

DARK SUN CONVERSION DOCUMENT

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ARMOR

With a deficiency of metal on Athas, more depraved materials are needed to make up for this loss. Each suit of armor can be made from the materials listed below. The costs of armors are in copper pieces instead of gold pieces. The stats of the armor are modified according to material (if an armor can't take a specific material, it is said later):

- **Bone:** Degrade armor type by one category (Heavy to Medium, Medium to Light, Light stays Light); subtract 2 from the Armor Class Bonus (minimum of 1); add 2 to the Max Dexterity bonus; add 2 to the Armor Check Penalty (minimum of 0); decrease Arcane Spell Failure by 10%; add 10 feet to the speed if the armor is medium; reduce price by 30%, decrease weight by 50%.
- **Erdlu Leather:** Use listed stats for armor on page 104 of the *Player's Handbook*.
- **Kank Chitin:** Add 1 to the Armor Class Bonus; subtract 1 from the Max Dexterity bonus (minimum of 0); subtract 1 from the Armor Check Penalty; increase Arcane Spell Failure by 5%; increase price by 25%; increase weight by 25%.
- **Mekillot Leather:** Upgrade armor type by one category (Light to Medium, Medium to Heavy, Heavy stays Heavy); add 2 to the Armor Class Bonus; subtract 2 from the Max Dexterity Bonus (minimum of 0); subtract 2 from the Armor Check Penalty; increase Arcane Spell Failure by 10%; increase price by 50%; increase weight by 50%.
- **Obsidian:** Subtract 1 from the Armor Class Bonus; add 1 to the Max Dexterity bonus; add 1 to the Armor Check Penalty (maximum of 0); decrease Arcane Spell Failure by 10%; reduce price by 50%; decrease weight by 75%.

The following armors categories can take the following materials:

- **Light:** All except Chain Shirt (and including Hide) can only use Erdlu Leather and Mekillot Leather.
- **Medium:** All except Hide (and including Chain Shirt) can only use Bone, Kank Chitin, and Obsidian.
- **Heavy:** All the armor can only use Bone, Kank Chitin, and Obsidian.
- **Shields:** There are no shields made of metal, only wooden ones.

CLASSES

In cases where rules conflict, the rules here supercede the rules in the *Player's Handbook*.

BARBARIAN

- See the Barbarian Game Rule information on pages 24 and 25 of the *Player's Handbook*.

BARD

- Bards gain a competency bonus on Alchemy checks for manufacturing poisons equal to half their level. The DC for this task is DC 30. See the *Dungeon Master's Guide* for more information on poison.
- Bards never gain arcane spells.
- See the Bard Game Rule information on pages 27-29 of the *Player's Handbook*.

CLERIC

- Clerics may choose four elemental planes to gain their powers from: Air, Earth, Fire, And Water. Each plane has three domains, and limiting armor and weapons:

Plane of Worship	Domains
Air	Air, Sun, Travel
Earth	Earth, Protection, Strength
Fire	Destruction, Fire, Trickery
Water	Knowledge, Magic, Water

Plane of Worship	Limited Weapons
Air	Ranged Weapons
Earth	Metal and Stone
Fire	Flaming and Obsidian
Water	Bone and Wood

- Upon becoming a fifth level Cleric, they can ignore the element they worship. For example, Fire Clerics are not harmed by normal fire, Earth Clerics can ignore stone walls, etc.
- Upon becoming a seventh level Cleric, they can summon material directly from the plane they worship. The amount is one cubic foot per level above sixth. The material is its purest and most basic form. The shape is dictated by the Cleric, but cannot be summoned more than fifty feet away from his current position.
- See the Cleric Game Rule information on pages 30-32 of the *Player's Handbook*.

DRUID

- When in his guarded lands, the Druid gains a +20 circumstance to his Hide and Move Silently checks. This is a supernatural ability.
- A druid may *Speak with Animals* in his guarded lands upon becoming a 3rd level Druid. Upon reaching a 7th level Druid, he may speak with all animals. This is a spell-like ability with unlimited uses.
- A druid may *Speak with Plants* in his guarded lands upon becoming a 5th level druid. Upon reaching a 9th level Druid, he may speak with all plants. This is a spell-like ability with unlimited uses.
- A druid can live without water or nourishment in his guarded lands when he becomes a 7th level Druid. When he leaves his guarded land, he needs sustenance as normal. This is a supernatural ability.
- See the Druid Game Rule information on pages 33-35 of the *Player's Handbook*.

FIGHTER

- See the Fighter Game Rule information on pages 36 and 37 of the *Player's Handbook*.

GLADIATOR

- **Class Skills:** The gladiator's class skills are: Climb (STR), Craft (INT), Handle Animal (CHA), Jump (STR), Ride (DEX), and Swim (STR). At first level, he gains two plus his Intelligence modifier multiplied by four skill points. At each additional level, he gains two plus his Intelligence modifier.
- **Weapons and Armor Proficiency:** The Gladiator is proficient in the use of all simple and martial weapons and all armor and shields. In addition, he is proficient in the following exotic weapons: Alhulak, Cahulaks, Dragons' Paw, Forearm Axe, Impaler, Net, Puchik, Quabone.
- **Attack Bonus and Saving Throws:** A Gladiator has an attack bonus equal to that of a fighter of similar level. He has saving throws equal to a fighter of a similar level.
- **Improved Unarmed Attack:** The Gladiator does not provoke an attack of opportunity when he fights unarmed. The damage he deals is 1d8 points of lethal damage for a Large-sized Gladiator, 1d6 points of lethal damage for a Medium-sized Gladiator, and 1d4 points of damage for a Small-sized Gladiator. He is considered armed with respect to attacks of opportunity.
- **Armor Optimization:** Every five levels the character has gained in Gladiator, he gains a +1 dodge bonus to Armor Class when wearing armor.

MONK

- Monks are not native to Athas. This class may not be selected.

PALADIN

- Paladins are not native to Athas. This class may not be selected.

RANGER

- See the Ranger Game Rule information on pages 45 and 46 of the *Player's Handbook*.

ROGUE

- At 10th level, a Rogue may attempt to find a patron. The base chance of success is 5% per level above ninth.
- See the Rogue Game Rule information on pages 47 and 48 of the *Player's Handbook*.

SORCERER (DEFILER)

- On Athas, a Sorcerer is known as a Defiler. Only characters of evil alignment may become a Defiler.
- Upon casting a spell, a Defiler destroys the vegetation in a radius of feet equal to the level of the spell.
- See Sorcerer Game Rule information on pages 49-51 of the *Player's Handbook*.

WIZARD (PRESERVER)

- On Athas, a Wizard is known as a Preserver. Only characters of a non-evil alignment may become Preservers.
- Preservers may not specialize in a school of magic.
- See Wizard Game Rule information on pages 53 and 54 of the *Player's Handbook*.

DEHYDRATION

Each day that a character goes without water, they suffer dehydration. A medium-size creature requires 2 gallons of water:

Size	Gallons Required
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Fine	1/8 gallon
Diminutive	¼ gallon
Tiny	½ gallon
Small	1 gallon
Medium	2 gallons
Large	4 gallons
Huge	16 gallons
Gargantuan	32 gallons
Colossal	64 gallons

Water Consumption	Con Loss
Full allotment	None
Less than full, more than ½	1d4
Less than ½	1d6

For each day that a character drinks his full allotment, he gains Con that he lost, at 1d8 per day, until he has reaches his normal number.

FEATS

Armor Optimization

You are able to use armor you are proficient with to gain an advantage in combat.

Prerequisite: Armor Proficiency (Any)

Benefit: When wearing armor you are proficient with, you gain a +1 dodge bonus to your Armor Class.

Bargaining

You are able to get lower prices on goods, and sell higher than normal.

Prerequisite: Bluff skill

Benefit: You can lower the price of an item by 10% by making a Bluff check. Using the same DC's, you can sell the item for 10% higher. The DC's are listed below:

Value in Gold	DC
Less than 1	10
1-10	12
10-100	14
100-1,000	16
1,000-10,000	18
10,000-100,000	20
100,000-1,000,000	25
1,000,000+	30

Heat Protection

You have learned to pace yourself and use clothing to optimize endurance against the heat of the Athasian sun.

Benefit: You only require half of the normal daily requirement of water if you make a successful Intelligence check against DC 16.

Psionic Detection

You are able to detect psionics.

Prerequisite: Athasian.

Benefit: By concentrating for 1 minute, you can detect any psionic activity within 60 feet. It requires a Wisdom check at DC 10 + double the level of the psionic power.

NOTES

In order to make an Athasian character for the Dark Sun campaign setting, you will need the following items:

- The Expanded and Revised Dark Sun boxed set
- The Dungeons & Dragons *Player's Handbook*
- This document!

RACES

AARAKOCRA

- -2 Strength, +4 Dexterity, -2 Constitution.
- Large-size: As Large creatures, Aarakocra suffer a -1 size penalty to Armor Class, a -1 size penalty on attacks rolls, and a -4 size penalty on Hide checks, but they may use larger weapons than humans use, and their lifting and carrying limits are two times of those of Medium-size creatures.
- Aarakocra base speed is 20 feet.
- Aarakocra base flight speed is 90 feet, and have a maneuverability of average.
- Aarakocra deal 1d3 points of lethal damage (19-20/x2 crit) per attack, because of their talons. Aarakocra are considered armed.
- +3 natural armor bonus to AC due to their thick plumage.
- Claustrophobia: When in a space where Aarakocra cannot fully spread their wings, they must make a Will saving throw vs. DC 18 or become shaken until they are out of the constricted space.
- Light Bones: Aarakocra have light bones in order to fly. When struck with a bludgeoning weapon, they suffer an additional 2 points of damage.
- Automatic Languages: Aarakocra and Common. Bonus Languages: Auran, Elven, Gith, Pterran, and Thri-Kreen. They know the languages of many desert races.
- Favored Class: Psion and Ranger. A multiclass aarakocra's ranger or psion class does not count when determining whether he suffers an XP penalty.

DWARVES

- +2 Strength, -2 Dexterity, +4 Constitution, -4 Charisma.
- Medium-size: As Medium-size creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarven base speed is 20 feet.
- Low-Light Vision: Dwarves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on saving throws against poison: Dwarves are hardy and resistant to toxins.
- +2 racial bonus on saving throws against spells and spell-like effects.
- Focus: Dwarves seek out meaningful work and devote themselves to it, called a Focus. The task must be more than one week in time. During this time, he gains a +2 bonus on Will saves and a +4 bonus on skills related to his focus. A person allied with the focus gains the friendship of a dwarf. A person against the focus gains hatred of a dwarf. A dwarf who doesn't complete his focus before death becomes a banshee to haunt his focus.
- Automatic Languages: Common and Dwarven. Bonus Languages: Elven, Halfling, Ignan. Pterran, and Terran. Dwarves learn the languages of their allies.

- Favored Class: Fighter and Psion. A multiclass dwarf's fighter or psion class does not count when determining whether he suffers an XP penalty for multiclassing.

ELF

- +4 Dexterity, -4 Constitution, +2 Intelligence, -2 Wisdom.
- Medium-size: As Medium-size creatures, elves have no special bonuses or penalties due to their size.
- Elven base speed is 30 feet.
- Low-Light Vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Proficient with longsword and shortsword. Elves favor swordplay in combat, such that they are familiar with these weapons.
- Swiftess: An Elf may add 10 times his Dexterity modifier (if it is positive) to his base speed. Elves are known for their incredible speed.
- Elf Run: Elves have a special mentality, which allow them to suppress the weakness of their constitution and engage in an adrenaline flowing feat of running, which could last for days. The Elf must concentrate for 10 minutes. Afterwards, he makes a Constitution ability check. Depending on how high he rolls, he can run very long. The first column displays the DC's. The second column tells how many days he can run before he is fatigued. Once he reaches this point, he is fatigued for a number of days equal to how long he ran.

Difficulty Class	Days Before Fatigue
DC 0	1
DC 10	2
DC 12	3
DC 14	4
DC 16	5
DC 18	6
DC 20	7

- +2 racial bonus on Listen, Search, and Spot checks. An elf's senses are very keen.
- Automatic Languages: Common and Elven. Bonus Languages: Aarakocra, Dwarf, Gith, Halfling, and Thri-Kreen. Elves learn the languages of potential allies and enemies.
- Favored Class: Psion and Rogue. A multiclass elf's psion and rogue class does not count when determining whether he suffers an XP penalty for multiclassing.

HALF ELVES

- +2 Dexterity, -2 Constitution.
- Medium-size: As Medium-size creatures, half elves have no special bonuses or penalties due to their size.
- Half Elven base speed is 30 feet.
- Low-Light Vision: Half Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Elven Blood: For all special abilities and effects, a half elf is considered an elf. Half elves, for example, can use elven weapons and magic items with racially specific elven powers as if they were elves.
- Animal Friendship: Upon becoming a fifth level character, Half Elves can call upon an animal to be his companion, as the spell *Animal Friendship*. See page 173 of the *Player's Handbook*.
- +2 racial bonus to Wilderness Lore checks. Half Elves have to strike it on their own from an intolerant civilization.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages). Half Elves have all the versatility and broad (if shallow) experience that humans have.

- Favored Class: Any and Psion. When determining whether a multiclass half elf suffers an XP penalty, her highest-level class and psion class does not count. If her Psion class is the highest, the second highest class does not count.

HALF GIANTS

- +8 Strength, +4 Constitution, -4 Intelligence, -4 Wisdom, -4 Charisma.
- Large-size: As Large creatures, Half Giants suffer a -1 size penalty to Armor Class, a -1 size penalty on attacks rolls, and a -4 size penalty on Hide checks, but they may use larger weapons than humans use, and their lifting and carrying limits are two times of those of Medium-size creatures.
- Half Giant base speed is 40 feet.
- Hardiness: Whenever a Half Giant rolls his hit dice upon gaining new hit points, double the total of the roll.
- Flexibility: Whenever the Dungeon Master feels it appropriate, he may change one portion of your alignment, such as Lawful Neutral to Lawful Good.
- Automatic Languages: Common; Bonus Languages: Any (other than secret languages). Half Giants learn many languages as part of their natural curiosity.
- Favored Class: Any and Psion. When determining whether a multiclass half giant suffers an XP penalty, her highest-level class and psion class does not count. If her Psion class is the highest, the second highest class does not count.

HALFLINGS

- See Halfling racial traits on page 20 of the *Player's Handbook*.
- -4 Strength, +4 Dexterity, -2 Constitution, +4 Wisdom, -2 Charisma.
- Automatic Languages: Common and Halfling. Bonus Languages: Aarakocra, Dwarven, Elven, and Thri-Kreen. Halflings love to spread their culture, and need the means to do so.
- Favored Class: Bard and Psion. A multiclass halfling's bard and psion class does not count when determining whether he suffers an XP penalty.

HUMANS

- See the Human racial traits on pages 13 and 14 of the *Player's Handbook*.

MULS

- +4 Strength, +2 Constitution, -4 Intelligence, -4 Charisma.
- Medium-size: As Medium-size creatures, Muls have no special bonuses or penalties due to their size.
- Mul base speed is 30 feet.
- Exertion: Muls have amazing endurance, and are able to work for very long periods of time before needing rest. Regardless of working time, a Mul only requires eight hours of undisturbed sleep to be refreshed. Below is a table showing how long a Mul can work depending on the exertion (unless stated otherwise, time is in hours):

Exertion	Time Before Rest
Heavy Labor*	24 + (4 * Con Mod)
Medium Labor**	36 + (4 * Con Mod)
Light Labor***	48 + (4 * Con Mod)
Normal Activity****	4 * Con Mod (Days)

* Stone construction, quarry work, running, etc.

** Light construction, mining, jogging, etc.

*** Combat training, walking encumbered, etc.

**** Walking, conversation, etc.

- Automatic Languages: Common. Bonus Languages: Dwarven, Elven, Halfling, Pterrann, Thri-Kreen. Muls learn the languages of their gladiatorial foes.
- Favored Class: Gladiator and Psion. A multiclass mul's gladiator and psion class does not count when determining whether he suffers an XP penalty.

PTERRAN

- +2 Strength, -2 Dexterity, +2 Wisdom, -2 Charisma
- Medium-size: As Medium-size creatures, Pterrann have no special bonuses or penalties due to size.
- Pterrann base speed is 30 feet.
- +2 natural armor bonus due to their scales.
- Pterrann deal 1d4 lethal damage (19-20/x2 crit) when making an unarmed attack due to their claws. Pterrann are considered armed.
- Automatic Languages: Common and Pterrann. Bonus Languages: Dwarven, Elven, Halfling, Gith, and Terran. Pterrann learn the languages of their friends.
- Favored Class: Cleric and Psion. A multiclass pterrann's cleric and psion class does count when determining whether he suffers an XP penalty.

THRI-KREEN

- +4 Dexterity, -2 Intelligence, +2 Wisdom, -4 Charisma.
- Large-size: As Large creatures, Thri-Kreen suffer a -1 size penalty to Armor Class, a -1 size penalty on attacks rolls, and a -4 size penalty on Hide checks, but they may use larger weapons than humans use, and their lifting and carrying limits are two times of those of Medium-size creatures.
- Thri-Kreen base speed is 50 feet.
- +5 natural armor bonus due to their chitin.
- Four-Arms: Thri-Kreen have four arms: the upper set (primary) and the lower set (secondary). The Thri-Kreen controls his primary arms, but not his secondary, which mimic the primary arm's motions. The Thri-Kreen can gain control of his secondary arms by choosing the Ambidexterity feat; upon doing this, he has two sets of primary arms. The primary arms suffer a -6/-10 penalty when fighting with two weapons. The secondary arms suffer a -16/-20 penalty. If the Ambidexterity feat is taken twice, all his arms gain the benefit of the reduced penalty of an off hand. Two-handed weapons use up one set of primary arms. Shields fastened upon the secondary arms do not contribute an Armor Class bonus. Large Shields must be gripped by two arms in a vertical configuration. If the Thri-Kreen makes unarmed attacks with his arms, they do 1d4 points of lethal damage (x2 crit).
- Bite: A Thri-Kreen may bite as a free action that does not provoke an attack of opportunity. It does 1d4 points of lethal damage (19-20/x2 crit).
- Antennae: Thri-Kreen have antennae on their heads, which they use to feel around in darkness. Reduce concealment penalties by one category (9/10 to 3/4, etc).
- Sleeplessness: Thri-Kreen do not need to sleep and are always active.
- Leap: Upon becoming a third level character, the muscles in the legs of the Thri-Kreen develop and become very strong and flexible. He gains a +40 racial bonus to Jump checks, and does not have a maximum distance due to height.
- Venomous Saliva: Upon becoming a fifth level character, the Thri-Kreen develops venomous saliva, which paralyzes his enemies when he bites them. They must make a Fortitude saving throw against DC 10 + half of the Thri-Kreen's character level. Failure means paralyzation for a number of rounds depending on his foe's size:

Size	Time
Fine	2d10 rounds
Diminutive	2d10 rounds
Tiny	2d10 rounds

Small	2d10 rounds
Medium	2d8 rounds
Large	1d8 rounds
Huge	1 round
Gigantic	1 round
Gargantuan	0 rounds
Colossal	0 rounds

- Dodge: Upon becoming a seventh level character, the Thri-Kreen becomes able to dodge projectiles aimed at him. If he makes a Reflex saving throw at DC 20, he is not hit.
- Automatic Languages: Common and Thri-Kreen. Bonus Languages: None. Due to their physical structure, Thri-Kreen are unable to speak any language except their own.
- Favored Class: Fighter and Psion. A multiclass Thri-Kreen's fighter and psion class does not count when determining whether he suffers an XP penalty.

SPECIAL WEAPONS

	Cost	Weight	Size	Type	Damage	Crit
Alhulak	9 cp	9 lbs.	M	B	1d6	19-20/x2
Bard's Friend	10 cp	3 lbs.	S	P/S	1d4	x3
Cahulaks	12 cp	12 lbs.	M	P/B	1d6	19-20/x3
Carrikal	8 cp	6 lbs.	M	S	2d4	19-20/x2
Chatchka	1 cp	½ lbs.	S	S	1d6	x2
Crusher	24 cp	9 lbs.	L	B	1d8	x2
Datchi Club	12 cp	10 lbs.	L	B	1d6	18-20/x2
Dragon's Paw	15 cp	9 lbs.	L	P	1d6	19-20/x2
Forearm Axe	2 sp	4 lbs.	S.	S/P	1d6	19-20/x2
Gouge	6 cp	12 lbs.	L	P/S	1d8	x2
Gythka	6 cp	12 lbs.	L	P/B	1d8/1d8	x2
Impaler	4 cp	5 lbs.	M.	P	1d8	18-20/x2
Lotulis	15 cp	10 lbs.	L	P/S/B	2d6	19-20/x2
Master's Whip	6 cp	3 lbs.	M	P	1d3	x2
Puchik	6 cp	1 lbs.	S	P/S	1d4	19-20/x2
Quabone	1 cp	4 lbs.	M	P/S	1d3	x2
Singing sticks	5 sp	1 lbs.	S	B	1d4	x2
Tortoise blade	9 cp	5 lbs.	M.	P	1d6	19-20/x2
Trikal	4 cp	1 lbs.	S	P/S/B	1d6	x3
Weighted Pike	6 cp	15 lbs.	L	P/B	1d12	x3
Widow's Knife	5 cp	4 lbs.	M	P/S	1d4	19-20/x2
Wrist Razor	1 sp	1 lbs.	S	S	1d6	x2

WEAPONS

Because of the lack of metal, different materials must be used to create the weapons of Athas. The four main materials in Athas are Bone, Obsidian, Stone, and Wood. These materials impose a penalty to hit and damage, because they cannot retain sharpness, are lighter, and generally inferior. Because the following weapons can be made without metal, they cost 1% the price listed in the *Player's Handbook* (note these weapons do not suffer any penalties):

- Bows, crossbows, clubs, javelins, lances, nets, quarterstaves, saps, slings, spears, and whips.

For the rest of the weapons, they must be made of a certain material. The materials are below:

Material	Cost	Weight	Modifier
Bone	30%	50%	-1
Obsidian	50%	75%	-2
Stone	50%	75%	-2
Wood	10%	50%	-3