only by the quick thinking of brave templars. At other times, the Shadows are noble avengers who frustrate the goals of greedy sorcerer-kings or brutal bandits. In all the stories they are similar—dark-clad, soft-spoken elves who provide any service or obtain any item, for a price.

The Templarate

"Do you know the penalty for trying to escape the Shadow King's slave pits, my thin, eleven captive?"

— Alethea, Nibenese templar

Templars are the minions of the sorcerer-kings; his warriors, his city-guard, and the living symbols of his tyranny.

Brief History The templars are taught that long ago the sorcerer-kings banished all gods as false and sent hordes of selfish and misguided followers packing. Some believe this to be true, and others say it is only a convenient lie created to justify the Eradication. The majority of templars don't really care. They care more for the power they have and with scheming to acquire more.

The Templarate on Athas

"Templars so cherish their status as keepers of the peace and protectors of the public that they have occasionally been known to beat to death those citizens who question that status."

— Wanderer's Journal

The templarate is one of the great powers of the Tablelands. Thanks to its control over a particular city-state administration and the divine spells granted by their sorcerer-kings, it has exerted considerable influence over the shape of their city-state during the Brown Age. Characters who serve the templarate as templars or templar knights are part of a significant and vital city-state power.

The Veiled Alliance

"We hunt down the hidden cowards because they can't be trusted. Only those chosen by the God-King Hamanu are worthy of wielding the power of the mage. Only they are controlled enough not to turn what precious little life on Athas is left into dust and ashes."

— Templar Distry Kentus, leader of Hamanu's anti-wizard force

In most cities, there are secret leagues of preservers called the Veiled Alliance. The Veiled Alliances are confederations of preservers working together to protect their members from assassination and harassment by sorcerer-kings and other lieges. The members work together to shield each other's identities from the authorities or to help those who have been discovered to escape persecution and are often involved in plots to overthrow their oppressive overlords.

Brief History It wasn't long after the first battles of the Cleansing Wars scoured the face of Athas that the common people learned to fear all types of magic. This fear soon became a burning hatred, and that hatred was directed at wizards and suspected wizards in the villages and towns across the land. The fear and hysteria caused by the wars incited mobs to attack wizards-defilers and preservers both—who were seen casting magic of any kind. Accusations of wizardry spread quickly, and many folk without any sort of magical skills were killed due to ignorance, false accusations, or malicious lies. Many good wizards, whose only crime lay in trying to help their people, also perished at the hands of hysterical mobs.

To protect themselves against the crowds and the armies of the Champions, wizards learned to hide themselves and their art. Defilers usually chose the road of solitary study, while some preservers formed into hidden groups. These preserver groups were opposed to defilers, and especially to the Champions of Rajaat. They bided their time, learning new magic, becoming stronger, and searching for those who had the ability to learn the ways of the preservers. The traditions of secrecy and underground rebellion were thus set in motion thousands of years ago, eventually evolving into the organization known as the Veiled Alliance once the Brown Age began.

The Veiled Alliance on Athas

"We wear the veil to hide our identity, both from the enemy who destroys the land, and from the common folk, who we work to protect. Neither understands us. The world of yesterday was a verdant paradise, and it can return once we tear down the rulers of the city-states and their templars."

— Yang'til Urgrant to his new apprentice

Sorcerer-kings send their agents to destroy potential rival wizards hiding within their cities. Nomad witch-lords banish rival mages to the unforgiving sands of the desert. Halfling chiefs exterminate followers who show any sign of control over the supernatural. Even otherwise timid hermits have been known to risk their lives in an effort to make sure that no wizard enters their territory. The Veiled Alliance is an excellent nemesis or potential ally for campaigns featuring arcane casters. Veiled ones can act as tutors and suppliers or as recurring foes, harrying PCs if they have an affiliation with defiling magic or the sorcerer-monarchs.

Slave Tribes

"Slave tribes vary based on who their leader is. Most tribes settle away from cities, and seek to stay hidden, avoiding slavers and their former masters. They rarely trust outsiders, and I have been attacked on more than one occasion by those whom I came too close to."

– Wanderer's Chronicle

When a slave manages to escape, he must find his way to one of the slave villages dotting Athas or perish in the harsh wilderness. Usually, these villages serve as the base for a raiding tribe, for slaves seldom have the skills necessary to survive in the desert.

The attention of a slave tribe is primarily directed at the city-states themselves, as well as the caravans carrying goods between those city-states. In this regard, their violence can be excused, for it almost takes on the character of a war against their former masters. In fact, slave tribes have been known to attack templar caravans and expeditions at great risk to themselves—even when there was no economic incentive.

Slave tribes tend to have a wide variety of races. In every city-state, a wide selection of races is used as slaves. An equally wide selection escapes and finds its way to the slave villages, so it should come as no surprise to discover that most slave tribes are composed of a wide variety of races.

Slave Tribes on Athas

"They are a strange lot, banding together out of need and hope. They settle just when they have gained freedom, putting down roots when they have finally felt the wind on their faces."

– Gldarith Cloudracer of the Sky Singers tribe

Slavery exists throughout Athas. It thrives in the city-states of the sorcerer-kings. It flourishes in the merchant

houses. It lingers in villages far from the centers of civilization. Almost every living, intelligent being knows of the practice of capturing, raising, and keeping slaves. Some relish the system and embrace its methods and ideology completely.

Slave tribes are the most relief from the harsh and cruel life an Athasian can dream of. A slave tribe can represent a safe haven for procured PCs, since most slave tribes are located in remote and easy to defend locations or simply a rest stop for tired adventurers.

Raiding Tribes

"They are a scourge, and should be wiped out. They ride in, their leader with his foolish iron helm, and terrorize honest traders, taking what they will. It costs more to avoid the area, but we make up for it with less cargo lost."

– Merchant Kel'lich of House Vorr about the Black

Others living in the wastes beyond the city-states engage in very hostile approaches to earning a living. These groups become raiding tribes, procuring what they need to survive by pillaging caravans, poaching herds, and plundering weak villages. Cutthroats, thieves, murderers, and raiders hide in the desolate salt flats or among the canyons of the rocky badlands, emerging only long enough to strike before running back to their hole with whatever spoils they can carry.

Although raiders may be scoundrels and cutthroats, they are not fools. They do not prey upon those who stand a chance of fighting back and winning. Tribes numbering no more than one or two dozen prey upon hermits and small parties of travelers. On the other hand, the tribes that plunder caravans number in the hundreds and those that loot villages have as many as a thousand members.

Most raiders make their homes in some forlorn place, such as rocky badlands or a secret oasis in the middle of a salt plain. Of course, the raiders are attempting to hide their location, but the isolation of their villages also makes it difficult and expensive to send a force to destroy them. This tactic works all too well; I can count on my fingers the number of raiding tribes that I know to have been destroyed in retribution for their thievery.

Usually, the raiding tribes pick their leaders through a hierarchy of violence. The most deadly (often a defiler) is the leader. Invariably, he chooses the most dangerous and toughest tribe members as his assistants, ensuring their loyalty through special rewards and treatment. The other members of the tribe are kept in line through the threat of force. If the leader is a wizard, he will seldom tolerate the presence of another wizard in his tribe. If the leader is not a wizard, one of his assistants is usually a defiler who jealously guards his position in the tribe.



Environment

"The Tablelands are arid, hot, and barren. Even on windless days, the sky is filled with a yellow-green haze of floating silt. The crimson sun blazes with merciless intensity, and the breeze feels like the hot breath of the Dragon itself." - The Wanderer's Journal

Desert Primer

Athas is a desert world, but that doesn't mean the planet is uniformly covered with sand or barren wastes. Deserts come in many forms. Some are habitable, some are brutal killing grounds, and some are wastelands that seem empty but are full of hidden life. Knowing the types of deserts one might encounter while traveling across Athas is a vital survival skill - one that might mean the difference between a successful journey and a hard death in the wilds.

Boulder Fields

Boulder fields consist of broken, jagged rock. Some are old lava flows long since cooled, and others are valleys choked with rockslides or slopes of scree. They usually lie near mountains, and most are no larger than a few miles across. Boulder fields are formidable obstacles since they lack water, vegetation, and shade, and if travelers do not have sturdy boots or sandals, the sharp rocks can cut their feet to ribbons. Deep gulches and crevices crisscross boulder fields, offering plenty of hiding places.

Dust Sinks

Windblown dust, ash, and silt accumulate in depressions to form dust sinks or silt basins. The largest known example is the Sea of Silt, but smaller sinks exist in almost any low-lying terrain. Even a light wind stirs the dust into billowing clouds. On calm days, a dust sink appears to be a smooth plain of pale gray or dun powder. Appearances are deceptive. The dust is too light to support a traveler's weight, but it is thick enough to suffocate anyone who falls in. Sometimes, the ground beneath the powder is uneven, concealing a dangerous drop. One misstep, and a traveler

can disappear beneath the dust. Large bodies of silt often extend like the rivers of old into more solid terrain, following narrow channels called estuaries. Many estuaries of silt are shallow enough for human-sized travelers to wade with care. Very tall creatures such as giants can navigate correspondingly deeper silt; a giant can wade through silt 10 feet deep without difficulty. Many large sinks and estuaries are sprinkled with islands of high ground, isolated from the "mainland" by stretches of dust of varying depths. Some of these islands are rocky protrusions just large enough to accommodate a giant or two, and others can support an entire village. Miles of silt have sheltered many islands over the years from the touch of defiling magic, and those islands remain surprisingly verdant.

Mountains

Low ranges such as the Mekillot Mountains, the Stormclaw Mountains, and the Black Spine Mountains dot the Tyr Region. They are daunting obstacles. Their bare, rocky peaks - sometimes as tall as 2,000 meter — offer little water or shelter to make the climb worthwhile. After a daytime temperature of well over 40 degrees Celcius, temperatures at night can plunge near the freezing point. Most

of the exposed rock crumbles under the twin hammers of heat and cold, so great slopes of broken rock and frequent rockslides make for arduous travel. Mountain vales, on the other hand, often are watered and filled with heavy scrub, cacti, or sparse forest. Little of the land is suitable for cultivation, but savages and monsters such as half-giants, gith, and kirres make their homes in vales. Large networks of caverns lie under most of the low mountain ranges, home to all sorts of strange creatures that prefer to hide from the sun. A truly awesome mountain range marks the western border of the Tyr Region - the Ringing Mountains, whose highest peaks reach 6,000 meter or more. Some of these peaks have thin but permanent snowcaps.

Mudflats

Little open water remains on the surface of Athas; most is buried underground. In a few places, water seeps upward, saturating the land to create mudflats. Most common near or in dust sinks (especially the shallows of the Sea of Silt), mudflats hide beneath the churning dust, revealed only when the winds clear an area and expose the soupy mess to the air. Uncovered mudflats usually dry out in short order, leaving behind hard, cracked clay that might or might not be solid enough to support a traveler's weight. A few mudflats manage to survive, sometimes through cultivation and sometimes by happenstance. These areas are lush with vegetation, including desert grasses, thorny bushes, and small trees. Where mudflats stand in silt basins, low islands of dense vegetation rise above the dust. These mudflats are rarely large; most measure only a few hundred feet across. Tangled underbrush and mucky ground make traveling through these areas difficult but not impossible. In general, mudflats offer little to travelers; there isn't much standing water, and dangerous predators hunt creatures that subsist on the greenery.

Rocky Badlands

Most hilly regions on Athas are rocky badlands - highly eroded mazes of sharp-edged ridges, winding canyons, and thorn-choked ravines. Daunting escarpments force travelers into meandering courses along the ravine floors, which often end in blind canyons or loop back on themselves. Badlands can be barren, waterless wastes, but many are filled with thorny brush that can completely clog the ravine floors. Rocky badlands are difficult to cross, no matter which way a traveler means to go. Sticking to a canyon's floor is easy enough, but a canyon rarely leads in the direction one desires, and the thick, prickly brush makes for very hard going. Climbing up the walls to crest a badland ridge usually involves a dangerous scramble of several hundred feet, and travel along the top of a knife-edged ridge is equally challenging.

Salt Flats

Great flat plains encrusted with salt that is white, brown, or black, salt flats can extend for miles. Some are dotted with briny marshland, but most are barren and lifeless. Any water is usually too brackish to drink and might be poisonous. Salt flats offer no shelter, and the temperatures reach more brutal extremes than anywhere else on Athas. Sun sickness can kill an unprotected traveler caught in a salt flat. If the salt flats have one asset, it's that no creatures linger in them for long. A prepared traveler can cross

a flat without risking an encounter with a wild beast or roving band.

Salt Marshes

Salt marshes and shallow, ephemeral lakes can form in and near salt flats, dust sinks, and sandy wastes. Most are only a mile or two across, but a few - such as the Salt Meres or the Maze of Draj - extend for as much as hundreds of miles. The water, too salty or alkaline to sustain life, is undrinkable. Many salt marshes dry out completely in the months of High Sun, and some remain dry year-round if the following Lowsun comes and goes without rain. A salt marsh contains low grasses, reeds, or brush. Ankle-deep channels of briny water encrusted with caked salt wind through the marsh, sometimes opening out into large, shallow lakes. Here and there, tough stands of scrub or the occasional tree stand above the grasses. Few creatures can digest the tough vegetation, but the marshes buzz with tiny insects that can drive a traveler half mad.

Sandy Wastes

Vast stretches of yellow sand, sandy wastes are the most identifiable deserts of Athas. Some wastes are plains where the air is still and no winds disturb the trackless land. In other wastes, the landscape takes on a rumpled appearance as winds pile up sand to form great dunes. The topography of such wastes changes endlessly; old dunes slowly erode under the wind, and new ones form when deadly sandstorms whip up with little warning. Travelers caught in a storm hear the wind howl in a deafening scream while stinging sand bites their skin. The worst storms can scour flesh from bones. In the flat areas of Athas, sandy wastes do not hinder travel. Oases, wells, and stands of tough scrub can sustain desert-dwelling creatures and people indefinitely. Flat sand is easy for travelers, although a lack of landmarks increases the risk of becoming lost. In areas that have dunes, travel is more challenging. Mekillot dunes, named for their passing resemblance to the huge drakes, can be hundreds of feet tall, but most dunes rise no higher than 30 meter. In wastes where the winds shift or collide, star dunes might form. The ridges of these mounds extend away from the main mass, forming arms that spread out like tentacles in all directions.

Scrub Plains

Scrub plains are savanna, prairie, or chaparral with just enough water to support extensive vegetation. Tough, dry grass punctuated by creosote bushes and tumbleweed dominates the ground. One can even find a few small trees scattered across the landscape. By Athasian standards, scrub plains are almost lush, supporting a high concentration of wildlife. Excessive grazing and the use of defiling magic have reduced some scrub plains in the Tyr Region to ruin. Only a few such areas survive in the wild lands between the city-states, protected by primal guardians who use ancient magic to destroy intruders and safeguard their homes. However, beyond the Ringing Mountains stretch vast scrub plains such as the Crimson Savanna.

Stony Barrens

Stony barrens dominate the Tablelands. Most barrens are bedrock shelves exposed by windstorms. These weathered

plains are covered with rocks that range in size from pebbles and gritty dust to huge piles of standing boulders. In places, the bare rock gives way to hard-packed red earth, and yellow sand collects in crevices, forming dunes or drifts. Huge mesas and pointed buttes dot the plains, a testimony to the erosive power of the elements. Cacti proliferate in stony barrens. Hundreds of species grow throughout, ap-

pearing in all shapes and sizes, from small, thorny buttons to towering saguaros. Some cacti are edible, making suitable fare for travelers low on supplies. Others are stealthy predators that can kill careless travelers; in the Athasian wilderness, one can never be certain who is the hunter and who is the hunted.

Plant Life

Agafari Tree A tree of the Crescent Forest, agafari wood is extremely hard and is the next best thing to metal. The wood is used to make weapons and shields and is a major trade good of Nibenay. The tree's bark has a bluish tint. At the top of the tree, which can be over 100 feet tall, the boughs spread out in great, sweeping fans. enormous heart-shaped leaves are the color of turquoise. These large trees can actually be hollowed out without killing the tree.

Arrow Weed This plant grows in quiver-like clusters of canes. The yellow stalks of the plant are lined with razor-sharp edges. If the stems are broken, they emit a tangy, foul-smelling odor.

Berril A blue-green moss that often covers the floor of forests. When dried it is edible and tastes like dried tea leaves.

Bloodgrass Appears as a normal patch of green grass, but has longer tendrils than normal grass. It sends out runners among normal grasses. Bloodgrass is a bloodsucking plant and attacks anything stepping on it by wrapping one or more tendrils around its victim and sucking out its blood.

Bloodvine A parasitic plant, the bloodvine lives on the bark of the agafari tree. It is found only in the Crescent Forest. At night, the vines (which are attracted to warmth) will slowly approach an unsuspecting victim, wrapping around it and injecting roots into the target. The roots are covered in an anesthetic sap so the victim will feel no pain. The plant then begins to drain the victim's blood.

Blossomkiller A carnivorous plant of the forests and jungles. A single plant occupies up to a 45 foot radius, consisting of its stalk, roots, tendrils, and flowers. Tendrils branch out from the roots, forming a network of trip wires. When a victim steps on any of the roots, the flowers shoot a spray of quills in all directions, the quills carrying a paralysis poison.

Bogo Tree A gnarled tree found around the Pristine Tower. Although the tree itself is harmless, one must be careful when passing below it; snakelike beasts often dwell in the burled limbs, swinging down in an attempt to impale unwary victims on the barbed spines which cover their bodies.

Brain Seed A rare and cunning plant with strong psionic abilities, the brain seed has a deep-seated hatred for wizards, especially defilers. It is a large sentient plant with

purpled hued stalks and white and yellow flowers which are always in bloom. The center stalk has a large bulb in which the brain is located and the mouth is at the top end of the stalk.

Bramble Tree A cultivated form of brambleweed in which the grower constantly cuts the top off of a vertically planted section of brambleweed, forcing it to grow a new outer layer to survive. When it reaches the desired thickness, it is allowed to grow. Constant trimming and attention keep it growing as desired.

Brambleweed A vine that grows as a thick, twisted, tangled mass of thorny brown-grey vines. There are no leaves, the stem is actually the photosynthetic part of the plant. It grows, the older part of the vine hardens from lack of moisture. In this way, creates its own trellis as it grows. Although hardened, the older part remains tough, providing deadly defense for the newer shoots.

Broomgrass A silver-green grass that fills the great expanses of field surrounding the Pristine Tower.

Bulis The bulis berry has a hairy, thick brown skin that makes it difficult to peel. The small sweet purple center can be consumed or made into wine. The plentiful wine has a sickeningly sweet flavor and is often mixed with water. Great quantities of this beverage are consumed in Tyr.

Burnflower A hearty plant with highly shiny leaves that reflect sunlight into deadly beams of energy. They appear as a patch of grey-green vines with closed bulb-shaped flowers. If the flowers are opened, they are found to be coated with a clear, sticky sap. It has a nasty, bitter taste and is neither edible nor poisonous.

Cabra Melon The fruit of this melon plant is thick-husked and full of succulent meat.

Cachava Plant Singing Sticks are often carved from the straight, springy wood of this plant. Though light and extremely flexible, the wood is nearly impossible to break.

Chiffon Tree This tree of the Tyr region has a puffy crown of golden leaves. Its blossoms are green and give off a scent of honey.

Cotton Much of the fabric produced in Tyr uses cotton raised on the plantations outside of the city. Athasian cotton does not require much water and is a very hardy crop.

Its main drawback is the backbreaking labor required to harvest it.

Dew Fronds A jungle plant, dew fronds easily blend in with the surrounding foliage. When newly grown, the frond is three to five feet long and is a yellowish-tan color. The plant lives off of the blood of its victims. As it feeds on more blood, it grows.

Esperweed A rare plant found only in the few tropical areas of Athas and on the mudflats near the Sea of Silt. It is a flowering plant that grows up to three feet tall. The stalk is brownish-green, but turns bright green where it bears its leaves and flowers. The oval-shaped leaves are 3 to 4 inches long. The flowers have 6 petals, each nearly 6 inches long. In the center of the flower is a small circular stamen colored bright red. The petals are red at the base, fading to reddish-orange at the outer edge. The roots are highly sought after for their psionic-boosting abilities. However, using it too much can be detrimental.

Fanna Tree A tall thin tree with a dense network of branches and leaves only at the very top to catch the sunlight. The leaves are narrow even when open, and fold to thin slivers in the heat of midday. This tree is very common in the Crescent Forest though it is present in other places as well.

Faro A twisted cactus grown as a cash crop by many of Tyr's nobles, faro grows as tall as a man, with a handful of scaly stems that rise into a tangled crown of needle-covered boughs. Faro trees blossom once a decade. Each piece of the sweet delicious fruit is worth as much as the tree itself. The faro needles can be harvested several times every year, and command a high price per bushel. The needles can be ground into a fine, nutritious flour that is often used in baking.

Firegrass This is the grass which covers the Burning Plains in the Last Sea region. It grows more than a foot of a day and wildfires are sweep quite frequently through the plains. Travelers can easily be killed when caught in a wildfire.

Geja This plant produces a soft-skinned fruit. The fruit, although sweet and delicate, is ripe for only a few days a year and often is eaten by insects.

Giant Sundew While appearing to be a pile of ropes covered in gray-green tar, the giant sundew is actually a plant that can cast its tendrils several feet, burning the unfortunate victim with its acidic touch.

Grall A squat thorny cactus that does best in rocky areas, grall is harvested for its fruit. It produces 2-3 bulbous fruit per plant every three months. These fruit can be eaten raw (they have a strong bitter taste), but more often they are fermented for use in a strong local brew, "cactus blue" ale.

Kuzza Pepper Plant Kuzza peppers, harvested from this plant, are extremely hot. They are often dried and ground into powder that can be blown into a gladiator's opponent during an arena battle.

Hunting Cactus This type of cactus has a pale green color and stands about 3 feet high. They have a number of oval-shaped pods attached to the main trunk. They rely on their psionic abilities to detect prey. When prey is nearby, they attack by shooting spines into the victim, tipped with nerve poison. It then moves to the fallen victim and inserts a feeding spine.

Neep A thick-rooted vegetable that grows underground. The orange colored neep has a bland flavor and is often prepared mixed with other food rather than eaten alone. The sparse, hairy leaves that sprout above ground can be used as fodder.

N'ku'ru'ma A waist tall mallow plant that produces mucilaginous green pods. The finger sized pods are protected by short, fine needles that must be removed before preparation. When roasted over an open fire, the pods take on a slightly sweet flavor.

Oleracea A succulent leaf plant that is a staple vegetable in the region. The dull yellow, finely incised leaves grow in a small fan near the ground. Oleracea leaf can be eaten raw or cooked with meals. The leaf is nutritious but flavorless.

Pagafa Tree A reasonably tall tree with large fronds, found in various areas of the Tyr region.

Palm Trees Near the Last Sea, palm trees grow alongside various other tropical plants.

Poisonweed Poisonweed is found in the forests of Athas. Along the roots of this weed grow large beautiful flowers with bright orange petals and light-green leaves. The flowers are 4-6 inches in diameter and hard to miss. Up to 30 flowers will be on a plant, spread over a 20 foot radius. At the center of each flower is a poison sac. When a person touches or brushed up against a flower, a cloud of poison is released, affecting everyone within 15 feet of the plant. The poison makes them instantly fall asleep. Then the plant wraps them in its tendrils and digests them with a corrosive enzyme.

Prentel Plant A plant of the Mekillot Mountains, the prentel plant bears bright red berries. These berries taste sweet, but induce illness and often even death.

Prickly Pear, Athasian A form of prickly pear cactus which grows in the mekillot mountains.

Red Cactus Red cactus is a round succulent plant known for its spiny red thorns. A type of grub makes its home inside the cactus. When a red cactus is cut open, anywhere from about one dozen to three dozen grubs will generally be found inside. The white, scaly, brown-headed grubs are quite tasty.

Rice, Athasian Athasian rice requires much less water to grow than does normal rice. It is one of the major trade goods of Nibenay as well as the staple of the Nibenese diet.

Rock Cactus A small spherical plant, found anywhere water is not plentiful. Generally brown, they darken to black as their amount of water stored increases. During spring and summer, rock cacti produce a bright yellow flower, but it only lasts a few hours. The rest of the year, the rock cacti appear to be roughly spherical rocks, about 1 foot in diameter. When attempting to capture prey, they wait until prey is within a few feet, then quickly extend 2-5 spines.

Rock-Holly This plant grows in boulder sized clumps. It is found outside of Nibenay, often scattered throughout the acres of endless sandgrass.

Rockstem This Blue Age plant grew in the great oceans of Athas. Hard as a rock and sharp as obsidian, the plant grew in large fingerlike formations. The plants have a variety of bright hues and were used by the halfling nature masters of that time to shape their homes.

Saedra Trees Slender, long-needed conifers, saedra trees have upraised boughs that resemble the arms of a sun-worshipping dwarf.

Sandgrass Tall, silver-colored grass found on the outskirts of Nibenay.

Sand Cactus A vile cacti that dwells anywhere there is sand. The entire plant, except for the needles, is hidden beneath the sand. The body is 5-8 feet across and about 4 feet thick. Its many barbed needles are attached to it with long, fibrous strands. The bulbous body and the strands are sickly white, while the needles closely resemble the sand in the area. It attacks by drawing out the blood of a victim unlucky enough to step on the spines.

Scuppernong The silver scuppernong is a hearty, rough-skinned berry that grows on small scrubby bushes. The berry is eaten alone or fermented to produce a silver colored wine. Though beautiful in appearance, the wine tends to be thick and slightly bitter. The full body of the liquor makes it a favorite among elves.

Silverknife A serrated-leaf bush that is common to the badlands all over the Tyr region.

Siltflower The pollen of the siltflower is extremely irritating. It can be gathered and used in the same manner as kuzza pepper.

Spider Cactus The spider cactus looks like any other patch of harmless cacti until the victim is showered by needles. The victim is then dragged to the cactus, where the feeding needles make a slow feast of the victim. The spider cactus has a barrel-shaped body that is 2 to 3 feet across and from 6 to 7 feet tall. It is bright green in color, with streaks of white along the barrel. The needles are purple and green.

Stinkweed As the name implies, stinkweed produces a nauseating odor. It can be dried and is often used like kuzza pepper to gain the upper hand in an arena battle.

Strangling Vines Roughly 25 feet long, strangling vines stretch between three or four trees. The vines have about ten leaves per five foot section, concealing sharp thorns. The vine itself is brownish-green, while the leaves are a shiny, deep, mossy green. When a victim passes underneath, the vines suddenly drop down and strangle the victim.

Tamarisk A plant with blood-colored blossoms, deadly scions of the foliage that once blanketed the land.

Timiris A plant that appears as a set of thorny bushes surrounding a 30-yard diameter silvery pool (it resembles a pool of water), found in sandy wastes. The bushes have a drab, gray-pink tinge to them. The thorns themselves are each about an inch and a half long and barbed. If one is broken off, one can discover a small, hollow passage inside it, with a tiny hole at the end. It is not poisonous. A well-lit study of the ground around the cactus reveals bones scattered throughout it. The bushes grow directly out of the "pool" in the center of the thicket. It is impossible to reach the pool without going through the thicket—even by flying above it. On one side of the thicket is a narrow, three-foot tunnel leading toward the center. Once victims pass the halfway point, the thorny bushes rapidly constrict them. The thorns dig into the victim and the timiris sucks their blood. If they escape, the thorns continue to suck blood until they are dug out of the skin.

Variegated Desert Agave A large tree, 6' tall and twice as wide, with curved, spiked leaves striped in blue and yellow.

Wanderer's Staff Thorny, gray-yellow bushes found in the foothills of the Windbreak mountains as well as similar terrains.

Welela The plants produce a long, thin, prickly gourd whose meat is flavorful and contains quite a bit of water. They can be found in the Crescent Forest and are also cultivated outside of Gulg.

Weeping Desert Acacia A desert plant with yellow puffball blooms which attract hummingbirds.

Yypr Tree Tall conifers with hard, flat needles that can be boiled to make a refreshing tea.

Zaal Tree These trees have barren trunks and fanlike crowns made up of large fronds.

Zombie Plant A semi-intelligent shrub that produces highly nutritious berries. Anyone eating the berries has a chance of becoming a slave of the plant, existing only to serve and protect it. The plant resembles a healthy berry bush, with thick foliage. It bears fruit throughout the year; the berries are red and grow in twos and threes like cherries do. The plant also has a clean, healthy scent which is aided by its psionic power of attraction.

Chapter 13: Roleplaying Notes



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"I live in a world of fire and sand. The crimson sun scorches the life from anything that crawls or flies, and storms of sand scour the foliage from the barren ground. This is a land of blood and dust, where tribes of feral elves sweep out of the salt plains to plunder lonely caravans, mysterious singing winds call travelers to slow suffocation in the Sea of Silt, and selfish kings squander their subjects' lives building gaudy palaces and garish tombs. This bleak wasteland is Athas, and it is my home."

— The Wanderer's Journal

I've compiled a few lists of things that most characters would know to use as a player handout in my games. During character creation, hand out each section that applies to each character (race, social class, city state) as they are chosen, the others that don't get used can be quick reference guides for things like knowledge checks, or info for when players interact with NPCs and are asking questions.

General

- There are no gods
- A full skin or pot of water is worth your life
- You can't trust an Elf
- Athas is an endless wasteland, spotted by tiny oases, and filled with predators
- The desolate condition of Athas is the result of unchecked magic use
- Arcane spellcasters are mistrusted at best, and reviled more often than not

- The tablelands are dotted with ruins from an ancient past
- Every creature, and even a few plants have some form of latent psionic power
- There are seven city states: Balic, Draj, Gulg, Nibenay, Raam, Tyr, and Urik, each ruled by an oppressive Sorcerer King
- Even more powerful than the Sorcerer Kings is The Dragon, who demands tribute of 1000 slaves from each city state each year

Races

Dwarves

- Nothing comes before family except your Focus
- A Dwarf's chief love is toil
- If a Dwarf dies with his Focus incomplete, he returns as an undead Banshee to haunt the objective of his Focus
- Dwarves are hairless and consider the very idea of hair repulsive, though carvings at the Dwarven city of Kled show Dwarves sporting hair and beards in the ancient past
- The three primary Dwarven settlements are North and South Ledopolis, and Kled, a Dwarven village near the City State of Tyr
- The Dwarves of North and South Ledopolis are trying to build a bridge to connect the two villages, but the giants living on Ledo Island in the center keep wading out across the Silt Sea to destroy the bridge
- Dwarves shun arcane magic as a rule, and while they will travel with a spellcaster who proves themselves a worthy companion (by actively working towards the Dwarf's Focus), they rarely ever fully trust a wizard
- Dwarves who study The Way tend to excel in its use, and many Dwarves become Clerics of Earth, while Fire and Water also tend to attract Dwarven devotees.
- Dwarves almost always have a serious, sober demeanor. Only when they've completed their Focus do they allow other Dwarves, and their most trusted non-Dwarven friends see their joy and sense of humor (and that lasts only until another Focus is chosen)
- Nothing is impossible in the eyes of a Dwarf. The fastest way to earn the enmity of a Dwarf is to tell him "It can't be done."

Elves

- "*Death is stillness, so run, you Elves. Dance to the beat of life, for the moment is quick and oh so short. There is nothing as fast nor as proud nor as wonderfully made as an Elf.*"
- You can't trust anyone, especially outside your own tribe (until they've passed a series of trust tests)
- Those that fall behind are left behind
- To ride rather than run is to have no honor
- Of all the races, Elves are the most likely practitioners of sorcery, particularly Defiler magic
- Elves do not usually excel in the pursuit of Psionics, because most lack the dedication to continue their studies.
- Elves live for the "now". They have little care for anything but instant gratification. Looking back the past reminds them of lost opportunities for fleeting happiness, while the future is almost certainly going to be worse than now.
- Elves revere Coraanu Star Racer, the Warrior Thief and mythical "first elf" as a pinnacle of Elvishness to aspire to.
- Elves will often flaunt a stolen item right in front of its former owner. Elven culture dictates the victim should congratulate the Elf on the possession of such an attractive item. Those who do not are considered poor sports.
- Elven chiefs are customarily given a percentage of the gains from any raid. An Elf who holds out on his chief is considered disloyal to his tribe.

Halflings

- Death is preferable to slavery
- Wages are a form of slavery
- Halfling speech is riddled with idioms and cultural references
- Halflings have a very rich and diverse culture
- Halflings are more concerned with how their deeds help improve Halfling culture, rather than amassing great treasures
- Halflings are mainly carnivorous and prefer their meat raw
- Halflings are very concerned with the condition of the environment and will take any measure to keep their jungle from becoming like the rest of the tablelands
- Halflings have little to no concept of conquest and plunder in their culture
- Halflings don't require as much food or water as the larger races
- Halfling chiefs are much like the Sorcerer Kings of the great city states, but are all Preservers rather than Defilers

Half-Elves

- Half-Elves pride themselves on their self-reliance
- Most Half-Elven children are usually abandoned by their Elven parent
- Half-Elves almost always have human names, most being unable to earn a proper Elven name.
- Half-Elves predominantly live within human society, or out in the wilderness as hermits as they have no separate culture of their own
- Half-Elves readily take to studies and professions that favor solitary independence. Magic, Psionics, and the element of Water all are common pursuits.
- Half-Elves also become Druids quite often due to their natural inclination towards solitude
- Half-Elves often find the Templarate a fitting life.
- Many Half-Elves resent Elves, yet also feel a need to win their approval
- A Half-Elf is just as likely to seek companionship from an animal as they are from another person
- Due to their heightened senses and the fact that they are usually more reliable than Elves, many Half-Elves are hired by merchant caravans as scouts and outriders

Half-Giants

- You have no culture/cultural identity of your own, so you readily adopt the culture and behavior of those you admire
- Despite their size and fearsome reputation, Half-Giants tend to possess an almost child-like friendliness and curiosity
- Half-Giants also have a ferocious temper, only a fool would tempt a Half-Giant's rage
- Half-Giants rarely have the patience or mental facilities for learning magic or psionics, though the occasional clever Half-Giant might dabble with Metacreativity or Psychokinesis and become a truly terrifying psychic warrior
- Half-Giants rarely become leaders, more often than not they follow an admired or charismatic friend into adventure, or whomever they find particularly interesting
- Half-Giants require twice as much food and water as other demihumans
- Your large size sometimes causes you to accidentally break human-sized dwellings and furniture
- Most Half-Giants live their lives as slave soldiers, though the more ambitious and adventurous among them sell their services as highly sought after mercenaries

- If you meet someone interesting enough, you might completely abandon whatever it is you're doing to follow them
- Legend has it a great Sorcerer King created your race long ago.

Humans

- Humans are ubiquitous in the tablelands of Athas
- Humans are the most adaptable among races and fill stations from the lowliest slaves and hermits to the rulers of the great trading houses and high templars of the Sorcerer Kings themselves.
- Humans take readily to studying The Way, as well as the worship of the elements.
- Most humans distrust and fear arcane magic. Many wizards, both preservers and defilers, have been killed by an angry mob.
- There is nothing human ingenuity cannot accomplish.

Muls

- You were born a slave, and you will likely die a slave
- Most Muls are kept as gladiator slaves, due to their nearly unmatched physical prowess
- The life of a gladiatorial slave can be almost as lavish as that of the nobility, if you continue to perform well
- While many Muls have the opportunity to win their freedom many choose to remain in the arenas
- You are stronger than the other races, what would be considered intolerably painful for others is only a mere distraction for you
- Your stamina is unparalleled. You can quarry rock for a full 12 hours with no rest or walk for days without stopping. As long as you sleep at least 6 hours every few days, you don't suffer from fatigue.
- Unlike the Dwarves they are descended from, Muls often sport tattoos, from shoulder markings denoting victory in the arenas to full body tattoos.
- Most Mul births result in the death of the mother, especially if the mother is human.
- Muls are born sterile and can have no children.
- Despite their formidable physique Muls don't always make good soldiers. They're smart enough to tell when a commander is making a tactical error, and stubborn enough to refuse such orders.

Thri-kreens

- Elves are tasty
- Humanoid customs are strange, and most of the time none of the other races seem to understand Thri-kreen ways.
- Thri-kreen have a pack mentality, and tend to view everything from a predator/prey point of view.
- Many Thri-kreen develop psionic powers beyond a simple wild talent, they make excellent Monks and Psionicists
- Some Thri-kreen are capable of delivering a poisonous bite
- Thri-kreen possess great agility and can leap great distances
- Since you do not sleep, you don't understand why other races seem to become lazy during certain parts of the day
- You live for the hunt, little else interests you
- Thri-kreen have no disposition towards magic, especially arcane
- There are no known Thri-kreen settlements within the tablelands

Caste

Freeman

- Templars can enter your home at will
- While you are not a slave, you must devote most of your time to earning enough money to keep your freedom
- Most freemen are crafters and artisans, others run market stalls or smaller businesses like taverns and brothels in the less savory parts of the city
- Most freemen own at least a small home
- Very occasionally a freeman is successful (or lucky) enough to rise into the ranks of nobility through sheer wealth

Noble

- You have been born into a life of luxury, but also one of political intrigue
- You never set foot outside of the safety of your villa or compound without your guards, palanquin to ride in, or at the very least a good disguise.
- You have slaves to deal with the things lesser people have to do themselves
- Many nobles have personal bards, consorts, and other “toys” to keep them occupied.
- A favorite pastime of the nobility is betting on their favorite gladiator(s)

Slave (Artist)

- You are a slave. You were either born into slavery, could not pay a debt, or were caught committing a crime and were sold into slavery.
- Your owner/master may have taught you how to read and write, but this skill is illegal in all of the city states, and will likely get you killed if anyone finds out
- The best way to stay alive is by creating whatever type of art keeps your master happy
- You live a lavish lifestyle for a slave, rivaled only by gladiatorial champions
- Attempted escape carries a penalty of death

Slave (Farmer)

- You are a slave. You were either born into slavery, could not pay a debt, or were caught committing a crime and were sold into slavery.
- To earn your freedom, you have to work off your debt
- When you aren't working you are sleeping, you have little time for anything else
- If you move your hand to your mouth without permission while working in the fields, you will lose a hand. If it happens again, you will be beaten to death.
- Attempted escape carries a penalty of death

Slave (Gladiator)

- You are a slave. You were either born into slavery, could not pay a debt, or were caught committing a crime and were sold into slavery.
- Your purpose is to fight for the entertainment of others, sometimes to the death

- The life of a gladiatorial slave can be almost as lavish as that of the nobility, if you continue to perform well
- You can win/buy your freedom if you are good. If you aren't, you will likely end up pitted against a superior opponent so that your death can entertain the crowds
- Attempted escape carries a penalty of death

Slave (Laborer)

- You are a slave. You were either born into slavery, could not pay a debt, or were caught committing a crime and were sold into slavery.
- To earn your freedom, you have to work off your debt
- When you aren't working you are sleeping, you have little time for anything else
- All you know of life is either toiling day in and day out in a mine or quarry, or building something for your master
- Attempted escape carries a penalty of death

Slave (Soldier)

- You are a slave. You were either born into slavery, could not pay a debt, or were caught committing a crime and were sold into slavery.
- To earn your freedom, you have to work off your debt by completing your term of deployed service
- Attempted escape carries a penalty of death
- Most of your life is spent in the training yards, preparing for war
- When battle comes, you can be sure to be placed on the front lines where fighting is the fiercest and mortality rates are staggeringly high

Tribal (can be used in place of both social standing, as well as city state)

- City states seem claustrophobic to you, everything is too close, there are too many people, and they stink of shit.
- Whether a tribe of nomadic herdsmen, hunter-gatherers, or raiders, you are often on the move, never staying put for too long.
- You have seen things out in the wastelands of Athas that most people in the cities couldn't even comprehend.
- Most tribes, regardless of vocation, tend to be comprised of a single race. The exception to this, of course, are the tribes of escaped slaves.
- In most tribes the leader is the strongest individual, and changes in leadership tend to be violent.

City States

Balic (based on ancient Greek and Roman culture)

- Andropinis claims he was elected to the position of lifelong dictator over 700 years ago
- Templars in Balic are elected for 10-year terms. Andropinis usually makes it clear which ones he favors, and on the rare occasion that the "wrong" one wins, they disappear
- Andropinis' personal army consists of 10,000 mostly human foot soldiers carrying lances, large wooden shields, and bone daggers (hoplites)

- Every citizen of Balic is a member of the militia and spends every 10th month assisting the regular army patrol the fields to reduce crop and stock loss to Giants who regularly raid from across the Silt Sea
- Balic is situated in the Estuary of the Forked Tongue, a very defensible location as far as invasion from the other city-states is concerned, as it is surrounded by parts of the Silt Sea on the North, East, and South sides
- Balic has a strong economic district, which specializes in trade of olive oil, kank nectar, and pottery.
- The Agora, or market square is completely ringed in by the Elven market, making it impossible to do any legitimate business without dealing with the dubious offers of the Elven merchants
- The Silt Sea contains numerous islands inhabited by giants, and dotted with crumbling ruins.
- Shipfloaters are psionicists who telepathically levitate ships to traverse the Sea of Silt.
- **Rumour:** The Dwarves of North and South Ledopolis are trying to build a bridge to connect the two villages, but the giants living on Ledo Island in the center keep wading out across the Silt Sea to destroy the bridge

Draj (based on Aztec culture)

- The Mighty and Omnipotent Tectuktitlay, Father of Life and Master of the Two Moons claims to be a living god
- Templars in Draj are known as Moon Priests
- The fertile soil surrounding Draj allows it to grow many crops, including grain for bread and hemp, which makes for good ropes
- Draj is almost constantly at war, raiding villages and even other city states for captives to be sacrificed on the steps of Tectuktitlay's pyramid, overlooking the gladiatorial arena
- Knowledge of history is expressly forbidden by Tectuktitlay, nothing beyond mortal memory is really known about the past of this city
- Draji warriors decorate themselves with the skins of various beasts and animals, and carry obsidian-edged clubs called Macuahuitl as well as short harpoons
- Criminals in Draj receive only one sentence: death, either by execution or by caging (a very slow death by exposure).
- Crime, especially theft is so looked down upon by Draji culture that most citizens would rather sell themselves into slavery than steal.
- Instead of a wall, the entrance to the city state is surrounded by expansive mud flats, which provide plenty of protection from invaders.
- **Rumour:** Draj has vast storehouses of grains and hemp that it keeps hidden from everybody in order to drive up their prices when trading with other city states.

Gulg (based on various African savannah cultures)

- Lalali-Puy, the oba, or forest goddess is the only ruler of a city state who enjoys the popular support of her people
- Gulg lies at the southern end of the Crescent Forest
- Nearly everything in Gulg is made from Agafari wood, even the houses are carved out of the very trees
- Lalali-Puy controls all economic activity within Gulg directly, taking all the food produced and distributing it amongst her people. Merchants from outside the city can trade with the city state, but it is forbidden to trade with the citizens themselves.
- Citizens of Gulg also have the right to appeal directly to Lalai-Pui for an audience if they need a matter resolved.
- Gulg's city wall is a magically infused hedge of thorny brambles that actively seek out the flesh of those who try to penetrate it.
- Despite what the title of city state invokes, Gulg is actually a collection of villages all crammed together within the shelter of the city wall

- When a new Nganga (templar) is chosen, the district they come from holds a funeral service to symbolize that the citizen they once were is no more.
- The templars of Gulg wear masks or face paint to hide their features and strike fear into those who would oppose the Oba
- **Rumour:** If not for the power of the Oba and her Judagas (warriors), Nibenay would likely have destroyed or taken Gulg over long ago.

Nibenay (based on Angkor culture)

- Nobody can remember the last time Nibenay, the Shadow King was seen outside the Naggaramakam
- The Naggaramakam is a walled central district in which only Nibenay's Templars may enter and leave. Slaves who enter here are never permitted to leave again
- Nibenay lies at the northern end of the Crescent Forest
- Every surface of every building in Nibenay is covered with carvings of various figures
- Nibenay holds the only permanent Elven market, which is run by the Sky Singers tribe
- The Monastery of the Exalted Path is an all male psionics academy, the female counterpart is called The Monastery of Serene Bliss. Both are well respected
- A line of large statues of King Nibenay stand on each side of the main road to the city. The statues are called the Omnipotent Receivers as it is believed that the Shadow King can see through their eyes.
- Some people believe that the Shadow King hasn't been seen because he actually died a long time ago.
- All Nibenese templars are female and are sometimes referred to as Nibenay's Wives
- **Rumour:** the ruins of Giustenal are said to contain a powerful psionic entity

Raam (based on ancient Indian and Egyptian culture)

- The Great Vizier Abalach-Re claims to be the emissary of a higher power known as Badna
- Abalach-Re assures citizens that Badna watches her closely and will strike her down if she falters in her duties, but few believe her.
- Almost no citizens of Raam actually respect their Sorcerer Queen, and there is open talk of rebellion in the streets
- The nobles of Raam are little more than warlords constantly fighting against each other and jockeying for position in the inevitable revolution
- Templars of Raam almost never travel alone, lest they are murdered in the streets
- Raam culture consists of a rigid caste system
- While it was once an economic powerhouse, and still remains the largest city-state on the tablelands, Raam's infrastructure has fallen almost completely apart due to the indifference of Abalach-Re who prefers to take pleasure in whatever strikes her fancy rather than rule her city.
- Crime runs rampant in the streets without the presence of templars to maintain order.
- Abalach-Re has born hundreds of illegitimate children over the 30 or so generations that she has ruled Raam. Known as the Offspring, many of her children have exhibited unusual psionic and arcane talents.
- **Rumour:** Stay away from the ruins of Yaramuke. Hamanu of Urik used such foul magics to destroy it that the entire area, including the fresh water springs that flow from within are all posionous

Tyr (based on the culture of Tyre)

- King Kalak, the Tyrant of Tyr has allocated an inordinate number of slaves towards working to build his ziggurat, including those owned by the nobility
- Even the iron mines, upon which Tyr's economy is based have been shut down to allocate more resources to the ziggurat
- Nobody knows what the ziggurat is for
- Kalak's Templars as well as his personal guard are all armed with iron swords
- As in most of the city states, while Tyr's Elven Market is always in the same area, the vendors are always changing from one day to the next.
- Because most of the slave laborers have been working on the ziggurat, the remaining gladiatorial slaves have been putting on more and more impressive fights, rather than the barbarically uneven matches that were normally seen before. This in turn is increasing the draw that the games have to the point where seat prices have risen dramatically.
- People are starting to whisper that King Kalak has gone mad.
- Tyr is located in a valley along the edge of the Ringing Mountains
- Taxes have also risen dramatically since Kalak began the construction of his ziggurat.
- **Rumour:** Tyr was built atop the ruined foundations of an ancient city. Though many of the passages and byways are blocked off either by more recent construction, or shifting dunes, there are still many hidden access points to various locations under the city. This area is known as UnderTyr.

Urik (based on Babylonian culture)

- King Hamanu trains daily with his warriors, even the slaves
- The walls of Urik are famous for being nearly unbreachable
- You would do well to remember all of Hamanu's many laws if you don't want to find yourself being sold into slavery by a templar
- Urik lies near the Dragon's Bowl - a massive crater with 1000 foot high cliffs leading down to a large lake in the bottom.
- The majority of the tools and weapons found in Urik are made from obsidian, which is mined from the nearby Smoking Crown mountains.
- Statues of lions top the massive walls, where guards patrol with their bows and obsidian-tipped arrows
- Urik's gladiatorial arena, known as the Pit of Black Death, rests in an old abandoned obsidian mine, its walls lined with razor sharp obsidian.
- Children are tested by templars at an early age and are assigned a vocation based on their abilities. It is extremely rare for a change in career in Urik.
- Children who show talent in The Way are taken from their parents and sent to Hamanu's school of the mind for training.
- **Rumour:** King Kalak of Tyr has stopped production of iron, Hamanu might send his army to get more iron!

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Name:

Race:

Starting Xp

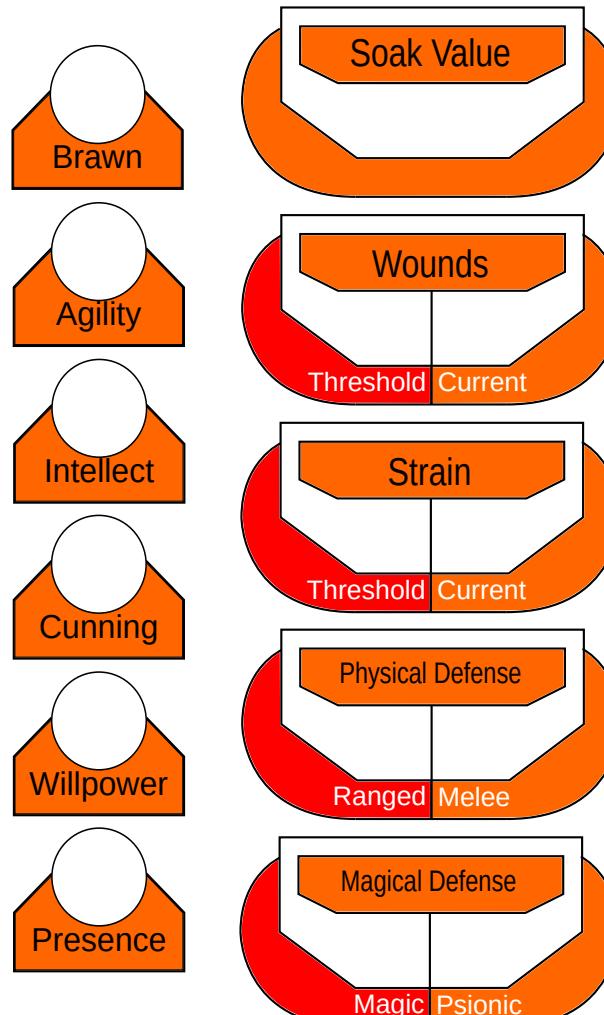
General Skills	Career	Rank
Alchemy (INT)		
Athletics (BR)		
Cool (PR)		
Coordination (AG)		
Crafting (INT)		
Discipline (WIL)		
Medicine (INT)		
Operating (INT)		
Perception (CUN)		
Resilience (BR)		
Riding (AG)		
Skulduggery (CUN)		
Stealth (AG)		
Streetwise (CUN)		
Survival (CUN)		
Vigilance (WIL)		



Weapon	Skill	Damage	Crit	Range	Special

First Spec:

Second Spec:



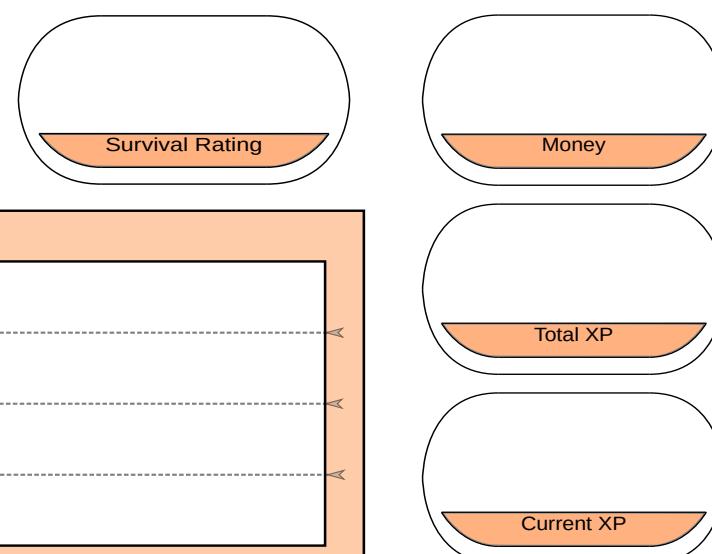
Motivation:

Wild Talent:

Combat Skills	Career	Rank
Brawl (BR)		
Melee (Heavy) (BR)		
Melee (Light) (BR)		
Ranged (AG)		

Knowledge Skills	Career	Rank
Education (INT)		
Geography (INT)		
Nature (INT)		
Underworld (INT)		

Magic Skills	Career	Rank
Arcana Attack (INT)		
Arcana Barrier (INT)		
Arcana Dispel (INT)		
Arcana Enchantment (INT)		
Arcana Illusion (INT)		
Primal Augment (Cun)		
Primal Conjure (Cun)		
Primal Curse (Cun)		
Primal Shape (Cun)		
Psionics (WIL)		



Name:

Race:

Starting Xp

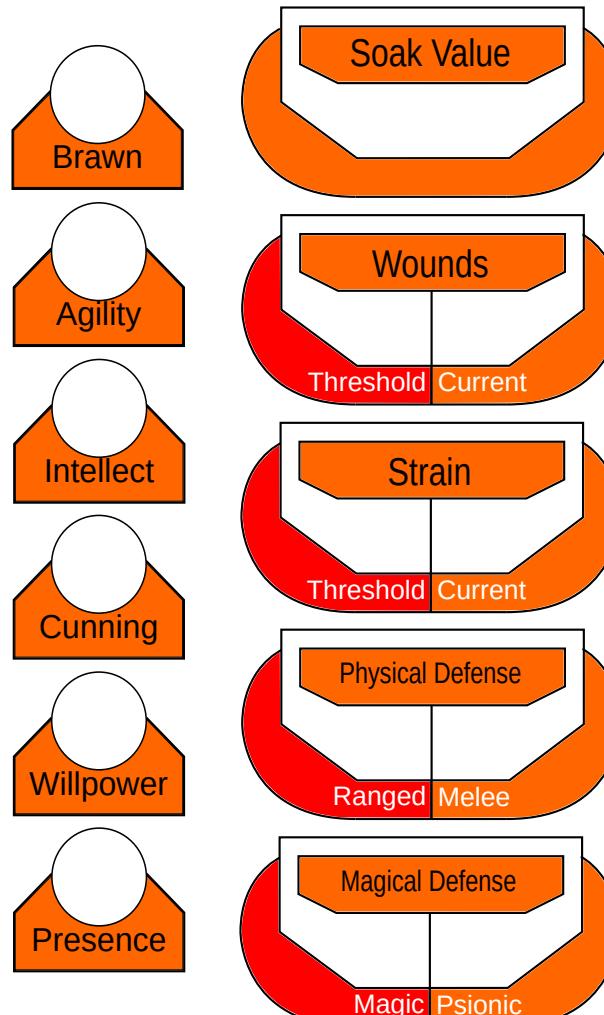
General Skills	Career	Rank
Alchemy (INT)		
Athletics (BR)		
Cool (PR)		
Coordination (AG)		
Crafting (INT)		
Discipline (WIL)		
Medicine (INT)		
Operating (INT)		
Perception (CUN)		
Resilience (BR)		
Riding (AG)		
Skulduggery (CUN)		
Stealth (AG)		
Streetwise (CUN)		
Survival (CUN)		
Vigilance (WIL)		



Weapon	Skill	Damage	Crit	Range	Special

First Spec:

Second Spec:



Motivation:

Wild Talent:

Combat Skills	Career	Rank
Brawl (BR)		
Melee (Heavy) (BR)		
Melee (Light) (BR)		
Ranged (AG)		

Knowledge Skills	Career	Rank
Education (INT)		
Geography (INT)		
Nature (INT)		
Underworld (INT)		

Magic Skills	Career	Rank
Arcana Attack (INT)		
Arcana Barrier (INT)		
Arcana Dispel (INT)		
Arcana Enchantment (INT)		
Arcana Illusion (INT)		
Primal Augment (Cun)		
Primal Conjure (Cun)		
Primal Curse (Cun)		
Primal Shape (Cun)		
Psionics (WIL)		

