

Overview

Introduction to the Third Edition

AT LAST! The Third Edition of the Dark Sun Net Handbook is finally out.

This is a collection of the work of many players and DMs for the AD&D campaign setting Dark Sun. I see a net.book as a source of knowledge and inspiration. Therefore I've included anything I could. Even if I found something totally unusable I included it because I'm sure that someone will instead love that rule/race/class and find it fundamental for his campaign. I especially like the sections wich have something to do with game mechanics such as the one on tattoos. We all should be less concerned with rules and more with those little things.

Nothing in this net.book is official or fundamental, take what you like and discard what you don't.

Changes in the DSNHB

In its basic structure the net.book was left unchanged, I have slightly reorganized it when I felt that it could be better furthermore I have added new sections and split up old ones.

This edition is in Winword 7 format, much better to see and print then plain ascii.

Submissions

If you are interested in submitting material to be included in future versions of the net.book contact either me at <dark@newsoft.it>. You'll be promptly included in the next edition.

Copyrights

Based on the fine work of John M. Martz.

3rd edition compiled and edited by Darknight, copyright (c) 1997

The individual works are copyright of their respective authors, they are added here with their permission.

This item incorporates or is based on or derived from copyrighted material of TSR Inc. and certainly contains trademarks of TSR: all trade marks used herein belong to their respective owners. Used without permission and without any intention to challenge their status.

This item is made by Dark Sun lovers from all over the world and is meant to be free for everyone that wants to get a copy. You may freely distribute copies of this document as long as no charge is required except for the cost of the medium by wich it is distributed (paper, ink, disk, etc...) and then only if the document is left unaltered.

Credits

The net.book was almost doubled in size during the first week during wich I started collecting material, the people of the net was eager to help me in my "work". It was a pleasure for me to work on this project and maybe I'll contribute also to the next edition. Who knows?

Many thanks to:

Bryan Ragon, proofreader and former collector of DS material over the net.

The Sage - Eric Stephen Weilnau <eweilna@emory.edu> first contributor to 3rd edition.

All of the contributors, many of wich come from the Dark Sun mailing list. Visit the TSR site for more info about the list.

Troy Denning and Timothy B. Brown, original designers of Dark Sun.

Many, many thanks to the original creator of this net.book: John M. Martz.

I'll end with his words:

Hopefully, the contents of this e-tome will enliven your adventures under the DARK SUN.

Have fun.

Alessandro Yoshi Polliotti AKA Darknight <dark@newsoft.it>

Table of Contents

Character races	7	Other Equipment	39
L'sstan-Ti.....	7	Water Blossom.....	39
Half Drakes.....	8		
Classes & Kit	13	Rules	41
Classes	13	Amount of food produced from Create food and water spell	41
Cerebral Knight.....	13	Gladiator's followers, alternate table	43
Kits	16	Frequency and chance of wilderness encounters	44
<i>Fighter Kits</i>	16	Additional rules for half giants	45
Stalker.....	16	Notes about Athasian giants.....	45
<i>Bard Kits</i>	17	Nonmetal weapons rules	46
Athasian Halfling Whistler.....	17	Nonmetal weapons cost.....	46
<i>Cleric Kits</i>	18	In-depth nonmetal weapons rules	46
Dwarven Exorcist.....	18	Introduction.....	46
Elemental Healer.....	18	Limitations of the Dark Sun Rules Book rules.....	47
Elemental Warrior.....	20	Optional rules	47
<i>Psionicist Kits</i>	21	Breaking.....	47
Empath.....	21	Speed.....	47
Huntsman.....	21	Cost.....	48
The Imposter.....	22	Strength.....	48
Master of the Hunt.....	22	Balanced blow.....	48
Medium.....	23	Weapon quality.....	48
Sentinel.....	23	"Gimme a break".....	49
Shipfloater.....	24	Slave Costs	49
Somniomancer.....	25	Alternate strength table for 1st edition Dark Sun	50
<i>Templar Kits</i>	26	Alternate strength table for 2nd edition Dark Sun	51
Enforcer.....	26	Weapon-group proficiencies with Athasian weapons	53
<i>Wizard Kits</i>	26	Tight groups.....	53
Cleanser.....	26	Broad groups.....	53
Maximumist.....	27	New PC/NPC generation methods	54
Myrmeleon.....	27		
Peridine Wizard.....	28	Priest Miscellaneous	55
Pristine Wizard.....	29	Incorporate spells from the Great Net.....	55
Sun Wizard.....	30	Prayerbook.....	55
Wild One.....	30	Modified system for major and minor access to priest spells.....	56
Wizling.....	31		
<i>Any Class Kits</i>	32	Miscellaneous	57
Tyrian Templar.....	32	Carving up an erdlu	57
Proficiencies	35	Herbs	57
Nonweapon Proficiencies	35	Medical herbs - Look mom, no cleric!.....	57
Give Tatoon.....	35	Psychoactive drugs - Euphorics, hallucinogens, aphrodisiacs.....	58
Flintknapping.....	35	The Good and the Green: an examination of halfling culture.....	59
Read/Tie Quipu.....	35	Random Pick pockets table	63
Equipment	37		
Weapons	37		
Weapon cost corrected from Age of Heroes.....	37		
Arrows, Long.....	37		
Axe, Kreen.....	38		
Circular Saw.....	38		
Laan'Thuu.....	39		

The years in a King's Age	65
Tattoo techniques	66
Psionics	69
Complete Psionics Handbook: errata ..	69
Psionic powers	69
<i>Clairsentient Sciences</i>	69
Murdock's Improved Radar Sense.....	69
<i>Clairsentient Devotions</i>	70
Sense Charm.....	70
Sense Evil.....	70
<i>Psychokinetic Sciences</i>	71
Illusion.....	71
Partial Invisibility.....	71
Vader's Suffocate.....	72
<i>Psychokinetic Devotions</i>	72
Deflection.....	72
Lasers.....	72
Levitate Others.....	73
Call Object.....	73
Enhance Weapon.....	74
Jedi's Stronger Telekinesis.....	74
Psychic Guidance.....	75
<i>Psychometabolic Sciences</i>	76
Celestial Raising (high science).....	76
Enhanced Combat.....	77
Emperor's Lightning Bolts.....	78
<i>Psychoportive Sciences</i>	78
Dimensional Warp.....	78
<i>Psychoportive Devotions</i>	79
Dimensional Portal.....	79
Dream Sight.....	80
Interchange.....	80
Teleport Lock.....	81
<i>Telepathic Sciences</i>	81
Backlash.....	81
Dreamstalker.....	81
Hypnosis.....	82
Improved Psionic Crush.....	82
Obscure Defilement.....	83
Prosopagnosia.....	83
Psionic Blow.....	84
Psylocke's Psychic Knife.....	84
Scanner's Mind Blow.....	85
<i>Telepathic Devotions</i>	85
Awaken.....	85
Induce Pleasure.....	85
Jedi's Mind Focus.....	86
Memory Summoning.....	86
Oniric Vortex.....	87
Outer Dream.....	87
Sleeping Automation.....	88
<i>Metapsionic Sciences</i>	89
Mystical Conduit.....	89
Postpone.....	89

Psychic Sacrifice.....	90
Time Flow.....	91
<i>Metapsionic Devotions</i>	91
Psychic Rogue.....	91
<i>Wild Talent table</i>	92

Wizard Spells	95
Index by level	95
Index by school	96
Spell list	98
<i>Level 1</i>	98
Condense Water.....	98
Ice Sheet.....	98
Icewalk I.....	98
Mental Rejuvenation.....	98
Mind Bolt.....	99
Sand Glass.....	99
<i>Level 2</i>	99
Bloody Tears.....	99
Delay.....	100
Ethereal Gate.....	100
Ice Path I.....	100
Icewalk II.....	100
Masquerade.....	101
Prosthesis.....	101
Tor Kamal's Seeker Lightning.....	101
Unerring Concentration.....	102
<i>Level 3</i>	102
Armeth's Sand Dome.....	102
Cagliostro's Incredible Iceblast.....	103
Death Aura.....	103
Ice Path II.....	103
Mental Calm.....	103
Nerve Fire.....	104
Project Sensory Effects.....	104
Sand Storm.....	104
Shape Shift.....	105
Tor Kamal's Cloak Of Darkness.....	105
Tor Kamal's Creeping Tendrils of Shadow..	106
Tor Kamal's Defiler Bane I.....	106
Tor Kamal's Gravity Power.....	106
Tor Kamal's Icefire.....	106
Tor Kamal's Icy Demolisher.....	107
Tor Kamal's Instant Barrier.....	107
Tor Kamal's Lightning Storm I.....	107
<i>Level 4</i>	108
Cagliostro's Combined Conjunction I.....	108
Sinkhole.....	108
Sword of Force.....	109
Tor Kamal's Laughing Terror.....	109
Tor Kamal's Lightning Speed I.....	109
Tor Kamal's Minor Ice Barrier.....	109
Tor Kamal's Misleading Myst.....	110
Tor Kamal's Shadow Blade.....	110
Tor Kamal's Shadow Fist.....	111
Tor Kamal's Shining Spears.....	111
Tor Kamal's Shocking Grasp I.....	111

Undead Vengeance	111
<i>Level 5</i>	112
Cagliostro's Combined Conjunction II.....	112
Cagliostro's Magically Enhanced Rapid Fire	
Missile	112
Tor Kamal's Combined Spellcasting.....	112
Tor Kamal's Defiler Bane II.....	113
Tor Kamal's Dimensional Barrier	113
Tor Kamal's Forceful Shadowball.....	113
Tor Kamal's Ice Rings of Protection	114
Tor Kamal's Lightning Form.....	114
Tor Kamal's Lightning Storm II	115
Tor Kamal's Puppet Master	115
Tor Kamal's Shadow Guard.....	115
Tor Kamal's Shadowcage	116
<i>Level 6</i>	116
Cagliostro's Specific Spell Immunity	116
Tor Kamal's Delayed Spellcasting	116
Tor Kamal's Geysers.....	117
Tor Kamal's Meteors from Sideral Cold	117
Tor Kamal's Pocket Channel	117
Tor Kamal's Power Spell	118
Tor Kamal's Shadow Giant	118
Tor Kamal's Shocking Grasp II	118
Tor Kamal's Tuned Magic	119
<i>Level 7</i>	119
Tor Kamal's Ice Barrier.....	119
Tor Kamal's Ice Demonguard.....	119
Tor Kamal's Icy Death From The Sky.....	120
Tor Kamal's Impossible Dimension.....	120
Tor Kamal's Lightning Speed II	121
Tor Kamal's Recall Shadowy Memories	121
Tor Kamal's Shadow Permanency.....	121
Tor Kamal's Specific Gate.....	121
<i>Level 8</i>	122
Tor Kamal's Multispheres	122
Tor Kamal's Obsidian Breath of the Dragon.....	122
Tor Kamal's Past Duplication	122
Tor Kamal's Rage of the Land.....	123
<i>Level 9</i>	124
Tor Kamal's Blizzard of Destruction.....	124
Tor Kamal's Greater Ice Barrier	125
Tor Kamal's Mnemonic Enhancer	125
Tor Kamal's Reverse Aging.....	126
Tor Kamal's Riot Storm	126
Tor Kamal's Wrath Upon Magic Resistance	126

Priest Spells	127
Index by level	127
Index by school	128
Index by sphere	129
Spell list	130
<i>Level 1</i>	130
Narhwal's Blistering Pain	130
<i>Level 2</i>	130
Clean.....	130

Enhance Weapon with Fire.....	130
Make Flammable	130
Mend Bone.....	131
Curse non-fire Weapons	131
Minor Elemental Wall	131
Unerring Concentration.....	132
Water Whip.....	132
<i>Level 3</i>	133
Bone Shape.....	133
Eyes of the Sun	133
Lesser Elemental Wall.....	133
Thunder Clap.....	134
Wind Burn	135
<i>Level 4</i>	135
Breath Silt.....	135
Cure with Fire.....	136
Elemental Bonding II	136
Elemental Wall	136
Encase.....	137
Etrigan's Cure Serious Wounds with Water	138
Flameform.....	138
Heal Elemental	138
Sand Storm.....	139
Slippery like Water.....	139
Strengthen Bone	140
Weaken Elemental.....	140
<i>Level 5</i>	141
Brittle Stone	141
Drown	141
Elemental Imbalance	141
Greater Elemental Wall.....	143
Flesh to Salt.....	143
Solar Sight.....	144
<i>Level 6</i>	144
Bass's Elemental Domination	144
Entomb.....	145
Superior Elemental Wall.....	146
Wax to Flesh	148
<i>Level 7</i>	149
Water Intoxication.....	149

Magic and Psionic Items	151
Magic items	151
Behir's tooth.....	151
Bloodthirster	151
Bow of fire.....	151
Helm of Kiran the cursed	151
King's eye.....	152
Potability pearl	152
Silt runner sandals.....	152
Stilts of walking.....	152
Wand of wonder	154
Water of rehydration	155
Whip of climbing and snagging	155
Psionic items	155
Animal totem.....	155
Bracers of the bishop.....	156

Bracelets of convergence.....	156
Bracelets of expansion.....	156
Delaron’s sticky gloves	157
Diamond of domination - “Al-Rikon”	157
Gauntlets of mighty unarmed combat.....	158
The indomitable fauchard-fork	158
The rebounding dagger of Ank-Alinay	158
Sake, the awl pike.....	159

Monsters	161
Dead man’s dream	161
Death from below.....	163
Desert shark.....	164
Ghole	165
Head hunters	166
Hiver.....	169
Insect swarm: crystal wing butterfly	172
Mind beetle	173
Paraelemental, lesser	174
Paraelemental, standard	176
Spider, elf-bane	178
Traplan	180
L’sstan-Ti.....	181
Yuan-Ti, Athasian.....	183

Appendix A - Athasian Names

By letter	185
By race	189

Character Races

L'Sstan-Ti

The L'Sstan-Ti are almost as strange in appearance as a thri-kreen. Ranging from 6 to 8 feet tall when they are reared up to average height, L'Sstan-Ti are interesting, to say the least. They possess the well-muscled upper torsos of humans, but from the waist down, their bodies are that of enormous, varyingly colored snakes. The upper body has a faint outline of the patterning found on their snakelike body, and the eyes look like those of a snake. Their ears are round, and L'Sstan-Ti have little or no facial hair. Several L'Sstan-Ti clans have rattles on their tails.

The L'Sstan-Ti live in large clans, consisting of several families. For a race with such a fearsome appearance, this race is extremely wise and patient with other races that do not understand their customs, and are always willing to try to settle differences without personal combat. Some of the clans are nomadic, always looking for a new place to live, while others are content to stay in one home all their lives. The social status is conveyed by the patterns on the body, which stand out strongly to other members of this race. The patterns also convey the tribe the L'Sstan-Ti came from. The highest-ranking L'Sstan-Ti is the chief of the clan. This is usually a powerful warrior. The males are usually warriors and protectors, while females pursue the arts of magic, both wizardly and clerical. When a L'Sstan-Ti dies, if it was a powerful warrior, the others of its tribe carry out an ancient ritual. This is a long and tedious process, only used on the chief and the best of warriors. The others are given an honorable burial, given back to the land that formed them. When the ritual is complete, the L'Sstan-Ti is turned to stone. It is then animated as a golem, to forever protect the tribe. Flesh to stone does not work on L'Sstan-Ti bodies, and only L'Sstan-Ti can carry out the ritual.

The most important people of the tribe, the ones who keep it alive, are the druids and clerics. When the most powerful of these die, they are given a special honor. The elders of the tribe perform great magics, more powerful than any others seen on Athas, except perhaps the sorcerer kings'. They sing to the elements, all joined, asking them to take these noble spirits back to the land. When the song is through, the spirit of the land arises and takes the dead body into itself. When this happens, the consciousness of the dead one enters it, and they become one.

Though the tribe life is fulfilling spiritually, some L'Sstan-Ti believe it is lacking something. They believe the L'Sstan-Ti should be recognized as one of the great races of Athas, to rise with all the rest. With these ends in mind, the L'Sstan-Ti has taken to adventuring.

The L'Sstan-Ti are an offspring of the Yuan-Ti. The L'Sstan-Ti loathe the evil Yuan-Ti and the feeling is mutual. The L'Sstan-Ti see the Yuan-Ti as the most evil race on all of Athas, their assumptions are about right. On the other side the Yuan-Ti see L'Sstan-Ti as traitors to their people and either race will attack the other in any meeting and will attack the hated race in preference to any other foe.

The L'Sstan-Ti language is very close to the Yuan-Ti tongue. The natural attack of a L'Sstan-Ti is a constricting attack, doing 1-10 points of damage. When hit, enemies must make a strength check each round or remain in the deadly coils. While an enemy is trapped in a L'Sstan-Ti tail, he may attack using a small weapon such as a dagger, gaining a +4 to hit, and the L'Sstan-Ti gains no dexterity bonus to AC. L'Sstan-Ti can make other attacks while constricting. L'Sstan-Ti have no poison of their own, but have a natural immunity to snake poisons, and a +3 to save against all others. Due to the deathly silent movement of these creatures, even in heavy brush, opponents receive a -1 to all surprise rolls. L'Sstan-Ti have very strong infravision, reaching up to 90 feet. They also have a very strong affinity for snakes, and are almost always found with one (+3 to reaction roll). Also, they have a natural AC of 6 on their lower bodies. Their lower snake bodies allow them to move with blinding speed, giving a +2 to dexterity and movement of 18.. Because of their strong beliefs but strange customs, they receive a +1 to wisdom, and +1 to intelligence and a -1 to charisma, except when around other L'Sstan-Ti. Strangely, this seems to be a race easily susceptible to disease and plague, giving a -2 to constitution. They also receive a -1 modifier on their strength due to their frail bodies. L'Sstan-Ti are omnivores, eating mainly food that they can hunt. Because of their reptilian nature, L'Sstan-Ti are sluggish during periods of extreme heat of 120 degrees or above, suffering a -1 to all attack rolls. Needless to say, they prefer to remain active during the night. Also, they cannot see well in bright light, deducting a further -1 to hit. Because of their strange fascination with stone the L'Sstan-Ti are able to harden their skin once per week as the 4th level wizard spell.

Racial Statistics

Height in Inches		Weight in Pounds		Length in Inches	
Base	Modifier	Base	Modifier	Base	Modifier
72/70	2D10	250/30	2D20	204/200	2D12

Age Statistics

Starting Age	Maximum Age Range	Aging Effects			
Base Age	Variable	(Base + Variable)	Middle Age	Old Age	Venerable
40	3D6	300+3D20	150	200	300

Min/Max Ability Scores*

Stat	Range	Adj.	Stat	Range	Adj.
Strength	5/19	-1	Intelligence	5/20	+1
Dexterity	15/20	+2	Wisdom	5/20	+1
Constitution	5/19	-2	Charisma	5/18	-1

*Racial adjustments may rise above or below these limits. When around other L'Stan-Ti, increase charisma by 1.

Level Limits			Thieving adjustments		
Bard	--	Fighter	10	Pick Pockets	+5%
Earth Cleric	U	Galdiator	8	Open Locks	--
Air Cleric	--	Preserver	20	Find/Remove Traps	--
Fire Cleric	--	Psionicist	U	Move Silently	+15%
Water Cleric	--	Ranger	12	Hide in Shadows	+15%
Defiler	--	Templar	--	Detect Noise	--
Druid	10	Thief	14	Climb Walls	-20%
Trader	14			Read Languages	+5%

L'Stan-Ti may also be multi-classed: Fighter/Preserver, Fighter/Thief, Fighter/Psionicist, Preserver/Thief, preserver/Psionicist, Cleric/Psionicist, Druid/Psionicist, Thief/Psionicist, Fighter/Preserver/Psionicist.

NOTE: Ranger may replace any fighter entry and Trader may replace any Thief entry.

Preferred Equipment and Combat Tactics

L'Stan-Ti believe individual combat is more honorable than group raids, and believe strongly in equal combat when properly challenged. However, when facing a wild beast, L'Stan-Ti will gladly employ whatever tactics necessary to win, and will also do this against foes that have broken the boundaries of the Challenge. The L'Stan-Ti prefer any weapons useable in quick, snapping thrusts and disdain blunt weapons. They value metal weapons greatly, especially swords. Because of the effect that heat has on them, they prefer to use light or no armor, or occasionally a shield.

Half Drakes

Author: Darknight <dark@newsoft.it> based on work by Lithindrym <?>

Notes: This is in mostly based on a creation by Lithindrym. I was unable to contact him as his e-mail address is expired. Lithindrym I'm sorry if you will be upset by this, write me two lines and I will remove this document from the DSNB.

The DM should be warned: the half drakes are interesting to role-play and make great PCs and NPCs but may also ruin your campaign especially if the non-half drakes become jealous of their companions. You know your players: ask yourself if these races fits your campaign before allowing them.

If someone comes up with half drakes for the para and quasi elemental planes please send them.

The origins of the half drakes are still a mystery, it is unknown if they exist as a race of their own (as it seems probable) or if they are occasional crossbreed. Drakes generally have low intelligence but there are about a 2% that have intelligence of up to 15. These are the ones that mate with humans and demi-humans and give birth to half drakes.

Half drakes do not have a strong identity as a race or a culture. They are a young and small race (a little like half giants). Half drakes of a specific element will tend to dislike those of the others and often attack those of the opposite element. Normally they have good relationships with other humanoid races but consider them to be weak and to have a restricted view of life.

Allowable classes and level limits

	Fighter	Gladiator	Ranger	Cleric*	Druid**	Templar	Preserver***	Psionicist	Thief	Bard
Air	15	12	-	U	15	12	U	U	U	-
Earth	U	15	U	U	15	12	-	U	-	-
Fire	U	U	9	U	15	12	15	U	12	15
Water	15	12	15	U	U	12	U	U	13	9

* must be clerics of their related element.

** must have major access to their related element.

*** Fire must be an Invoker specialist or a fire elemental.

Ability score modifiers (note that the sum is +3 not 0 like most races)

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Air	-2	+3	-1	+2	+1	-
Earth	+3	-3	+3	-2	+2	-2
Fire	+2	+2	+2	-2	+1	-2
Water	+1	+2	-	+2	+1	-3

Ability score range (before racial modifiers are applied, listed scores assume that you use the 4d4+4 system to roll characters, modify if appropriate)

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Air	8/20	14/20	8/20	12/20	10/20	8/20
Earth	14/20	8/20	14/20	8/20	12/20	8/20
Fire	12/20	12/20	12/20	8/20	10/20	8/20
Water	8/20	12/20	8/20	12/20	10/20	8/20

Alignment frequency

Race	Alignment (% chance, PCs may pick any permitted)					
	Lawful	Neutral	Chaotic	Good	Neutral	Evil
Air	20%	60%	20%	Never	Always	Never
Earth	80%	20%	Never	30%	60%	10%
Fire	Never	20%	80%	10%	50%	40%
Water	20%	60%	20%	70%	20%	10%

All the half-drakes live up to 250 years, age seems to be irrelevant to this race and no ability modification occurs.

All half drakes start at 25+2d10 years.

Multi class options

Half drakes may be dual classed but not multi classed.

Appearance & personality

Air half drakes appear as tall half elves with a bluish to turquoise tinge to the skin, light blue eyes and a mixture of white and bluish hair. Air half drakes tend to change their mind quickly but won't break their word or abandon someone unless strongly motivated.

Earth half drakes look like a half giant/mul halfbreed probably would. Tall and powerful but slow, their deeply tanned skin is mildly rough to the touch. They have dark brown or black eyes and hair (occasionally they have no hair). Earth half drakes are often stubborn and slightly rude with a strong dislike for any lie.

Fire half drakes are as tall as an elf and as strong as a mul with a dark fiery red sort of skin coloring. Their hair ranges from red to yellow and occasionally are black. They have blood red eyes. If they fight it's to the death, they seldom let their opponent live and almost always it's because he's the last of a long fight. Water half drakes look like incredibly tall human with a bluish, slightly scaly skin, water blue eyes, small fins between the toes and hands, and green-white hair. They like philosophy and science and will spend entire days talking about such issues. When they do something they want it to be in the safest and best way possible, unfortunately this leads to long discussions with their companions or meditation.

Benefits and hindrances common to all the half drakes:

- Gain the ability to summon 1-4 Drakes of their same element 1/month but only if in dire needs. If the situation is not deemed dire the DM has full right to severely punish the half drake.
- Able to gate in pure elemental substance from the plane of his element (NOTE: if drake is an elemental cleric, the normal amount is doubled) just as an elemental cleric would.
- Gain elemental attacks at appropriate levels. The form is different for each kind of half-drake but they all share a breath weapon.
- Able to automatically plane shift to and from his elemental plane at level 15. This includes the means to survive and move in that plane. Able to shift back and forth 1/week per level after 14.
- Must obey the command of any true drake unless it belongs to the opposite element.
- A Half-Drake may only have Drake armor if it belongs to the type of opposing drake. This means that if a Half-fire wanted Drake armor he could only make it from the hide of a water drake.
- All half-drakes must perform 1 service to their element (a cleric or another creature strongly tied to the right elemental plane) 2/month. This keeps the magical bond to that drake race. If this is not done, the Half-drake loses all innate abilities for that month.

Natural weapons

All half drakes have claws, the damage depends on their related element:

- Air: the fingernails of this race are long and strong and cause 1d4 points of damage
- Earth: the fingers of this race are so strong and massive that they cause 1d8 points of damage
- Fire: the fingernails of this race are extremely long and as sharp as razors, they cause 1d8 points of damage
- Water: the fingernails of this race are long and barbed, they cause 1d6 points of damage

Special hindrances

All half drakes are size L creatures

Air and Water half drakes do not use weapons unless they are magical or empowered. Earth and fire half drakes never use weapons. All drakes may hit creatures immune to normal weapons starting from 10th level, immune to +1 at 15th and immune to +2 at 20th.

All half drakes suffer a -2 to their reaction rolls due to their alien appearance.

All half drakes have some trait specific to their element (see Skills & Powers for the description):

- Air - Distract, all attempts to surprise him have a 2-point bonus. Also he will take from treasures the most "interesting" things rather than the most powerful.
- Earth - Compulsive honesty.
- Fire - Thirst for blood, the half drake won't start a fight without a reason but he will almost always fight to the death, be it his one or that of his opponents.
- Water - Slow on taking decisions and will never agree to anything before all possibilities have been discussed.

Special abilities

All abilities listed like "once/day per three levels of experience" may be used starting from the cited level. Also note that the duration expressed in the form "1 hour/day per level of experience" refers to the maximum time for which the user may maintain the power during a single day. The power may be used and then interrupted only to be resumed later but the total duration may not be higher than the listed amount. All half drakes take half damage from spells based on their element. Up to 14th level they take half damage from natural manifestations of their element, at 15th level they are immune and halve damage from magical manifestations of their element.

- Air half drakes:
 - Breath: gust of wind once/day per five levels of experience

- Elemental power: wraithform/invisibility 1 hour/day per level of experience
- Movement: fly 1 hour/day per level of experience
- Earth half drakes:
 - Breath: turn ... to stone spell (or reverse which may only undo the normal effects) once/day at 12th level
 - Elemental power: stone shape once/day per five levels of experience
 - Movement: may "swim" through earth/stone/sand etc at MV 20 at level 15
- Fire half drakes:
 - Breath: cone of fire (see cone of cold) 1/day at 10th level like a preserver of their level
 - Elemental power: conjured fireball for 1d6/two levels damage (round up) once/day
 - Movement: none
- Water half drakes:
 - Breath: cone of cold 1/day at 10th level like a preserver of their level
 - Elemental power: gate in pure water like create water
 - Movement: swim through water with MV 24

Kits & Classes

Classes

Cerebral Knight

Author: Matthias Roschke
<ROSCHKE@MURPHY.DGCD.DOC.CA>

The cerebral knights are a class of characters, who train in both psionics and the art of warfare. They believe that in order to become master warrior (or knight) it is just as important train and discipline the mind as it is to exercise and develop the body. In fact, the two must go hand in hand, because the body and mind are one, and must thus be trained together.

Anyone who is eligible to become a psionist, and has a strength and constitution of at least 13, may become a cerebral knight. Thus the ability requirements are: STR 13, CON 13, INT 12, WIS 15. A cerebral knight may NOT be multi-classed, and must be lawful in alignment (there is in fact a very strict ethos, which must be followed at all times, see below).

Level	Experience Points	Hit Dice (d8's)	Psionic Disciplines	Power Slots
1	0	1	1	4
2	3,000	2	1	6
3	6,000	3	1	8
4	12,000	4	2	10
5	25,000	5	2	12
6	50,000	6	2	13
7	100,000	7	2	14
8	200,000	8	2	15
9	400,000	9	3	16
10	700,000	10	3	17
11	1,000,000	10+2	3	18
12	1,300,000	10+4	3	19
13	1,600,000	10+6	3	20
14	1,900,000	10+8	4	21
15	2,200,000	10+10	4	22
16	2,500,000	10+12	4	23
17	2,800,000	10+14	4	24
18	3,100,000	10+16	4	25
19	3,400,000	10+18	5	26
20	3,700,000	10+20	5	27

Cerebral knights advance as shown on the table above. They get d8's for hit dice and are allowed the fighter constitution bonus as well as percentile strength. They may become proficient with any weapon, and are allowed to specialize in a single one. They use the fighter combat values and get multiple attacks just as fighters do. They may use any magical item allowed to either fighters or psionists, but may never own more than 10 such items. In addition, they have the same armor restrictions as psionists do (or suffer the same consequences if the optional rules about heavy armor are used).

Cerebral knights do not gain access to the metapsionic discipline, but are free to choose any of the others.

Unlike psionists, they do not gain defense modes automatically, but have to learn them (defense modes can always be learned, even if the cerebral knight does not have access to the telepathic discipline).

In order to learn a psionic power, the psionist must spend psionic power slots. It costs 1 slot to learn a devotion, and two slots to learn a science (it is permitted to save psionic power slots and spend them in the future). The cerebral knight starts out with 10 PSP's and at every level (including first) rolls a d10 to see how many additional PSP's are gained.

They do get extra PSP's for high wisdom scores just as psionics do. This is summarized in the table on the right.

A cerebral knight starts out with 4 weapon and 4 non weapon proficiencies. New proficiencies are gained every 3 levels. There is a -3 penalty for using a weapon without being proficient in it. Non-weapon proficiency slots may be spent on general, warrior or psionics proficiencies. Cerebral knights use the saving throw table below.

WIS Score	Bonus PSP's
15	0
16	+1
17	+2
18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25	+10

Level	Paralyzation, Poison, or Death Magic	Rod, staff, or Wand	Petrification or Polymorph	Breath Weapon	Spell
1-2	14	16	13	17	15
3-4	13	15	12	16	14
5-6	12	14	11	15	13
7-8	10	12	10	13	12
9-10	9	11	8	12	10
11-12	8	10	7	11	9
13-14	6	9	6	9	8
15-16	5	8	5	8	7
17-18	4	6	3	7	6
19-20	3	5	2	5	5
21+	2	4	2	4	4

Cerebral Knights belong to a very strict and disciplined order. Loyalty to the order, and strict adherence to the code of conduct is of paramount importance. The code of conduct is summarized below:

1. The Knight owes absolute loyalty to the order and shall always follow its commands to the best of his/her ability.
2. The Knight shall obey the commands of higher order knights. Higher order knights shall not abuse this for personal gain.
3. The Knight shall always treat other Knights with respect and courtesy. Fighting between knights (other than for practice or demonstration) must be avoided at all cost.
4. The Knight shall never abuse his/her abilities and training, as this reflects badly upon the order as a whole.
5. The Knight shall be diligent in his/her training, and shall not look for training outside the order, nor shall he/she offer to train others (except as authorized by the order).

Besides those powers already mentioned, the cerebral knight gains the following as he/she advances in level (all bonuses are cumulative):

4th Level (Initiate)

- +1 to initiative
- Surprised only on a 1 or 2 (d10)

8th Level (Knight)

- +1 to initiative
- +1 to save vs mind affecting spells
- Only surprised on a 1
- Immune to 1st level illusions

12th Level (Master)

- +1 to initiative
- +2 to save vs mind affecting spells
- Immune to 2nd level illusions
- +1 to hit and damage
- Is never surprised
- May open his/her own school and train cerebral knights.

18th Level (Grand Master)

- +2 to initiative
- Immune to mind affecting spells
- +2 to hit and damage
- Immune to all diseases

The Great Master is the overall head of the order of cerebral knights. This office is always conferred for life onto the 'most worthy candidate' by a general assembly of all masters. This 'most worthy candidate' is not necessarily the highest level cerebral knight in the world, in fact any master may occupy this position, but the Great Master has some authority over (and responsibility to) all other cerebral knights (even those of higher level).

Kits

Fighter Kits

Stalker

Author: Robert Adducci <Chay0s@aol.com>

Description: Stalkers are the hunters of the Athasian wilderness. Unlike Rangers Stalkers use the wilderness merely to survive, they do not seek to protect Athas's dying wilderness. Although some Stalkers might just be hunters from the local village others are poachers, hunting the outlawed game in the Crescent Forest. Because they just use the wilderness without trying to put anything back Rangers and Druids dislike Stalkers because of their lack of care for the environment.

Requirements: Only Humans, Half-Elves, Elves, Halflings, Thri-Kreen and L'Stan-Ti may be Stalkers. A character needs a Strength of 14 a Dexterity of 14 and a Constitution of 15 to become a Stalker.

Non-Weapon Proficiencies: Bonus: Hunting, Animal Lore, Tracking. Required: Set Snares. Suggested: Weather Sense, Bowyer/Fletcher, Running, Survival.

Special Benefits: Stalkers can move silently and hide in shadows:

Level	HiS	MS
1	10	15
2	15	21
3	20	27
4	25	33
5	31	40
6	37	47
7	43	55
8	49	62
9	56	70
10	63	78
11	70	86
12	77	94
13	85	99
14	93	99
15	99	99

Stalkers are experienced hunters and know well the habits of several animals, one in particular of their choice is their hunted animal and they receive a +4 to attack rolls vs. animals of this species.

Hinderances: The ability to hide in shadows and move silently may only be used if the Stalker wears armor lighter than Studded leather.

Stalker gain followers as fighters except the table of Stands is just single men not stands of men.

Wealth: Stalkers begin with the same amount of money as fighters 5D4x30.

Bard Kits

Athasian Halfling Whistler

Author: David Schwartz

<DAVID@SCHWARTZ.MANAWATU.GEN.NZ

>

Description/role: Halfling whistlers are often mistaken for witchdoctors by outsiders, but they are in fact bards. Like other bards, they are jacks-of-all-trades. They are the keepers of halfling history. They entertain the young with stories of great halflings and with their whistling.

Whistlers also help the hunters of the village. They make the poisons halflings are famous for and set snares to catch animals. They communicate with small animals and use them to search for food.

In addition halfling whistlers have a special bond with nature that gives them some clerical powers. While not as powerful as true clerics, they are invaluable on the hunt.

Lastly, any halfling tribe preparing for battle will always have its whistler tell them an inspirational story or whistle a patriotic tune to boost morale for the upcoming battle.

A whistler may occasionally visit other cultures to learn about them and return to their tribe with new stories. This often gets them attached to adventuring groups. However, they tend to be most useful in natural settings.

Requirements: this kit makes possible for an halfling to be a bard. It may be chosen only by halflings and then only by bard halflings. Further the character must have minimum INT 10, DEX 13, WIS 13 and CHA 15.

The prime requisites for an halfling whistler/bard are Intelligence and Wisdom.

Weapon Proficiencies: Whistlers, as huntmasters, prefer missile and hurled weapons and therefore at least half their proficiencies must be spent on these types of weapons. Otherwise, there are no restrictions.

In addition, halfling whistlers can take a special proficiency: rock pitching. This proficiency allows the whistler to throw a "good" rock with the same effect as a dart (with blunt damage) with a +1 to damage (in addition to her (PC) natural +1 to hit). A good rock is one worn by swift rivers or fierce winds, not any old rock. A whistler will usually have 2d4 good rocks on him.

Being bards, whistlers often put poison on their weapons. Whistlers will use poisons that tend to decompose quickly, allowing the victim to be eaten with little fear of poisoning the diner.

Nonweapon Proficiencies: Bonus: Hunting, Local History (local to their home territory), Set Snares, Humming/Whistling. Suggested: Ancient

History, Animal Lore, Astrology, Bowyer/Fletcher, Chanting, Dancing, Direction Sense, Herbalism, Survival (Forest), Weather Sense.

Equipment: Halfling whistlers are restricted to studded leather, leather, or padded armor.

Special Benefits: These four abilities replace the four abilities of a true bard [legends lore, counter song, inspire, and improve reaction]. Only thieves abilities and spells/poisons are the same for all bard kits, the other four abilities and the four bonus proficiencies change with each kit.

- **Rally Allies:** By whistling an inspirational tune or telling a story of a heroic halfling (as defined by halfling values), the whistler can inspire people just like a true bard.
- **Counter Song:** By whistling, same effect as true bard ability.
- **Chattering:** Whistlers can communicate with chattering, squeaking, or chirping animals. The whistlers use these little friends as spies or hunting scouts. The bard can communicate simple concepts with chattering animals. The whistler could tell a squirrel to see what's ahead. The squirrel could come back and say there are three big things. The whistler won't know what those 'things' are, just that they are ahead. It is more useful when the bard is expecting a certain creature or people. Druids on the other hand get more detailed information and can communicate with any animal on their guarded lands (and later all animals and plants), while whistlers are limited to chattering creatures (rodents [squirrels, rats, bats, chipmunks], birds, and some insects).
- **Spell Whistling:** While not as powerful as true clerics, whistlers can cast some spells. The following spells (gained at the mentioned level) can be cast (by whistling) once per day at the bard's level:
 - 1 Speak with Animals
 - 3 Invisibility to Animals
 - 6 Summon Insects
 - 9 Repel Insects
 - 12 Speak with Plants
 - 15 Animal Summoning I

Special Hinderances: None.

Cleric Kits

Dwarven Exorcist

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: Whenever a dwarf fails to complete a major focus in life, he returns to that task in afterlife as a Banshee, forever haunting his failure. These restless spirits are very destructive, and very difficult to dispose of. Hence, the Dwarven Exorcist was born. These noble clerics make their living (and life) by releasing these tortured souls from their own servitude.

Dwarven Exorcists are tough individuals who are able to quell dwarven banshees on the three necessary levels: physical, mental, and spiritual. Amongst the dwarves the Exorcist is regarded as a hero who relieves suffering and pain. Dwarven Exorcists must be good-aligned dwarven clerics with a Wisdom score of at least 15. Earth clerics are preferred for Dwarven Exorcists, but there is neither a bonus nor a hinderance for not being so.

Role: Dwarven Exorcists populate the city-states and villages where large amounts of dwarves live. They make their living on the failures of other dwarves, but do not take pleasure in the sufferings of others. They feel that it is a sacred duty to release those who have failed, so that those who remain may learn from their mistakes and live stronger.

Often there is a head exorcist for a settlement, with several younger acolytes to take his place when he passes on. Exorcists are also useful in disposing of other types of undead.

Weapon Proficiencies: Dwarven Exorcists prefer to use bludgeoning weapons, but are not limited to just them.

Nonweapon Proficiencies: Bonus: Necrology, Religion, Spellcraft. Required: None. Recommended: Fast-talking.

Equipment: The Dwarven Exorcist require an impressive holy symbol to turn undead.

Special Benefits: To relieve the spiritual suffering of banshee the Dwarven Exorcist receives Focus Forgiveness as a wild talent in addition to any other wild talents or other power he may possess. When active on a banshee, they no longer have their focus holding them to the Prime Material Plane. After this has been done, the exorcist speaks to them, forgiving them for their trials. Then the exorcist destroys the body of the banshee.

Dwarven Exorcist receive an effective +1 to their level while turning undead. If a dwarven banshee is turned, then they considered destroyed

instead. Only one dwarven banshee may be turned in this manner per round.

Favored and respected amongst the dwarves, Dwarven Exorcist receive an effective +2 to their Charisma score when dealing with dwarves and their banshees.

Special Hinderances: Because of the intense study of the Dwarven Exorcist, they have poor social interaction skills; hence they suffer a -3 Charisma with anyone outside from dwarves and their banshees.

Elemental Healer

Author: John M. Martz

Description: Minor access to the Sphere of the Cosmos limits the curative abilities of most Athasian clerics. While druids and templars can wield these powers, the average person never encounters a druid and cannot afford a templar's services. That is why, of all priests on Athas, perhaps none are more important to the common man than elemental healers. These select few are elemental clerics who wield curative powers beyond their peers.

The requirements for becoming an elemental healer are strict. Only clerics may become elemental healers; druids and templars cannot. Furthermore, only a single-classed human with a minimum Wisdom of 17, a Constitution of 13, and a Charisma of 14 may take this kit. He must maintain a certain degree of detachment in order to selflessly fulfill his commitment to helping those in need; thus, at least one aspect of the healer's alignment must be neutral. In addition, he is not allowed to profit from his powers; thus, he cannot be evil. Finally, he must possess a psionic wild talent relevant to healing, such as any of the following: complete healing, absorb disease, cell adjustment, forced symmetry (in DK), lend health, or suspend animation.

Role: The elemental healer's main purpose is to heal the wounds and diseases of others. As an initiate, he displays a talent for the art of healing. Through careful study and meditation, he gradually assumes one of the most important positions in his temple, where he is called upon to intervene in the most serious cases of injury. This prominence makes him an important figure in the local community, and most citizens treat him with great respect. Unfortunately, fellow clerics sometimes become jealous and attempt to undermine the healer's efforts or warp his deeds to suit their ends.

As a player character, the healer must fulfill obligations to both temple and community. Thus, this kit fits well into a campaign that centers around a particular geographic area.

However, the PC can go on extended adventures; the DM and player simply need to be creative in explaining the reason. For example, since the PC's temple has an exceptionally large number of elemental healers, it has given the PC permission to travel the wastes in order to act as a representative of the temple's power.

Weapon proficiencies: Elemental healers favor bludgeoning weapons, but are not restricted to these. They must, however, abide by the restrictions of their elemental plane of worship. For example, an elemental healer of air would prefer slings over bows and would only stoop to using a long sword under dire circumstances.

Nonweapon proficiencies: Bonus: Healing, Herbalism. Recommended: Local History, Modern Languages (those common to his patients), Reading/Writing, Religion.

Equipment: Elemental healers may use any weapons or armor appropriate to their class. In addition, he must purchase a white tabard decorated with the insignia of his temple (e.g., a flame for a fire cleric, a tornado for an air cleric) for a minimum of 15 cp.

Special benefits: Unlike other clerics who can cast only elemental spells above third level (until they reach 21st level, see DK), the elemental healer gains additional access to all spells normally considered part of the Sphere of Healing: cure serious wounds, fortify (see ToM, p. 80), neutralize poison, cure critical wounds, and heal (note that he does not gain access to spells from the Sphere of Necromancy, such as resurrection). Of course, he must be of the appropriate level to cast each spell and abide by the spell progression table in the PHB. Furthermore, he can only cast these spells in their "true" form – he cannot cast them in reverse (e.g., cause critical wounds).

Due to his exceptional talents, the elemental healer receives a bonus whenever casting spells that restore hitpoints. Healers from first to fifth level cure one additional HP of damage per spell; those from sixth to tenth level cure two additional HPs of damage; and those eleventh level and above cure three additional HPs of damage per spell. This bonus also applies to HPs recovered by the use of the healing proficiency. For example, a seventh level healer using his healing proficiency would cure 1d3+2 HPs on the round immediately after a wound is inflicted and allow those under his care to recover 2 additional HPs per day (e.g., 3 per day of travel instead of 1).

Elemental healers are known by their white tabards. When wearing this attire, the elemental healer gains a +3 reaction bonus in dealing with individuals from most intelligent races.

Special hinderances: Since only the larger temples have elemental healers, and since each temple has only a very small number of them (perhaps as few as 2d4), most are required to remain near their temple the majority of the time (80%). However, temples with relatively large numbers of elemental priests sometimes allow one to journey the wastes in search of those in need. Whenever he wishes to leave the city on an extended expedition, the priest must petition his superiors. The DM should use this opportunity to encourage good role-playing, being stricter on players who abuse the privileges of this kit. Some reasonable petitions include traveling to the city's client villages to check on the health of their populace, accompanying the city's army in time of war, and answering the call to treat an epidemic in an Elven tribe.

The garb of the elemental healer allows most people to recognize him, and the hurt and wounded flock to his side, hoping for relief. Thus, the healer often finds it difficult to escape detection. While he is permitted periodic rests from the obligation of wearing his tabard, frequent abuse may lead to retribution from his temple and the elemental powers of his plane of worship. Again, the DM should be stricter with players who abuse the kit.

The elemental healer cannot turn down an urgent call for healing, regardless of its source. He must render aid to the best of his ability or face severe retribution, such as lost access to healing spells or the loss of his spell-casting abilities altogether. For game purposes, the healer must cast any appropriate spells and use any magical items (scrolls, potions, etc.) to save the victim's life. If he has no healing spells memorized, he must use his healing and herbalism proficiencies to the best benefit. If the patient's needs are minor, the healer may direct him to another cleric nearby.

The elemental healer always prays for healing spells first until he has memorized a minimum of one healing spell per level of experience. He must include at least one of each healing spell he is able to cast; should he not be able to memorize all the healing spells in a given level, he may choose among them. For example, a seventh level healer needs to memorize at least seven healing spells, including both cure light wounds and slow poison, but since he can pray for one fourth level spell only, he must choose among cure serious wounds, fortify, and neutralize poison. After at least seven spells are memorized, he would memorize any additional spells (e.g., the 7th level healer could memorize additional third level spells, and any bonus spells for high Wisdom). This restriction severely limits the non-healing spell capabilities of the cleric at lower levels.

Wealth: There are no special limitations on the starting wealth of an elemental healer. He is not allowed to accept payment of any kind for services; however, it is not uncommon for generous patrons to make donations to the healer's temple.

Elemental Warrior

Author: Robert Adducci <Chay0s@aol.com>

Description: The Elemental Warrior is an Elemental or Para-Elemental Cleric trained primarily in the art of combat. They are the warriors in the battle for survival of the elements and are very militaristic. Elemental Warriors seem to act very much like their patron elements and are sometimes viewed with disdain by the general populace. While their closeness with the element is their strength and their weakness.

Requirements: To be an Elemental Warrior the character must be a Fighter/Cleric or Ranger/Cleric with at least a Strength of 15, a Dexterity of 15 and a Constitution of 15. The following requirements must also be respected:

- Earth: Strength 17
- Air: Dexterity 17
- Water: Wisdom: 17
- Fire: Constitution: 17
- Para-Elemental: Two parent elements at 16

The prime requisites for the Elemental Warriors are Wisdom and the ability associated to each element in the table above. All Elemental Warriors are Lawful towards their element but must be Chaotic because of their singlemindedness.

Special Benefits: Every Elemental Warrior has the THAC0 of a Warrior 2 levels higher than his/her actual level, further he has the ability to cast Conjure Lesser Elemental once per week at levels 1-10 and once per day at level 11+. The conjured elemental is of only 2 HD but is intelligent (Int 10-11) and may perform complex actions.

Hinderances: Due to their strong connection with their element every Elemental Warrior has the following personality traits based upon their element:

- Earth: Stubborn
- Air: Flighty, prone to change mind quickly
- Water: Tends to take a long time to make decisions and overthinks problems
- Fire: Quick Tempered
- Silt: Greedy

- Magma: Bully
- Sun: Haughty, Egomaniac
- Rain: never takes anything serious, except defense of Rain or Water

Every time their help is required by Clerics or Elemental Warriors of the same element/para-element he must stop what he is currently doing and offer his service to further the goals of the patron element/para-element, even if it against the character's current goals.

Non-Weapon Proficiencies: Suggested: Blind-fighting, Weapon Improvisation, Armor Optimization.

Weapon Proficiencies: Standard.

Wealth: Elemental warriors have the wealth options of warriors 5D4x30.

Psionicist Kits

Empath

Author: Roberto de Brito Nunes
<GIGA@VIDIGAL.NCE.UFRJ.BR>

Description/role: Empaths are psionicists who specialize in emotions. They love to feel and learn about emotions. Empaths are fascinated by new feelings, tastes, smells emotions and so forth. Whenever possible, they will seek out new experiences. Empathy is usually defined as an awareness and a sharing of the emotions and feelings of others. Empaths are preternaturally attuned to the subtle "body language" that telegraphs people's feelings to those capable of deciphering it. Empaths are also known as Sensitives.

Requirements: The empath must have a Charisma of at least 13.

Preferred Disciplines: Empathy (Minor Discipline)

Special Benefits:

- +1 charisma or reaction bonus (Read body language, appropriate reaction)
- 2 free empathy devotions at first level.
- A female empath gets a +2 power score bonus when using empathy powers (females can be better empaths, they can "feel" better)

Special Hinderances: None.

Disciplines Learning Order: Telepathic, Clairsentient, Metapsionic, Psychometabolic, Psychoportive, Psychokinetic.

Empathy Sciences: Bonding*, Object Reading, Sensitive to Psi Impressions, Precognition, Fate Link (no prerequisites)

Empathy Devotions: Empathy, True Hear, Telepathic Projection, Absorb Disease, Heightened Senses, Id Insinuation, Ego Whip, Awe, Attraction, Aversion, Taste Link, Feel Light, Feel Sound, Phobia Amplification, Repugnance, Sight Link, Sound Link, Taste Link, False Sensory Input, Feel Moisture, Trail of Destruction, Acceptance, Alignment Stabilization, Beast Mastery, Focus Forgiveness, Impossible Task, Mysterious Traveler, True Worship, Diagnose*, Sense Charm, Sense Evil.

* Power from DRAGON #204

Huntsman

Source: The Dead Tembos Den
<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Huntsman is a psionicist who provides a reassuring service to the Athasian people: they use the Way to hunt down wizards.

Role: Huntsman, much like the wizard Chasseurs, are bounty hunters, hitman, and justice-seekers who combat the forces of magic on Athas. Like the Chasseur, the Huntsman is a highly-respected authoritarian force on Athas. However, unlike the Chasseur, the Huntsman genuinely despise magic, and have nothing to hide from the masses that hold them as heros.

Requirements: Huntsman must be psionicist with a minimum Willpower of 18. All Huntsman must be lawful in alignment. Some of the best Huntsman are dwarves.

Preferred Disciplines: Chasseurs prefer Clairsentience and Telepathy for their information gathering abilities, but also use Psychometabolism and Psychokinesis for their combative potential.

Barred Disciplines: None.

Non-weapon Proficiencies: Bonus Proficiencies: Spellcraft, Tracking. Required: None. Recommended: Crowd Working, Information Gathering, Psionic Lore, Rope Use.

Weapon Proficiencies: Standard, plus lasso, mancatcher, net, and whip.

Equipment: Huntsman often have gear which would aid in the apprehension and confinement of wizards, such as muzzles, thumb screws, and such. These are often worn proudly on the Huntsman, one of his trademarks.

Special Benefits: Because of the hatred of magic, Huntsman receive a +4 reaction adjustment from any non-wizards.

They are also able to cry witch, stirring a crowd to attack a present person. This can sometimes backfire on the Huntsman if he uses it too often or against non-wizards.

Due to their strong-willed nature, Huntsman are using a reduced form of Subjective Reality to resist the forces of magic. They receive a +4 saving throw against any and all forms of magic. This is in addition to any bonuses they receive for their race.

Huntsman can also sense wizards in the immediate area. Within clear, detailed vision, the Huntsman can make a 10% per level check to spot any wizards, as well as tell whether they are preservers or defilers.

Also, Huntsman are able to purchase the metapsionic science of Suppress Magic without the level prerequisite.

Special Hindrances: Being people who hunt and kill wizards, Huntsman receive a -4 reaction adjustment from all wizards.

Also, because of their intense hatred of magic, the Huntsman will not accept any magical aid of any sort, no matter how insignificant. If they do, they lose 20% XP per use.

Huntsman are unable to use any magical items of any sort, regardless of their effect.

The Imposter

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Imposter is a psionist who is specialized in switching bodies with others. He uses the Switch Personality science and the Psychic Impersonation devotion in order to achieve his goals.

Role: The roles of Imposters vary greatly from loners out to forward their own goals to hired mercenaries sent to infiltrate enemy strongholds.

Requirements: The Body Snatcher must be evil--let's face it, stealing someone's body is not the nicest thing one could do.

Preferred Disciplines: The Imposter must be a telepath. Also, he must have Switch Personality by 3rd level, and Psychic Impersonation by 5th level. Other than those restrictions, the preferred disciplines of the psionist depend on the individual character.

Barred Disciplines: None.

Non-Weapon Proficiencies: Bonus: Acting, Fast-Talking, Observation. Required: Glibness (the Trait), Impersonation (the Trait). Recommended: Etiquette, Modern Languages.

Weapon Proficiencies: Because they are constantly switching bodies, Imposters never become accustomed to one body long enough to learn how to fully control a weapon. Each time they switch, the weapon use for that different body is different. Thus, Imposters cannot be proficient in any weapon. They are always considered non-proficient.

Equipment: The Imposter tends to travel light, seeing as how he loses all of his gear when he switches bodies. Unless, of course, he kills those whom he switches with and re-acquires his gear.

Special Benefits: Imposters automatically gain the power score effect for both Switch Personality and Psychic Impersonation. Also, they have perfected the process of Probing a victim to prepare for a Psychic Impersonation. For the Imposter, this only takes one turn.

Hindrances: The body snatcher has an intrinsic dislike of staying in the bodies which he inhabits.

He cannot stay in one body for too long. This too long is a DM judgement sort of thing, but it should be somewhere around one to two months, unless certain circumstances apply (e.g. the Imposter is meditating on a power).

Master of the hunt

Author: Darknight <dark@newssoft.it>

Description: the master of the hunt (moth from now on) is an halfling psionist specialized in giving support to the hunting parties. Their role is to fight against creatures which display psionic powers. Moth are often psionist/druid or psionist/fighter.

Requirements: In addition to normal psionist requirements a moth must have a Con of 13 and an Int of 12. Being a charismatic figure in halfling culture a high Cha is also desirable.

Preferred Disciplines: Moth must choose clairvoyance as their first discipline. Psychometabolism and Psychokinesis are common choices for secondary disciplines while Metapsionic is a rare one. Danger sense must be their first power.

Weapon Proficiencies: In addition to the weapons listed in the Complete Psionic Handbook the moth may choose from the following: dart, blowgun, staff, bolas, lasso and net.

Nonweapon Proficiencies: Bonus: Hunting, Tracking (see below). Recommended: Direction sense, Animal lore, Bowyer/fletcher, Set snares, Survival.

Equipment: Moth wear practical dresses and often carry trophies (teeth, claws, feathers and so on).

Special Benefits: Moth meet many dangerous beasts during the hunt. Given their excellent training in psychic combat they gain attack modes at the same rate of the defense modes to protect the other hunters.

Moth are able to track like rangers of two levels lower than theirs and have a +3 bonus to reaction rolls vs. halflings. Also moth save at +2 vs. defiler magic.

Special Hindrances: Moth tend to look even wilder than normal halfling and are the essence of halfling philosophy. They suffer an additional -2 to reaction rolls vs. any non-halfling. Moth may not use objects imbued with wizardly magic nor may they knowingly benefit from wizard spell effects. Clerical magic and psionics as well as objects created by these means are usable without penalty. They often attack defilers on sight and never trust preservers, even if halflings.

Wealth Options: Being important members of halfling society they often receive presents, they begin with a value of 3d4x60 cp in objects.

Medium

Source: The Dead Tombos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Medium is a psionist who has become very attuned to the spiritual world. They seek to learn from the mistakes and triumphs of those who had lived, and do so in a simple manner: asking them.

Requirements: The Medium may be of any race. He must have a minimum score of 18 in Wisdom.

Role: Mediums are used expressively for the purpose of communicating and dealing with the dead. They are called for the purpose of performing such rituals as exorcisms, seances, and such.

Preferred Disciplines: The Medium must select Clairsentience as a primary discipline, and Metapsionics as a secondary discipline. After that, the choices are left to the character. In addition to this, the Medium is required to spend his initial devotions on Clairsentience powers (he may not save them for later), one of which must be Spirit

Sense. The Medium's initial Science must be Spirit Lore. In addition to this, the two devotions the Medium gets at second level must be spent on Convergence and Retrospection, which they are able to get without any prerequisite requirements.

Weapon Proficiencies: The Medium may select weapons from the following: Dagger, Dirk, Knife, Staff, and Sling

Nonweapon Proficiencies: Bonus: Psionic Lore. Required: None.

Equipment: The Medium often has a focus for the purposes of seances. This may be a candle, crystal ball, obsidian orb, or any other object allowed by the DM.

Special Benefits: The Medium is able to get Convergence and Retrospection without abiding by any of the prerequisite restrictions applied to those powers. In addition to this, the Medium's Convergence may be activated without having to have any other characters with the Convergence devotion. In other words, the Medium may converge with anyone.

He does pay 8 PSPs per person in the convergence. Physical contact is necessary to maintain the convergence: any break with any member of the convergence breaks the entire

chain. A Medium's convergence does not grant the other members access to each other's powers (although a standard convergence with the Medium would), but does create the PSP pool associated with convergences.

The Medium also gains a +2 to his Convergence, Retrospection, Spirit Sense, and Spirit Lore power scores when his has a focus present (see Equipment). This +2 to the power score has the same effect as if the psionist has spent two more slots on the power.

Hence, if they had an initial power score of 13, then they achieve the power score effect on a roll of 13, 14, or 15.

Being almost a psionic version of a traditional cleric, the Medium gains the power to turn undead as if he were a priest of three levels less than his current level (similar to the Paladine ability). If the Medium already has the ability to turn undead, then the effective turning priest level is increased by two levels.

Special Hinderances: The Medium is unaccustomed to the art of physical combat, and hence suffers a -1 to any THAC0 rolls. The Medium may not use armor: also a foreign field for the Medium.

The Medium is a bit separated from standard society. Hence, Mediums suffer a -3 Reaction Adjustment (from Charisma) for all encounters.

In addition to the above hinderances, the Medium has developed a hesitation about merely doing something major without having first consulted the spirits. In order to commit to any major act with out spiritual guidance, they must make a Willpower check at half score. If they fail, then they adamantly oppose the idea until they have consulted the spirits on the plan. Often spirits will respond with something along the lines of, "Go for it," unless the commitment is extremely questionable in the eyes of the contacted spirit.

Sentinel

Author: David Schwartz

<DAVID@SCHWARTZ.MANAWATU.GEN.NZ

>

"Have we met? I'm Darius, servant to Senator Thraxus. No, I'm not a herald, or a jester for that matter. No, I'm a sentinel. All nobles have a few. I watch out for my patron's safety. Keep him safe from thieves and other shady people. I do dabble in music and I know some poisons, but I wouldn't exactly call myself a bard. I'm more an anti-bard. I use my knowledge of poisons to protect my master from bards and assassins. I'm always alert and quicker on my feet than most gladiators. Oh, it looks as my patron, the

good senator, is having a drink with Senator Minthur and his, um, jester. I've got to go. This could be trouble."

Description: Sentinels are commonly known as anti-bards. They hire themselves out to nobles, or other wealthy people to act as personal guards. They are not as adept entertainers as other bards, but make up for this with their uncanny alertness and speed and their ability to detect poisons. In addition, sentinels are trained in heraldry, a useful ability in their trade.

Role: Every noble has a few sentinels and some wealthy freemen will, too. Some sentinels are freelancers, selling their services to people for short times. Freelancers tend to travel to find "customers" and occasionally get connected with adventuring groups.

Weapon Proficiencies: Any; However, sentinels prefer easily concealable weapons like daggers, knives, and whips when on assignment.

Nonweapon Proficiencies: Bonus: Heraldry, Herbalism, Observation, Set Snares (can set mantraps). Suggested: Acting, Artistic Ability, Etiquette, Healing, Musical Ability, Poetry, Read Lips, Singing, Trailing.

Armor/Equipment: Standard. Sentinels do not like the flashy clothes worn by other bards, preferring more subdued, but not drab, colors. If working for a patron, the sentinel will generally have the patron's symbol on his outfit. Most sentinels carry a bag of herbs and mosses for making antidotes.

Special Benefits:

- Alertness: Sentinels are only surprised on a roll of one on a d10.
- Speed: All sentinels are trained to react quickly in dangerous situations, giving them a +2 to initiative in combat and possibly situational modifiers.
- Detect Slight of Hand: A sentinel who is actively searching can detect the use of the rogues' ability to pick pockets (including sleight of hand). The chance is 5%/level (Max. 95%).

Detect Poison: The sentinel can detect poisons like an assassin-thief. The base chance is 5%/level (Max 100%). If the sentinel has an intelligence of 13-15, he gets +5%; 16 or 17, +10%; 18 or 19, +15%; 20+ intelligence gives a +20%. Sight identification gives a -20% modifier, but the sentinel needn't risk poisoning himself. Odor carries a -15% penalty and if the poison is ingested or contact poison, a 10% chance of the bard poisoning himself at half strength. Taste is fairly reliable with -5% penalty, but with a serious drawback. The sentinel has a chance of poisoning himself (at half strength) equal to 25%

for injected poisons, 50% chance for ingested, and 75% for contact poison.

The easiest way to identify a poison is to see the symptoms. There is no penalty in this case. However, a sentinel who relies on this method will have difficulty finding work.

Identification takes one round per attempt.

Special Hinderances: None.

Shipfloater

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Shipfloater is a psionicist whose specific purpose is to power a psionic floater orb with PSPs to maintain a form of levitation for sail ships on silt.

Role: Shipfloaters allow sail ships to be sailed on silt. These ships, primarily used in Balic, transport goods to various ports along the Silt Sea. The Shipfloater is a fundamental part of trade for these ships and ports, and a very necessary part of Balican society. Most Shipfloaters are from Balic, but it is not impossible for them to be from other parts of Athas where these ships are sailed.

Preferred Disciplines: Shipfloaters must choose Psychokinesis as their primary discipline, and Levitation as one of their first devotions.

Weapon Proficiencies: The shipfloater may choose from normal psionicist weapons. In addition to those listed, he may select any of the following: Belaying Pin, Cutlass, Gaff, Harpoon, Net, Sabre, Trident

Nonweapon Proficiencies: Bonus: Endurance, Harness Subconscious. Required: Seamanship. Recommended: Boat Piloting, Navigation, Survival: Dust Sink.

Equipment: Standard.

Special Benefits: The Shipfloater has to maintain a steady flow of PSPs to the psionic orbs of sailships in order to maintain their boiency on the silt. Hence, Shipfloaters has developed extra PSPs: he recieves 3 more PSPs per level than he normally would. In addition to this, the Shipfloater is able to float ships at half their normal cost. The exact cost varies with the ship.

Special Hinderances: The Shipfloater's extra PSPs has its price: they have one less devotion at 1st level than any other psionicists.

Somniomancer

Author: Roberto de Brito Nunes

<GIGA@VIDIGAL.NCE.UFRJ.BR>

Description/role: The somniomancer is master in a psionic discipline concerned with the sleeping mind. She is specialist in controlling her own, and others sleeping minds and bodies. Most of the powers a somniomancer can use require that she is spleeping (in a dream). Others can only be used on a sleeping target. Somniomancers are also known as Dream Masters and Hypnotists.

Preferred Disciplines: The somniomancer must choose somniomancy (Minor Discipline) as his primary discipline.

Special Benefits: All somniomancers can control their sleeping. They can sleep immediatly or enter into a trance-like state (enough to use a power) anytime she wants. A somniomancer has three advantages: +2 power scores bonus when using somniomancy powers; 2 free somniomancy devotions at first level; Can choose to learn any power of the somniomancy minor discipline at any level regardless of the access to the "normal" discipline of the power.

Special Hinderances: None.

Disciplines Learning Order:

Telepathy, Metapsionic, Clairsentience, Psychoportation, Psychometabolism, Psychokinesis.

Somniomancy Sciences:

Normal usage: Summon Planar Creature, Sensitivity to Psychic Impressions, Hypnosis.

Sciences that can only be used when sleeping: Enter Dream*, Precognition, Probability Travel, Psychic Clone, Complete Healing, Clairvoyance, Clairaudiance, Probe.

Sciences that can be used only in sleeping target: Probe, Dreamstalker**

Somniomancy Devotions:

Normal usage: Dimensional Walk, Daydream, Stasis Field, Spirit Sense.

Devotions that can only be used when sleeping:

Astral Projection, Dream Travel, Psychic Messenger, Convergence, Retrospection, Predestination, Incarnation Awareness, Weather Prediction, Dream Sight, Oniric Vortex, Outer Dream.

Devotions that can be used only in sleeping target:

Psychic Drain, Identity Penetration,

Predestination, Post-Hypnotic Suggestion, Awaken, Sleeping Automation.

* Power from DRAGON #204

** added by editor

Templar Kits

Enforcer

Author: Robert Adducci <Chay0s@aol.com>

Description: The Enforcer is a martial Templar. Enforcers are treated as the ultimate crime-control units within the city-states.

Requirements: Only Humans, Muls, Dwarves, Half-Elves and Elves may be Enforcers. A character needs and Intelligence of 14, a Wisdom of 13, a Strength of 12 and a Constitution of 13 to become an Enforcer.

Special Benefits: The Enforcer has the THAC0 of a Templar 1 level higher than his/her self. The Enforcer has the ability to go into a Martial Frenzy once/day- a sort of controlled, rage-inspired berserk wich gives him the following benefits: +3 to hit, +6 to damage, 1 extra attack/round. The Martial Frenzy lasts 4 rounds. This has its price however: until fully rested the Enforcer will be subject to the following after effects: -2 to hit, -1 to damage, heavy exhaustion. To go in Martial Frenzy the Enforcer must pass an intelligence check.

The Enforcer gains weapon proficiencies at the rate of a Fighter and may use proficiencies from the warrior category at no extra cost.

Hinderances: The Enforcer casts spells as if (s)he were one level less than his/her actual level. The Enforcer only has minor access to the Elemental spheres.

Non-Weapon Proficiencies: Bonus: Blind-Fighting. Required: Intimidation. Suggested: Bargaining, Weapon Improvisation, Armor Optimization.

Weapon Proficiencies: See above.

Wealth: Enforcers receive 3D6x30 CP to start.

Wizard Kits

Cleanser

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Cleansers are descendants of the great Cleansing Wars. These few defilers still hold fast to the beliefs that all non-human races are impure and must be destroyed to return Athas to its pristine glory. They see the sorcerer-monarchs as traitors to the cause, and hence actively oppose them as well as all non-human races. After the

Great Betrayal of Rajaat, the remaining Cleansers took it upon themselves to finish all of the non-humans, forgetting whose army they were in and all joining for a better purpose.

Role: The Cleanser is a true outcast. His magic makes him an abomination to nature and the elements. Preservers are against him, and the sorcerer-monarchs want their foolish devotion to Raajat to end. The Cleanser, more than any of Athas's wizards, has to stand apart from all but one side: Raajat. The cause of the Cleansing Wars, and those who still believe in its righteousness, are the Cleanser's only friend.

Requirements: Only defilers may choose this kit. The Cleanser must be a human defiler with a Strength, Constitution, and Intelligence of at least 12. They may be of any non-good alignment.

Preferred Schools: Cleansers prefer Evocation for its sheer destructive power.

Barred Schools: None.

Non-weapon Proficiencies: Bonus Proficiencies: Survival. Required: Ancient History. Recommended: Disguise, Somatic Concealment. Barred: Gardening.

Weapon Proficiencies: Because of his militant nature, the Cleanser may select any weapon to be proficient in.

Equipment: The Cleanser is as much a soldier as he is a wizard. Cleansers often have both the gear of your average wizard as well as that of the warrior. Also, they prefer to wear armor, which does aid in concealing their true nature from the unknowing peasant populus.

Special Benefits: Cleansers are very much warriors, hence they may be proficient in any weapon. They also may spellcast while armored on without penalty. Because of their fierce devotion to their cause, Cleansers must select a hate race, very similiar to that of Rangers. This race must be an intelligent race, but does not

have to be of ancient origin. They receive a +4 to hit when attacking or a +4 to spellcasting against this race. If this race is encountered, the Cleanser will not consider any other courses of action which do not lead to the deaths of that race. Some of the possible races include: elf, half-giant, gith, jozhal, dwarf, or any other intelligent race approved by the DM.

Special Hinderances: Their years of devotion to the cause of genocide have made the Cleansers very hostile to any non-human races. They suffer a -4 reaction penalty when dealing with any non-human characters, as they cannot conceal their hatred for them.

Maximumist

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Maximumist is a wizard who aspires to achieve the most out of magic. He is a firm believer in the concept that magic can change things if magic is used to its fullest extent. Not unlike advanced beings, such as dragons, the Maximumist uses psionics to increase the effect of his magic. His deep understanding of how magic works, enhanced by his psionic understanding of himself, allows the Maximumist to utilize his spells to their greatest potential.

Role: Maximumists serve no true role in Athasian society, since most cultures reject wizardly magic. However, Maximum is taught in small underground societies of preserver magic as a philosophy by which the world can be healed. It is also taught by defilers who see it as a means of getting the most out of what is left of the dying world.

Requirements: To be a Maximumist, the character must have psionic training (i.e. be or have been a psionist), have an Intelligence score minimum of 17, and a minimum Wisdom score of 17.

Preferred Schools: None.

Barred Schools: None.

Non-weapon Proficiencies: Bonus Proficiencies: None. Required: Power Manipulation, Psionic Lore, Spellcraft. Recommended: Research, Tactics of Magic. Barred: Somatic Concealment, Sensory Alteration.

Weapon Proficiencies: Standard.

Equipment: Maximumists tend to be rather spartan in their gear, taking only that which is truly necessary. The only traditional piece of equipment is the obsidian focus (see below), which is usually close at hand at all times.

Special Benefits: Once per five levels per day a Maximumist may perform a Maximum Casting. A Maximum Casting is like a normal spellcasting, except that the spell is cast at its maximum effectiveness, regardless of the caster's level. This spell must be of one spell level lower than the maximum spell level the cast can cast. For example, if a wizard has access to 3rd level spells for casting, then he can maximize a 1st or 2nd level spell. This spell costs twice its normal cost in spell power. All other normal casting procedures apply. To focus the power of will to cast this spell at its greatest effect the caster must have an obsidian focus to channel their power. The focus need not be large, but must be present at the casting. This must be of pure obsidian, costing no less than 1gp. It is not consumed in the casting.

Special Hinderance: The Maximumist's magic is too great to be concealed, hence they are unable to select either somatic concealment or sensory alteration. In addition, full sensory effects accompany all spells. In other words, effects listed as "Optional" are always present and draw the attention of viewers. Trivial magic is looked harshly upon by the Maximumist, who believes that magic should always be used effectively and to an end. They will prefer not to associate with anyone who uses trivial magic.

Myrmeleon

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Myrmeleon is a defiler agent of the sorcerer-kings who has been honed for the purpose of infiltrating the Veiled Alliance. He is a master deceiver, skilled at altering appearances, primarily to make himself seem to be a preserver.

Role: Myrmeleons are fundamental in reducing the threat the Veiled Alliance poses to the sorcerer-kings. These agents do their best to find information about activities, mislead Veil members, and do whatever it takes to harm the Veil from within. Yet, they are always careful to never let their true nature be revealed to those they walk amongst: the Veiled Alliance. In city-states where the sorcerer-monarchs have fallen, Myrmeleons sell their information to the highest bidder.

Requirements: Only defilers may be Myrmeleon. While the kings sometimes use non-defilers to infiltrate the Veiled Alliance, these agents do not fall under this kit, although they too could be called Myrmeleons. In addition to being a defiler,

a character must also have an Intelligence, Wisdom, and Charisma of 13.

Preferred Schools: Illusions and Alteration are by far the most common of the spells used by Myrmeleons. These spells aid in disguising the Myrmeleon's true nature. In addition to this, they also prefer to use familiars, for these are both useful and the trademark of a wizard.

Barred Schools: None. Note that Myrmeleons are still defilers, and are unable to cast a few spells as a result.

Non-weapon Proficiencies: Bonus Proficiencies: Predistigation. Required: Observation, Spellcraft. Recommended: Arcanology, Gardening, Psionic Mimicry, Sensory Alteration, Somatic Concealment, Thaumalogy.

Weapon Proficiencies: Standard.

Equipment: Myrmeleon often use small, well-concealed magic items which allow them to pass their spellcasting off as preserver magic. They also use an obsidian ring to channel PSPs into cantrips.

Special Benefits: Myrmeleons start as members of one of a Veiled Alliances. Even if they are in a city-state without a sorcerer-king, they may have been a Myrmeleon for the former monarch, or are still an agent of a powerful templar. Myrmeleons gain any and all benefits of their membership in the Veil. They also know the standard signals for all Veiled Alliances.

To trick Veil members, Myrmeleons have developed some powerful tricks. First, Myrmeleons lack the Black Aura of defilers (Myrmeleons may not take Black Aura Penalties). Instead, their auras have been coated with a piece of a preserver's aura, one which the Myrmeleon has personally slain. The deceptive aura reads as a preserver of half the defiler's level, and lasts for one Athasian week. After that, the Myrmeleon must kill another preserver if he wants to continue his deception.

Second, the defiler has developed the ability to harness his mind to cast minor magicks. As a granted power, the Myrmeleon may expend one PSP to activate a Cantrip. This seems as if he cast the spell, and does not detect as a use of a psionic power. This does require an obsidian ring to use, though. This ability may be used at any time, regardless of any other actions the Myrmeleon is taking. A common use is to simulate the defiler's. Third, the defiler has a number of small magic items to aid him in his deception of the Veil. These items come directly from the sorcerer-monarch's storage, and have been created for the purposes of concealability. In game terms, this means they start with 1d4+6 small magic items which simulate the effects of a first-level spell once per day each. The Myrmeleon may choose which spells he wishes to have in these items, but

may not switch them for any reason afterwards. Although it may be tempting to have Magic Missile rings and Burning Hands penants, the Myrmeleon should consider spells which would be most common to wizards, such as Identify or Read Magic. Then at level, the Myrmeleon acquires another magic item from his monarch to simulate a spell effect of half his true level (hence, a 9th level Myrmeleon may only take a 5th level wizard's spell--3rd circle or below). Note that spells which are barred for defilers are also barred for these magic items.

Special Hinderances: Even the best Myrmeleons are always a bit on the suspicious side. Hence, they start with 2d3 minor enemies, all of which are Veiled Alliance members (usually preserver), all of which are always two levels higher than the Myrmeleon. These people will attempt to discredit and stop the Myrmeleon at all times. They do not start with proof that the Myrmeleon is a defiler, but will attempt to make that discovery through spys and other means.

Also, as the Myrmeleon gains power, he inevitably attracts suspicious members of the Veiled Alliance to his attention. In game terms this means that he acquires one minor enemy (once again a Veil member), similar to their starting enemy pool, but only at the same level as the Myrmeleon.

The Myrmeleon does not necessarily know that he has these enemies, but is probably aware of the possibility that they exist. Clever Myrmeleons will eliminate their enemies as soon as possible, and as quickly as possible. Myrmeleons spend too much time working devoting themselves to stealth to gain signature spells. Basically, they can never acquire a signature spell. Also, since the Myrmeleon is an agent of the sorcerer-king (or was at least), and hence may be required to report in at times, usually once a week.

Peridine Wizard

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Peridine is a wizard who has but sometime into getting the most out of Persistent Magical Effects. He has adapted these effects to prevent them from being discovered. This allows him to pretend to be a psionist because he does not actually have to cast any spells to get by.

Requirements: Intelligence and Wisdom of at least 15. Weapon Proficiencies: Normal for Wizards but prefer to use the ones that cross over with psionists. Either Preservers or Defilers can

take this kit, but perservers are more able to keep up the act when they actually have to cast magic. This class can be combined with others normally. Fighter/Peridines can be quite powerful combination. Elves, Half-Elves, and Humans can all take this kit.

NonWeapon Proficiencies: Bonus: Psionic Mimicry. Recommended: Prestidiation, Somantic Concealment, Spellcraft, Read/Write, Tactics of Magic, Acting, Disguise.

Special Benefits: The Peridine gets one Persistent Spell Effect for Free. The character point cost for further Persistent Spell Effects is 10 (or half if flat cost is not used). These persistent spells effects have no visible effects unless they are directly necessary for the spell. These persistent spell effects are also harder to dispel or to Suppress. The casters level or spell level is considered twice that level for these purposes.

Hinderances: Each persistent spell effect must be linked to a physical talisman similar in nature to those from Spells and Magic. It takes one week to link the spell to the talisman unless the talisman has a reusable fetish built into it. Then it only takes a day. The Peridine is allowed to have several of these Talisman bound to spells. The number is equal to the number of persistent spell effects plus 1/3 of the Peridine Levels. For these effects to be active the caster must spend a day mediating on the focus. The Peridine must also spend time gathering energy for the persistent spell effects once per day for each active effect. The time this takes is 3 rounds per spell level of the effect. The Peridine must still subtract the spell levels for all of his persistent effects from its total spell power.

The Peridine also has a harder time gathering energy fast for spell casting. So his spell casting is pushed back a phase or doubled. Fast goes to Average, Average to Slow, Slow to 1 round, 1 round goes to 2 rounds, etc. The Peridine cannot purchase casting reduction or use magic items which decrease casting time.

Wealth: Standard plus the number of ordinary Talismans equal to the number of Persistent Spell Effects.

Pristine Wizard

Source: The Dead Tembos Den
<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The NewMen are people altered and mutated by the magics of the Pristine Tower. Some members of their society have learned how to channel the incredible magical power of the tower to power their magic.

Role: Pristine Wizards are more than mere spellcasters to the NewMen: they are also holy men, people who can grasp and shape the magical energy that each NewMen is born with.

Requirements: To be a Pristine Wizard, a character must be a NewMen with an Intelligence and Wisdom of at least 12. Pristine Wizards are considered Preservers for most purposes.

Preferred Schools: By far, Pristine Wizards prefer Alteration, and more specifically, polymorph magic. Pristine Wizards are also able to cast Wild Magic.

Barred Schools: None.

Non-weapon Proficiencies: Bonus Proficiencies: Spellcraft. Required: Religion. Recommended: Scribe, Thaumology; Initially Barred: Psionic Mimicry, Sensory Alteration, Somatic Concealment.

Weapon Proficiencies: Pristine Wizards disdain the use of weapons, as they have an adverse effect when associated with the powers of the Pristine Tower. Therefore, Pristine Wizards may never become proficient in any weapon, nor may ever employ any weapon in combat.

Equipment: Pristine Wizards use standard gear, except if they travel off of the Pristine Peninsula. If they leave, they must purchase a small piece of the Pristine Tower known as a Pristine Stone to guide its magic to them, else suffer casting penalties as listed below. Pristine Stones cost the equivalent of 100 gp.

Special Benefits: All Pristine Wizards gain one extra spell power per level to cast Alteration spells with. They also gain a +15% when learning any Alteration spells.

Special Hinderances: For every 25 miles that the Pristine Wizard is away from either the Pristine Peninsula or the Pristine Tower they suffer a -1 to all spellcasting checks unless they have a Pristine Stone.

Pristine Wizards also suffer a -15% to any and all spells other than Alteration.

Sun Wizard

Source: The Dead Tembos Den
<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Sun Wizard is a magician who has learned to draw their energy for spells directly from the sun. This remarkable ability is made possible by the Shadows of the Pristine Tower through contact with the Steeple of Crystals. The process is difficult and rarely done, and then only for people who the Shadows deem useful to themselves.

Role: Sun Wizards serve as minions, either willing or otherwise, of the Shadow People of the Pristine Tower. Their goal is to free their master Raajat the Warbringer from his prison in the Black. Once this has been accomplished, the Shadows will return to being normal halflings.

Requirements: To be a Sun Wizard, a character must be a wizard with an Constitution and Intelligence of at least 12, and have 25 extra character points to spend. The Sun Wizard is still considered to be either a preserver or defiler.

Preferred Schools: None.

Barred Schools: None.

Non-weapon Proficiencies: Standard.

Weapon Proficiencies: Standard.

Equipment: Standard.

Special Benefits: The Sun Wizard gains a large number of benefits from his association with the Shadows and the sun. First, while the sun is in the sky, all of the Sun Wizard's magical energies are supplied from it. Plants are completely untouched by the caster's magic, and they receive no terrain restrictions/bonuses, nor defilement bonuses for spell casting. Second, all spell durations are extended until the sun sets. Third, they are completely nourished for the day by the sun energy (having no need for food or water) if at least one hour is spend in direct sunlight.

When the sun sets, all bonuses are lost, and the wizard casts spells as per their class.

Special Hinderances: Due to the large investment of self into the process of becoming a Sun Wizard, the character must spend 25 character points to take this kit. This is done when the wizard becomes a Sun Wizard.

The skin of the Sun Wizard turns an ebony black, and their eyes a dark blue, while the sun shines, the Sun Wizard is very clearly marked as a wizard during daylight hours.

This produces a -4 reaction penalty with anyone the Sun Wizard meets, even those who have grown tollerant of most magics. Sun Wizards are rare and powerful, and they usually produce alarmed reactions from those they meet.

Because of the process of becoming a Sun Wizard, the Shadow People have a strong connection to the wizard: they are able to subject their influence on their actions. Once per month, the Sun Wizard must make a saving throw vs spells, with any Willpower modifiers, or begin to follow the direct will of the Shadow People. The wizard will carry out one task they set forth upon him, without question, misunderstanding, or trickery. These tasks are almost never detrimental to the Sun Wizard--after all, if they die, then who will aid the Shadows in thier liberation?

Wild One

Source: The Dead Tembos Den
<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Wild One is the Athasian equalivant of the Wild Mage. He is a specialist in the raw stuff of magic, tapping the land for its energy and shaping it quickly--sometimes randomly--towards a purpose. Preservers and defilers study it alike for the same reason: to shape the raw stuff of magic.

Role: The philosophy of the Wild One has been around for a long time, but has not caught on until recently. The Wild One has found a place as a researcher of unquestioned excellence in the Free-State of Tyr. There, Wild Ones use their talents to push the borders of magic to their every limits, without the fear of reprisal from the locals (as least for being wizards). Since the fall of Kalak and the establishment of the Wild Ones in Tyr, the philosophy has spread to the other city- states as well. Most Veiled Alliances and other organizations welcome the Wild One, but choose to stay way out of his way when he casts magic.

Requirements: In addition to the standard prerequisites, the Wild One must have a Wisdon of at least 12 and an Intelligence of 16 or better. Any of the wizard races may become a Wild One except Aarokocra, whose dedication to the fundamentals of magic bar them from going so far from those principles. Elves, whose nature governs them towards exploration and curiosity, tend to make the best Wild Ones. The Wild One may be combined with any dual or multi-class options.

Class Modifications: The Wild One taps his magical energy from a unique source: wherever he can find it. Most of the energy still comes from the plants (with the standrad effects), but some of it comes from other sources such as the Black, the Gray, the Plane of Fire, Spirit of the land, or even the caster himself. Hence, the Wild One's magic is sometimes less or more effective. Wild Ones use the Level Variation table from Tome of Magic when they cast their spells. Ignor any result which calls for a Wild Surge. Apply this number to the casting roll to see if the spell goes off as well as to the actual spell itself. This variation may exceed any and all limitations of the spell. The actual source of this additional energy is irrelivant. In any case, it is only a trivial amount of energy which is ignored by wherever it came from, and the Wild One would have a hard time tapping it for energy again anyway.

Also, because of the quick and haphazard nature of their magic, Wild Ones spend half the

standard time studying their spellbooks as normal wizards do.

The spell effects (from Dragon Kings) of a Wild One should be tailored towards absurdly strange sights and sounds not unlike those associated with a three-ring circus or the floor of the U.S. Senate.

Preferred Schools: The Wild One utilizes magic which lends itself towards the effects of divination and evocation, as these can sometimes have wild and unforeseen answers and results.

Barred Schools: None.

Non-weapon Proficiencies: Bonus Proficiencies: Research, Thaumaturgy. Required: Spellcraft. Recommended: Scribe, Spellweaving; Barred: Psionic Mimicry, Sensory Alteration, Somatic Concealment.

Weapon Proficiencies: Standard.

Equipment: All Wild ones use talismans (see Spells and Magic). It is always a highly-valuable item worth at least 1 sp, and always at least the size of the wizard's hand.

Special Benefits: The Wild One is the only Athasian wizard able to cast wild magic (see Tome of Magic). This counts as a free access to the School of Wild Magic. In addition to this, the Wild One receives one extra spell power per level to cast Wild spells.

Part of their departure from the standard of magic is in how they cast their magic: Wild Ones never require material spell components to cast their spells. Instead, they need a single talisman to cast their art. This object is the standard by which they channel their added energy. Without it the Wild One may not cast magic. They are allowed, however, to have more than one talisman in the event that one is destroyed or stolen. Also, because they deal in the raw form of magic, their skill with magical research is greatly enhanced. They research all spells as if they were one level less than their true level, with a minimum of 1. Hence if a Wild One researches a 3rd level spell it is considered a 2nd level spell for all research purposes. The actual level and Xp for the spell are unchanged.

Special Hinderances: Every time a Wild One casts a spell, there is a chance that his normal spell effect is replaced with a Wild Surge. Effectively what happens is the Wild One miscasts his spell, producing a strange and random effect. The chance of a wild surge is 5% per level of the spell being cast. Roll for the Wild Surge on the table from Tome of Magic. The effect replaces the normal spell. Also, whenever a Wild One suffers a disruption, increase this percentage by 5% per disruption. Subtract the Wild One's level from the Wild Surge roll, to a minimum of 1. If a Wild Surge occurs, the Wild One suffer this effect instead of the standard

disruption. Also, if the casting roll indicated an addition to the caster's level, apply this effect/saving throw to the Wild Surge instead.

The magic of the Wild One is too crazy to be concealed. It is difficult to calmly and rationally alter the nature of chaos, and hence they may not take the non-weapon proficiencies of Psionic Mimicry, Sensory Alteration, and Somatic Concealment. Spell Effects are noticed as normal though.

Also Wild ones suffer a -10% to all Learn Spell checks due to their departure from the standard practices of magic.

Note: here is the procedure for Wild One spellcasting: roll for Level Variation, roll to see if the spell succeeds, roll to see if there is a Wild Surge, apply any resulting effects. (Not too ugly, it is?)

Wizling (designed for use with Age of Heroes rules)

Source: The Dead Tembos Den

<<http://www.geocities.com/TimesSquare/Alley/3207/index.html>>

Description: The Wizling is a halfling who has turned his back on traditional halfling beliefs holding wizardly magic as wrong. He is a wizard in a race of non-wizards, placing himself outside normal halfling culture. This kit enables a halfling to become a wizard, either Preserver or Defiler. Note that this is a kit, and hence no further modifications to the halfling wizard may apply (hence no Archanamach or Shadow Wizard halflings).

Role: As members of halfling society, Wizlings are seen as outcasts. They have rejected many of the traditional halfling beliefs and embraced the "savage" practice of magic. Yet, they are not persecuted and hunted as wizards are in the Tablelands. Instead, they are merely frowned upon. Their importance is sometimes substantial to local members of their community, but this is rare. Usually, the only place left for a Wizling is either with the Veiled Alliance or under some sort of unscrupulous ruler. Even in those places, the Wizling is still quite out of his element, as he is anywhere on Athas.

Requirements: To be a Wizling, a character must be a halfling with a minimum of Intelligence score of 15 and a Constitution of 13.

Preferred Schools: None

Barred Schools: None

Nonweapon Proficiencies: Bonus: Psionic Mimicry, Somatic Concealment, Survival, Thaumaturgy. Recommended: Sensory Alteration. Required: Spellcraft.

Weapon Proficiencies: Standard

Equipment: The Wizling is required to have an obsidian focus (see below) to cast their magic.

Special Benefits: This character may be a halfling and a wizard.

Special Hinderances: The Wizling may not except the saving throw bonus vs. magic normally attributed to halflings. In order to cast magic, the Wizling use use an obsidian orb, similar to those used by dragons. In addition to this, whenever they cast magic, the Wizling suffers a hit point loss equal to the spell level they just cast (minimum of 1) in temporary damage (or permanent if they are a defiler). Their magic is derived from animals, not from the environment, and so no Wizling can ever harm the environment.

Their spell point total for the day is figured as normal.

Any class Kits

Tyrian Templar

Author: Robert Adducci <Chay0s@aol.com>

Description: With the fall of Kalak the templars of Tyr have had a rough time governing the city. Since most of the former templars were killed or ran away the templars are looking for new recruits. Clerics, mages, and psionicists are among the new templars that rise quickest in rank.

The templars continue their administrative roles despite the loss of their spellcasting abilities. They no longer define the legal system as they once did as Kalak's enforcers, but some templars have found imaginative ways to subvert the laws passed down by the Council to further their own ends. They excel as bureaucrats and have refined collusion and graft into high art forms. They practice the mechanics of oversight, and those who wish to see the wheels of progress turn must regularly grease the palm of those who turn the wheels. An ambitious templar may even assassinate another of his ilk to gain the favor of a third. There is no end to the scheming that a templar is capable of.

What makes these corrupt templars even more dangerous is that, except in cases of extreme importance to Tyr, the templars sit in judgment of crimes within the city. They investigate, accuse, pass judgment, imprison, or pardon Tyrian citizens and visitors just as they did under Kalak. A well-placed templar can be a valuable ally or a terrible foe. Anyone conducting business or pursuing politics in Tyr would be wise to cultivate good relations with this powerful faction.

The organization of the templars follow hierarchical lines of authority. (The king oversees the bureaucracy and punishes or rewards its work.) The bureaucracy is currently headed by Timor, Senior Templar and Minister of Tyr. Beneath him are the ministers, each department maintains its own security force and operates independently of the others, save that all department heads report directly to Timor who, himself, reports directly to the council. The ministers supervise various minor officials and functionaries, creating an immense tangle of red tape where corruption, bribery, and backstabbing are commonplace. The departments of Tyr are listed on page 9 of the City-State of Tyr book, with additional examples of templar duties on page 83 of DSRB.

Requirements: none beyond normal class requirements.

Non-Weapon Proficiencies: Bonus: Read/Write, Bureaucracy. Required: Etiquette, Heraldry. Recommended: Riding-Land Based, Local-History, Bargain, Intimidation, Read Lips, Information Gathering, Observation.

Weapon Proficiencies: Tyrian Templars must take Short sword as their first proficiency, even if their class doesn't allow short sword as a weapon they may take it with no penalties. The next proficiency slot must be spent on either dagger or crossbow.

Special Benefits: Tyrian Templars gain all of the ceremonial powers as stated on page 56 of the Earth, Air, Fire and Water book, except for the first one, because there are no slaves in Tyr.

Special Hindrances: Since Templar is a separate class the character must pay an additional 15% experience for each level in order to gain the special benefits.

The Templars of Tyr still wear the black cassock as they did when Kalak ruled.

Wealth Options: Tyrian Templars receive 3d6x30 Cp at the beginning of their careers.

Proficiencies

Nonweapon proficiencies

Give tattoo

Author: Greg L Dufner <DUFNERGR@STUDENT.MSU.EDU>

1 slot (2 for people without the drawing NWP) / DEX / general

This proficiency allows the user to give tattoo and allows the user to craft his own tattooing needles (or combs). A proficiency check is made during the tattooing process. The role is modified by the complexity of the tattoo. A simple tattoo, such as a geometric pattern, is unmodified, while a complicated tattoo is more difficult, say the Dragon holding up the dark sun might be modified by -4. Size also plays a role, the larger the tattoo the easier it is to draw, the smaller the more difficult. A successful tattoo results in proper color set, good art work and clean healing (assuming proper care). A failed check could result in several things: bad color set, botched art work, or improper healing or excessive scarring. These results should be determined by the DM, with the severity being determined by the degree of the roll's failure.

Flintknapping

Author: Tim Elkins <TIMON@ACS.BU.EDU>

1 slot / INT + DEX reaction adj. / general

This proficiency governs the crafting of small or medium sized stone tools and some simple weapons. It covers the techniques of direct and indirect percussion, grinding, and retouching. With this proficiency, one can easily make the simplest stone tools, like "pebble" tools (about hand-sized) such as meat scrapers, cutters, etc. (mostly for carving up dead animals). One can also make larger axe and adze heads and small millstones, and small obsidian weapon pieces. Time finding materials can vary greatly, but some suggested construction times are:

Arrowhead	10/day
Spearhead	3/day
Axe/Adze	2 days
Pebble tools	10/day
Chatkcha	1 day (Thri-kreens only)
Club	2 days

These are just a few examples, and many more can be added. If another slot is spent on this proficiency, larger stone/obsidian weapons can be made, at the DM's discretion.

Weapons made in this way are Poor quality to start, but each day spent retouching the item can increase its quality by one degree (with a successful ability check). This time can increase for larger weapons.

Read/Tie Quipu

Author: John M. Martz

1 slot / INT -1 / priest and wizard groups, as well as the trader class

The character can read and tie quipus. Quipus are a means of recording information by the use of knotted strings of differing colors and lengths. Since each culture ties their quipus uniquely, the character must select the language in which he is proficient; examples are Common, Elven, and Halfling. Other options may exist to these standard languages, such as the dialect of the merchant houses, at the DM's discretion (such as Giant).

Whenever, a PC attempts to read or tie a new quipu, a proficiency check must be made. A failed check means that the quipu is unreadable by that character until he gains a level. When tying a quipu, characters add any reaction adjustment for high or low dexterity as an additional check modifier; for example, a PC with a DEX of 17 would need to roll under his INT +1 (since $-1 + 2 = +1$). In this case, a failed check means that the quipu has been tied incorrectly and is unreadable. On a roll of 20, the character misreads/misties the quipu in such a manner that the mistake is undetectable and results in an outcome to the character's detriment (e.g., a spell memorized from a mistied quipu might not function or have the reverse effect). Additional languages may be added by devoting more slots. This proficiency does not convey the ability to read quipus from ancient cultures.

Equipment

Weapons

NOTES

Cost, damage and weight are based on weapons of metal construction.

Apply appropriate modifiers for weapons made of other materials.

Weapon costs corrected from Age of Heroes

Author: The Sage (Eric Stephen Weilna) <eweilna@emory.edu>

This is an errata corrrige for the Age of Heroes rulebook. Remember that all the costs are intended for metal weapons.

Alhulak (CGHB)	9gp
Bard's friend (DM#185)	10gp
Cahulaks (DM#185)	12gp
Carikkal (CGHB)	8gp
Chatkcha (TKoA)	1gp
Crusher (DM#185)	24gp
Datchi club (DM#185)	12gp
Dragon's paw (DM#185)	15gp
Forearm axe (CGHB)	10gp
Gouge (DM#185)	6gp
Gythka (TKoA)	6gp
Impaler (DSRB)	4gp
Lotulis (CGHB)	15gp
Master's whip (DM#185)	6sp
Puchik (CGHB)	6gp
Quabone (DSRB)	1cp (never made of metal)
Singing sticks (CGHB)	5bits (never made of metal)
Tortoise blade (DM#185)	9gp
Trikal (CGHB)	12gp
Weighted pike (DM#185)	6gp
Widow's knife (DM#185)	5gp
Wrist razor (DSRB)	10gp

The alhulak, cahulak, carikkal, chatkcha, crusher, datchi club, and master's whip can be easily made without metal for 1% of the listed price and don't suffer attack or damage penalties.

I still recomend the use of the original sources as they have better descriptions than AoH and the Dragon Magazine and Gladiator's Handbook give special uses for the weapons for proficient and specialized users. The names of the weapons above belong to TSR and are protected by copyright.

Arrows, Long

Author: John M. Martz

Weapon Name	Cost	Weight	Size	Type	Speed	Damage
Arrows, Long	5 sp	2	L	P	10	2d6+1/2d6+1

Description

Favored by the Judaga of Gulg, long arrows have been a key component in their skirmishes with Nibenay's army. Each long arrow is six feet long. Given its length, a long arrow cannot be fired from any bow smaller than a long bow. Unlike other types of arrows, a character wishing to become proficient with the long arrow must devote a proficiency slot to it -- proficiency with the long bow does not grant proficiency with

the long arrow and vice versa. Due to its unusual nature, a character not proficient in the long arrow suffers an additional -2 penalty to all attacks (this penalty is in addition to any other penalties for non-proficiency or low Dexterity) and may fire only one long arrow every other round (ROF 1/2) -- a character who is not proficient in the long bow cannot fire a long arrow.

Note: when firing long arrows, the speed factor listed here (10) is used instead of the normal speed factor for a long bow (Range: 5, 10, 17).

Proficiency benefits

Before a character may become proficient with the long arrow, he must already be a specialist with the long bow. In addition to the usual benefits, proficiency with long arrows allows the character to improve his rate of fire to one arrow per round.

Specialist benefits

In order to specialize in the long arrow, a player must devote a second slot to it (for a total of 2 slots). Specialization in with long arrows allows the character to improve his rate of fire to three arrows every two rounds (i.e., 3/2).

Axe, Kreen

Author: Chay0s <Chay0s@aol.com>

Cost(Metal)	Weight	Size	Type	Speed	Damage
50GP	40	G	S	11	2D8/2D12

This weapon is only usable by half-giants because of its height of 20'. Some very large Muls or Tareks have also been seen with them occasionally, but only if their strength is 22 and then the speed factor is 15 for non Half-Giants. This weapon is called a Kreen Axe because of its use by HG's to swat jumping Kreen and because of its appearance. The Kreen Axe shaft is made of one rib of a Tik'da cactus. The rib is cut in half from its original 40ft. Two crossbars are set at the top of the shaft. One on the very top, the second about two feet lower. Both crossbars are perpendicular. Then Four Halberd-like axeheads are attached to the crossbars, all facing the same direction. The Axe head are about 2feet long apiece.

Proficient Use

Having a proficiency in this weapon lets the character use it. Otherwise a non-trained character cannot use it.

Specialization

Specialization in this weapon allows a character to reduce the speed factor of the weapon by 2.

Circular Saw

Author: John M. Martz

Weapon Name	Cost	Weight	Size	Type	Speed	Damage
Circular Saw	1 gp	5	S	S	5	1d4+1/1d4

Description

Circular saws are commonly made by baking the teeth of a predator into the outer edges of a flat ceramic disc or carving the entire disc and serrated edges from chitin. A small rod pierces the center of the 12 inch disc, projecting an inch on either side. By using a specially designed throwing stick shaped like a two-foot long, two-pronged fork with a slight curve, these discs can be thrown up to 30 yards (Range: 1, 2, 3).

Proficiency benefits

The proficient user can achieve a rate of fire of 2 blades per round (a nonproficient user can only throw 1 blade per round).

Specialist benefits

The specialist can attempt to use his fork to catch a saw thrown at him. He must roll a saving throw versus breath weapon. A successful save means he has caught his opponent's saw and may immediately throw the saw back assuming he still has an attack left that round). A failed save means the saw hits his fork but is not caught, and the fork must save versus crushing blow to avoid breaking.

Laan'Thuu

Author: Chay0s <Chay0s@aol.com>

In elven language: "Weapon breaker"

Cost(Metal)	Weight	Size	Type	Speed	Damage
11GP	7	S	P	4	1D6/1D6-1

This weapon is essentially a small shield with four spikes set about 6 inches apart in a square on the outside of the shield. The spikes are about six inches long also. The weapon is held in a similar fashion to the Puchik and is used in the same way when attacking. That is in a punching fashion. Most versions of this weapon are metal because it is to break weapons. Any other material has an equal chance to break when used to break other weapons. These weapons are difficult to make as reflected by their price. The difficulty arises in the use of two swiveling pieces. One piece is at the point where the handle meets the shield, allowing the shield and spike to spin on the handle. The other piece is a small knob located on the inside rim of the shield; this allows the user to move the shield part without jerking their whole arm around.

Here are the multiple uses for this weapon.

Shield: This weapon can be used as a shield for a -1 AC bonus on attacks coming from the defenders front.

Weapon: Piercing attacks d6/d6-1 Damage

Weapon Breaking: If the character makes a successful parrying attempt she may attempt to break the weapon parried as long as her other hand is free to grab the knob on the rim of the shield. The weapon must be at least one foot long to get caught between the spikes. The GM rolls a save vs. crushing blow based on the weapon material with the modifier of the parrying characters to damage bonus subtracting from the # rolled.

{EX: The Mul parries the elves' sword. Both weapons are made of thick wood (13vs CB) the GM rolls the save and rolls a 19 minus the Muls Dmg bonus of 5.19-5=14 the attempt failed to break the elves' sword.}

If the Laan'Thuu is not metal and fails in breaking a caught weapon a regular save vs. crushing blow must also be made for it. If the Laan'Thuu is broken then roll on the following table for what is broken

D6

1-4= Spikes broken only usable as shield

5= Handle broken not usable

6= Rim handle broken, cannot be used to break weapons

*The prices, weights, and damage values that is given to you here are for weapons that made of metal, but all of them can be made from other material without changes to damage.

Other Equipment

Water Blossom

Author: Greg L Dufner <DUFNERGR@STUDENT.MSU.EDU>

Description: The water blossom is a small portable water recycling unit. It consists of a dome-shaped lid. The actual shape of the lid depends on the material it is made of, be it hide, chitin, or metal. This lid sits

atop a bucket-type structure with a nearly water tight seal. Around the inside of the lid there are many small catch pockets for capturing reclaimed water.

The water blossom operates by placing waste/harmful fluids in the bucket portion of the apparatus. (These fluids can be anything water based, such as blood or urine, or they can even be materials with a high percentage of water in them, feces, vegetable matter, and so on.) The lid is then placed atop the bucket and left in direct sunlight. As the interior is heated, the water evaporates from its host fluid/substance, rises in the heat, and coalesces on the inside of the lid. After it coalesces it runs down the sides and collects in the pockets to be reclaimed and used.

A Water Blossom has a water recovery ratio that determines how much water it can recover from a water source (blood, urine, etc.). If the ratio is 2:1, it takes 2 gallons of material to recover 1 gallon of water.

Water blossoms can be made from three types of material: hide, chitin, or metal. Each model has its own water recovery ratio, cost and weight.

Material	Weight	Recovery Ratio	Cost
Hide	5-10 lbs	3:1	30-40 gp
Chitin	7-12 lbs	3:2	30-35 gp
Metal	20-30 lbs	4:3	55-75 gp

These ratios are for liquid based sources only, solid sources would have a lower ratio.

The time needed to recover water is four hours per gallon required, and this is assuming direct, continuous sunlight. Each blossom has its benefits and drawbacks such as the hide model while extremely light, requires a great deal of maintenance. This model needs to be oiled on a regular basis, and more frequently with increased use.

Obviously these are not the only materials that can be used to create the blossom, they are just the most efficient and common. The carapaces of giant arthropods would work well also, specifically giant spiders and ticks. But the DM will have to modify prices and occurrences of these models.

Rules

Amount of food produced from create food and water spell

Author: John M. Martz

Some standard spells were modified for the DS setting. Occasionally these modifications have increased the complexity of the spells. A prime example is create food and water, which creates these items by the cubic foot. By limiting the priest's ability to create water to only .5 gallons per level (see DSRB), the question of how much food remains after the water has been created requires the conversion of the water created into pounds (8.5 lbs per gallon), the determination of the cubic feet that water takes up (at 64 lbs per cu ft), and the calculation of the remainder. That is, the amount of food created may be calculated by the following equation:

$$\text{food} = \text{level} - (\text{gallons} \times 8.5) / 64$$

where food is the total amount of food created, level is the caster's level, and gallons is the amount of water created.

The following table also reports the amount of water produced by create water and the weight of the water (not including containers; the DM may use .5 lbs for each gallon-sized container), which serve as intermediate steps in the above calculation. More importantly, it also includes the amount of food and water produced by create food and water for priests of levels 1 to 30, assuming that the priest wants to produce the maximum amount of water.

Since a cubic foot feeds 3 M-sized creatures or one L-sized creature, the DM may use the percentages to determine number of creatures that the food will satisfy by using .33 and .66 as cutoff points. If the remainder is greater than .33, it feeds one additional person; if greater than .66, it feeds two people. For example, a 5th level priest creates 4.67 cubic feet of food – enough for 14 M-sized creatures (4 x 3 + 2). And an 8th level priest creates 7.47 cubic feet of food -- enough for 22 M-sized creatures with a little left over (but not enough to constitute complete nourishment for another; 7 x 3 + 1).

Level of Priest	Create Water	Create Food & Water
1	0.50 gal (4.25 lbs)	1 cu ft = 0.93 cu ft + 0.50 gal
2	1.00 gal (8.50 lbs)	2 cu ft = 1.87 cu ft + 1.00 gal
3	1.50 gal (12.75 lbs)	3 cu ft = 2.80 cu ft + 1.50 gal
4	2.00 gal (17.00 lbs)	4 cu ft = 3.73 cu ft + 2.00 gal
5	2.50 gal (21.25 lbs)	5 cu ft = 4.67 cu ft + 2.50 gal
6	3.00 gal (25.50 lbs)	6 cu ft = 5.60 cu ft + 3.00 gal
7	3.50 gal (29.75 lbs)	7 cu ft = 6.54 cu ft + 3.50 gal
8	4.00 gal (34.00 lbs)	8 cu ft = 7.47 cu ft + 4.00 gal
9	4.50 gal (38.25 lbs)	9 cu ft = 8.40 cu ft + 4.50 gal
10	5.00 gal (42.50 lbs)	10 cu ft = 9.34 cu ft + 5.00 gal
11	5.50 gal (46.75 lbs)	11 cu ft = 10.27 cu ft + 5.50 gal
12	6.00 gal (51.00 lbs)	12 cu ft = 11.20 cu ft + 6.00 gal
13	6.50 gal (55.25 lbs)	13 cu ft = 12.14 cu ft + 6.50 gal
14	7.00 gal (59.50 lbs)	14 cu ft = 13.07 cu ft + 7.00 gal
15	7.50 gal (63.75 lbs)	15 cu ft = 14.00 cu ft + 7.50 gal
16	8.00 gal (68.00 lbs)	16 cu ft = 14.94 cu ft + 8.00 gal
17	8.50 gal (72.25 lbs)	17 cu ft = 15.87 cu ft + 8.50 gal
18	9.00 gal (76.50 lbs)	18 cu ft = 16.80 cu ft + 9.00 gal
19	9.50 gal (80.75 lbs)	19 cu ft = 17.74 cu ft + 9.50 gal
20	10.00 gal (85.00 lbs)	20 cu ft = 18.67 cu ft + 10.00 gal
21	10.50 gal (89.25 lbs)	21 cu ft = 19.61 cu ft + 10.50 gal
22	11.00 gal (93.50 lbs)	22 cu ft = 20.54 cu ft + 11.00 gal
23	11.50 gal (97.75 lbs)	23 cu ft = 21.47 cu ft + 11.50 gal
24	12.00 gal (102.00 lbs)	24 cu ft = 22.41 cu ft + 12.00 gal
25	12.50 gal (106.25 lbs)	25 cu ft = 23.34 cu ft + 12.50 gal
26	13.00 gal (110.50 lbs)	26 cu ft = 24.27 cu ft + 13.00 gal
27	13.50 gal (114.75 lbs)	27 cu ft = 25.21 cu ft + 13.50 gal
28	14.00 gal (119.00 lbs)	28 cu ft = 26.14 cu ft + 14.00 gal
29	14.50 gal (123.25 lbs)	29 cu ft = 27.07 cu ft + 14.50 gal
30	15.00 gal (127.50 lbs)	30 cu ft = 28.01 cu ft + 15.00 gal

Gladiator's Followers, Alternate table

Author: Felixmeister (Andrew Poli)

<gaynos@icenet.com.au,

felixmeister@hotmail.com>

Edited by Robert Adducci <Chay0s@aol.com>

and Darknight <dark@newssoft.it>

All gladiators get one follower at 9th level. This is a gladiator of the same kit and similar background as the PC gladiator. The follower is of d3+1 levels and is more loyal than any other followers in the future and gains in experience along with the PC.

Table 1: Gladiators Followers

Gladiator Level	Number of Followers	Follower Level	% Special
10	1d3+1	1d4+1	0
11	1d3+2	1d4+2	5
12	1d4+1	1d6+1	10
13	1d4+2	1d6+2	15
14	1d6+1	1d8+1	20
15	1d6+2	1d8+2	25
16	1d8+1	1d10+1	30
17	1d8+2	1d10+2	35
18	1d10+1	1d12+1	40
19	1d10+2	1d12+2	45
20	1d12+1	1d12+3	50

* Roll the given percentage or less; if successful, check for type of special agent against Table 6: Special

To determine the type of follower roll against table 2 then on table 3, 4 or 5 as appropriate.

Table 2: Follower Type

D10 Roll	Type	Roll on Table
1-4	Gladiator	3
5-7	Other Classed	4
8-10	Group/Skilled Individual	5

Table 3: Gladiator Type

D100 Roll	Type
1-30	Same as Player Character
31-38	Beast Trainer
39-43	Blind Fighter
44-51	Arena Champion
52-60	Convict (EX)
61-69	Professional Gladiator
70-74	Jazst
75-82	Montare 1-6 Montare 7-10 Char-Montare
83-90	Reaver
91-100	Gladiatorial Slave (EX)

Table 3a: Gladiator Race

D100 Roll	Race
1-11	Dwarf
12-20	Elf
21-30	Half-elf
31-42	Half Giant
43-45	Halfling
46-71	Human
72-89	Mul
90-92	Ptterranean
93-100	Thri-kreen

Table 4: Other Class

D100 Roll	Class
1-9	Bard
10-20	Cleric 1 - Air 2 - Earth 3 - Fire 4 - Water
21-29	Druid
30-33	Defiler
34-49	Fighter
50-54	Preserver
55-64	Psionicist
65-80	Ranger
81-89	Thief
90-100	Trader

Table 4a: Other Class' Race

D100 Roll	Race
1-5	Aarakocra
6-14	Dwarf
15-26	Elf
27-39	Half-elf
40-46	Half Giant
47-49	Halfling
50-75	Human
76-92	Mul
93-95	Pterrann
96-100	Thri-kreen

Table 5: Group/Skilled Individual

D100 Roll	Type of Follower
1-9	Masseur
10-18	Trainer
19-27	Weaponsmith
28-36	Bowyer
37-45	Armourer
46-54	Bookie
55-63	Agent
64-71	Patron
72-80	Healer
81-90	Groupies
91-100	Fans

Table 6: Special

D100 Roll	Type
1-15	Gladiator and followers (if any), roll for type on Table 3
16-25	Multiclass Character (designed by DM)
26-35	Gladiator or Other Classed + 1d6 levels
36-45	Very skilled individual, roll on Table 5 twice, ignoring 81-100
46-55	Dual classed Gladiator, roll on Table 3 then Table 4. Roll levels separately for each class
56-65	Tarek
66-75	Giant
76-80	Belgoi * (the big furry thing, not the pit bull)
81-90	Braxat
91-96	Gith *
97-100	Exceptional Situation **
1-4	Friendship of a Slave Tribe
5-8	Friendship of an Elven Tribe
9-12	Favor from a Veiled Alliance
13-16	Favor of a gladiatorial official
17-19	Another Gladiator will throw a fight for the PC in a future fight
20	Service of a Planar Creature. Why? Don't know. ***

*Accepting this follower is considered an evil act and the DM is free to toast the PC in any way his evil imagination can devise.

** Subject to DM approval

*** Once and only once or just ignore it and have the planar creature eat the PC for lunch

Frequency and Chance of Wilderness Encounters

Author: Robert Adducci <Chay0s@aol.com>

Terrain Type - Four new terrain types were added by myself. They are Crimson Savannah, Dead Lands, Kano Swamp, and Misty Border.

MC - Cost for overland movement. Same as original table.

Base EC - The Base EC was the chance from the original table used here just to illustrate the average encounter chance throughout an entire day. If a number appears in a specific time, then that number should be used not the Base EC.

Time of Day - This lists the number or less that must be rolled on a D12 for an encounter to occur. This does not ensure an encounter, only that the check be made.

& - Denotes that no roll must be made, no chance of encounter exists.

Terrain Type	Time of Day														
	M C	Base EC	5-7 AM	7-9 AM	9-11 AM	11-1 AP	1-3 PM	3-5 PM	5-7 PM	7-9 PM	9-11 PM	11-1 AP	1-3 AM	3-5 AM	
Boulder Fields	4	2	&	2	1	&	&	1	2	2	2	3	3	&	
Crimson Savannah	3	3	3	3	3	2	1	2	3	3	4	4	4	4	
Dead Lands	2	1	&	&	&	&	&	&	&	&	1	1	1	1	
Deep Silt	-	1	&	&	&	&	&	1	1	&	&	&	&	&	
Forest	3	2	2	2	2	1	1	1	2	2	2	3	3	3	
Forest Ridge	6	3	&	3	3	2	2	2	3	3	4	4	4	&	
Kano Swamp	7	3	3	3	&	&	&	&	&	&	3	3	3	3	
Misty Border	8	4	4	4	3	&	&	&	&	3	4	4	5	5	
Mountain	8	3	&	3	2	&	&	&	&	2	3	4	4	&	
Mud Flat	8	4	4	4	4	3	3	3	4	4	4	5	5	5	
Rocky Badland	3	2	&	2	1	&	&	1	2	&	&	3	3	&	
Sandy Waste	3	1	&	1	1	&	&	1	1	&	&	1	1	&	
Salt Flat	1	1	1	&	&	&	&	&	&	&	&	1	1	1	
Scrub Plain	2	1	1	1	1	&	&	1	1	1	1	&	&	1	
Silt	-	1	1	1	&	&	&	&	&	&	&	1	1	&	
Stony Barren	2	3	&	&	&	&	&	&	&	3	3	&	&	&	
Verdant Belt	2	2	&	2	2	&	&	2	2	&	&	&	&	&	

Additional rules for Half-Giants

Author: The Sage - Eric Stephen Weilnau <eweilna@emory.edu>

Doubles Hit Dice rolls (bonus for high Con is added afterwards)

Weight allowance is doubled and max press is quadrupled (for warriors add the benefits of exceptional Str before multiplying by 4)

Example (uses my rules for Strength and exceptional Strength for warriors):

A half-giant gladiator rolls a 4 for exceptional Str. So his Str is: 24 +8 +16 2,670 6,560 19(18) 99%

For open doors or bend bars/lift gates use the listed score only when dealing with things specifically designed to restrain creatures of their size or larger (eg. ropes used to tether a mekillot) or when the feat would be impossible for smaller races (eg. forcing open the gates of a city-state). All other uses (eg. forcing open human sized doors, breaking normal ropes) are considered automatic success unless the DM feels that special circumstances would warrant a normal check.

All personal equipment will be twice the cost and 8 times the weight.

* Half-giant sized weapons are 2x normal price, 2x normal length, 8x normal weight, one size category larger, +3 to speed factor, and double the dice for damage (1d10 will be 2d10, 3d6 will be 6d6, etc.).

Damage categories need to be redefined as S-L and H.

Note: half-giants cannot use S weapons, use M&L weapons one handedly, and use G weapons with two hands

Example: half-giant two-handed sword

Cost (metal)	Weight	Size	Type	Speed F.	Damage	
					S-L	H
100gp	120	G	S	13	2d10	6d6

*This is all based on "Giant-sized weapons" by Stephen Martin Dragon Magazine #109 May 1986 p54.

This was all that I could think of at the moment. Any additions or feedback would be appreciated.

Notes about Athasian Giants

Weapons for Athasian giants should be 4x the normal price, 4x the normal length, 64x the normal weight, two size categories larger, +6 to speed category, and quadruple the dice for damage (I would condense this when possible--eg. 1d10 will be 2d20, 3d6 will be 6d12, etc.). Damage categories need to be redefined as S-H and G.

Giants cannot use S&M weapons, use L&G weapons with one hand, and use H weapons with two hands. Athasian giants are stronger than those on other worlds. They have 25 Str and therefore +14 to damage (really evil DMs may even want to add exceptional Str for important giant NPCs lowering the THAC0 by 2 and adding 18 to damage).

Nonmental Weapons Rules

Nonmental Weapon Costs

Author: John M. Martz

Have you seriously taken a look at the percentile costs for nonmetal weapons given in the DSRB? To refresh your memory, metal weapons are 100% of cost in the PHB; bone are 30%; obsidian/stone are 50%; and wood are 10%. I think the nonmetal percentages must be a mistake.

I was rolling up a PC and decided to see what his "official" starting funds would be (something that I don't usually do). He is a gladiator and he gets 5d4x30 cp. I rolled 13, so he would start with 360 cp, or 36 sp, or 3 gp, 6 sp. Then I started pricing weapons and found that I could hardly afford any! Take the mundane long sword (15 gp for metal) -- a wood sword (the worst quality) would cost 1 gold, 5 silver (that's equal to 3 10,000 pound capacity open wagons!!!) Christ, a simple wooden dagger (2 gp for metal) would cost 2 silver (enough for a 2,500 lbs capacity open wagon)! In addition, these prices seem WAY out of line with the weapons presented in the DSRB. The gythka costs 6 cp and the impaler costs 4 cp (it does not say if these are the cost for metal weapons -- I seriously doubt it, so I would assume that the damage might need to be adjusted for metal versions of these weapons?). These are both polearms. Imagine the gythka is composed of a similar amount of material as a lucern hammer (7 gp for metal), since they both do P/B damage, weigh about the same, and do relatively the same damage. Well, a wooden lucern hammer costs 7 SILVER! A bone one costs 2 gp, 1 sp! And a stone one costs 3 gp, 5 sp!!!

Finally, clubs, bows, lances, and several other weapons can be purchased for 1% of their PHB cost. Why would a stone spear (8 sp x .01 = 8 bits) cost less than a stone knife (5 sp x .5 = 25 cp) -- the knife costs over 31 times more than the spear! Also, note that DRAGON #185 presents several weapons that "can be easily made without metal; they can easily be purchased for 1% of the price listed and used without damage or attack penalties regardless of materials used." One of these is the chulak -- like 2 grappling hooks with the handles attached via a 12' cord (gold price=12; wght=12; sz=M; type=P/B; spd=5; dmg=1d6/1d6). Thus, a stone pair would cost 12 cp (still 3 times as much as an impaler, but . . .). Why is it so much easier to make a pair of chulakas than a knife, making the knife cost over twice as much for a substantially less effective weapon (the benefits, such as conceivability, of the knife don't appear to be strong enough to warrant the higher price)?

There is obviously something wrong here, and I don't remember reading any corrections to these pricing schemes. So let me propose one. Instead of the above percentage costs for nonmetal weapons, use 3% for bone, 5% for obsidian/stone, and 1% for wood. These prices would make that wooden long sword 15 cp (still seems a bit expensive, but . . .), that wooden dagger 2 cp, that wooden lucern hammer 7 cp, and that stone knife 2 cp, 5 bits. Realize that these prices are still not cheap for the common man -- take a look at the Common Wages table in the DSRB. The heavy footman (the best paid footman type) makes no more than 5 bits PER WEEK! At that rate, it would still be 4 weeks before she could afford a wooden dagger (if she spends her money on nothing else).

In-depth nonmetal Weapons Rules

Author: Mizar the Brilliant <MARCOS@IFI.UNICAMP.BR>

Introduction

Page 51 of the DSRB contains the section dealing with nonmetal weapons. The rules are very simple and were clearly designed to add a little bit of spice to the game without affecting playability, and if that is what you're looking for those are the rules you should use. The following set of optional rules was designed to expand on the original ones, adding more realism and balance to them, but may prove to be a little bit more cumbersome (i.e., more dice rolling) during the game. More than that, these rules effectively change the way weapons are seen in the world: Nonmetal weapons will break much more often, and as a consequence metal weapons become highly prized items on Athas, as they should be. Also, characters will have to take this into account when planning their gear for travel. Extra weapons should be taken if one doesn't want to suddenly find himself bare-handed in the middle of the desert. Each material has gained individual

characteristics which represent a set of strengths and weaknesses, in such a way that the overall balance is still maintained.

Limitations of the DSRB Rules

According to the DSRB, a nonmetal weapon has a 1-in-20 chance of breaking whenever maximum damage is done. The first limitation of this rule is that weapons of the same kind have the same chance to break, regardless of what they're made of. But the second, and most important one, is that the chance of breaking a certain weapon DOES

become dependent on which and how many dice you roll for damage! This variation is merely a consequence of game mechanics, and obviously has no correlation with reality.

Here's an extreme example of discrepancy resultant from this rule: Arngor and Taraq are fighting a large creature. Arngor wields an obsidian bastard sword, while Taraq has an obsidian two-handed sword. Both of them score a hit and will now roll for damage: Arngor must roll 1d12 and Taraq 3d6. Thus, the chance that Arngor will do max damage is merely 1/12, while Taraq's probability is $(1/6)^3 = 1/216$! Therefore, the chance that Arngor will break his weapon is 18 times greater than Taraq's, although both weapons are very similar, structurally speaking. Also, nothing would be changed if Taraq's weapon were made of bone or wood.

Optional Rules

The following rules have been written in a way that the DM may choose which ones he wants to add to his game, while being able to discard others. Many of them are also compatible with the original rules in the DSRB. This way, it should be possible to fit them to into any campaign.

Breaking

Weapons break because of the impact they suffer when landing on a target (known as Newton's third law :-). It has already been pointed out that the chance of breaking should depend less on the dice and more on the material that the weapon is made of. The following rule solves both problems: "A check must be made to see if a weapon will break whenever the weapon does ABOVE AVERAGE damage. The average damage is easily calculated by adding the minimum damage with the maximum damage and then dividing by 2. The % chance of breaking depends on the material and is given in table 1." Note that by using the average damage as a reference, instead of the maximum, the check becomes completely dice -- independent, because there's always a 50% chance of doing above average damage no matter which or how many dice are rolled.

Example: Arngor and Taraq are fighting the same creature, with the same weapons as above. The average damage of a Bastard Sword is 6.5, while the 2-H Sword's average is 10.5, so if Arngor rolls 7 or more and Taraq rolls 11 or more, both of them will have to check for breaking. If both weapons are made of obsidian, they'll have a 2% chance of breaking. If Taraq's sword is made of bone, his chance is increased to 6% (see below).

Now, let's see how often weapons will break with this rule, in comparison to the DSRB rule: Using the DSRB, nonmetal Bastard Swords will statistically break once every 240 successful hits $[(1/12)*(1/20)]$, while nonmetal 2-H Swords break once every 4320 hits $[(1/216)*(1/20)]$. With the optional rule, both Bastard and 2-H Swords, as well as any other weapon, break once every 100 hits if made of obsidian $[(50%)*(2%)]$, 50 hits if wood, and 33 hits if bone.

Note that the two weapons chosen as examples are among the least frequently broken with the DSRB rules. A nonmetal dagger (or any other weapon using 1d4 for dmg) breaks every 80 hits, while a nonmetal knife against large creatures breaks every 40 hits!

Speed

The weapon speed modifier to initiative is very much dependent on two factors: how heavy a weapon is and/or how difficult it is to prepare an attack. The first one is the case of swinging weapons like swords, axes and maces, while the second is for those that must be armed like bows and slings. Since nonmetal weapons are generally lighter than their metal counterparts, it is reasonable to conclude that they should be somewhat faster as well. Table 1 shows speed modifiers for each material. Note that these modifiers should apply only to weapons whose weight makes a difference, and no weapon can have an overall negative modifier.

Cost

Although until the day of the conclusion of these rules there was no official errata released by TSR, it is a general feeling that the table for weapon costs in the DSRB is misprinted. Metal weapons should be MUCH more expensive than what that table suggests. Table 1 below lists weapon costs relative to metal as an optional rule, but the values are probably what TSR had intended them to be in the first place.

Table 1: Characteristics of each material used for weapons.

MATERIAL	COST	WEIGHT	SPEED	DAMAGE	HIT	BREAK
Metal	100%	100%	--	--	--	--
Stone/Obsidian	5%	75%	-1	-1	-2	2%
Bone	3%	50%	-2	-1	-1	6%
Wood	1%	50%	-2	-2	-3	4%

See also Nonmetal Weapon Costs before in this chapter.

Strength

Characters with exceptional strength get a bonus to their damage rolls. This is because they are able to add more momentum to their weapons and therefore increase the impact. Since we have already seen that weapons break basically due to impact, it is only logical to assume that strong characters will break their weapons more often. So, as an optional rule, the DM may rule that MAX or AVERAGE damage of weapons are the values calculated from their unmodified damage dice, and a character's STR bonus must be added to the roll to see if a break check is necessary. Example: Sulidor the half-giant has a +5 bonus to his damage rolls. He strikes his large opponent with his Bastard Sword and rolls a 4 on 1d12. This number is below the average of a "natural" 1d12, but Sulidor must add 5 to this roll, totalling 9, above average. Sulidor will have to make a break check.

Note that bonuses to damage due to magic and specialization should NOT be computed when calculating the necessity of a break check, since these bonuses are not consequences of increased impact. Of course, penalties due to low STR will reduce the frequency of break checks in a similar manner.

Balanced Blow

When using the strength rule above, as well as in many other situations, a character might sometimes not want to put all his strength into an attack. If this is the case, the player announces in the BEGINNING of the round that he intends to balance his blows, and informs how much he wants to penalize his damage. His penalty will then be computed just like low STR. This is valid for any character, exceptionally strong or not.

Weapon Quality

In a world where the demand for nonmetal weapons is high and where these weapons don't last too long, there will be a lot of people in the weapon-making business. Since working with nonmetal materials is much easier, many of these people will present themselves as "weaponsmiths", although they did not have the proper training. On the other side, you will also find some very few "masters" of the art, people who have worked hard and developed techniques to improve the quality of their products. This means there will be a variety of weapon qualities, from an improvised piece of stick that breaks on the first blow to a true masterpiece bone halberd, almost as good as a metal one. Table 2 shows the average modifiers for each quality. High quality weapons will have a bonus to hit OR to damage, but not to both. This depends on how the material was optimized. Low quality weapons can be as bad as you can imagine them, but will usually be at -1 to hit and damage. Table 3 shows the distribution of weapon qualities when found as part of a treasure.

Table 2: Weapon Quality Modifiers

QUALITY	COST	HIT/DAMAGE	BREAK
High	x3	+1	x1/2
Average	x1	-	-
Poor	x1/3	-1	x2

Table 3: Weapons found in treasure

QUALITY	STONE/OBSIDIAN	BONE	WOOD
Poor	01-20	01-25	01-30
Average	21-90	26-95	31-85

"Gimme a Break"

If with all these rules the DM decides weapons will be breaking too often for his likes, he can rule that on the first failed break check the weapon is not immediately rendered useless, but rather worsens its quality somehow. A piercing weapon may have its pointed tip broken off, a slashing weapon may lose some of its cut and a blunt weapon may develop a crack, so that they no longer work properly. These weapons will be at -1 to hit and damage and have twice the % chance of breaking on the next check. On a successful saving throw vs. crushing blow these weapons can also be fixed, but it's up to the DM to decide who can do that and how much it will cost.

Slave Costs

Author: Nexx3 <nexx3@aol.com>

Slaves are divided into the general categories of Work (the farmers and quarry slaves), House (butlers, maids), Concubines, and Gladiators.

As to my modifiers and comments, these are based on common sense. A warrior carries himself a way that implies strength. Slaves who would be incompetent in their professions would obviously be rooted out. Remember, slaves are often sold in lots for the farm and quarry categories. This might hide an otherwise obvious mage or psionicist.

Work Slaves

The average cost for work slaves is based on a 0th level being, with attributes ranging from 8-12 in all important areas.

General Modifiers

- +1cp per 3 warrior levels
- /2 if obviously wizard, priest, or psionicist
- 1 per Strength or Constitution below 8
- 1 per 2 Dexterity below 6
- +1 per Strength or Constitution above 15

Race	Price
Human:	10cp
Aarakocra:	6cp (overall unsuitableness)
Dwarf:	15cp
Elf:	7cp (too many opportunities to run)
Half-Elf:	9cp
Half-Giant:	25cp
Halfling:	5cp (They eat other slaves, are weak, and run)
Mul:	15cp
Pterran:	10cp
Thri-Kreen:	7cp (Dangerous and flight risks)

House Slaves

General Modifiers

- + 5 Former Traders (good organizers)
- 5 Former Templars (Untrustworthy)
- +3 Former Bard
- 2 per Charisma below 8
- /2 known trouble maker
- +1 per Charisma above 14
- +1 per 2 dex above 15

Race	Price
Human:	12cp

Aarakocra:	2cp (Claustrophobic in the extreme)
Dwarf:	10cp
Elf:	11cp
Half-Elf:	12cp
Half-Giant:	4cp (They're stupid, and too big)
Halfling:	8cp (Problems with pets and slavery)
Mul:	11cp
Pterran:	12cp
Thri-Kreen:	5cp (not suitable to work near the family)

Concubines

General Modifiers

x2 Per 3 Bard levels

+1 Per Charisma above 14

+1 Per Dexterity over 16

+1 Per Constitution above 15

+/- ? Proficiency in Whip, Chain...

Race:	Price:
Human:	20cp
Aarakocra:	1cp (They're claustrophobic birds)
Dwarf:	12cp
Elf:	17cp
Half-Elf:	6cp
Half-Giant:	4cp (They're stupid, and too big)
Halfling:	15cp
Mul:	16cp
Pterran:	2cp (well, maybe)
Thri-Kreen:	1 bit (well, maybe)

Gladiators

I'll let you come up with those. I wouldn't have a clue, but it'd probably be based on popularity of the gladiator, race, and whatever else. Legends command their own price.

Darknight's Note: gladiators from Draj and Balic are highly prized for their fighting skills.

Drajans fight like savage beasts, they are thrown in the arena within their first week in the pens, they eat just enough to live and sometimes less so that fights between gladiators are frequent. As a result only the strongest survive and become true gladiators.

The Balicans are trained by master gladiators since their first day, are well nurished and excel in technique and style.

Both schools pretend to be the best of Athas and the prices for their gladiators are evenly matched.

Alternate Strength Table (based on 1st edition Dark Sun)

Author: Marcos A. Avila <MARCOS@IFI.UNICAMP.BR>

This table removes the percentage of exceptional strength for a score of 18 and readjusts bonuses accordingly.

Ability Score	Hit Prob.	Damage Adj.	Weight Allow.	Max. Press	Open Doors	Bend Bars/ Lift Gates
1	-5	-4	1	3	1	0%
2	-4	-3	3	5	1	0%
3	-3	-2	5	10	2	0%
4	-2	-1	10	20	3	0%
5	-2	-1	15	30	3	0%
6	-1	0	20	45	4	0%
7	-1	0	25	60	4	0%
8	0	0	30	85	5	1%
9	0	0	35	95	5	1%
10	0	0	40	110	6	2%
11	0	0	45	120	6	3%
12	0	0	50	135	7	4%
13	0	0	60	150	7	5%
14	0	0	70	170	8	7%
15	0	0	85	200	9	10%
16	0	+1	110	230	10	14%
17	+1	+2	150	270	11(1)	18%
18	+2	+3	220	350	13(3)	25%
19	+2	+5	300	480	15(6)	40%
20	+3	+6	400	630	16(9)	55%
21	+4	+8	550	800	17(12)	70%
22	+5	+10	700	1000	18(14)	80%
23	+6	+11	900	1200	18(16)	90%
24	+6	+13	1200	1500	19(17)	95%
25	+7	+14	1500	1800	19(18)	99%

Alternate Strength Table (based on 2nd edition Dark Sun)

Author: The Sage (Eric Stephen Weilna) <eweilna@emory.edu>

Feedback is greatly appreciated.

Ability Score	Hit Prob	Damage Adj	Weight Allow	Max Press	Open Doors	Bend Bars/ Lift Gates
3	-3	-1	5	10	2	0%
4-5	-2	-1	10	25	3	0%
6-7	-1	-	20	55	4	0%
8-9	-	-	35	90	5	1%
10-11	-	-	40	115	6	2%
12-13	-	-	45	140	7	4%
14-15	-	-	55	170	8	7%
16	-	+1	70	195	9	10%
17	+1	+1	85	220	10	15%
18	+1	+2	110	255	12	25%
19	+2	+4	235	380	14(3)	35%
20	+3	+5	485	640	16(6)	50%
21	+4	+6	635	810	17(9)	60%
22	+4	+8	785	970	17(12)	70%
23	+5	+10	935	1,130	18(14)	85%
24	+6	+12	1,235	1,440	18(16)	95%
25	+7	+14	1,535	1,750	19(18)	99%

Any warrior that has his/her racial max in Str (20 for humans, 22 for muls, 24 for half-giants, etc.) is entitled to roll 1d4 for exceptional Str on the table below.

Roll	Hit	Damage	Weight Bonuses	Chance Bonus
------	-----	--------	----------------	--------------

	Bonus	Bonus	Allow	Max Press	Open Doors	Bend Bars/Lift Gates
1	+1	+1	+25	+50	+1	+5%
2	+1	+2	+50	+100	+1(+1)	+5%
3	+2	+3	+75	+150	+2(+3)	+10%
4	+2	+4	+100	+200	+2(+5)	+15%

Examples:

A human fighter rolls a 3 for exceptional Str. So his Str is:

20 +5 +8 560 790 18(9) 60%

A dwarven gladiator rolls a 1 for exceptional Str. So his Str is:

21 +5 +7 660 860 18(9) 65%

Weapon-Group Proficiency with Athasian Weapons

Author: John M. Martz

The CFH introduced the concept of weapon-group proficiencies. Below, I classify all the DS weapons (presented in DRAGON #185, CGH, the DSNHB, and Polyhedron) into their "tight" and "broad" groups.

Tight Groups

Axes:

Carikkal
Forearm Axe
Hawk Hatchet

Bows:

Clubbing Weapons:

Datchi Club
Footman's Gladiator's

Friend

Hamanu's Staff
Rim Club
Singing Sticks
Footman's Whistling Mace
Horseman's Whistling Mace

Crossbows:

Fencing Blades:

Flails:

Lances:

Long Blades:

Mandible Sword
Quabone

Medium Blades:

Footman's Gladiator's
Friend
Hook Sword
Tortoise Blades

Picks:

Impaler

Polearms:

Impaler
Gladiator's Friend
Gouge
Gythka
Lotulis
Quad Fauchard
Trikal
Weighted Pike
Segmented Weapons:
Alhulak

Cahulaks

Singing Sticks

Short Blades:

Bard's Friend
Puchik
Talid

Widow's Knife

Wrist razor

Sickles:

Slings:

Dejada
Dejada Cestus

Spears:

Double-bladed Spear
Dragon's Paw

Whips:

Chain Whip
Master's Whip

Broad Groups

Blades:

Bard's Friend
Hook Sword
Mandible Sword
Puchik
Quabone
Talid
Tortoise Blades
Widow's Knife
Wrist razor

Cleaving/crushing Weapons:

Carikkal
Datchi Club
Forearm Axe
Footman's Gladiator's

Friend

Hamanu's Staff
Rim Club
Singing Sticks
Footman's Whistling Mace

Horseman's Whistling Mace

Pole Weapons:

Dragon's Paw
Double-bladed Spear
Impaler
Gladiator's Friend
Gouge
Gythka

Lotulis

Quad Fauchard

Trikal

Weighted Pike

Small Throwing Weapons:

Chatkcha
Widow's Knife
Circular Saw

Non-Groups

Arrows, Long
Crusher
Spike Shield

New PC/NPC Generation Methods

Author: Mizar, the Brilliant <MARCOS@IFI.UNICAMP.BR>

I've come up with a few new PC/NPC generation methods for DS, motivated by my dislike of the official 4d4+4/5d4 methods. The problem I see with these methods is that, according to statistics, the more dice you roll for a score the greater your chance of getting an average result. Since I (and most of my players) hate to play characters with average scores like 13-14-12-13-14-15, I made up these two methods:

- 1) 1d4+1d6+1d8+2
range: 5-20
average: 12.5

Called 468+2 for short, it's the method I'm currently using. Since it uses three dice for generation, it recovers for DARK SUN the original 3d6 "bell curve" distribution of normal worlds. My players also like the fact that, using three *different* dice, you don't need to borrow dice or roll a same die many times to get the score.

- 2) 2d8+4
range: 6-20
average: 13

This is a pretty wild method, since a two-dice roll generates a triangular distribution curve, i.e., it increases linearly until the average score and then decreases linearly again. This method will generate powerful and interesting PC's with many high scores and many low ones to compensate.

Here's a table I was working on, to help compare the different methods. Since some people don't feel comfortable dealing with fractions, I've inverted the frequencies, so the numbers should be read as "how many times you will typically roll by method XXX to get a score of Y." Example: using 2d8+4, you will probably get an 18 once every 21 rolls.

	5d4	4d4+4	468+2	468+2*	2d8+4	2d8+4*	1d20
5	1024	-	192	-	-	-	16
6	205	-	64	-	64	-	16
7	#	-	32	-	32	-	16
8	#	256	19	105	21	49	16
9	#	64	14	35	16	25	16
10	#	28	11	18	13	16	16
11	#	14	9	12	11	12	16
12	#	10	8	9	9	10	16
13	#	8	8	8	8	8	16
14	#	7	9	7	9	7	16
15	#	8	11	8	11	8	16
16	#	10	14	9	13	10	16
17	#	14	19	12	16	12	16
18	#	28	32	18	21	16	16
19	205	64	64	35	32	25	16
20	1024	256	192	105	64	49	16

* Reroll 1's

The values were missing in the original table, if someone wants to provide them his help will be greatly appreciated.

The "reroll 1's" methods are included because sometimes (when I'm in a good mood :-)) I allow players to do that, so I wanted to compare them too.

Priest Miscellaneous

Incorporating spells from The Great Net Prayerbook

Author: John M. Martz

Note that The Great Net Prayerbook includes a great many additional priest spells. To get a copy simply ftp it from MPG-Net or look at the Great Net.Book Archive at <<http://www.istari.org/gnba/>>.

The DM should read all spells from the GNPB carefully to determine if and how they should be modified for the DS setting. For example, Winston's create party drink has the ability to create one cubic foot of drink and should be limited to .5 gallon per level of the caster (as create water and create food and water, see DSRB); in addition, the DM might want to rule on the usefulness (or uselessness) of particular drinks for combating dehydration. All the spells in the GNPB fall into the Sphere of the Cosmos, with exceptions listed below.

Air:

- First level: seedling
- third level: air column, air lance, wings of god
- fourth level: lightning strike [1], neutralize gas
- fifth level: lightning strike [2]
- seventh level: black storm of vengeance, razorwind.

Earth:

- First level: create earth, guardian watch, seedling, rock-jump
- second level: stone message
- third level: stone seeds
- fifth level: stonewood, warp metal
- sixth level: Dedi's invisible poison swamp

Fire:

- First level: coalstone, flame tongue
- second level: flame/frost blade (flame only)
- third level: heat, spontaneous combustion
- fourth level: Lathander's mourning glow, moonlight
- fifth level: quench flame
- seventh level: stop the sun

Water:

- First level: water to wine, Winston's create party drink
- third level: Winston's create party food and drink
- fifth level: quench flame
- sixth level: Dedi's invisible poison swamp, pass via water
- seventh level: black storm of vengeance

All elements:

- fourth level: protection from elementals, 10-foot radius.
- The sixth level spell conjure air elemental and the seventh level spell conjure water elemental have been replaced by the fifth level spell conjure elemental as per DSRB.

Modified System for Major and Minor Access to Priest Spells

Author: Daniel R Cormier <DC5M+@ANDREW.CMU.EDU>

For spells of level 1-3: A priest may implore the elements for spells from both major and minor spheres of access with the restriction that a minimum of 1/2 of the spells gained are from the priest's elemental sphere.

For spells of level 4 and above: Again, the priest may be granted spells from both her major and minor spheres of access, but fully 2/3 of these spells gained must be from the priest's elemental sphere.

Example:

Spell Level	# of Spells	Major(min)	Minor(max)
1	7	4	3
2	6	3	3
3	4	2	2
4	3	2	1
5	2	2	0
6	1	1	0

Remember that the priest may always take all of her spells from her Elemental Sphere (as would please the Elemental Lords), and that the Lords may impose any restrictions they feel are appropriate at any time.

Miscellaneous

Carving up an Erdlu

Author: John M. Martz

Here are some of the tidbits I learned from an article on ostrich farming published in The Raleigh News & Observer that I think you might find useful. See, I've always imagined erdlu to be somewhat similar to ostriches. Anyway, while ostriches average 6' tall (up to 8') they weight 300-400 lbs, which is a tad short and a bit heavier than erdlu. I only mention this fact since you might want to adjust the following. Ostriches lay more than 100 eggs a year. When slaughtered at 18 months, one ostrich produces 100 lbs of meat (red meat which tastes like beef and is lower in fat & cholesterol than chicken and fewer in calories than most meats, for all you adventurers watching your weight :-)), 14 square feet of leather, and 56 pounds of feathers. Oh, and their forward kick delivers 500-pounds-per-square-inch of force (enough, the article says, to cave in a car door). In addition, almost all of their body has a use: oil for cosmetics, eyelashes for paint brushes, bones for bone meal, innards for fertilizer, and feathers for fashion and feather dusters.

Now, we might assume that a female produces 1 egg every 4 days. Since an erdlu tends to weigh less (200 lbs) but be taller (7') than an ostrich, we might guess that when slaughtered one produces 66 lbs of meat (1/3 of body weight), 10 square feet of leather (just a guess based on less body mass), and 0 lbs of feathers (since they are featherless). I don't see why their body parts can't have similar uses to those of ostriches, above.

Herbs

Author: Jason Murray <S973506@UMSLVMA.UMSL.EDU>

Editor's note: Jason wrote these descriptions for the "average" AD&D campaign setting. I have converted the costs to Athasian money (i.e., 1% of the gold costs he originally recommended); however, I encourage the DM to adjust the costs as he/she sees fit. Many more herbs may be found in the Net.book of Herbs (currently at its 5th edition).

Medical Herbs - Look mom, no cleric!

- 1) Paavel -- The berries of this tree are dried and crushed into a powder. The powder is diluted in water and drunk. The normal healing rate is tripled. This tree is rare, however. The cost may increase up to 500% in some cases. Normal cost is about 6 gold pieces for one ounce/dose.
- 2) Intyre -- This plant has large and broad leaves. They are smashed into a paste. This paste is applied directly to a cut or other bleeding wound. It helps to stop bleeding and any further damage due to blood loss. The plant can be found in most moist forestry areas. A four ounce jar costs about 37 silver and 5 ceramic pieces and is good for about 5-6 uses.
- 3) Liesenby -- This is a natural pain killer. The flower has five pedals, and all five are soaked in water and after several minutes are laid across a wound (fracture, et cetera). Or the leaves can be chewed, the effect this has is relief from anxiety to a small degree. This is common in battlefield situations. The pain of a wound is completely deadened when used in the first described application. The flowers are bright red, and the plant grows to about 5 feet tall. This is often found on sunny slopes, or rocky slopes/soil.
- 4) Dalvave -- This plant is no larger than a half foot tall, and grows in meadows and clearings. The felt like leaves are cut up and boiled, the sap-like stuff left behind is applies to the wound. It restores 4 hit points per day, and must be reapplied daily.
- 5) Supea -- This is a vine that grows about 2.5-3 feet in length. The leaves are codial-shaped and the flowers are small and yellow in color. It is a fairly common vine. It's application is effective treatment against snake bites. After application the victim is allowed another saving throw versus poison with a +3 chance of success. If successful no more damage is lost due to the snake bite. However, this medication has some severe side effects. There is a 25% chance of blindness for about 8 days, and there is no saving throw allowed.
- 6) Geanmenn -- The flowers of this 2 foot tall plant are a brilliant violet. The root is thick, and the sap inside have curative powers. It is found in moist areas, just about anyplace there's water. The sap is extracted from the root and provides 4 hit point recovery per 24 hour period, and must be reapplied after the time elapses. The sap is also effective against diarrhea. The flowers and leaves are boiled to make a disgusting tasting drink, but it takes effects very quickly, usually within the hour. Urine will be black for about a day, but it is harmless to the body.

- 7) Chanana -- These plants grow to about 5 inches high, the leaves are soft. The leaves are dipped into boiling water and laid across the burn. This not only soothes the pain of the burn, but it also heals it. When initially applied 3 hit points of burn damage are healed. All burn damage is healed at a double rate. The fresh leaves must be applied when the previous leaves dry out.
- 8) Synthel -- This plant looks like an aloe vera plant. It however, is a disinfectant for open wounds. It has no curative powers, only disinfecting.
- 9) Soldier Moss -- This moss is terrific for aiding in blood coagulation. It is pale green in color. It grows in boggy type areas. They can grow into what is called soldier moss islands. It looks very solid until it is stepped on. Lightweight people, if they are careful enough can walk on this with no problem. It is like walking on a trampoline (max safe weight is 115 pounds). People heavier than 115 have a 50% chance of falling through into the water below at a +5% per 10 pounds over 115 pounds. When dry, the moss is an effective sponge. It is often used as a battlefield dressing, but new moss must be applied as needed.
- 10) Wolvquistal -- This plant of about 2 feet high has a strong acrid smell to it. It is found just about anywhere. The large leaves must be put in boiling water and applied to the wound within a minute to unleash its most awesome curative power. If this is successfully done, then it as if 25% of the damage taken was never taken. There are side effects experienced by most nonhumans, especially dwarves. There is a 25% chance (30% for dwarves) that either blindness or paralysis will occur (no saving throw allowed). It will last for about one hour.
- 11) Dandelion root -- These roots stimulate a sluggish liver. To use, one must cut the roots into small pieces and simmer for 29 minutes, strain and drink.
- 12) Echinacea root -- The antiviral properties of these roots are used to combat sore throats, the flu colds, infections, and allergies (also has tumor inhibiting properties). It is prepared in the exact fashion as the dandelion root.

Psychoactive Drugs -- euphorics, hallucinogens, aphrodisiac...

Let it be said now that this article in no way condones the use of drugs. It is intended to give challenge to heroes, or just another aspect that makes a villain that much more despicable. Perhaps one has lost an endeared person to drugs, this may act as a motivation force to seek out those who are involved in the movement of drugs and destroy them and their trade.

- 1) Aphni (Grass, weed) -- The leaves of this plant are pressed into small bricks. When chewed a light headed feeling is produced, and inhibitions are reduced in about 30 seconds. The effects last for about one hour. People who are intoxicated are -2 initiative. This plant is bushy, about a foot tall and has white and sometimes purple flowers. The average cost is about 1 gold and 5 silver for a one ounce brick. One brick can provide up to 4 doses.
- 2) Sogee (Speed) -- The leaves are picked and boiled, as the water boils off it leaves behind a sappy substance. It is then taken orally. The effects come on almost instantly. The effects last no longer than 2 hours. The user gains +1 on initiative and heightened senses. This is why this drug is often found on the battlefield. However, if used too often it is very addictive. The bush is short and doesn't flower. The negative effects of use is edginess, and the person is extremely irritable (for example, if a person is tapping there is a likelihood that the user will attack him). The cost is about 17 silver and 5 ceramic pieces for one ounce. There are 5 doses in one ounce. This plant can only be found in needle tree forests.
- 3) Wonder sap (Sap) -- The root of this plant is cut and a clear sappy substance is squeezed out. This stuff is taken orally and produces extreme euphoria. Delusions of nihilism (feeling that nothing's real and that the person is part of a dream) is often reported. This plant is found in lowland marshy areas throughout the world. The effects last for about 2 hours. If a person becomes addicted, reduce Dexterity and Constitution by 2 until no longer addicted. Cost is about 25 silver pieces or a half ounce. There are two doses in a half ounce.
- 4) Jellena (Freedom) -- This is a cactus like plant and the sap is collected. It is then boiled with water then allowed to dry. The cake left behind is then crushed into powder. It is a yellowish powder. One ounce of powder can be made from two pounds of leaf sap. The ounce of powder is put in a half pint of water and then drunk. The effects are intense hallucinations (usually audio, but visual hallucinations are possible, too) and an REM type sleep. The person will fall down if he not already laying down. He'll experience all his dreams and desires as he wants them to be. No communication is possible. The effects last for about 3 hours. It is so addictive that there is a 75% chance of addiction with each use. Withdrawal is exceptionally painful. This drug is extremely rare and the addict will go to any measure to get his next fix. The cost is 10 gold pieces or more for just one dose.

5) Lumme (Jyrki) -- <Lew'may Yearkey> Clerics are the common users of this drug, or other spiritualists. It is supposed to allow the user to communicate with his god(s). The beans of the plant are pressed and the oil produced is collected. Two pounds of beans produce one ounce of oil. The oil is slow burning (about 4 minutes to burn one ounce). The oil is lit and the fumes are inhaled as quickly as possible. There is a 20% chance of heart failure and prolonged use can result in psychotic mental disorders or some personality disorders. Whether the vision is actually a hallucination or the actual god is up to the DM, but the user will believe it was the god and will follow through with the commands given (if any). The cost is 15 gold pieces per dose.

Editor's note: I have left references to "gods" -- take these to mean elemental powers, spirits of the land, or sorcerer-monarchs in the case of clerics, druids, and templars, respectively. For the "common" person, the DM might choose whichever seems most appropriate, or even spirits of fallen comrades, deceased ancestors, etc.

6) Aphrodisiac -- The 3 foot plant has white flowers. It looks much like a sunflower plant. The flowers are boiled and an amber juice is left behind. It is usually mixed into body lotions. The effects are lowered inhibitions and an extreme attraction to the opposite sex. It is mildly addictive, found in equatorial climates, but can be grown almost anywhere (must be sunny). The cost is 2 gold for one application (bottle of lotion).

These medicines and drugs are a compilation of items gathered from the following sources:

Palladium Books: Adventure on the High Seas.
The American Survival Guide magazine, July 1991 Vol 13(7)
The Best of Dragon Vol. IV

The Good and the Green: An Examination of Halfling culture

The Good and the Green; An Examination of the Athasian Halfling Culture in the form of a letter from Brandobaris, flailing adventurer of Ogo, to his dear friend, the elven priest and preserver Disnomos.
Author: Ernesto F. Santistevan <11ESANTISTEV@GALLUA.GALLAUDET.EDU>

Dear friend Disnomos,
I hope this letter helps in your learning of my peoples.
Your pal,
Brandobaris

The Halfling world view is based on the philosophy of the Good and the Green. The Green are the rules of nature. We, the halflings, the other creatures of the forest, the plants, you, the people of the dry lands and even the world itself are parts of a greater whole. We each have a role in the world, we halflings are predators and prey as are other creatures of the world. The Good are the feelings within us that make us smile and rejoice. This is the feeling parental Kirre have upon slaying a sloth, they have at once destroyed a threat to their young and provided meat for them. It is a feeling of satisfaction, of knowing that which you value has been advanced and those who you care for are safer for your actions.

Within this philosophy we halflings know our place in the world and see our role within that whole. We also know our place within our own clans and race and our role there as well. I will go into both aspects more deeply in a moment.

The Good...

Friend, the Good is rather ephemeral quality and difficult to explain to elves. It is the sense you have upon gaining a great deal of the yellow metal. I have seen you when it is in your hands, the smile, the eyes, the sense of joy. Now, imagine if you might have that feeling when holding other things, a flower for instance. We have that feeling often, walking beside a friend, sharing a hunt, protecting our young, great art, or even great efforts at poor art. You should learn to cultivate that feeling. It is not as metal in a mine, there is always more and that feeling grows faster as it grows larger, much like the jungle.

Halflings as part of the Green

We view ourselves as part of the Green, as much as any other animal that walks the face of Athas. As such, we hunt and are hunted and when we die, it is part of the Green cycle and the best we can hope is to have

enjoyed the Good. You are also part of the Green whether you realize it or not, for you are born, hunt, mate, reproduce and die too. We are all part of that grand complexity that we call the Green. It is because of this recognition that we carefully examine the effects of our actions upon the Green and the subsequent effects upon the halfling race. This is something that your peoples could learn, what happens in one place to one elf affects all elves, and the actions of one elf ultimately affect the entire race. It is as if you somehow believe yourself separate from the Green.

As a side note, I mention that defilers are a crime against both the Good and the Green and will be eaten immediately, preferably in the method of a 1000 nibbles. How can such people claim intelligence? You could not find any creature poisoning their own lair, but this is what defilers do. This is the most damning evidence as to the barbarism of your races, you will not find halfling defilers.

Food, why things are...

I guess one of the first things I should explain is how we can eat other creatures such as elves (tasty), dwarves (chewy), humans (bland but can do the most with them), muls (nice blend), Thri-kreen (really, good only for spices) and half-giants (it's time to invite the neighboring clan over!). Really though, I feel kind of silly explaining this. Suppose someone asked you why you ate that erdlu leg last night? Suppose they asked about the poor erdlu's feelings, did it want to be eaten, suppose it had family, suppose it wanted to continue living, what about the family it cared for and protected? Simply put friend Disnomos, it doesn't matter to the Green, you hunted and killed it so you get to eat it. I know, I know, you say elves are different, they can speak, they can think, they are "sentient." Please explain where is this line that is drawn between sentients and non-sentients? Is it the ability to speak? The ability to use the Way? What is it? And suppose you even come up with a rule such as the ability to speak. How long do you think the sloth would pause before pouncing if you explained that because you have the ability to speak, you should not be eaten. And you say the sloth is a stupid creature and so can be excused, but many predators of enormous intelligence prey upon the so called civilized creatures. Is there some sort of value inherent to the life and body of elves, dwarves, humans, muls, thri-kreen and half-giants? If this is so, please tell me why you sell and kill each other so readily? I am puzzled as to the change in value a body takes for you between life and death. An elven tribe might kill an escaped mul gladiator for an insult made out of ignorance. They can kill because her life means so little, this despite what the mul might contribute to the security of the tribe if she were taken in. However, after slaying the mul, the elves would never consider eating the body for it's nutrition despite having hungry children. Somehow, the body is given more value than the life it held. Tell me friend, suppose you saw a kirre slay a halfling and then refuse to eat it? What would you think of that kirre? This is how we perceive you.

I would also like to put an end to that ugly rumor you have mentioned to me. Halflings do not eat other halflings. I would like you to find me an example of cannibalism occurring regularly within the Green. It simply does not occur except by the most twisted and sick of individuals and I would bet, that there are much more instances of this happening within any of the human cities at this moment than within the last 10 King's Ages of halfling history.

Clans

Even within your races, the mothering instinct is powerful is it not? Will not even the elven mother protect her young ferociously? Why is that my friend? It is because she is protecting the race of elves. Even the hardest of elven raiders would be hard pressed to slay an elven infant, that he could is again evidence of your savagery. We protect our children, our families, our clans and our species. Elven tribes regularly wage wars on each other, how many elven clans have been destroyed by this process? Halfling tribes will not do this and the only who die are our prey. We are stronger and safer as individuals and a species because our unity. We are part of a greater whole and recognize this, as such, we are better. Imagine how much safer all elves would be if they were also to recognize these unifying ties? Some might say that I am lessening the strength of halflings in the Green by advocating this unity, perhaps, but I feel the increase in the Good more than compensates for that. Besides, I do not feel that intra-race fighting is at all natural and so elven unity would be more in accord with the Green anyway.

Personal Glory

I have noticed that often you of the dry lands tend to act for gain that is beneficial only to you and only for the short run. This is at once sad and puzzling. We halflings have no problems with personal glory, in fact our history is chock full of glorious heroes and artists. What is sad is you strive for personal glory and by doing so, prevent yourselves from achieving it. Let me give you an example, suppose an elf becomes a great trader and collects mounds of the yellow metal, mold I believe you call it. When he has left this

world, his heirs will collect that metal and will remember him briefly, but in some generations, will he be remembered? Tell me, who was the greatest trader in the city of Balic 4 King's Ages ago? How is glory achieved? Simply, it is not, it is thrust upon a person. A halfling will take his part in the Green, encourage the Good and perhaps it will inspire others. Then his story will be passed along because of its intrinsic value. I know the lessons of my people, their achievements and what they contributed to their clans, I do not know how many pieces of metal passed through their hands or how many berries they ate. We will all leave this world eventually my friend, the only lasting difference we make will be that which affects others, not ourselves.

Possessions and Ownership

A troubling habit you people have is this whole possession obsession. For example, remember when Kemender could not find that clear gem and was upset when he found me showing it to those elves? He really believed that he had some sort of bond with it, I'm still puzzled by his response. Really, he did not have an intrinsic bond with it no matter what superstitions he holds. I mean, he had stuck it in his backpack and it was awful pretty, why should it not be in light where it might be admired. But, I can see you're confused already, let me digress. The air in your lungs right now, it is yours or are you just using that air? Perhaps you might argue that as long as it is in your lungs, it is yours, but really, you're just using it now and when you're done it becomes any who chooses to breathe it in right? How would you see a person who walked around claiming that this air over there or this air was his because it was once breathed by him? People might be using something for the moment, but how can it be owned? I mean, really, do you really think that crystal had any bond with Kemender other than in his mind? Do you think it missed him when I picked it up? It's a rock for the Green's sake, you people have leave these superstitions behinds. It's a very barbaric and annoying habit this ownership thing. Of course, if Kemender was using the crystal at the moment, then that would be different, it would be rude to simply take it. It would also be rude to take something that a person uses regularly, for instance my favorite sling. Another halfling would not take it without a very good reason or asking first.

Slavery

Another disgusting habit you have is that of taking each other as slaves. Do you see other species forcing members of their own race into servitude? How are elves supposed to advance as a race when they destroy themselves from within. It is a very foolish thing you do. Now, I can see using other races for your benefit, that is the way of the Green. Creatures use others for food, for protection, for anything that will advance their species. You keep kanks for their honey and transportation and this is good for your species. We also occasionally keep other species for their use, such as those that provide milk or meat. Remember that caravan we passed, I am puzzled, how can you bear to see other elves in slavery? A halfling would do anything to free another halfling from that fate. You have asked me why halflings will starve themselves when captured. It is this simple my friend, suppose the kank provided you with no benefits, would you continue to capture them? We have seen what happens to species who are valuable as commodities and have no wish to join their ranks. Even creatures a powerful and intelligent as muls are more often than not kanks because of their value as commodities. A halfling seeing another in slavery sees herself and her race in jeopardy. The drive to protect one's race is powerful, it is testimony to the perversion of your races that you are able to overcome it at will. I would say, in general, we halflings will slay slavers out of hand if possible as they who would traffic in their own flesh are abhorrent to the nature of the Green and distasteful to the Good.

Gifts

Friend Disnomos, have you notice the pride that I carry my spear with? It is because you decorated the shaft and head with elven runes and the story of how we met. It has meaning to you and I and its value is something that can never be traded, it is something you and I will carry forever, truly priceless eh? Remember how we escaped the thri-kreen raid on the caravan and you carried me into the desert with a swiftness that left me breathless? You told me the reason that you saved was because two might stand the trials of the desert better than one and you had heard many things of the Ringing Mountains and wished to learn more of them. It was then that I knew you were an outstanding member of your species, practical and inquisitive. Truly you carry the seeds of civilization for your people. Shortly after that we discovered the silvery metal and you were excited and puzzled that I had no interest in it. Silly elf, what use would a fifth of my body weight in metal do me in the middle of the desert? You said we could trade for this and get that and do this, but, that metal is now long gone and those memories endure. This spear is symbolic of those memories and tells the story of our meeting in your language, to me it is very valuable. The trading value of a gift is nothing, it what the gift symbolizes, if it can be traded then it is not a gift, but a barter.

I would only give this spear to my daughter or son and then only as a symbol of my Good towards them. They would value it as much as I do even though a steel spear might be better for fighting. This spear is not a barter for our friendship, nor is it a weapon except in form, it is a symbol of our friendship and so is as valuable as our friendship.

Coins

You have been often confused at my reluctance to share your pursuit of metals and gems to the exclusion of other things. I can assure you that your confusion matches my own of your behavior toward metals and gems. You believe that these things can bring you happiness, can lead you to the Good I would say. You are wrong, they cannot. Remember the feeling we enjoyed after battling the defiler, the sensation of struggle and triumph? What coin can buy that feeling of life? Remember when we thought Bhalt dead and yet he managed to cling to life long enough for you to heal him. How many coins would you sell that experience for? What do you think of the spoiled human who sits in an estate and is surrounded by gold and never experiences that feeling? Would you trade lives with him? We do not crave mold because we know it is worthless next to the Good. I think you know that also, but you forget sometimes, that is why I must remind you dear friend.

Trade with halflings

We are not completely alien to you in terms of trading and things of value, we simply have a more clear view of an item's worth. What might you trade to a halfling? We are great connoisseurs of any kind of art as you know by my appreciation of your carving skills. We also really enjoy cooking. I know of an elf who was a guest of our clan for almost two weeks, each night he prepared a new meal and shared his secrets. He left the Ringing Forest with a halfling escort and well supplied, he was a civilized creature and while we might have eaten him in leaner times, we did not. We felt he was more a benefit to the Good and the Green as a learner and a teacher than as part of the food chain. Similar incidents have happened with Rangers, Bards, Gladiators and Preservers. Most Priests and Druids are often given special consideration in regard to their strong link with the Green. Still it is important to remember my friend, simply because a creature is beneficial to the forest does not mean it is unpleasing to the palate.

We also trade for eminently practical items such as rope, skins, maps and other things. In fact, King Hamanu trades obsidian for the services of halflings. It was partly the stories from my friends who served there that encouraged me to leave the forest to explore. Basically, we are a people willing to trade for items or services that are useful or pleasing, after all, we are civilized.

Hiring a halfling

How might you hire a halfling? I think you might already have realized how, simply offer us something we would like. If I haven't made the point already, never offer a halfling gold for a service, this is a grave insult. For this is implying that we would trade the Good for some metal, it is an offer to sell ourselves into slavery. Sure it might be a limited time, but is not all slavery limited in time by one's mortality?

Some might think to capture a halfling, as I have mentioned, halflings will refuse to eat or drink.

Fundamentally, creatures that do poorly in captivity are not worth capturing and we intend to do very poorly in captivity.

Probably the best way to work with a halfling is to simply explain how whatever service appeals to the predator and explorer within her. If what you do cannot appeal to these instincts, then you will have to trade a great deal. There is a story of a halfling raid and subsequent feast upon an elven tribe. This tribe was harassing the traders of Urik and then retreating to the base of the Ringing Mountains. The information and the benefit to both the halflings and Hamanu did more for his bargaining position than any amount of silly mold.

Crime

As you can see, we are an eminently civilized peoples. Another indicator of this is our relatively low level of crime. We have no theft because we all realize that we only use things, not have some metaphysical bond with them. We are considerate and never use something that another is using as that would be rude. We like any creature protect our species against others and because we are more cunning, able to enjoy the Good in addition to living within the Green. Still my friend, there is illness even within our species. I have heard tales of halflings who have fed on the flesh of other halflings. What did we do? Well, how would you perceive an animal that decided to eat it's own instead of it's natural prey? Obviously it is very ill and a danger to the entire species, we do also. We have no incidence of defilers, something you should remember before you start pointing fingers and making claims to being civilized.

Meeting my people...

So friend Disnomos, now we come to the point of all this, how might you be able to deliver my story to my people and continue to live. In general I would suggest you take this point of view. Suppose a wild and dangerous, though very intelligent creature approached you? You would evaluate it's danger, how it might benefit you in terms of trade, or nutrition and then make a decision. Suppose you were hungry and a lizard approached and offered to trade you something you did not need, what would you do? Same here, we would not be hungry much longer. Along these lines, you might make yourself more dangerous than they are hungry. For instance if I were alone, hungry, weaponless and encountered a sloth. I would have to be very hungry (or much more schooled in the Way), to try to make a meal of the sloth. Fundamentally, you want to be worth more alive and happy than you are as a meal, what could be more simple than this?

Yet one more way might be to attach yourself as being of use to another halfling. Let me explain, suppose I sent you with an important message to my clan chief and you were to return with his reply. He would not eat you unless things were very bad indeed as that would very rude of him, after all, I am waiting for his reply. If he did eat you though, I'm sure it would be for a very good reason. This is similar to using and possibly eating the erdlu another person depends upon regularly.

I have asked you to take my story back home should I join the Green before I return. You have agreed, and so I give some very specific advice should this happen. You are my friend and I do not wish for your life to end before it has explored all that it should. When you meet my tribe, explain that you carry a message from me, and I wish it read before you are eaten. It would be rude of them to ignore that. In my message, I have told a great deal of you and our clan here in the desert. I fervently hope that they will recognize you as being almost civilized as I have and will realize your value as an artist, storyteller and teacher. You have much to offer the world Disnomos, it is a pity you prostitute yourself for metal. I realize that if you try to find my clan yourself, you might end up lost or stumble into another clan or all sorts of bad things might happen as you explore the forest. I would suggest you travel to Urik and find the halflings who serve in King Hamanu's army. Show them the quipu you carry for me and ask their advice. Most likely you can travel up with some of them during the regular change of forces. The halflings escorting you up should be able to assure your safety. However, times might be lean and you might just want to give the quipu to them and ask them to deliver them further. Still, I have written much of you and I am sure my family will want to meet you in person.

Random Pick Pockets table

Author: Bill Hincks <WHIN3560@URIACC.URI.EDU>

I developed this table to help me out in city settings when the thieves in the party insist on getting themselves into trouble. It's very simple to use and there are not a whole lot of redundancies. The roll is a simple d100 for the table and a d100 for the item. Note: it is possible to pick pockets successfully and still not find anything. This table is designed to represent the common crowd. If a thief is targeting the upper class only then add whatever percent you see fit to the percentile roll.

01-50 d20	76-87 d20
1: empty! 2: empty! 3: empty! 4: 1/4 lb. Nuts	1: empty! 2: bone ring (2cp) 3: signal whistle 4: small flute
5: 1/2 lb. Rice 6: 1/2 lb. Raisins 7: mixed herbs (common) 8: handful of cotton	5: poison ring 6: broken bone thieves' pick 7: writing ink 8: feather quill
9: d6 faro needles 10: 1/4 lb. Cheese 11: bone hairclip 12: small glass bottle (empty)	9: 1/8 lb. rare spices 10: lump of fresh cheese 11: small fire kit 12: d6 bits
13: d4 glass marbles 14: 1' twine 15: bone comb 16: sewing needle	13: d4 bits 14: d2 ceramics 15: d10 bits 16: flask of lamp oil
17: small lump of sealing wax 18: whetstone 19: signal whistle 20: GO TO NEXT TABLE	17: vial of perfume 18: obsidian knife 19: d6 bone darts 20: GO TO NEXT TABLE

51-75 d20	88-93 d20
1: empty! 2: 1/8 lb. Common spices 3: small block of salt 4: dried meat	1: empty! 2: faro fruit 3: 1/2 lb. rare spices 4: 1/8 lb. exotic spices
5: fire kit 6: empty waterskin 7: 1lb. Raisins 8: cloak pin	5: d6 candles 6: rare feather 7: glass bottle (full of nectar) 8: written note (about a meeting)
9: candle 10: small square of canvas 11: scrap of torn silk 12: small piece of carved wood	9: bone knife & scabbard 10: vial of writing ink 11: pouch of dried paints 12: magnifying glass
13: common animal feather 14: smooth stone 15: stick of chalk 16: lump of stale bread	13: d4 ceramics 14: d20 bits 15: d10 darts 16: vial type A poison
17: 1 bit 18: d4 bits 19: plain brooch 20: GO TO NEXT TABLE	17: 3 springs of morning glory 18: 1 ornamental stone (15cp) 19: 1 vial type G poison 20: GO TO NEXT TABLE

93-95 d20	99-00 d20
1: empty!	1: empty!
2: 1/2 lb. exotic spices	2: d3 vials of random poison
3: d4 ceramics	3: 4 vials of random poison
4: d6 ceramics	4: d4 silvers
5: d8 ceramics	5: d20 ceramics
6: d10 ceramics	6: gold
7: d12 ceramics	7: d100 bits
8: d4 bits	8: d100 ceramics
9: d12 bits	9: magical potion fruit
10: d3 ornamental stones (15 cp)	10: steel dagger + scabbard
11: 1 semiprecious stone (75 cp)	11: precious gem (75 sp)
12: written note (elicit meeting)	12: d2 gold
13: 1 silver	13: d10 vials random poison
14: d4 ornamental stones	14: d10 ornamental stones (15 cp)
15: precious bone comb (10 cp)	15: d8 semiprecious stones (75 cp)
16: crafted wooden figurine (d20 cp)	16: small random magic item
17: 1 vial poison type F	17: hand trap
18: bone dagger & scabbard	18: good haul roll twice more
19: d3 thistle roots	19: great haul roll twice more and add 10% to percentile rolls
20: GO TO NEXT TABLE	20: haul of the century roll three more times and add 15% to rolls

96-98 d20
1: empty!
2: 1 vial random poison
3: d10 ceramics
4: d4 ornamental stones (15 cp)
5: semiprecious stone (75 cp)
6: d2 silvers
7: d4 vials random poison
8: d3 sun pears
9: 1 deadly creeper in ceramic ball
10: 3 clumps of rockweed
11: bone bards' friend
12: bag with magic mouth on it
13: silver ring (2 sp)
14: d4 silvers
15: fancy stone (15 sp)
16: jeweled brooch (30 cp)
17: steel knife & scabbard
18: 3 rations food
19: young hurrum
20: GO TO NEXT TABLE

The years in a King's age

Author: Michael LeSeney <?>

Being an amateur astronomer, and a avid fan of the earth sciences (I am a meteorologist, by the way) I was interested in the Athasian calendar. Not much info is given in the guides, but what is given has lead me to a question that popped into my mind. According to the book, the Athasian calendar progresses on a 77

year cycle, following two astronomical phenomena. A 7 year lunar cycle and a 11 year (I would suppose comet/meteor shower) peak in astrological activity. I looked over the pattern of year naming and found it somewhat hard to follow by just looking at the 18 different names. So being an industrious scientist I wrote a FORTRAN program to list the years and their corresponding names.

Year #	Year Name	Year #	Year Name
1	Ral Fury	40	Mountain Defiance
2	Friend	41	King Reverence
	Contemplation		
3	Desert Vengeance	42	Silt Agitation
4	Priest Slumber	43	Enemy Fury
5	Wind Defiance	44	Gunthay
			Contemplation
6	Dragon Reverence	45	Ral Vengeance
7	Mountain Agitation	46	Friend Slumber
8	King Fury	47	Desert Defiance
9	Silt Contemplation	48	Priest Reverence
10	Enemy Vengeance	49	Wind Agitation
11	Gunthay Slumber	50	Dragon Fury
12	Ral Defiance	51	Mountain
			Contemplation
13	Friend Reverence	52	King Vengeance
14	Desert Agitation	53	Silt Slumber
15	Priest Fury	54	Enemy Defiance
16	Wind	55	Gunthay Reverence
	Contemplation		
17	Dragon Vengeance	56	Ral Agitation
18	Mountain Slumber	57	Friend Fury
19	King Defiance	58	Desert Contemplation
20	Silt Reverence	59	Priest Vengeance
21	Enemy Agitation	60	Wind Slumber
22	Gunthay Fury	61	Dragon Defiance
23	Ral Contemplation	62	Mountain Reverence
24	Friend Vengeance	63	King Agitation
25	Desert Slumber	64	Silt Fury
26	Priest Defiance	65	Enemy Contemplation
27	Wind Reverence	66	Gunthay Vengeance
28	Dragon Agitation	67	Ral Slumber
29	Mountain Fury	68	Friend Defiance
30	King Contemplation	69	Desert Reverence
31	Silt Vengeance	70	Priest Agitation
32	Enemy Slumber	71	Wind Fury
33	Gunthay Defiance	72	Dragon Contemplation
34	Ral Reverence	73	Mountain Vengeance
35	Friend Agitation	74	King Slumber
36	Desert Fury	75	Silt Defiance
37	Priest	76	Enemy Reverence
	Contemplation		
38	Wind Vengeance	77	Gunthay Agitation
39	Dragon Slumber		

Tattoo Techniques

Author: Greg L Dufner <DUFNERGR@STUDENT.MSU.EDU>

Before the advent of electricity there were two particularly popular methods of giving a tattoo. Both of these techniques would be quite easy to employ on Athas, especially with the use of a healing spells or other magical catalysts. Also, refer to the Give Tattoo nonweapon proficiency presented in the DSNHB.

The first technique consists of dipping a sharpened piece of bamboo, or cactus needle, into a jar of ink and then piercing the flesh of the recipient with the coated needle. After the needle is withdrawn the ink remains in the flesh. While this sounds barbaric and crude, incredibly complicated and detailed drawings can be achieved.

The second techniques consists of using fine toothed combs dipped in ink. These combs could be carved from wood, created using needles, or with the use of magic, such as the spells to shape bone or wood. In this techniques the combs are dipped into the ink, placed on the skin, and tapped with a hammer. The tips puncture the skin and the comb is withdrawn, leaving the ink in the skin.

HEALING

After a tattoo is given, it takes 5 to 14 days to heal completely, on a normal man. During the healing process the tattoo must be kept clean, coating with some type of healing salve would do the trick on Athas. If the tattoo becomes infected, the art work will be destroyed as the body tries to eject any foreign material, ink included. In game terms this event is up to the DM, but total healing time should be based on the Constitution of the recipient, or the use of the Healing NWP on the new tattoo on a regular basis. A healing spell will automatically heal a tattoo and help insure color set.

MATERIALS

The materials used to give tattoos are all readily available on Athas. Needles can be obtained from cacti -- the hollow needles of a spider cactus are especially valued, as they hold more and can be used for multiple injections before they need to be re-dipped. The inks can be obtained from the same sources as clothing dye is, and someone with the brewing NWP or the skill to craft poison can fashion an especially vibrant range of colors. (Another source of income for Bards?) These inks can range in price from several bits to several silver pieces depending on the quality and color fastness of the ink. Once again this is left to the DM's discretion, as are the prices and availability of the needles or combs.

TATTOOED SPELLS

These spells are treated in much the same way as tied (quipu) spells. The words are not actually written on the skin, but a pattern is determined by the recipient and a series of raised scars are carved into the flesh. The pattern of the scars determines the pattern that the spell caster must follow.

When these tattoos are given, no healing magics can be used as the wounds must scar excessively. At the end of the healing process a System Shock must be made or a permanent loss of 1 hit point will result. If healing magic is used, the scars will not develop and the tattooing will leave only a pretty picture. These tattoos also tend to be very large. For every level of the spell assume that the tattoo must cover one square foot. The tattoo must also be easy to touch and follow with ones fingers. These spells will never exceed third level, as some of the energy from the spell will be drawn from the tattoo each time it is cast. Casting a first level spell chills the caster, while a third level spell could put the caster into fits of shivering and a traumatic cold spell. A higher level spell could leave the caster frozen in the spot from which he cast the spell.

Psionics

Complete Psionics Handbook: Errata

Published by TSR, typed up by Eric Tunon <TUNON@NOVAVAX.NOVA.EDU>

The errata page for the CPsiH, as published by TSR, follows:

Psychokinesis Discipline

The following psychokinetic devotions do not require Telekinesis as a prerequisite: Animate Shadow, Control Light, control Sound, Molecular Agitation, Soften, and Telekinesis. All others have Telekinesis as a prerequisite.

Telepathy Disciplines

Telepathic Defense modes have no prerequisites. All prerequisites should be ignored! A character does not need access to Telepathy to get Defense modes.

The mind link power is not a prerequisite for the following powers: Empathy, ESP, Identify Penetration, Incarnation Awareness, Psychic Impersonation, Send Thoughts. Mind link has never been a prerequisite for: Ejection, Conceal Thoughts, Contact, Life Detection, Mind Bar, Psionic Blast, and Psychic Messenger. Mind Link is a prerequisite for all other Telepathic powers.

Psychic Crush should be a devotion and Psionic Blast should be a science.

All references to Telepathic power (or prerequisite) should be changed to mind link power instead.

On page 75 the heading for Fate Link power is missing.

Ego Whip and Mind Thrust both require contact as a prerequisite.

Psionic Monster list

Brain Mole: References to the amplification power should be changed to Psychic Drain. Also, Mind Thrust is a Telepathic Power not Metapsionic.

Intellect Devourer (adult): References to the Amplification powers should be changed to Psychic Drain. Also, Ectoplasmic Form should be listed as Discipline not a science.

Psionic Powers

Some powers were sent in the new format proposed in Skills & Powers. I've added the entries for compatibility with the older system. Also when some entries were missing I created them.

Clairesentient Sciences

Murdock's Improved Radar Sense

Power Score: WIS -2

Initial Cost: 16

Maintenance Cost: 4 / round

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisites: none

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

The psionist using this power gains a very good picture of his surroundings combined with improved uses of all other senses. The picture he sees is colorless and quite hazy but the character can see in all directions simultaneously as in all-round vision. Additionally, his field of vision is doubled. This picture is composed using sounds, tactile sensations, feeling the air movement, smells, ... it is the result of a group work of all senses. The psionist should close his eyes and cannot use his normal vision when using this power. If the psionist uses his normal vision the power ends.

Radar sense allows the psionist to "see" even in complete darkness. Even magical darkness won't affect this power. Invisible objects can be seen just as easily as other objects, and illusions can be easily detected. Very small details, as well as painted patterns, pictures or writings cannot be seen by using radar sense. If

the psionist touches the writings he can "see" it with the tactile effect, but he still has only a black and white picture.

Spell effect as magical silence or vacuum can blur the picture but cannot "blind" this radar, since it uses all senses except vision. The DM can assign penalties for any effect that disturbs one of the senses, except vision.

The DM can optionally grant a bonus to some tasks made with this power. (e.g. Acrobatics, move silently, hide in shadows, ...)

Power Score: All senses are perfect and the psionist can perform any task much better (gain a +2 or +20% bonus in everything)

20: Overflow or signals. The psionist is blind and deaf for 2d4 rounds.

Reference: Dare Devil (Matt Murdock), The man without fear (Commic)

Clairsentient Devotions

Sense Charm

Power Score: WIS -2

Initial Cost: 10

Maintenance Cost: 6/round

Range: 30 yards

Preparation Time: 1

Area of Effect: one creature in range

Prerequisites: Empathy

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This devotion can detect if a person or monster is under the influence of a charm spell, or similar control such as hypnosis, suggestion, beguiling, possession, any telepathic control such as psionic domination, etc. If the creature is psionically protected (any defense mode) a contest must be rolled, if the victim wins, the psionist learns nothing about that particular creature. This devotion doesn't reveals the exact type of influence.

Power Score: The psionist know the exact type of influence.

20: No effect.

Sense Evil

Power Score: WIS -2

Initial Cost: 8

Maintenance Cost: 6/round

Range: special

Preparation Time: 1

Area of Effect: special

Prerequisites: Empathy

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This devotion discovers emanations of evil from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate evil if intent upon appropriate actions. Powerful monsters such as rakshasas send forth emanations of evil, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evil cursed object or unholy water radiates evil. The degree of evil (faint, moderate, strong, overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted.

The devotion has a path of detection 10 feet wide in the direction in which the psionist is facing. The range depends on the degree of evil and usually varies between 30 and 500 yards.

Power Score: Double range.

20: The evil creature is aware about the psionist.

Psychokinetic Sciences

Illusion

Power Score: INT -3

Initial Cost: 10

Maintenance Cost: 6 / round

MAC: 1

Cost: 10 / 6

Range: 90'

Area of effect: 3' radius

Prerequisite: 2nd level

Author: Gabriel Cormier <egc3765@umoncton.ca>

Through the use of this power the psionicist is able to create illusions. Creating illusions using psionics is very difficult. As one increases in experience, the ability to create illusions improves. The psionicist's chance to create a believable illusion is 20% +5% per level, to a maximum of 95% (at 15th level). If one fails the illusion roll, the illusion will be flawed. It may be blurry, in B/W, or look cartoonish, etc. If the psionicist is successful in creating a stable illusion, all others that see the illusion must make an Int check to recognize that is it an illusion.

Power Score: The illusion is always believable. Any attempt to disbelieve automatically fails.

20: For 2d4 rounds the psionicist fouls himself believing that the illusion he tried to create is reality and reality is instead an illusion.

This power is based on powers created by A.Verzwyvelt (averz@u.washington.edu), and I have modified them so they can be used in the Dark Sun campaign setting. I have obtained permission from the original author to modify them.

Partial Invisibility

Power Score: INT -2

Initial Cost: 10

Maintenance Cost: 7 / round

MAC: 3

Cost: 10 / 7

Range: 1' around self

Area of effect: Personal

Prerequisite: 3rd level

Author: Gabriel Cormier <egc3765@umoncton.ca>

Through the use of the above power, the psionicist, when skilled enough, is able to create a deflection field around him/her which will deflect any light around the psionicist, rendering that psionicist partially invisible. Among other things, this power gives the psionicist a natural "hide in shadows" of 50% +2% per level or adds 35% to already existing hide in shadows ability. Other characters are -4 to hit the character, as the field makes one extremely hard to see. The character appears to look much like the Predator with his shift suit engaged. Due to the defraction properties of the field, all light beams (lasers) are at ½ damage, both the character's and the enemies as they both have to fire through the field.

Power Score: The psionicist is totally invisible, lasers may not pass the field.

20: The psionicist may not use this power for 1d6 hours.

This power is based on powers created by A.Verzwyvelt (averz@u.washington.edu), and I have modified them so they can be used in the Dark Sun campaign setting. I have obtained permission from the original author to modify them.

Vader's Suffocate

Power Score: WIS - 4
Initial Cost: 20
Maintenance Cost: 4 / round
Range: Sight
Preparation Time: 0
Area of Effect: 1 creature
Prerequisites: Telekinesis
Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This power allows the psionicist to attempt to strangulate the victim with telekinesis. The victim must save vs. petrification or stay paralyzed and can do nothing. Saving or not the victim receives 1d6 of damage per round and -2 penalty in all attack rolls and armor class. If the psionicist receives some physical damage the victim is free. The psionicist cannot attack the victim any way or the victim will be free. The victim must need air to receive the damage and must have a identifiable throat.

For victims with strength score greater than the psionicist score the DM can allow a contest (victim strength vs psionicist wisdom) to escape the paralization. Free Action protects against the damage and the paralization. Another psionicist with this power can negate the attack. Another psionicist with telekinesis can grant to the victim another save vs. paralization.

Power Score: The victim saves against the paralization at -4.

20: The psionicist suffer partial suffocation for 2 rounds (1d4 of damage and -1 penalty).

Reference: Darth Vader in Star Wars (Movie)

Psychokinetic Devotions

Deflection

Power Score: INT - 3
Initial Cost: 8
Maintenance Cost: 5 / round
Range: 0
Preparation Time: 0
Area of Effect: Personal
Prerequisites: Telekinesis, Ballistic Attack
Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

With this devotion the psionicist can deflect blows or weapons directed to himself. The blows are deflected with telekinesis, effectively giving a two-point bonus on psionicist armor class.

Power Score: -4 bonus to AC.

20: 1d4 of the psionicist items (equipment or clothes) are thrown away (2d6 yards)

Lasers

Power Score: INT -2
Initial Cost: 8
Maintenance Cost: 5 / round
MAC: 4
Cost: 8 / 5
Range: 30'
Area of effect: Individual
Prerequisite: none
Author: Gabriel Cormier <egc3765@umoncton.ca>

By manipulating the light waves around him/her the psionicist is able to fire beams of coherent light exactly like a laser. Damage is 1d4 per level, to a maximum of 10d4.

Power Score: The psionicist may hit two targets in a single round but the second one must be within 3' of the first.

20: The power backfires as the psionist accumulates the energy around him but isn't able to channel it properly.

This power is based on powers created by A.Verzwyvelt (averz@u.washington.edu), and I have modified them so they can be used in the Dark Sun campaign setting. I have obtained permission from the original author to modify them.

Levitate Others

Power Score: WIS -4

Initial Cost: 16 / creature

Maintenance Cost: 8 / round for each creature

Range: 0

Preparation Time: 0

Area of Effect: 15 feet radius

Prerequisites: levitation

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This power is identical to levitation, except it is used to levitate other characters. Optionally, the psionist can stay where he is, while someone else is levitated. The creature must be willing to be levitated, or unconscious. If an willing creature start to frantically move while in the air (in combat, panic or don't want to be levitated anymore) the psionist must make another power check for each round to maintain the character in the air.

A psionist can levitate creatures with weights similar to his own. Additional weight, however, such as equipment, passengers, or large creatures are a hindrance. Every 25 pounds of added weight reduces the character's power score by one point and increases initial and maintenance costs by 4 points. The DM can impose a power score penalty to try to stop falling creatures.

Power Score: The initial cost is reduced to 12 per creature and the maintenance if halved.

20: The psionist doubles the weight of all creatures one round. If they fall, they suffer an extra 1d6 points of damage.

Call Object

Power Score: Con -2

Initial Cost: 5

Maintenance Cost: NA

Range: 30 yards

Preparation Time: 0

Area of Effect: 1 item, 2 lb.

Prerequisites: telekinesis

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This power is a special variation of the telekinesis science very similar to ballistic attack devotion. Instead of moving any object relatively slowly, Call Object allows the character to move an object to her hand very fast. The object, no more than 2 pound in weight, "fly" to the psionist hand very fast without warning the psionist. It must be within sight of the psionist and cannot be anchored or attached to anything else.

Power Score: No other effect.

20: Ballistic boomerang. The psionist receive 1d6 of damage as the object hits herself. The same as to be the target of a ballistic attack.

Reference: Luke getting his lightsaber in Return of Jedi.

Enhance Weapon

Power Score: WIS - 3

Initial Cost: 5

Maintenance Cost: 3/round
 Range: Touch
 Prep. Time: 0
 Area of Effect: one weapon
 Prerequisite: Telekinesis, Create Object
 Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This power allows the psionicist to temporarily enhance melee weapon or a projectile (i.e., no bows or slings, but arrows, sling stones and throwing weapons are ok), so that it becomes the equivalent of weapon with magical bonuses. The psionicist must touch (or wield) the weapon to do so. By spending the necessary PSP's and making the power check, the weapon gets a the equivalent of a +1 magical bonus, which may be maintained by spending 3 PSP's per round. Note that the psionicist must actually touch the weapon in order to maintain this power; thus, it is impossible to maintain the power for missile weapons (unless they return to the user), or if the weapon is knocked out of the psionicists hands. It is possible to add the bonus to an already magical weapon, or to use this power repeatedly (creating enhancements of two or more). However, the maximum enhancement that can be achieved by use of this power is one 'plus' for every 4 levels of the psionicist (i.e., 1 at levels 1 to 4, 2 at levels 5 to 8, etc.)
 Power Score: The weapon gets a +2 bonus.
 20: The weapon is damaged, it must save vs disintegration or be destroyed.

Jedi's Stronger Telekinesis

Power Score: WIS -2
 Initial Cost: 1/10 of object's weight
 Maintenance Cost: half initial cost
 Range: 30 yards
 Preparation Time: 1 round
 Area of Effect: single item
 Prerequisites: telekinesis, psychokinetic specialists only
 Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This devotion is a specialization of the telekinesis science created to move heavy objects. With this devotion the psychokinesis specialist (a psionicist with psychokinesis as his primary discipline) can move heavy objects without so high PSP cost and power score penalties.
 The initial cost equals the 1/10 of object's weight in pounds. The minimum initial cost is 10 PSP. For very heavy (1 ton. or more) objects the cost is 10 times the object weight in tons, but the power score penalties are much higher (see table below).
 The maintenance cost is half the initial cost, rounded down. The psionicist must make a power check each round or the object will crash down.
 The character's power score is WIS -2 decreased as shown in the tables below.

	Initial Cost	Power Score Modifier
Object weight		
10 pounds	10	+1
100 pounds	10	0
200 pounds	20	-1
400 pounds	40	-2
800 pounds	80	-3
1,000 pounds	100	-4

Very heavy objects

	Initial Cost	Power Score Modifier
Object weight		
1 ton	10	-6
2 ton	20	-7
3 ton	30	-8

4 ton	40	-9
5 ton	50	-10
6 ton	60	-11
7 ton	70	-12
8 ton	80	-13
9 ton	90	-14
10 ton	100	-15

The following restrictions are applied in this variation of TK.

A psionicist using TK with this devotion can move an object up to 10 feet per round. The object cannot serve as a weapon. Leaving a heavy object to fall in a creature is very difficult, since the object moves very slowly and the creature should see it and move away.

The maintenance of this power is very difficult and the psionicist must make a power check in each round or the object will fall.

This power requires great concentration and the psionicist cannot perform any other action while maintaining this power. The psionicist must be unmoving, cannot talk, and can look only to the object being moved.

This power can only be used to move objects in very simple and pre-defined (decided before the start) trajectories.

Power Score: The psionicist can maintain this power without any other power check.

20: The psionicist will not be able to move this item until he gains a level.

Reference: Yoda in The Empire Strikes Back.

Psychic Guidance

Power Score: INT - 2

Initial Cost: 3 + special

Maintenance Cost: 3 / round

Range: line of sight

Prep. Time: 2 segments

Area of Effect: one projectile

Prerequisite: Telekinesis, (detonate)

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This power allows a psionicist to guide a small projectile, such as a knife, arrow, or sling stone (max weight 2 lbs), to its target. The psionicist must first prepare the projectile, which takes two segments (see prep. time) and costs 3 PSP's. The projectile may then be thrown (fired, hurled, or whatever) normally, but may be guided telekinetically. The following things are possible at the listed cost in PSP's.

Add +1 to hit, +1 to damage, and extend the range by 10 feet by spending 2 PSP (cannot spend more than the psionicists level)

Make a radical course correction (up to 180 degrees) at a cost of 5 PSP's (all benefits bestowed by previous guidance are lost).

Recall the projectile at a cost of 10 PSP's. The projectile will return to the psionicists hand (no DEX check required to catch) from anywhere within range (i.e., line of sight).

The projectile may be made to explode causing an extra d6 damage to the target (or anyone within 3 feet). This costs 5 PSP's and requires detonate as a prerequisite.

Prepared projectiles may be maintained at a cost of 3 PSP's per round. The maximum number of projectiles a psionicist may handle at a time is one for every 4 levels of experience. The psionicist must be able to see the projectile (by some means) in order to guide it. This is not necessary for recalling the projectile, or for making it explode.

Power score: The projectile may be recalled without spending any PSP's.

20: The projectile explodes doing d6 damage to the psionicist.

Psychometabolic Sciences

Celestial Raising (High Science)

Power Score: Con -6

Initial Cost: 40

Maintenance Cost: NA

Range: 0

Preparation Time: 0

Area of Effect: personal

Prerequisite: Adrenalin Control or Enhanced Strength

Author: Darknight <dark@newssoft.it>

This power allows the psionicist to combine the energies of psionics and of the cosmos to enhance his physical body. Strength, dexterity, constitution, intelligence and wisdom (the latter two only for psionic purposes) are raised to 25 for the entire duration of the power which is one full turn. At the end of the turn roll on table one to determine the cost this technique exacts upon the body of the psionicist (delay this roll if the power is initiated again within the turn, see below).

During the turn the psionicist may initiate the power again, any bonus for the 25 score is multiplied for 1.5 (round up results) before being applied. The ability score in itself does not raise above 25 under any circumstance. The psionicist may repeat this increase as many times as he wants as long as the duration of the power has not yet expired increasing the multiply factor by 0.5 every time. Note that the duration is increased by one turn for every initiation.

Roll	Effect
1	Stunned for 2d4 rounds
2	-2 (or -10%) to all rolls for 1 hour
3	-4 (or -20%) to all rolls for 1 hour
4	Loose 1 point from one of the raised ability scores (for one day)
5	Loose 2 point from one of the raised ability scores (for one day)
6	Loose 3 point from one of the raised ability scores (for two days)
7	Loose 4 point from one of the raised ability scores (for two days)
8	Loose 1 point from one of the raised ability scores
9	Loose 1 point from one of the raised ability scores
10	Loose 2 points from one of the raised ability scores

The diminished ability scores should be chosen randomly, the DM may allow the player to split the loss between multiple scores when facing the loss of more than one point (in fact this is recommended).

Roll*	Effect
1	Loose 2 point from one of the raised ability scores (for one day)
2	Loose 3 point from one of the raised ability scores (for two days)
3	Loose 4 point from one of the raised ability scores (for two days)
4	Loose 1 point from one of the raised ability scores
5	Loose 1 point from one of the raised ability scores
6	Loose 2 points from one of the raised ability scores
7	Loose 3 points from one of the raised ability scores
8	Loose 4 points from one of the raised ability scores

- 9 Loose 1 point from one of the raised ability scores, this happens every day until some potent healing magic of psionic is applied (determined by the DM). Already lost points are permanent.
- 10 Immediate death (the DM may allow the use of a wish or that of some other powerful means to prevent this, 3d4 ability points are lost anyway).
-

* Add one to the roll for every initiation beyond the second.

Example: Lei-Pa-Veh is facing the killer of his mentor, knowing that someone able to defeat his master would certainly find no problem dealing with him he uses the Celestial Raising to even the odds. This will give 25 in strength, dexterity, constitution, intelligence and wisdom for one turn. The opponent proves too powerful and Lei-veh praying his ancestors uses the Celestial Raising other two times within (respectively) the first and second turn since the first initiation of the power. The total duration of the power is now three turns since the first initiation and the multiply factor for the bonuses is 2 (hence all bonuses for a score of 25 are doubled). Being victorious Lei-Pa-Veh thanks his ancestors and the spirit of his dead mentor. Now it's time to see the cost of what he has done, the rolls are 3 (for the first initiation), 6 (for the second) and 3 +1=4 (for the third), he will have a -4 (or -20%) penalty to all rolls for 1 hour and loses 1 point of dexterity and two points of constitution. Lei-Pa-Veh accepts the pain and prepares to take the place of his master being the elder of the students.

This power may not be used in conjunction with Adrenalin Control, Enhanced Strength, Cat's Grace and similar spells/powers, Celestial Raising overrides all of them and the basic ability scores count to determine its effects. Also note that this power was designed to work one turn under the 10 seconds per round rule (as per Combat & Tactics). If you use rounds of one minute you should increase the duration properly.

Power Score—The psionist benefits of the power as if it were initiated twice with a single use (with the ill effects of only one activation).

20—The energy is channeled but the body is not able to retain it, roll on the appropriate table (immediately if it's the first initiation) but with a -2 to the roll. No other effect.

Enhanced Combat

Power Score: WIS - 5

Initial Cost: special

Maintenance Cost: special

Range: 0

Prep. Time: 0

Area of Effect: the psionist

Prerequisite: Adrenaline control, Heightened senses, biofeedback

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This is a real 'Use the force Luke' type power. In essence, it allows the psionist to mentally guide and enhance his/her attacks and defenses, making them faster and more accurate. To do this, the psionist must first make a power check, and spend a number of PSP's (maximum is twice the psionists level) to initialize the power. In the next round, and for as long as this power is maintained, the following may be done (at the listed cost in PSP's).

Add +1 to hit and damage to your attacks this round (3 PSP's).*

Add +1 to hit and damage to your next attack (2 PSP's).+

Improve your AC and initiative by one (2 PSP's).*

Attack first in the round (i.e., before initiative -- like someone with a scimitar of speed or a short sword of quickness) (4 PSP's).*

Use one of your attacks to automatically parry, without having to roll a die (5 PSP's).+

Dodge an attack, without having to roll or give up one of your attacks (8 PSP's).+

Gain another attack this round (8 PSP's).*

Recover your weapon (after is has been dropped). This counts as one of your attacks (4 PSP's).+

* This action must be announced at the beginning of the round.

+ This action must be announced before the attack (or parry) roll is attempted. Thus a missed attack roll cannot be retroactively improved.

NOTE: In any given round, the psionicist may never spend more PSP's than were used to initialize the power. Thus if 8 PSP's were spent on initialization, it would be possible to dodge one attack, or gain an extra attack (or do anything else that costs 8 PSP's or less), but it would not be possible to gain an extra attack and get +1 to hit and damage, as this would cost 11 PSP's. The power is maintained as long as the psionicist uses this power. It ends on any round during which the psionicist does not spend any PSP's on it. In order to maintain this power, spending one PSP per round is enough, although it does absolutely nothing.

Power Score: The amount of PSP's which could be spent per round is doubled (no increase in initialization cost).

20: Until the psionicist gets at least 4 hours of rest (preferably sleep), he/she has a -1 penalty to hit, to damage, to AC, to initiative as well as all saving throws.

Emperor's Lightning Bolts

Power Score: Con - 4

Initial Cost: 5 PSPs/1d6 (1) or 7 PSPs/1d6 (2-5)

Maintenance Cost: NA

Range: 6 yards

Preparation Time: 0

Area of Effect: 1 to 5 creatures

Prerequisites: Energy Containment

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

With this power, the psionicist can throw a group of lightning bolts from his body to each target. Five PSPs/1d6 of damage is the cost for 1 target, 7 PSPs/1d6 of damage for 2-5 targets. The maximum damage per usage is half the psionicist level in d6's. Save vs. petrification for half damage. This power cannot be magnified by any metapsionic devotion, the damage limit cannot be increased.

Power Score: Target saves at -4

20: The psionicist takes half damage. Save vs. petrification for 1/4.

Reference: Luke against the Emperor in Return of Jedi (Movie)

Psychoportive Sciences

Dimensional Warp

Power Score: INT - 7

Initial Cost: 10

Maintenance Cost: 5 / round

Range: 10 yards / level

Prep. Time: 0

Area of Effect: Special

Prerequisite: Teleport, Dimensional Door, 10th level

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This power is a variation on the dimensional door power. The Psionicist defines two 'windows' anywhere within range, and creates a two way portal between them, such that anything going into one of the 'window' will come out the other. Unlike Dimensional door, this power creates a true two way transport system (i.e., you can stick your arm through, grab something at the other end, and pull it back -- anything, including spells, will pass through both ways). The windows, which may have an area of up to 4 square feet per level of the psionicist, are identical but can have any orientation relative to each other (i.e., they could be at right angles to each other, or even at 180 degrees *). This could result in some very strange effects, imagine a charging knight being intercepted by a 'window' and continue his charge straight towards the ground -- lance first, from 100 yards up. Notice that it might be possible to re-route missiles or even spells such as fireball or lightning bolt right back to the originator, but the psionicist would have to act extremely fast (i.e., have initiative and make an int check to see whether he/she can think and act fast

enough). Because of the complexity of warping space in this way it is easy for things to go wrong. If the power check fails, the full PSP's are used, and the two windows will open up, but the psionist cannot control their position (the windows are also unstable and cannot be maintained). In case of a 20 result, the windows are 'very likely' to open in such a way as to harm the psionist (in this case, the window might also be warped and destroy anything which passes through).

Power score: Maintenance cost is reduced to 3 PSP's per round.

20: see above

Psychoportive Devotions

Dimensional Portal

Power Score: INT -4

Initial Cost: Below

Maintenance Cost: 3/round

Range: Unlimited (but for Spelljammer it has to be in the same crystal sphere)

Preparation Time: 1 round

Area of Effect: One Item

Prerequisite: Dimension Door

Author: Eric Tunon <TUNON@ALPHA.ACAST.NOVA.EDU>

By using this power, a psionist creates a dimensional portal that will enable the him to bring one item of his choice to his present location. Before using this power must think of the item he will use the portal to get. It is not necessary that the psionist know the object's location, he just needs to be able to picture it in his mind. It needs to be an object he has had physical contact with, and he must know the feel of it well enough that he will recognize that he has found it when his hand goes through the dimensional portal (e.g., the feel of his favorite sword, dagger, etc.). This is not an easy task for a psionist because of the fact that he is searching for an object that he does not necessarily know where it is.

The initial cost depends on how far the psionist is from the item (determined by the DM). And after a successful power check the psionist must make a Dexterity check at -3 (the DEX check is due to the fact that the psionist can not see the item, and it hurts to put your arm into the portal -- no damage but it hurts similar to the dimension door power), the psionist can chose to maintain the portal if he does not pickup the item.

Distance	Initial Cost	Power Score Modifier
10 yards	30	0
100 yards	30	-1
1,000 yards	45	-2
10 miles	60	-3
100 miles	75	-4
1,000 miles	90	-5
10,000 miles	105	-6
Planet to planet	150	-7

Power Score: The PSP cost is reduced by 33%

20: The item is in some way damaged, not to the point of worthlessness but damaged nonetheless (possibly -1 to hit, exact amount up to DM).

Dream Sight

Power Score: INT

Initial Cost: 12

Maintenance Cost: 8 / round

Range: Special

Preparation Time: 2

Area of Effect: personal

Prerequisites: astral projection

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

Before using this devotion, the psionist must fall into a deep sleep or sleep trance state during which she dreams of places and events around her. Her vision is then attuned to the location desired. In the dream, she can both see and hear and can will her vision to change so that she can view the surrounding area as well. She cannot see into an area that is protected against teleport or similar powers or spells, however. Nor can sounds coming from such an area be heard.

When using this devotion the psionist's astral body leave her physical body and is able to walk, look around, pass walls,... The distance that a psionist can move from her body is equal to 100 yards per level of the psionist. The astral body is invisible by normal means but is vulnerable to any attacks that can reach astral or ethereal creatures. While in astral form the psionist is treated as an ethereal traveler, cannot influence the normal world and can only use psionics on herself.

The astral body is attached to the physical body by the silver cord. The silvery cord is nearly indestructible; however, it can be severed by the psychic wind at its most powerful, or by the silver swords of the githyanki.

At the end, the dream vision ends, and she awakens. If the psionist's body is disturbed before the dream sight ends, the power ends and the psionist is immediately awakened.

Power Score: The astral body of the psionist is able to see in darkness (normal or magical).

20: The psionist has a terrible nightmare is unable to sleep for 8 hours.

Interchange

Power Score: INT -3

Initial Cost: 50

Maintenance Cost: NA

Range: 50 yards

Prep Time: 0

Area of Effect: NA

Prerequisites: teleport, teleport other

Author: Andrew Lohmann <LOHMANN@SOCIAL.CHASS.NCSU.EDU>

This power allows the psionist to exchange physical places with any creature within sight, and 50 yards, of the psionist. The creature cannot be more than 150% of the mass of the psionist. When the interchange takes place, the orientation between the two characters remains the same, so any combat taking place between the two interchanged characters is unaffected (both physical and magical attacks).

If the subject of the interchange power is unwilling to be teleported, they are allow a saving throw vs. paralyzation at -2 to resist the teleportation effort. If the creature is willing to be interchanged, no saving throw is required.

Power Score: The saving throw of the subject of the interchange power automatically fails.

20: The psionist becomes disoriented, and suffers a -2 to all rolls for the next turn.

Teleport Lock

Power Score: INT -2

Initial Cost: 10

Maintenance Cost: 5/turn

Range: infinite

Prep Time: 0

Area of Effect: personal

Prerequisites: teleport, ESP

Author: Andrew Lohmann <LOHMANN@SOCIAL.CHASS.NCSU.EDU>

This power allows a psionist to "lock" onto another being, and if that being should teleport (magically or psionically) for any reason, the psionist will have the option that round, and that round only, to teleport

to the same place as the "locked" creature did. If the psionist opts not to immediately follow, the lock is lost. The lock needs to be made while the psionist can see the creature it is locking onto, but after the lock is established, distance between the two makes no difference.

If the psionist decides to follow, the character must pay the PSP costs and make a power check as he would using the Teleport power, with all the appropriate penalties based upon distance. If the psionist does not have enough PSPs, then the Teleport fails.

Power Score: The lock lasts for 5 rounds after the locked on character has teleported.

20: No other effect.

Telepathic Sciences

Backlash

Power Score: WIS - 3

Initial Cost: Special

Maintenance Cost: NA

Range: NA

Prep. Time: 0

Area of Effect: psionic opponent

Prerequisite: contact, mindlink, psionic blast

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This power causes a psychic shock to travel along the psychic conduit formed by contact. It may only be used after contact has been established, by either the psionist or by the opponent (i.e., it will travel either way). This psychic shock will directly damage the opponent, causing 1d6 damage for every 5 PSP's spent (save vs death to reduce this by half, maximum damage is 10d6 for 50 PSP's). There is however some risk involved in using this power. If the power check is failed, the psionist must make a saving throw or suffer half the damage that he/she wanted to inflict on the opponent.

Power score: Opponent automatically fails the saving throw.

20: Psionist suffers full damage, no saving throw allowed.

Dreamstalker

Power Score: WIS -6

Initial Cost: 40

Maintenance Cost: Contact

Range: 100 Miles

Preparation Time: 1 Turn

Area Of Effect: 1 Person

Prerequisites: Contact, Mindlink, Probe, Post Hypnotic Suggestion

Author: <PHY_SHAFFER@EXODUS.VALPO.EDU>

When the psionist employs this science, he projects his consciousness into the dreams of his sleeping victim. Upon arrival into the dream the victim is allowed a wisdom check to notice the anomaly. If it succeeds he understands the nature of the attacker, and may choose to end the dream.

When the psionist enters the dream, he takes the form of the victim's worst fear. He then chases the victim until the dream ends, or the victim wakes. Upon waking the victim remembers nothing about the dream, only a dark sense of foreboding and fear. He will also have lost one point of Constitution. The point of CON can only be recovered through the following means: restoration, heal, Psychic Surgery, or a Cell Adjustment costing 60 points. Each of these restores one point per application. A limited wish will restore 3 points, and a wish will restore the victim fully. The Dreamstalker can be used night after night until the victim is dead (CON reaches zero). The victim can only be revived by a heal, restoration, and resurrection, in that order, or through a wish.

Power Score: The psionist can also ask one question as per Probe, or plant one suggestion as per PHB suggestion.

20: The Dreamstalker fails, all 40 PSP's are lost, and the psionist must make a save versus death magic or lose 1d8 Constitution points. These can only be regained as if the psionist were under the effects of a Dreamstalker himself.

Hypnosis

Power Score: WIS -4
Initial Cost: contact
Maintenance Cost: 6/round/subject
Range: Unlimited
Preparation Time: 2
Area of Effect: individual
Prerequisites: Enter Dream
Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

To use this power each subject must be contacted when looking at the somniomancer eyes. After, each subject has been contacted the somniomancer has to make the power score and give the order in a monotonous, droning voice.

Any subject that fails a save vs. spell is completely dominated and will follow the order like a zombie. Any order can be given, and the victim will follow it with the best of her abilities, even to kill her friends. Only obvious suicidal orders allow another save.

The subject may be convinced to be another person or creature or to perform any actions she is normally able to. The psionist can ask questions or give another order each round. The orders must be given in a language understandable by the victim.

Examples:

"Look at my eyes! Now you are a chicken"

"You don't like him, so, KILL HIM !"

"You need to sleep, so, you will stop, take off your armor and sleep..."

Power Score: No other effect.

20: The psionist can never use this power again on the target.

Improved Psionic Crush

Power Score: WIS - 4
Initial Cost: contact + 6 PSP/1d6
Maintenance Cost: NA
Range: 50 yards
Preparation Time: 0
Area of Effect: 1 creature
Prerequisites: mindlink
Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This power is a massive assault upon all neurons in the brain, attempting to destroy all by massive overload of signals. The maximum damage is half the psionist level in d6's. Save vs. Spell (with wisdom bonus) for half damage. This power cannot be magnified by any metapsionic devotion, the damage limit cannot be increased.

Power Score: Target saves at -4.

20: Full cost with no effect.

Obscure Defilement

Power Score: INT -4
Initial Cost: contact of each creature affected.
Maintenance Cost: 5/round/creature
Range: Defiled Area

Prep Time: 0
Area of Effect: Defiled Area
Prerequisites: Mindlink, Contact, Invisibility
Author: <BELGARATH@VAX1.Mankato.MSUS.EDU>

This power is remarkably like superior invisibility, except that it covers the smell, sound, and sight of the ash surrounding the defiler. The power score decreases by one however, per level of the spell being cast. So a fourth level spell will be at INT -8. However, if a person comes back to the defiled area at a later date, he/she will notice the defiled area, unless cloaked by another talent.
Power Score: Every time the people affected by this spell come back to this particular spot, they will not see the area of ash. Ever.
20: They know exactly what is going on, and the Defiler is in BIG trouble.

Prosopagnosia

Power Score: WIS -5
Initial Cost: contact + 20
Maintenance Cost: NA
Range: 20
Prep Time: 0
Area of Effect: individual
Prerequisites: Psionic Blast, Contact
Author: John M. Martz <JOHN_MARTZ@UNC.EDU>

This power causes permanent, physical damage to the victim's brain. The damage prohibits the visual, facial recognition of people's identities. That is, the victim becomes unable to recognize faces -- even his own. He can detect facial displays of emotions, distinguish parts of the face, and even distinguish the age and sex of the person he's looking at; the victim simply cannot recognize the person's identity by looking at his face. As such, the victim will be unable to recognize family, comrades, and enemies. Note, victims can still use their other senses to recognize familiar people (e.g., while the victim would not be able to recognize his friend's face, he would still recognize his friend's voice), or they might visually recognize non-facial features (e.g., a distinctive broach).
While this power results in permanent damage, it is not incurable. Damage may be repaired by a successful use of psychic surgery or by a successful casting of heal or regenerate.
Power Score: The victim suffers from the effects of a psionic blast in addition to the above effects at no additional cost. The victim is still entitled to a saving throw to avoid the effects of the psionic blast, however.
20: The telepath loses contact with the target, and must reestablish contact before attempting to use this power again.

Psionic Blow

Power Score: WIS - 6
Initial Cost: 8 PSP / 1d6
Maintenance Cost: NA
Range: 0
Preparation Time: 0
Area of Effect: 10 yards
Prerequisites: telekinesis
Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This power creates a blow of brain force forming a wave in all directions around the psionist. This blast can jolt a subject's mind like a piece of shocking news. If one of the targets is a psionist he can get half damage if he makes his defense mode (as against psionic blast). If the defense mode has an area of effect (like tower of iron will) all creatures in the area get half damage. The maximum damage is half the

psionist level in d6's. Save vs. Spell (with wisdom bonus) for half damage. This power cannot be magnified by any metapsionic devotion, the damage limit cannot be increased.

Power Score: Damage increased to 1d8/8 PSP.

20: Full cost with no effect.

Psylocke's Psychic Knife

Power Score: INT

Initial Cost: 28

Maintenance Cost: 12 / round

Range: Touch

Preparation Time: 1

Area of Effect: 1 creature

Prerequisites: contact, mindlink

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

The psychic knife was the physical manifestation of Psylocke's telepathic powers. And with calculating precision she cut through the folds of the target subconscious mind splaying open for clinical inspection the painful swirl of memories churning inside him/her.

The target hit by the psychic knife suffers effects similar to ego whip. The target must save vs. petrification or, she can do nothing (including walking or defend him\herself) for 2d4 rounds. If the save was successful the target is dazed for 1-3 rounds, during which all of his/her die rolls (psionic attacks, melee attacks, saving throws, etc.) are penalized 3 points (or 15%) and he/she cannot cast any spells above fourth level. Regardless of the save a contact is established with a successful hit, this contact is maintained while the psionist continues in physical contact with the victim. If the victim wasn't paralyzed this should be difficult.

Optionally the psionist may try a called shot to the head (-8), if successful the victim must save with a -5 penalty.

Tower of iron will and mental barrier can be used to protect a psionist's mind against the psychic knife. If one of these defense modes are active and the victim wins a contest against the psychic knife power score he saves with +5 bonus and only a tangent will be established (3 tangents must be made to establish a contact).

Other defense modes are useless against this attack but, of course, Ejection can destroy the contact.

Power Score: The knife gains a +2 bonus to hit and the maintenance cost is halved.

20: Full cost with no effect. The psionist is delusioned, she thinks she has a knife but she doesn't. She will probably try to punch the victim.

Reference: X-Men (Commic)

Scanner's Mind Blow

Power Score: WIS - 6

Initial Cost: contact

Maintenance Cost: 6 PSP / 1d6

Range: 50 yards

Preparation Time: 0

Area of Effect: 1 creature

Prerequisites: New Psionic Crush

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

With this power the psionist tries to explode the mind of the victim. When the victim reaches zero hit points the head explodes. The damage starts as 1d6 and will grow as the sequence: 1 2 4 6 8 10 12 14 16 ... (d6's per round).

Each round the victim has the right to save vs. spell (with WIS bonus) for half damage. If the victim gets out of the vision of the psionist this power will not work. The psionist must stay completely quiet to

maintain this power. This power cannot be magnified by any metapsionic devotion, the damage limit per round cannot be increased.

Power Score: The psionicist can walk while maintaining this power.

20: Contact broken and the psionicist will not be able to contact the victim for 1d4 turns

Reference: Scanners (Movie)

Telepathic Devotions

Awaken

Power Score: WIS

Initial Cost: contact

Maintenance Cost: NA

Range: NA

Preparation Time: 0

Area of Effect: individual

Prerequisites: contact

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This devotion allows the somniomancer to wake another character from normal sleep without the use of touch or sound. When this devotion is used the subject simply wakes up instantly. (This doesn't mean that the subject is immediately alert)

The subject hears (only in her mind) a great shout "wake up!" or any word the somniomancer wants (one word only). The subject may be scared or hungry depends on situation.

At DM discretion this power can cause problems when used against subjects in astral travel.

Power Score: No effect

20: No effect

Induce Pleasure

Power Score: CON -2

Initial Cost: contact

Maintenance Cost: 2/round

Range: touch

Prep Time: 1

Area of Effect: individual

Prerequisites: mindlink, contact

Author: Andrew Lohmann <LOHMANN@SOCIAL.CHASS.NCSU.EDU>

This is the opposite power of Inflict Pain. While no good comes from it (no healing or curative effects), it makes the subject individual shudder and twist in ecstasy. If used in combat, the victim must save vs paralyzation in order to keep functioning and fighting. Failure to save indicates a penalty of -4 on all attack rolls that round, and any spells being cast are disrupted.

The insidious effects of this power occur when it is used in conjunction with Inflict Pain. By using the two powers interchangeably, dependent upon the victim's actions, the victim can be conditioned to perform certain acts instead of other acts they would normally perform. For each week of being subjected to this treatment, they must make a wisdom check, with a penalty equal to the number of weeks of "treatment" (i.e., 3 weeks of treatment = penalty of -3) or have their actions in particular scenarios predetermined by their conditioning. Only one area of behavior may be affected per victim. Depending upon the behavior modification, there is a chance (DM's discretion) for an alignment change by the victim.

Power Score: The pleasure is so overwhelming that the victim passes out for 1d10 rounds.

20: The contact is broken.

Jedi's Mind Focus

Power Score: WIS - 2

Initial Cost: 10
Maintenance Cost: NA
Range: 0
Preparation Time: 1
Area of Effect: personal
Prerequisites: none
Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This is the "use the force Luke" power. The psionist concentrates all his mind capacities in the task he intends to do in the next round, granting a +5 (or +25%) bonus in this task in the succeeding round. This power can be used only one time per task and the duration is fixed in one round. The bonus can be used in any action the psionist wants. The only requisite is: he must know what he will do in the next round.
Power Score: The bonus is +6 at half cost.
20: The psionist forget how to do the task for 1d4 rounds.

Reference: "Use the force Luke" in Star Wars (Movie)

Memory Summoning

Power Score: INT -3
Initial Cost: contact (x3)
Maintenance Cost: 7/round
Range: Sight
Preparation Time: See below
Area of Effect: Individual
Prerequisites: Send Thoughts, False Sensory Input, Contact
Author: Eric Tunon <TUNON@ALPHA.ACAST.NOVA.EDU>

By means of this power a Psionist can effectively bypass another person's natural defense's (including another psionist's defenses). Many DMs believe that if someone psionically touched they will know it (especially in the case of another psionist), with this power this is not the case.
The psionist will implant a thought into another person's mind. This thought will be a front, and he will follow it into the person's mind. The person will notice the thought and not the mind touching (on a successful power check). This is a very risky proposition (checks must be made by the DM every other round), but the benefits are enormous the psionist can roam around and use whatever powers he wants. He will not know if he has attracted the attention of the person's mind that he is in, unless he attacks or fails a power check (for all powers other than this one the power checks must be made at -4 due to the fact that you must not alert the person who's mind that you are in to your presence, if he fails by three or less, the power is initiated but you alert the person to your presence).
Once inside the victim's mind, the psionist could use daydream or some other power without the victim noticing, but if he attacked with something like psionic blast the victim would notice (here use common sense attacks will make the attacker be noticed, non-attack will hopefully not bring get you noticed by the person's mind). But until the psionist finds resistance he will have no idea if he has been discovered. The victim will know that his mind has been entered when the psionist fails a power check and at that time can try to use any psionic defenses he possesses (or attacks if he wants). The preparation time must be spent finding out about the person that the power will be used on. He must find some thought that he can use to follow in to the mind with (e.g., a gladiator learning to use a sword, an elf finally earning his name, a Halfling eating a person for the first time, etc.).
Power Score: The psionist only has to make a check every fourth round.
20: Automatic failure and the person knows the psionist is there and can take whatever precautions he can to stop the psionist from entering his mind or from going further into his mind. Or, if he wins initiative, the victim can psionically attack the psionist.

Oniric Vortex

Power Score: WIS
Initial Cost: contact

Maintenance Cost: 1/round/subject
 Range: Unlimited
 Preparation Time: 1
 Area of Effect: individual
 Prerequisites: Enter Dream
 Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

With this devotion the psionist can bring some friends into a dream. The psionist must be in a dream to use this power (her own dream or any dream affected by enter dream [see DRAGON #204]). An unwilling subject may choose to end the dream and wake up. This action ends the dream for that particular character only.
 Power Score: The maintenance is free. The psionist only need to pay Enter Dream.
 20: All subjects have the same nightmare.

Outer Dream

Power Score: INT
 Initial Cost: 30
 Maintenance Cost: 10/question
 Range: NA
 Preparation Time: 12 hours
 Area of Effect: individual
 Prerequisites: mindlink, teleport
 Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This devotion is similar to contact other plane spell and requires the psionist have access to psychoportive and telepathic disciplines.
 When this devotion is used, the psionist sends her mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. Any questions asked are answered by the power during the power's maintenance. The character can contact an elemental plane or some plane farther removed. For every 10 PSPs spent one question may be asked. Contact with minds far removed from the plane of the psionist increases the probability of the psionist going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the outer planes are reached, the Intelligence of the power contacts determines the effects.
 The table given here is subject to DM changes, development of extraplanar NPC beings, and so on. If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted to a maximum of ten weeks. There is a 1% chance per plane that the psionist dies before recovering, unless a psychic surgery is made upon her. A surviving psionist can recall the answer to the question.
 On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

Plane	Power Score Modifier	Chance of Insanity*	Chance of Knowledge	Chance of Veracity**
Elemental	-1	20%	55% (90%)	62% (75%)
Inner Plane	-2	25%	60%	65%
Astral Plane	-3	30%	65%	67%
Outer Plane, INT.	-4	35%	70%	70%
19 Outer Plane, INT.	-5	40%	75%	73%
20 Outer Plane, INT.	-6	45%	80%	75%
21 Outer Plane, INT.	-7	50%	85%	78%
22 Outer Plane, INT.	-8	55%	90%	81%
23 Outer Plane, INT.	-9	60%	95%	85%

24

Outer Plane, INT. -10 65% 98% 90%

25

*For every point of Intelligence over 15, the psionist reduces insanity chance by 5%.

**If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentage in parentheses are for questions that pertain to the appropriate elemental plane.

Power Score: No chance of insanity.

20: The psionist grates a power. The DM must decide what the disturbed power will do.

Sleeping Automation

Power Score: WIS -2

Initial Cost: contact

Maintenance Cost: 6/round

Range: NA

Preparation Time: 2

Area of Effect: individual

Prerequisites: contact

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This devotion allows the somniomancer to take control of a sleeping subject's body and cause it to perform simple actions. Such actions include movement (sleep-walking), picking up and moving small objects, etc., but nothing either delicate or violent and nothing that involves any thinking or decision-making process. The somniomancer can't force the subject to commit suicide or actively damage herself in any way; the subject will wake up before any damage be inflicted.

This power doesn't give the somniomancer any way to see what the subject is actually doing, so, the psionist should be able to see the target by any means or it will be very difficult to give the orders.

Power Score: The psionist can see with the target eyes.

20: Target wake up.

Metapsionic Sciences

Mystical Conduit

Power Score: INT - 4

Initial Cost: 10 + 1 / 10 yards (or 40 + 1 / 10 yards)

Maintenance Cost: 2 PSP's

Range: <see cost>

Prep. Time: 0

Area of Effect: NA

Prerequisite: Dimensional door, 6th level psionist and knowledge of either Mage or Priest magic.

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This power opens an immobile conduit for mystical energy from the area immediately surrounding the psionist to anywhere within line of sight (see cost). The next spell cast from where the psionist was standing at the time the power was initiated will function as if it was cast at the other end of the conduit. Thus the ranges of certain spells can be greatly increased. Notice that spells, which affect the caster only (i.e., personal spells), will now affect whoever is standing at the other end of the conduit or be wasted if nobody is standing there. A vampiric touch (or fire shield) for example, could be cast at one end and whoever was at the other end could now apply the vampiric touch (or be protected by a fire shield), and gain the full benefits from it (i.e., reach out and touch someone, in case a vampiric touch had been cast).

The original caster has absolutely no control over the spell -- it is as if the whoever was standing at the other end of the conduit had actually cast the spell. Since the accuracy and power required for transferring personal spells is much greater than for other spells, the cost is increased to 40 PSP's + 1 PSP per 10 yards. The mystic conduit is visible only by a detect magic, true sight, or psionic powers such as Heightened senses. It collapses the instant any spell is conducted in this way or if the psionist ceases paying the maintenance Cost.

NOTE: The conduit is one way only, thus it is not possible for a psionist to steal a spell, as it is being cast by an opponent.

Power score: No PSP's must be paid to maintain this power.

20: The next spell cast near the psionist will backfire.

Postpone

Power Score: INT -6

Initial Cost: initial cost of the power (x2)

Range: Touch: 0

Area of Effect: individual

Maintenance: 24/day

Preparation Time: 1 round per power postponed + 1 round

Prerequisite: 7th level

Author: Eric Tunon <TUNON@ALPHA.ACAST.NOVA.EDU>

This power allows a psionist to "postpone" a power until a later point in time. This consists of the psionist having to first make the power check to initiate the power, then having to make the postpone power check. When the psionist makes the power roll for the first power, he pays the initial cost of the power, then when he initiates postpone he pays the same cost again. The power that is postponed is "put on the back burner" until a later point in time, when the psionist wants to use the power he has postponed. This power will allow a psionist to maintain any power he can use at the time (even if he can only use because of convergence, if he can use it he can postpone it), this includes both once and done power, and maintainable powers. This power has a serious draw back while a power is being maintained the psionist can not get back ANY PSPs due to the fact that he is using a power at that time (spending exactly 1 PSP per hour).

Power Score: If a power score is rolled this power only uses half the normal PSPs to maintain, and in so doing allows a psionist to regain PSPs every other hour (depending upon whether or not he rests).

20: The power is disrupted and the psionist must begin again to try to postpone the power.

Psychic Sacrifice

Power Score: Wisdom - 10

Initial Cost: Death, Contact (see below)

Maintenance: 20 PSPs / round (see below)

Range: Unlimited (see Contact)

Area of Effect: One person

Preparation Time: 0

Pre-requisite: Psychic Surgery

Author: Marc Sherman <MSHERMAN@SYBASE.COM>

This science allows a powerful psionist to transfer a portion of his or her power to another person when he or she dies. One science and two devotions are chosen at random from those known by the user of this power (the Sacrificer), which are immediately added to those known by the target. The target gains enough PSP's to use the three powers once per day each, with 4 rounds of maintenance.

If the target was a non-psionist before the use of this power, he or she should be treated as a wild talent.

If the target was already a wild talent, the new powers and PSP's are added to those currently possessed. If the target was a psionist, the powers and PSP's are added to their current abilities, and are considered separate from the normal maximums allowed by their level. The powers can be from a discipline outside those currently known by the target, and do not count against the maximum number of sciences/devotions per discipline. If the powers granted are already possessed by the target, the PSP's are still gained, and the

power score in that power is increased by one (as though the target had relearned that power). In all cases, the PSP and power gain is permanent.

The target's alignment becomes that of the sacrificer. If this causes the target's alignment to change, this has a 1% chance per PSP gained of driving the target insane.

At the discretion of the DM, the target may be visited by the spirit of the sacrificer. The spirit may give the target hints, encouragement, or other support in particularly difficult situations. This may occur at most once per month, and lasts for at most 1 turn.

To initiate this science, the sacrificer must first die. This can be either an accidental or intentional death, although an intentional death for the sole purpose of using this science grants the sacrificer a +2 bonus to his or her power score. At the very instant of physical death, the player must state his or her intention to initiate Psychic Sacrifice, and also must state the target. The sacrificer's psyche is then kept alive by feeding off the remaining PSPs the psionist had at death. The upkeep of 20 PSPs/round must be paid each round until the power is successful, or the sacrificer's psyche dies. The sacrificer must also attempt contact (via psionic attack forms if the target is an unwilling psionist) each round. If the sacrificer does not have enough PSPs remaining to pay the upkeep and attempt contact, their psyche dies.

Once contact has been successfully made with the target, the sacrificer rolls against the power score for Psychic Sacrifice. The upkeep of 20 PSPs must also be paid in this round; if not enough PSPs remain, the sacrificer's psyche dies. If the roll is successful, the effects listed above occur. If the roll is failed, contact is broken, and must be attempted again in the next round.

If the Psychic Sacrifice is successful, the sacrificer may never be Raised, Resurrected, or Reincarnated.

However, if the sacrifice is unsuccessful (the sacrificer runs out of PSP's or skips a round of attempting contact for any reason), the sacrificer may be raised, resurrected, or reincarnated.

Power Score - the sacrificer can pick the science and two devotions granted to the target.

20 - the sacrifice fails, and both the sacrificer and target are psychically stunned, losing all current PSP's (killing the psyche of the sacrificer).

1 - only 1 science or 2 devotions (50/50 chance) are granted to the target.

Note to the DM: If this science is allowed in your campaign, you should make allowances for NPC psionists who have been targets of it in their lifetimes, and therefore have more than the normal allotment of psionic powers and PSPs. In particular, the DM may consider high level evil NPC psionists who "farm" low level psionists for the sole purpose of having them sacrifice their powers to their mentor.

Time Flow

Power Score: INT

Initial Cost: Special

Maintenance Cost: Special

Range: Touch

Prep. Time: 0

Area of Effect: 1 creature

Prerequisite: Time stop, 5th level

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

This power allows the psionist to speed up or slow down time with regards to the target creature. At the time the check is made, the psionist declares by how much the time flow will be increased or decreased. In other words, how many rounds will occur for the target creature while a single round of 'normal time' passes (or alternatively how many rounds of 'normal time' will pass in what the target creature sees as a single round). The power scores and initial/maintenance costs are given below.

Speed up/ slow down factor	Power Score penalty	Initial/maintenan ce cost (see note)	Prerequisite Level
2	3	10/5	5
3	4	20/5	10
4	5	30/5	15

Note: The power can only be maintained if the psionicist is the affected creature. The costs are relative to the psionicist's time frame, in other words the initial cost is relative to normal time (and will affect the target creature for one round of normal time), while the maintenance cost is relative to the new time frame, and must be paid for every round the psionicist experiences. A 20th level psionicist for example, who speeds up time by a factor of 5, would not have to pay maintenance cost for the first five rounds (or 1 round 'normal time') since this is covered by the initial cost. After these 5 rounds, the maintenance cost would be 5 per round (or 25 per round normal time). Since this power affects the flow of time, rather than speeding up the metabolism of the target creature, as is the case with magical haste for example, no aging will result.

Anyone who returns to the normal time frame however, will be confused and unable to do anything for as many rounds as were spent in the other time frame. This gives the body time to readjust to normal time and recover from the strain. It is possible to force the body to ignore this time of recovery. To do so requires a Wisdom check and a Constitution check, with a penalty equal to the factor by which time was affected for both checks. If either is failed, 1d6 random ability scores are permanently lowered by one. In other words, this is not a good idea except in the most desperate cases.

Power score: The psionicist may increase the time factor by one, without having to pay the extra cost in PSP's.
20: The psionicist is confused and disoriented as described above.

Metapsionic Devotions

Psychic Rogue

Power Score: WIS -4

Initial Cost: contact + 12

Maintenance Cost: 8/round

Range: NA

Preparation Time: 1

Area of Effect: individual

Prerequisites: Psychic Drain

Author: Roberto de Brito Nunes <GIGA@VIDIGAL.NCE.UFRJ.BR>

This power allows the psionicist to temporarily steal a psionic power from another person. After contact is established the psionicist spends 10 PSPs and chooses one of the victim's powers (The psionicist must know if the victim knows the particular power).

After that, and while paying maintenance cost, the psionicist is able to use the power as any other. The victim will forget the power until the psionicist stops paying maintenance.

Power score: The psionicist may choose any victim's power, even if he didn't have knowledge of it. He also learns how it works.

20: The psionicist lends one of his sciences to the opponent for 3d4 rounds.

Wild Talent table

Author: Anthony Thompson <ST004385@BROWNV.M.BROWN.EDU>

Just a few words, though. They reflect the fact that in order for there to be much of a population there has to be a certain amount of people who have defense modes as well. Anyone who has used the CPsiH wild talent tables has probably had the problem where PCs with attack modes run rampant with just about all non-psionicist NPCs because their lack of a defense mode. Of course, you could simply make a lot of the NPCs have them, but if you are supposedly going according to the CPsiH tables, that doesn't make statistical sense. This attack-mode vs. no defense mode problem is even more pronounced if one tries to use psionics in a non-DARK-SUN setting/world, where no one who is a non-psionicist (a lot of people!) has a defense mode. The fact that everyone has at least one psionic power is what for me makes it the only place where I can really allow psionics into my games, for they are simply too powerful anywhere else. Again, if you use the wild talent tables in the CPsiH, the fact that so few people have defense modes gives rise to the same problem. I have therefore opted to increase the chance that a given NPC has a defense mode so that about 3 in 10 NPCs have one. Now, if an important but not-too-powerful NPC (yes, they can exist :) is attacked by a player, you are not too entirely off your statistical rocker to give her/him a defense mode :D

Also, to make things fit correctly, I made up a few new psionic powers. I don't have the CPsiH right in front of me, so I'm not sure if some of the powers on the table are new or not, especially since I made it about 6 months ago. You can make them up on your own, make it a reroll, substitute another power in its place, or ask me to post/mail how I have them worked out in my system (aiding my feeble memory by telling me which ones are really new, of course :) Well, long disclaimers aside, here it is...

Editor's note: I inserted (new?) where I found a power that wasn't in CPsiH or DK. Also, I realize that TW&TW presented an updated version of the wild-talent table, but I know there are those of you who do not own it--besides, you can never have too many tables :-).

Psionic Wild Talents, Table 1

01-02:	Choose one on this table.	48-53:	Thought Shield
03-05:	Roll twice on this table.	54-59:	Mental Barrier
06:	Aversion	60-65:	Tower of Iron Will
07:	Conceal Thoughts	66:	Combat Mind
08:	Mind Bar	67:	Hear Light
09:	Awe	68:	Feel Sound
10:	Dream Travel	69:	Know Direction
11:	Psychic Messenger	70:	Danger Sense
12:	Psychic Impersonation	71:	Spirit Sense
13:	Heightened Senses	72:	Control Sound
14:	Expansion	73:	Animate Object
15:	Flesh Armor	74:	Suspended Animation
16:	Displacement	75:	Biofeedback
17:	Body Control	76:	Body Equilibrium
18:	Mind Over Body	77:	Catfall
19:	Ballistic Attack	78:	Cell Adjustment
20:	Time/Space Anchor	79:	Empathy
21:	Sound Link	80:	Sight Link
22:	Identity Penetration	81:	Truthear
23:	Graft Weapon	82:	Control Flames
24:	Immovability	83:	Adrenalin Control
25:	Lend Health	84:	Body Weaponry
26:	Share Strength	85:	Chemical Simulation
27:	Absorb Disease	86:	Enhanced Strength
28:	Control Light	87:	Reduction
29:	Animate Shadow	88:	Daydream
30:	Radial Navigation	89:	Life Detection
31:	Poison Sense	90:	Send Thoughts
32:	Know Location	91:	Dimension Walk
33:	See Sound	92:	Aging
34:	Feel Light	93:	Astral Projection
35:	All-round Vision	94:	Synaptic Static
36-41:	Intellect Fortress	95:	Attraction
42-47:	Mind Blank	96-98:	Roll on Table 2.
		99-00:	Roll once on this table and then on Table 2.

Psionic Wild Talents, Table 2

01-02:	Choose one on this table.	48-53:	Thought Shield
03-05:	Roll once on each table.	54-59:	Mental Barrier
06:	Life-Drain	60-65:	Tower of Iron Will
07:	Appraise	66:	Sensitivity to Psychic Impressions
08:	Cannibalize	67:	Precognition
09:	Levitation	68:	Summon Planar Creature
10:	Id Insinuation	69:	Shadow-Form
11:	Mind Thrust	70:	Clairvoyance
12:	Energy Redirection (new?)	71:	Invisibility
13:	Energy Absorption	72:	Mindlink
14:	Probe	73:	Metamorphosis
15:	Mass Domination	74:	Dimension Door
16:	Mindwipe	75:	Animal Affinity
17:	Inflict Pain	76:	ESP
18:	Post-Hypnotic Suggestion	77:	Molecular Manipulation
19:	Control Body	78:	Ectoplasmic Form
20:	Detonate	79:	Repugnance
21:	Time Shift	80:	Teleport
22:	Telepathic Projection	81:	Molecular Rearrangement
23:	Phobia Amplification	82:	Death Field
24:	Molecular Agitation	83:	Double Pain
25:	Cause Decay	84:	Invincible Foes
26:	Project Force	85:	Superior Invisibility
27:	Teleport Other	86:	Domination
28:	Complete Healing	87:	Telekinesis
29:	Switch Personality	88:	Energy Transformation (new?)
30:	Chameleon Power	89:	Psionic Blast
31:	Clairvoyance	90:	Ego Whip
32:	Fate Link	91:	Psychic Crush
33:	Banishment	92:	Flight (new?)
34:	Object Reading	93:	Psionic Sense
35:	Aura Sight	94:	Convergence
36-41:	Intellect Fortress	95:	Disintegrate
42-47:	Mind Blank	96-98:	Roll twice on Table 2
		99-00:	Choose one power from this table

Wizard Spells

Index by level

Level 1

Condense Water
Ice Sheet
Icewalk I
Mental Rejuvenation
Mind Bolt
Sand Glass

Level 2

Bloody Tears
Delay
Ethereal Gate
Ice Path I
Icewalk II
Masquerade
Prosthesis
Tor Kamal's Seeker Lightning
Unerring Concentration

Level 3

Armeth's Sand Dome
Cagliostro's Incredible Iceblast
Death Aura
Ice Path II
Mental Calm
Nerve Fire
Project Sensory Effects
Sand Storm
Shape Shift
Tor Kamal's Cloak Of Darkness
Tor Kamal's Creeping Tendrils of Shadow
Tor Kamal's Defiler Bane I
Tor Kamal's Gravity Power
Tor Kamal's Icefire
Tor Kamal's Icy Demolisher
Tor Kamal's Instant Barrier
Tor Kamal's Lightning Storm I

Level 4

Cagliostro's Combined Conjunction I
Sinkhole
Sword of Force
Tor Kamal's Laughing Terror
Tor Kamal's Lightning Speed I
Tor Kamal's Minor Ice Barrier
Tor Kamal's Misleading Myst
Tor Kamal's Shadow Blade
Tor Kamal's Shadow Fist
Tor Kamal's Shining Spears
Tor Kamal's Shocking Grasp I
Undead Vengeance

Level 5

Cagliostro's Combined Conjunction II
Cagliostro's Magically Enhanced Rapid Fire Missile
Tor Kamal's Combined Spellcasting
Tor Kamal's Defiler Bane II
Tor Kamal's Dimensional Barrier
Tor Kamal's Forceful Shadowball
Tor Kamal's Ice Rings of Protection
Tor Kamal's Lightning Form
Tor Kamal's Lightning Storm II
Tor Kamal's Puppet Master
Tor Kamal's Shadow Guard
Tor Kamal's Shadowcage

Level 6

Cagliostro's Specific Spell Immunity
Tor Kamal's Delayed Spellcasting
Tor Kamal's Geysers
Tor Kamal's Meteors from Sideral Cold
Tor Kamal's Pocket Channel
Tor Kamal's Power Spell
Tor Kamal's Shadow Giant
Tor Kamal's Shocking Grasp II
Tor Kamal's Tuned Magic

Level 7

Tor Kamal's Ice Barrier
Tor Kamal's Ice Demonguard
Tor Kamal's Icy Death From The Sky
Tor Kamal's Impossible Dimension
Tor Kamal's Lightning Speed II
Tor Kamal's Recall Shadowy Memories
Tor Kamal's Shadow Permanency
Tor Kamal's Specific Gate

Level 8

Tor Kamal's Multispheres
Tor Kamal's Obsidian Breath of the Dragon
Tor Kamal's Past Duplication
Tor Kamal's Rage of the Land

Level 9

Tor Kamal's Blizzard of Destruction
Tor Kamal's Greater Ice Barrier
Tor Kamal's Mnemonic Enhancer
Tor Kamal's Reverse Aging
Tor Kamal's Riot Storm
Tor Kamal's Wrath Upon Magic Resistance

Index by School

Divination

No spells under this school.

Enchantment/Charm

Tor Kamal's Puppet Master (5th)
Tor Kamal's Recall Shadowy Memories (7th)
Tor Kamal's Shadow Permanency (7th)
Tor Kamal's Rage of the Land (8th)

Invocation/Evocation

Ice Sheet (1st)
Mind Bolt (1st)
Ice Path I (2nd)
Tor Kamal's Seeker Lightning (2nd)
Cagliostro's Incredible Iceblast (3rd)
Ice Path II (3rd)
Nerve Fire (3rd)
Sand Storm (3rd)
Tor Kamal's Cloak Of Darkness (3rd)
Tor Kamal's Creeping Tendrils of Shadow (3rd)
Tor Kamal's Gravity Power (3rd)
Tor Kamal's Icefire (3rd)
Tor Kamal's Icy Demolisher (3rd)
Tor Kamal's Instant Barrier (3rd)
Tor Kamal's Lightning Storm I (3rd)
Cagliostro's Combined Conjunction I (4th)
Sword of Force (4th)
Tor Kamal's Minor Ice Barrier (4th)
Tor Kamal's Shadow Fist (4th)
Tor Kamal's Shining Spears (4th)
Cagliostro's Combined Conjunction II (5th)
Cagliostro's Magically Enhanced Rapid Fire Missile (5th)
Tor Kamal's Forceful Shadowball (5th)
Tor Kamal's Ice Rings of Protection (5th)
Tor Kamal's Lightning Form (5th)
Tor Kamal's Lightning Storm II (5th)
Tor Kamal's Meteors from Sideral Cold (6th)
Tor Kamal's Ice Barrier (7th)
Tor Kamal's Icy Death From The Sky (7th)
Tor Kamal's Multispheres (8th)
Tor Kamal's Obsidian Breath of the Dragon (8th)
Tor Kamal's Blizzard of Destruction (9th)
Tor Kamal's Greater Ice Barrier (9th)
Tor Kamal's Riot Storm (9th)

Necromancy

Mental Rejuvenation (1st)
Bloody Tears (2nd)
Prosthesis (2nd)
Death Aura (3rd)
Mental Calm (3rd)
Undead Vengeance (4th)
Tor Kamal's Puppet Master (5th)
Tor Kamal's Shadowcage (5th)
Tor Kamal's Rage of the Land (8th)

Illusion

Project Sensory Effects (3rd)
Tor Kamal's Creeping Tendrils of Shadow (3rd)
Tor Kamal's Laughing Terror (4th)
Tor Kamal's Shadow Fist (4th)
Tor Kamal's Impossible Dimension (7th)
Tor Kamal's Recall Shadowy Memories (7th)
Tor Kamal's Shadow Permanency (7th)

Alteration

Condense Water (1st)
Ice Sheet (1st)
Icewalk I (1st)
Sand Glass (1st)
Delay (2nd)
Ethereal Gate (2nd)
Ice Path I (2nd)
Icewalk II (2nd)
Masquerade (2nd)
Armeth's Sand Dome (3rd)
Ice Path II (3rd)
Shape Shift (3rd)
Tor Kamal's Defiler Bane I (3rd)
Tor Kamal's Gravity Power (3rd)
Sinkhole (4th)
Sword of Force (4th)
Tor Kamal's Lightning Speed I (4th)
Tor Kamal's Shocking Grasp I (4th)
Tor Kamal's Defiler Bane II (5th)
Tor Kamal's Dimensional Barrier (5th)
Tor Kamal's Shadow Guard (5th)
Tor Kamal's Delayed Spellcasting (6th)
Tor Kamal's Shadow Giant (6th)
Tor Kamal's Shocking Grasp II (6th)
Tor Kamal's Tuned Magic (6th)
Tor Kamal's Lightning Speed II (7th)
Tor Kamal's Past Duplication (8th)
Tor Kamal's Blizzard of Destruction (9th)
Tor Kamal's Reverse Aging (9th)
Tor Kamal's Wrath Upon Magic Resistance (9th)

Conjunction/Summoning

Tor Kamal's Cloak Of Darkness (3rd)
Tor Kamal's Creeping Tendrils of Shadow (3rd)
Tor Kamal's Icy Demolisher (3rd)
Cagliostro's Combined Conjunction I (4th)
Tor Kamal's Shadow Blade (4th)
Cagliostro's Combined Conjunction II (5th)
Tor Kamal's Forceful Shadowball (5th)
Tor Kamal's Geysers (6th)
Tor Kamal's Pocket Channel (6th)
Tor Kamal's Ice Demonguard (7th)
Tor Kamal's Icy Death From The Sky (7th)
Tor Kamal's Specific Gate (7th)
Tor Kamal's Riot Storm (9th)

Abjuration

Unerring Concentration (2nd)

Death Aura (3rd)

Tor Kamal's Cloak Of Darkness (3rd)

Tor Kamal's Defiler Bane I (3rd)

Tor Kamal's Minor Ice Barrier (4th)

Tor Kamal's Misleading Myst (4th)

Tor Kamal's Defiler Bane II (5th)

Tor Kamal's Shadowcage (5th)

Cagliostro's Specific Spell Immunity (6th)

Tor Kamal's Ice Barrier (7th)

Tor Kamal's Greater Ice Barrier (9th)

Tor Kamal's Reverse Aging (9th)

Spell list

Level 1

Condense Water (Alteration)

Range: 60 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 10 square feet +1 square foot/level
Saving Throw: None
Author: Ronald Jones
<JONESRD%SJSUVM1.BITNET@cmsa.Berkeley.EDU>

When casting this spell the caster condenses water out of the air, the water collects as dew on any appropriate surface or in a specially prepared container. The water is not magical, it is simply condensed out of the surrounding air the amount of water condensed is related to the relative humidity. The center of the spell can be located at any point up to the max range of the spell. The spell creates 2 ounces(oz) of water per 10 square feet of the area of the spell, assuming up to 10% relative humidity (see table for higher humidity). For the times that the area of effect is not at an even number such as at 5th level (15 square feet) the caster should get, at 10% humidity 3oz of water, or 2.2oz for 6th level, etc., till you get 4oz with 20 square feet at 10th level.

If the humidity is % per 10 square feet:

Humidity %	per 10 ft ² air
up to 10%	2oz
11 to 20%	4oz
21 to 30%	6oz
31 to 40%	8oz (1 cup)
41 to 50%	10oz
51 to 60%	12oz
61 to 70%	14oz
71 to 80%	16oz (2 cups)
81 to 90%	20oz
91 to 100%	24oz (3 cups)

The material component is a pinch of very fine river or sea silt, tossed into the air when the spell is cast. The water simply condenses on all nearby surfaces (i.e., trees, rocks, ground, characters, and especially metal). At fifth level the condensed water can be directed into a specially constructed flask or jar. The somatic component is tracing the square in the air and then pointing toward where the center of the spell will be.

This spell can only be cast once in any particular area as it does drain the liquid out of the air. The air around the spell's area of effect will decrease

in relative humidity by 10%. It may take two to eight (2d4) turns for the moisture level to return to a level where the spell could be cast again.

Note: Athas is a very dry place, normal humidity runs at less than 10%, Athas is similar to a high dry desert. A lucky character might meet 20% to 40% humidity near a large river or lake, not a well, stream, or even a geyser. The only place that a character might find humidity over 50% would be in the Halfling jungle of the Ringing Mountains' forest ridge. Needless to say if this spell was cast by a high level preserver in one of these areas of high humidity, it could be dangerous.

Ice Sheet (Invocation/Alteration)

Range: 10 yards
Components: V, S, M
Duration: 3 round + 1 round/level
Casting Time: 1
Area of Effect: 10' x 10' square area
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

This spell works exactly as the first level spell Grease except that it covers the designed area with a thin layer of magical ice, the material component is a drop of water wick the wizard must blow toward the area of effect.

This is the first spell Tor Kamal researched. His strange passion for ice and cold begun during his years spent between the peaks of the Ringing Mountains where he learnt to fear the low night temperatures.

Icewalk I (Alteration)

Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1
Area of Effect: One creature + 1 per 2 levels of the caster
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell allows the recipients to walk on icy surfaces of any kind without risk of slip, skid or fall, it also permits to "skate" on the same kind of surfaces without need of any equipment or training. This spell does not cancel slopes so skating upwards is at least not easy. The movement when skating is increased by 50%. Skating downwards increases the base movement rate of another 50% for a total speed that is double the normal one. The spell does not imbue

the recipient with any superhuman dexterity so not all the downward slopes will be accessible, the most vertical ones should be treated as normal for purposes of slipping. The spell does not give any skiing ability and movement on snow is not affected at all.

Mental Rejuvenation (Necromancy)

Range: Touch
Duration: Permanent
Components: V,S,M
Casting Time: 1 round
Area of Effect: One Creature
Saving Throw: N/A
Author: Brian J. Toleno
<BRIAN@OPUS.CHEM.PSU.EDU>

The caster using a lock of hair or piece of the scalp of the recipient holds his/her hands on their head and is able to restore 1d6/lvl PSPs to them. This spell can never bring the recipient to or past full PSP totals.

Mind Bolt (Evocation)

Range: 60 yards + 10 yds/lvl
Components: V, S
Duration: Instant
Casting Time: 1
Area of Effect: Creatures in 10' cube
Saving Throw: None
Author:
<LSACHA@TUBA.AIX.CALPOLY.EDU>

Use of the Mind Bolt spell creates up to 5 energy missiles which unerringly strike their target. The caster must be able to see or detect the target. Each missile that hits does 1d4 pts of pain damage. Pain damage is not permanent, and resting for one hour will heal all of it. If a creature who is hit by a Mind Bolt takes enough damage (physical + pain) to kill them, they are merely knocked out for one hour, when they regain all hit points lost to pain. If the amount of overkill damage that the creature took is greater than the amount of pain damage, then the creature dies anyway.

The number of bolts depends on the caster's level. He receives one bolt at first and an additional bolt at every even level. Multiple bolts can strike one creature several times, or hit several creatures. The bolts will be the same color as the caster's sensory effect.

Sand Glass (Alteration)

Range: 1 ft.
Duration: Permanent
Components: V,S,M
Casting Time: 1 round (see below)
Area of Effect: Special
Saving Throw: None
Author: Mizar the Brilliant
<MARCOS@IFI.UNICAMP.BR>

This simple spell allows wizards to create small glass objects (up to 3 pounds) out of sand. If used creatively, it is a handy spell for many situations. The caster can shape the glass in any way he wants, but trying to duplicate an existing object or creating something complex or valuable will require the proper artistic proficiencies. The caster can produce either transparent or translucent glass. Common products of this spell are cups, bowls, vials, small windows, crystal bullets, cutting shards, and so on. The spell itself doesn't produce sharp enough edges for cutting, but this can be done after the glass is made. It takes at least one round to prepare the glass, plus a variable time for the shaping, dependent on the object's complexity (DM's discretion). The material component of this spell is a small crystal lens to concentrate any light source stronger than torchlight on the sand. The lens is not expended.

Level 2

Bloody Tears (Necromancy)

Range: 10 yds/lvl
Components: V, S, M
Duration: 1 rnd/lvl
Casting Time: 3
Area of Effect: 1 target creature
Saving Throw: Neg.
Author: Jason R. Toood
<JTOOD@COMP.UARK.EDU>

The caster must make eye contact with the target. The caster then crushes the eye in his fist while casting the spell. The target's eyes immediately start bleeding (dmg=1/rnd, blinded for the duration of the spell, suffering -4 to hit, +4 AC). The victim may save, in which case she/he takes only one point of damage. The caster does not have to concentrate to maintain this spell. The material component is a dead man's eye.

Delay (Alteration)

Range: Caster
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Author:
<LSACHA@TUBA.AIX.CALPOLY.EDU>

The delay spell causes any spell cast in the following round to have its effect delayed for up to 1 round per caster level. At the end of the delay spell, the spell takes its normal effect. If the delayed spell is an area effect spell, its area must be stated at the time of casting, not when it goes off. If the spell affects the caster or if the caster must give instructions, etc..., then the caster must still be within the area.

Because the spell requires extreme mental skill, the caster must roll an intelligence check with a -5 penalty. If the intelligence check fails, the both the delay spell and the affected spell do not function and are wasted.

After the delay has taken effect, the spell works normally, with its standard area of effect and range. The delayed spell, however, is weakened slightly, and all saving throws are made with a +3 bonus. Spells which normally do not allow a save are allowed a save, but with no bonus to save.

Ethereal Gate (Alteration)

Range: Touch
Components: V, S, M
Duration: 2 turns/lvl
Casting Time: 2
Area of Effect: Special
Saving Throw: None
Author:
<LSACHA@TUBA.AIX.CALPOLY.EDU>

(This is basically an altered version of Rope Trick)
When this spell is cast, a piece of rope must be formed into a circle. The circle will enlarge itself, and it becomes a portal to an extra dimensional space. The space can hold up to 8 people or creatures of medium size. The rope circle can be pulled in to close the entrance to the extradimensional space. Creatures inside can see everything they would normally be able to see from inside the space, but other creatures pass right through them and will not notice them. Spells or psionics can not cause effects outside the ethereal space. The rope circle must be reopened when the characters wish to leave.

If the spell ends with the characters still inside, they appear at the point where they entered it, in whatever position they were in at the end of the spell.

The material component of this spell is a 1 ft piece of rope to make the circle which is consumed in the casting. The Somatic component of this spell is making several gestures over the rope and then forming it into a circle.

Ice Path I (Invocation, Alteration)

Range: 0
Components: V, S, M
Duration: 2 turns + 1 turn/level
Casting Time: 2
Area of Effect: Special
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

This spell is similar to the 1st level Ice sheet in execution and effects. Instead of creating a square sheet the spell shapes the ice to make a path 3-foot wide. The wizard has complete control on the shape of the path but all of it must be in contact with terrain (from stone to sand any terrain is good enough but quicksands and the like are not). The path stretches for 20 yards per level of the caster and may cross itself and create any possible pattern or shape, it could be used to create a round or square area like that of the Grease spell. The covered area will be equal to 60 square feet per level of the caster (60% of the normal Grease). Any creature that steps on the ice is subject to the rules for Grease except that if the sheet is very large it could be impossible to reach sure ground at the first attempt. This spell was mainly designed to be used with the several Icewalk spells. The material component of the spell is a small quantity of water which is consumed.

Icewalk II (Alteration)

Range: Touch
Components: V, S
Duration: 2 turns + 1 turn/level
Casting Time: 2
Area of Effect: Three creatures + 1 per 2 levels of the caster
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell works exactly as the 1st level one. It enables also the recipient to skate upwards on ice sheets with an incline of up to 15% at normal speed (faster than climbing it). On a plain surface the skating movement rate is the same as per the

1st level spell. When skating on a downward slope the normal movement rate is tripled.

Masquerade (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 day + 1/4 day per caster lvl

Casting Time: 1 round

Area of Effect: 1 individual or creature

Saving Throw: None

Author:

<LSACHA@TUBA.AIX.CALPOLY.EDU>

This spell is a lesser version of my 3rd level spell shape shift. It functions the same way as that spell with the following exceptions. Height and weight can only be changed +/- 5%. This spell can't be used to change the type or race of a creature or person unless the recipient is already the right size and weight.

To endure the effects of this spell, a person must make a system shock check (for creatures with no constitution score, use a save vs death magic as a priest of their hit dice). If the system shock roll fails, then the person or creature is unconscious. If a character is killed while under the effects of masquerade, the effects fade 12 hours after he dies or the duration of the spell expires, whichever is shorter. This spell can not be cast on dead people or creatures.

The material component of this spell is a mud paste made from silt and water which is smeared sparingly on the recipient's face and/or body before casting the spell.

Prosthesis (Necromancy)

Range: touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 limb

Saving Throw: Special

Author: John M. Martz

Prosthesis allows the caster to fashion a relatively functional prosthetic limb. The limb may be as small as a single

digit or any amount up to an entire arm or leg.

In order to cast this spell, the wizard must obtain a matching limb, which needs to be about the same size as the missing member and the same genus as the recipient. Thus, an elven arm could be grafted onto a human, but a thri-kreen limb could not. While the limb is usually taken from a dead body, the caster can use the target's own limb if it is available. If the stump has healed (if it is not a fresh amputation), the mage must cut

all living flesh from the end of the stump before casting this spell -- this spell provides no pain relief. After preparing the stump, the caster touches the prosthetic limb to the stump and casts prosthesis. The new limb fuses with the target's skeleton, and he can begin to use it as soon as the casting is finished.

Unfortunately, the target does not regain full function of his limb. The new limb, while functional, has no sense of touch and provides only 25% of normal functioning. With each passing week, the character gains another 5% functionality up to a maximum of 75% of normal. The exact impact this decreased functionality will have upon the character is up to the DM -- examples included worsened movement rates, armor class, THAC0, reaction adjustments, thieving skills, etc. (but better than if the character did not have a prosthesis at all). Furthermore, only the bone within the limb is affected by this spell -- the remainder of the limb continues to rot until nothing remains but the bone.

This spell can only be used on characters with missing limbs (e.g., it can't be used to give a two-legged character a third leg). The material component is the dead limb. The limb may be in any state of decomposition as long as the bones are intact.

Tor Kamal's Seeker Lightning (Evocation)

Range: 50 yards (see below)

Components: V, S, M

Duration: 1 round per level

Casting Time: 2

Area of Effect: The caster

Saving Throw: Special

Author: Darknight <dark@newsoft.it>

For the entire duration of the spell the wizard's right hand (left if left-handed) is enveloped in a faint blue light. Once per round the wizard may hurl one spear-like lightning at a single opponent within 50 yards. His chance to hit (dexterity bonuses apply) and the effects of the lightning are listed in the following table.

Level	THACO	Damage	Save
up to 4	17	1d8	No other effects.
5-8	15	1d8+1	+1d4 damage if failed.
9-12	13	1d10	+1d6 damage if failed.
13-16	11	1d10+1	* Save at +2 or be stunned 1 round, if successful +1d6 damage.
17-20	9	2d6	Save vs. spell or be stunned 1 round, if successful +1d6 damage.
21+	7	3d6	Save vs. spell or be stunned 1d4 rounds, if successful +1d6 damage.

The effects of lower levels are not cumulable with the following ones. Remember that since this spell requires an attack roll it may be used for called shots (with the normal maluses).

The material component of the spell is a crystal miniature of a spear wich is not consumed during the casting.

Unerring Concentration (Abjuration)

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 round/level

Area of Effect: Caster

Saving Throw: None

Author: Steve Bartell
<STEVEBAR@WORDPERFECT.COM>

This spell allows the wizard to have no distractions to his concentration -- especially in casting spells. The caster will be able to withstand 2 points of damage per level each round the spell is in effect without disrupting casting. (i.e. a 10th level wizard could take up to 20 points of damage each round.) Fifty or more points of damage will automatically negate the benefits of the spell for that round, regardless of level. Disruption of concentration does not mean the unerring concentration spell is negated; it is just ineffective during that round. Amputation of necessary limbs, of course, will destroy the spellcasting. The caster must still be able to go through the verbal and somatic part of the spell. A wizard who is successfully grappled will be unable to cast, even with the unerring concentration.

A person protected by this spell will still take damage and be aware of pain, they will just be unaffected by it until the spell duration expires. A mage who reaches 0 hit points is dead, despite the protective nature of this spell.

Level 3

Armeth's Sand Dome (Alteration)

Range: 0

Components: V, S, M

Duration: 1 hr + 1 hr/lvl

Casting Time: 1 round

Area of Effect: Large enough for 10 people and gear

Saving Throw: None

Author: Michael Kenyon
<KENYON@DICKINSON.EDU>

This spell cause sand, earth, loose gravel, topsoil, etc. around the mage to form into a hollow dune. The dune is one foot thick and large enough to hold 10 people, their gear and sufficient air for them to breathe comfortably for the duration of the spell.

Note, the spell is gauged off of a cluster of life forms, so pets and the like take up just as much room for the spells effect as a hill giant does and if a life form is more than 10' distant from the rest of the cluster, he is excluded from the spell. The dune is hard enough that it may be walked over by any creature of Medium size or under without a chance of it collapsing. Should a creature of Large size walk on it, it will hold for 1 rd. + 1 rd./lvl. of the caster, assuming that the creature is not actively attempting to enter the dome. Larger creatures crush the dome in one rd. From the outside, the dune appears to be part of the natural landscape and unless the person in question knows the terrain intimately, they will not suspect that there is anything afoot with the terrain. The dune is not see through from the inside and it requires a Hear Noise roll to perceive sound through the earth.

Common uses of this spell are to give the party a convient place to sleep to avoid encounters or to protect the party from either sand storms or the beating mid-day sun.

The material component is a glass dome half-filled with fine sand and a miniature silver replica of a campsite attached to the base. The item is worth 100 gp and is not destroyed with the casting of the spell. The sand, however, must be replaced with each casting, through the corked hole in the base. Upon casting the spell, the globe is shook, while the words, "There's no place like home," are said in Svirfneblin.

Cagliostro's Incredible Iceblast (Evocation)

Range: 10 yds + 10 yds/lvl

Components: V,S,M

Duration: Instantaneous

Casting Time: 3

Area Of Effect: 20-foot radius

Saving Throw: 1/2

Author: Jim Toth
<cagliostrosden@geocities.com>

An iceblast is an explosive burst of cold which detonates with a low roar and deliver damage proportional to the level of the wizard who cast it -- 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the iceblast creates little pressure and generally conforms to the shape of the area in which it occurs. The iceblast fills an area equal to its normal spherical volume (roughly 33,000 cubic feet)

All items susceptible to cold damage must make a saving throw versus cold to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the iceblast. This spell functions basically the same in all respects as the fireball spell except where noted.

Death Aura (Necromancy, Shadow, Abjuration)

Range: 0

Components: V, S, M

Duration: 10 rounds + 1 round/level

Casting Time: 4

Area of Effect: 3 yards radius area

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell causes a swirling myst to appear around the caster to form a shape roughly that of a sphere with a 3 yards radius. The myst is obvious and any being is able to detect it but mysteriously it does not block sight, it radiates magic of the appropriate schools.

Any being which touches the myst with a small part of its body must make a saving throw vs. breath weapon or be slowed as per the spell. Entering the sphere with a larger part of the body causes the save to be rolled at -4. Being entirely into the vapors causes the victim to be slowed without saving throw, if another save vs. poison is failed the victim is also paralyzed for the current round. Check for these effects at the start of each round or as soon as someone touches/enters the sphere.

Note that all *Haste* and similar spells including but not limited to *Time Stop* are instantly negated if the recipients of such enchantments touch the sphere.

The material component is fresh blood from the caster, which he must obtain wounding himself. The caster must roll a saving throw vs. paralyzation which if failed means that the concentration was broken by pain and the spell fails.

Ice Path II (Invocation, Alteration)

Range: 0

Components: V, S, M

Duration: 2 turns + 1 turn/level

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

Author: Darknight <dark@newsoft.it>

This spell works exactly as the 2nd level version except that the path is 30 yards long per level of experience.

Mental Calm (Necromancy)

Range: 5yds/lvl

Duration: 1rd/lvl

Components: V,S,M

Casting Time: 5

Area of Effect: One creature

Saving Throw: Special

Author: Brian J. Toleno
<BRIAN@OPUS.CHEM.PSU.EDU>

The use of this spell allows the target to gain a saving throw versus psionic and other mental attacks that do not normally allow saving throws and a bonus against those that do. If the target is already under the influence of such an attack/power (i.e. id insinuation, attraction, etc.) they would get a save vs spells at -2 (+ WIS bonuses) to ward off the effects of the power. If they are attacked while this spell is in effect they make a save versus spells to ward it off, if no save is normally allowed, and a save at +2 if one is normally allowed (i.e. Psionic blast). This does not offer protection versus non-mental attacks such as disintegration and other such powers. The material component for this spell is a bit of flesh from a dead psionic creature.

Nerve Fire (Evocation)

Range: 10 yds + 10 yds/lvl
Components: V, S, M
Duration: Instant
Casting Time: 3
Area of Effect: up to 5'/lvl radius
Saving Throw: 1/2
Author:
<LSACHA@TUBA.AIX.CALPOLY.EDU>

Nerve fire creates a field of glowing, see through, flames the color of the caster's sensory effect. These flames can spread up to a radius of 5' / caster level from the center of the spell effect. The caster must specify the radius at the time of casting. These glowing flames do 1d6 points of pain damage for each level of the caster to everyone within the area of effect (for the effects of pain damage, see the Mind Bolt spell). The caster only takes 1/2 damage or none with a save if he is within the area of effect. The magic flames spread along the ground and only reach about 10' in the air. Flying creatures are unaffected by the spell unless they were close to or on the ground during the casting.

When casting the spell, the caster sends a small spark along the ground until it reaches the center of the area of effect and then instantly spreads throughout the area of effect. Creatures who make a saving throw vs. spell take only half of the amount of pain damage.

The material components are a handful of powdered sulphur and sand which are thrown in the direction of the area of effect.

Project Sensory Effects (Illusion)

Range: 0
Components: V, S, M
Casting Time: 3
Duration: 1 round/level
Area of Effect: 20 yards
Saving Throw: Special
Author: John M. Martz

With this spell, the wizard projects certain sensory effects onto another target, making it appear that the target is actually the person casting the spell (sensory effects of spellcasting are discussed in DK, pp., 46-52). The wizard must first cast project sensory effects normally (NOTE: this spell does not project its own effects when cast, only the effects of subsequent spells, including subsequent project sensory effects spells). Then, for the duration of this spell, the sensory effects of every spell that he casts have a chance of being projected onto a randomly determined target within the area of affect.

Each time the wizard casts a spell while project sensory effects is in effect, simply count all possible targets within 20 yards of the caster (do not count the caster -- do count the caster's companions and any other humanoid within the area of effect) and roll the closest die to determine which one is the target. For example, if there are seven possible targets, roll 1d8, rerolling any rolls resulting in eight. The target is allowed a saving throw versus spells, including the -1 penalty when this spell is cast by an illusionist. If he fails, he appears to be the source of the sensory effects that normally emanate from the caster. If he succeeds, the sensory effects appear to originate from the caster, as normal. A wild mage has a 50% chance of selecting the target, as long as the target is within the area of effect; if the roll is above 50%, determine the target randomly.

The spell affects visual, aural, olfactory, taste, and tactile effects; "additional" effects are included at the DM's

discretion, but grand effects are never affected. The somatic concealment proficiency has no affect on whether or not a target is perceived as the source of any projected effects; however, the sensory alteration proficiency can be used to increase or decrease the intensity of the sensory effects regardless of the perceived source of the effects (see DK, p. 48). The material component is a pinch of silt collected during a silt storm.

Sand Storm (Evocation)

Range: 60 yds
Duration: 1 turn + 1 rd/lvl
Components: V,S,M
Casting Time: 4
Area of Effect: 50' radius
Saving Throw: Special
Author: Michael Kenyon
<KENYON@DICKINSON.EDU>

This spell creates a sand storm from any convenient source of sand, gravel or loose topsoil in the area of effect, which may be used either defensively or offensively. In its defensive capacity, the sandstorm may be used as a cloak for an escape or as a means of blocking pursuit. In an offensive capacity, it may be centered on a person(s) and have effects on them. The degree of the storm created is variable, based on a d20 roll against the table below. For every 3 levels of the wizard casting the spell, there is up to a +/- 1 modifier, if the mage wishes to take it. Unless noted as such, there is no save for effects [you really can't avoid it, and it is a physical attack, so there is really nothing to save against for a lot of the effects].

d20	Type of Storm	Effects
01-04	Light	Obscured vision, 3/4 mv.
05-12	Moderate	Obscured vision, 1/2 mv., 1 hp/rd damage.
13-17	Heavy	Obscured vision, 1/2 mv., d4 hp/rd damage.
18-19	Turbulent	Obscured vision, 1/4 mv., d6 hp/rd damage, svcs. magic +2 or choke on dust, etc. for d10 damage extra (cont. rolling till you make one)
20	Extreme	Obscured vision, 1/8 mv., d8 hp/rd damage, svcs. magic or choke on dust, etc. for d10 damage extra (cont. rolling till you make one), svcs. spell or be blinded (svcs. once)

Note that any man-sized or smaller flying creature is downed by a heavy storm, large creatures are downed by a turbulent storm and gargantuan creatures are downed by an Extreme storm.

The material component of the spell is a handful of fine sand which is blown off the hand in the direction in which you wish the sand storm to rise.

Credit should also be given to my DM who helped in getting bugs out GROVER@DICKINSON.EDU.

Shape Shift (Alteration)

Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 individual or creature
 Saving Throw: None
 Author:
 <LSACHA@TUBA.AIX.CALPOLY.EDU>

This spell can change the basic features of any creature or person. It can change facial features, facial hair, amount of hair, hair color and length, skin shade and texture, height (+/- 10%), weight (+/- 10%), appearance of muscles, and other similar things. This spell can't be used to to change the type or race of a creature or person unless the creature to be changed into is very close to the original form (same number of limbs, same size, no strange extremities). This spell also allows duplication of a specific person or creature.

Although the casting time is only one round, the change takes about 2 hours. This slow change is

obvious to anyone around the recipient for more than a few rounds, so the recipient must usually stay in hiding. After the two hour period of change, the change will no longer be detectable as magical. To endure the effects of this spell, a person must make a system shock check (for creatures with no constitution score, use a save vs death magic as a priest of their hit dice). If the system shock roll fails, then the person or creature falls unconscious. Twenty-four hours after a creature or person dies, the spell will fade. This spell can be cast on dead people or creatures, however then the duration is only 12 hours plus one hour per level of the caster, up to 24 hours.

The material component of this spell is a mud paste made from silt and water which is smeared sparingly on the recipient's face and/or body before casting the spell.

Tor Kamal's Cloak Of Darkness (Conjuration, Evocation)

Range: Touch
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: One being
 Saving Throw: Negates
 Author: Darknight <dark@newsoft.it>

This spell causes a light fog to appear around the recipient. He has a number of points equal to double the caster's level + 1d4 to use in the following way: spending one point causes the mist to become magical darkness in a 1 yard radius around him, the radius of the darkness sphere may be increased up to 5 yards on a 1 point/1 yard base. The sphere may be left still by the recipient at will, this costs 3 points; centering again the sphere on the recipient does not have a cost.

At the start of each round the recipient must choose the radius of the sphere and spend points accordingly, the spell lasts until the recipient ends it or all the points are spent or one turn elapses whichever comes first.

The recipient may see perfectly in the magical darkness as if it was not there. Any means to see in magical darkness allow the user to see normally. *Light* and *Continual Light* are not enough to dispel the darkness but a 3rd level or higher similar spell will work.

An unwilling target may save vs. spell to negate the entire spell.

Tor Kamal's Creeping Tendrils of Shadow (Evocation, Conjuration, Illusion)

Range: 10 yards per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: 2 yards per level radius circle
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

This spell causes a large amount of tendrils made of shadow and smoke to come into being. They are as thin as hair until the caster so desires and they extend around him provided he does not move or does so at a very slow rate (no flying is allowed for the spell to operate). As said the tendrils will spread in a roughly circular area around the caster, just below the terrain so that it is impossible to see them. At the will of the wizard the tendrils will grow until they resemble those of *Evard's Black Tentacles*, there are always 3 tentacles for each being to be entrapped. The tentacles work exactly as those of *E'sBT* for the first round, during subsequent rounds they simply hold the grasp thus they do not inflict more damage.

Entrapped beings have their movement reduced to 0 and lose all dexterity bonuses but may fight as normal (may not kick of course).

The material component for the spell is some smoke, mist or shadow/darkness.

Tor Kamal's Defiler Bane I (Alteration, Abjuration)

Range: 100 yards
Components: V, S
Duration: 1 turn per 2 levels of the caster
Casting Time: 3
Area of Effect: 50 yards radius area
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

Any defiler mage within the area of effect will find very difficult to get energy to cast spells. He is considered to have one less level for every 5 levels of the caster of the Defiler Bane when determining spell effects, the effects of defiling on ground are determined as if the spell cast was 4 levels lower. This spell may also be targeted on a single wizard, if he fails a saving throw vs breath weapon the area will be centered on him and will follow him even if ethereal, astral, teleported or plane shifted for the entire duration.

Tor Kamal's Gravity (Invocation/Evocation, Alteration)
Reversible

Range: 10 yards per level
Components: V, S, M

Duration: 2 rounds per level
Casting Time: 2
Area of Effect: 3 yards per level radius/3 yards per level high cylinder
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell manipulates the gravity field of the area of effect to make the attraction more powerful. The effective gravity is raised by 10% per level of the caster. The weight of all items and beings is accordingly increased. Starting from 10th level every being in the area of effect is slowed as per the spell and at 20th level moving is almost impossible without a truly exceptional strength. The DM may rule that every spell with somatic components has a chance of failing and the ones with material components may be even more difficult to cast (especially if they require particular handling).

The reverse of this spell works exactly in the opposite way lowering the attractive power in the area (may be used to protect from falling damage). Note also that both versions do not allow for a magic resistance check as the gravity is completely "natural".

The material component for both versions is a piece of magnetite.

Tor Kamal's Icefire (Ice, Evocation)

Error! Reference source not found.
Error! Reference source not found.Range: 100 yards + 10 yards per level
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: sphere (see below for radius)
Saving Throw: None
Author: Darknight <dark@newsoft.it>

Tor Kamal really hates fire and this spell shows how much.

In the entire area of effect fires are transformed into ice. The amount and nature of fire to be affected, the type of ice created and the radius of the area of effect are shown in the table below.

Level of wizard	Affected fires	Type of ice	Radius in yards
up to 6	Normal fires	Normal ice	2
7-8	1st level*	Normal ice	3
9-10	2nd level*	Normal ice	5
11-12	3rd level*	Magical**	8
13-14	4th level*	Magical**	12
15-16	5th level*	Magical**	25
17-18	6th level*	Magical**	50
19-24	7th level*	Magical***	100
25-29	8th level*	Magical***	200
30	9th level*	Magical***	400

* this is the level of the spell that created the magical fire. If fire was generated by devices the DM must decide the "level" of the object. Fire from the elemental plane is treated as 3rd level magical fire.

** this ice will melt only if exposed to temperatures of 50° C or higher (whether magical or natural).

*** this ice will never melt by natural means, no matter how high the temperature is. A temperature of 100° C caused by magic will cause it to melt, any fire-based spell will transform all the ice in its area of effect into water.

Tor Kamal's Icy Demolisher (Conjuration, Evocation)

Range: 10 yards

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: 2 square feet surface per caster level

Saving Throw: Negates

Author: Darknight <dark@newsoft.it>

This simple spell conjures water to fill cracks and spaces between the bricks/stones of a building. As soon as the space is filled the water is instantly frozen and becomes ice. The section of wall/ceiling/floor on which the spell is cast becomes weak and is very likely to fall after the ice is melt (two rounds after the casting) if a sufficient pressure is applied. Note that the effects of this spell are noticeable only by someone proficient in masonry or similar discipline.

Tor Kamal's Instant Barrier (Evocation, Abjuration)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell resembles a form of specialized *Contingency*. After it is successfully cast the spell is held ready until the wizard thinks it is the moment to use it then a transparent barrier of ice surrounds him. The barrier will prevent all physical attacks from striking the wizard. Spells and psionics may still affect the wizard but their effects are delayed to the end of the round if still applicable (eg: the wizard teleported away). The wizard is in no way obstructed by the ice (with the exception of melee attacks which are impossible): spells, psionics and any other abilities may be used at their fullest as well as any mechanical or magical device.

If a situation arises where the wizard should lose concentration he is allowed to make a saving throw vs. spell to avoid this.

As the activation requires a mere thought the barrier will be effective since the beginning of the round. At the end of the same round the barrier dissipates.

Note that if it is not activated within 1 month since casting the spell dissipates.

The material component of the spell is a small diamond which is not consumed and may be reused.

Tor Kamal's Lightning Storm I (Evocation)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 30-foot radius

Saving Throw: None

Author: Darknight <dark@newsoft.it>

While stating the arcane words the caster must throw a nonmagical crystal sphere (as big as 2" in diameter is enough), upon reaching the highest point in its trajectory the sphere will suddenly stop and start to swirl at an incredible speed. At the start of the following round (always wins initiative) a massive number of lightnings (all coming from the sphere) will strike everything in a 30-foot radius area centered on the caster. The wizard loses 1d8 points + 1 point per level, other beings lose 1d4+2 points per level of the

caster. The caster may choose to "hold the blow" by deciding to cast the spell as if he were of a lower level. Note that since this spell strikes at the beginning of the round spellcasting is not disrupted (but concentration is).

Level 4

**Cagliostro's Combined Conjunction I
(Evocation, Conjunction/Summoning)**

Range: 0
Components: Special
Duration: 1 day (special)
Casting Time: Special
Area Of Effect: Special
Saving Throw: Special
Author: Jim Toth
<cagliostrosden@geocities.com>

This spell allows the caster to combine up to three spells into one. The caster programs this spell at the beginning of the day. Up to three first thru third level spells can be cast into this spell, depending on the caster level. At seventh level, the caster can program up to three spell levels into the combined conjunction. This ability increases by one spell level per level of caster after 7th to a maximum of 9 spell levels (three third level spells) at 12th level. This spell must be set up at the beginning of the day and counts against the caster total allowable spells for that day. If placed into a Ring of Spell Storing, or on a scroll, the combined conjunction will last until cast, however this spell could take up to four slots. Casting time for this spell is 1 round initially when the spell is first set up, plus the casting times of all spells program into the combined conjunction. Once the spell is set, the combined conjunction needs only a single command word to activate it (casters choice), one segment. The programmed spells can be set to go off either in the same segment or in consecutive segments. The material components of this spell are a piece of twine tied around the casters finger and those components required for the programmed spells. All materials are used when the combined conjunction is first set.

Sinkhole (Alteration)

Range: 30'
Components: V, S, M
Duration: 6 rnds
Casting Time: 4
Area of Effect: Up to 4 creatures, 10' radius
Saving Throw: Special
Author: Michael Kenyon
<KENYON@DICKINSON.EDU>

Upon the casting of this spell, a section of ground that the mage targets becomes a sinkhole 10' in radius. Up to four creatures (caster's choice of number effected; must be in range, and are counted out from the centering point of the of the spell; i.e., PCs or friendly NPCs may be caught in the AOE if they are closer to the center than a hostile creature is). Those in the AOE must make a savings throw vs. spells to negate the spell straight off. The save is modified by the number affected.

#	Mod.
1	-2
2	-1
3	0
4	+1

Should the creature(s) affected make their save, then they are assumed to have thrown themselves out of the area as the sinkhole started. This saves them from the spell, but also causes them to automatically lose initiative for the next round, going dead last in the round. If they fail their save, the spell takes effect and the next round begins the duration of the spell. Note, the modifiers above apply to all saves listed below as well.

1st rd.: If they have failed their initial save (above) they are affectively held (as per hold person, even if they aren't a "person" and start to sink.

2nd rd.: They save again at -2 (plus modifiers from above). If they succeed, they cease to sink, but are still effectively held. If they fail, they cont. to sink.

4th rd.: They save again at -4 (plus modifiers from above). If they succeed, they cease to sink, but are still effectively held. If they fail, they go under the sands. They will die in 2 rds. (last rd. of the duration) if they are not rescued.

Should a dispel magic be cast at any time successfully on the sinkhole before the duration expires, all trapped creatures are ejected from the ground, and are able to act in the next round. Should the duration end with the victims effectively held and above the surface, they may regain their feet as their action for the next round.

The material component for the spell is an egg timer, which is destroyed in the casting of the spell.

Credit should also be given to my DM who helped in getting bugs out GROVER@DICKINSON.EDU.

Sword of Force (Evocation/Alteration)

Range: 0
 Components: V,S,M: a handle of a steel sword, gold dust
 Duration: 3 rounds / level of caster
 Area of Effect: Caster
 Casting time: 1 round
 Saving Throw: None
 Author: Dennis Kefallinos
 <DENISON@THESEAS.NTUA.GR>

This spell creates a spectacular glowing sword (kind of like a Star Wars lightsaber!). It must be cast on a handle of a steel sword, which must be made especially, or cut from a regular sword. The handle is not consumed. A second component is 1 GP worth of gold dust, which is consumed during the casting. For the duration of the spell a gleaming power blade is projected from the handle, which simulates a normal sword.

The base damage it causes is 2d6 (S-M) / 2d10 (L) if used single-handed and 2d8 (S-M) / 2d12 (L) if used two-handed, to which strength and magical bonuses (if available) are added. The former use requires proficiency in one-handed sword (short or long) and the later in two-handed sword (bastard or two-handed). Further special abilities are determined by the level of the caster, as follows:

Level of Caster	Special Abilities of Blade
1-6	Not applicable
7	Normal non-magical sword
8	Sword +1
9	Sword +2
11	Sword +2 of Sharpness
13	Sword +2 of Wounding
15+	Sword +3 Vorpal

A caster of above 13th level can specify which type the sword will be (of the types available to lower levels). When subjected to physical strain the blade has double the strength of steel. If more pressure than that is applied the spell is negated. If the handle leaves the hand of the caster the spell is negated immediately. Because the sword of force is very light in weight, weapon speed is only 3 when used single-handed and 5 when used double handed.

Tor Kamal's Laughing Terror (Shadow, Illusion)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 4
 Area of Effect: 60' long cone, 30' diameter at end, 5' at base
 Saving Throw: Negates
 Author: Darknight <dark@newsoft.it>

As the wizard laughs at his enemies terrifying visions form out of a myst cloud that surrounds him. This spell works exactly as *Fear*, it is a Shadow version of the classic enchantment.

Tor Kamal's Lightning Speed I (Universal, Alteration)

Range: 0
 Components: Special
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Darknight <dark@newsoft.it>

By means of this spell the caster alters the time flow and sharpens his senses for a few seconds so he is able to act and think much faster than normal. In game terms his initiative roll will be a 0 during the round following the one in which he casts this spell, speed factors and casting times still apply. As the spell is more a mental pattern and concentration technique than true magic it requires no special gestures, words or ingredients per se, however many wizards make ritual gestures, hum, shout or even touch some object when casting this spell. Tor Kamal often holds firmly in his hand an ancient lion tooth.

Tor Kamal's Minor Ice Barrier (Evocation, Abjuration, Ice)

Error! Reference source not found.
 Error! Reference source not found.
 Range: Touch
 Components: V, S, M
 Duration: 1 turn + 1 turn per 2 levels
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: None
 Author: Darknight <dark@newsoft.it>

The spell creates a barrier made of minute ice particles. The shiny surface absorbs and/or reflects different types of damage, the most powerful protection is against fire and ice...

Fire/Heat/Ice/Cold type	Effects on damage Saved - Not saved
Normal	None
Magic, Level 1-3	1/4 - *
Magic, Level 4-6	1/2 - 1/4
Magic, Level 7-9	**

* Damage is equal to half the number of dice which should normally be rolled: a 10-dice *Fireball* would inflict 5 damage, a *Burning Hands* would inflict 1 damage and a 7-dice *Cone of Cold* 4 damage.

** damage is reduced by one for every dice rolled, save is at +2 if allowed

...but is also effective vs.

Electrical damage - 40% chance of reflection (attacker suffers full effects, protected creature none)

Gaze/Rays - 60% chance of reflection

Acid/Liquid - 2/3 damage, 1/3 if save is successful

The spell does not protect against damage sources not stated above.

The material component of this spell is a pearl or at least 100gp value which is crushed while casting.

Tor Kamal's Misleading Mist (Shadow, Abjuration)

Range: 0

Components: V, S, M

Duration: 5 rounds plus 1 round per 2 levels of the caster

Casting Time: 6

Area of Effect: 10 yards radius sphere

Saving Throw: None

Author: Darknight <dark@newssoft.it>

This spell creates a sphere of deep myst which blocks every type of sight, even *True Seeing* is ineffective against it. In the relatively small area the caster and all his allies are 100% undetectable by any means whether natural (sight, hearing, smell...), magical (spells, crystal balls...) or psionic (life detection...). The recipients instead see through the myst as if it was a light, nonmagical, one. If one of the concealed beings makes an attack (with weapons, magic or psionic) he will be instantly visible. Anyone is able to leave the area of effect at any time but it will not conceal him again if he goes back into. The cloud is still for the entire duration and disappears instantly if dispelled, natural wind will not move or disperse it but magic like *Gust of Wind* will make it move in the appropriate direction (if the cloud is moved into open air the recipients will not fall for the entire duration of the spell as long as they stay within the myst. No attack, even those with

an area of effect like the breath of a dragon, can damage the recipients, no matter if the area of effect is larger than the cloud.

The recipients either *blink* in a strange way or are put into a dimensional pocket, the ethereal or the shadow plane. Tor Kamal himself is still unsure of the true effects of the spell which was created by an error while researching a spell similar to *Fog Cloud*, this is why he uses this spell very rarely.

Note that unlike other Tor Kamal's spells related to shadow this one is not dispelled by *Darkness* or similar spells which eliminate shadows.

The material component of the spell is a blackened crystal mirror at least 4 by 4 inches wide that is crushed during the casting.

Tor Kamal's Shadow Blade (Conjuration/Summoning, Shadow)

Range: 0

Components: V, S

Duration: 1 round per level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Author: Darknight <dark@newssoft.it>

This spell uses matter from the plane of shadow to create a blade with the same statistics of a long sword. The blade has no bonus to hit or to damage but is still able to hit all creatures as a +3 weapon, the wielder is also automatically proficient (specialization and mastery with long sword apply but are not given by the spell). The blade is solid and real for the entire duration so any other spell that requires a weapon (particularly a slashing one) as a component may be cast on the conjured weapon (Tor Kamal's favorite is *Dimensional Blade*).

The wizard may give the blade to anyone he wants further he is able to end the spell with a single thought. Note that since this spell gives weapon proficiency it is very good for the Witch kit.

Tor Kamal's Shadow Fist (Evocation, Illusion)

Range: 0
Components: V, S
Duration: 1 round
Casting Time: Special
Area of Effect: The caster
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

By means of this spell the caster creates the illusion of himself striking an opponent in melee combat an incredible amount of times with his fists or feet.

The victim may not cast spells or use psionics (other than defensive modes) for the entire round. At the start of the round he must roll a saving throw vs. paralyzation, if it is failed he may not attack for the entire round as he tries to defend himself, otherwise all the attacks are at -2 to hit. At the end of the round the victim must roll another saving throw vs. spell, if it is successful he realizes that the attack was mainly an illusion and takes only 2d4 hp of damage, otherwise he takes 6d4 points of damage and must make a system shock roll to avoid passing out for 1-4 rounds.

Tor Kamal's Shining Spears (Evocation)

Range: 70 yards + 10 yards/level
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: One creature per spear
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell is based upon *Melf's Minute Meteors* and works in the same way with a few exceptions:

instead of meteors the spell produces small lightnings which strike for 1d4+2 points of damage, otherwise they are exactly like the minute meteors.

the spell has no material component.

Tor Kamal's Shocking Grasp I (Alteration)

Range: Touch
Components: V, S
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell works exactly as the 1st level *Shocking Grasp* but the caster will be able to "discharge" once per round until the spell expires.

Undead Vengeance (Necromancy)

Range: touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special
Author: John M. Martz

This spell permits the wizard to temporarily trap the target's life force within its body after death. Unlike *animate dead*, which uses magic to animate the bodies, *undead vengeance* prevents the target's life force from escaping. Usually, this spell represents a wizard's final attempt to take an opponent with him into the grey. In effect, the target's body is rigged to turn into an undead creature upon his death. This "trap" lays dormant for 1 day plus 1 turn per level of the caster; if the target has not died by the end of this time, nothing happens. Only the target's violent death will trigger *undead vengeance* -- a fatal dose of poison or a sword through the heart would trigger it; old age or falling off a cliff would not.

When triggered, the spell lasts 1 round plus 1 round per level of the caster. The target undergoes an immediate and agonizing change that takes a full round to complete. If the character has not acted or has additional actions during this first round, he loses them as he writhes about in death throes. The next and subsequent rounds the character may attack normally; skills normally available remain usable (e.g., weapon specialization, NWP's, spells, psionics). The character regains all lost hit points (thereafter, he will take damage normally); an immunity to sleep, charm, and hold spells; and the ability to initiate a death field once (see CPsiH) -- while there is no chance of failure (he automatically makes his power score), the ability to use the death field can be hampered by other powers or magics that prevent the expenditure of PSPs.

There are hazards associated with this spell. First, the undead character must save versus death (if the character cast the spell on himself, he gets a +4 bonus to his saving throw). If the caster is a necromancer, the target receives a +1 bonus (thus, a necromancer casting *undead vengeance* on himself would save at +5). A successful save means he has maintained enough mental control to seek his vengeance; a failed save means the change has driven him insane, and he flies into a berserk rage (+2 hit/dmg; -2 AC), attacking any

living thing until the end of the spell. Second, the character may be turned/destroyed or controlled as an undead creature 2 levels lower than his actual level (for multi-classed character, use the class with the most HD), so a 7th level character would be turned as a wright. And third, any character turned into an undead by this spell suffers a 1 point permanent loss in CON (this loss is doubled if he was driven insane). This CON loss affects the chance of resurrection survival and might affect HP, system shock, poison save, and regeneration if the character survives resurrection. The effects of this CON loss are cumulative with other sources of CON loss, including previous uses of undead vengeance. If the character's CON is reduced to 0 or below, he cannot be raised.

This spell has no effect on characters that would turn into undead on their own accord either due to their own willpower (an elf into a dune runner, for example), their constitution (a dwarf who failed his focus), or other means (such as a wish spell). A saving throw is only required for unwilling victims.

Undead vengeance requires a bone cage small enough to fit within the caster's closed fist. The cage must have no door. It is consumed in the casting.

Level 5

Cagliostro's Combined Conjunction II (Evocation, Conjunction/Summoning)

Casting Time: Special

Range: 0

Area Of Effect: Special

Components: Special

Duration: 1 day (special)

Saving Throw: Special

Author: Jim Toth

<cagliostrosden@geocities.com>

This spell allows the caster to combine up to three spells into one. The caster programs this spell at the beginning of the day. Up to three first thru fourth level spells can be cast into this spell, depending on the caster level. At ninth level, the caster can program up to three spell levels into the combined conjunction. This ability increases by one spell level per level of caster after 9th to a maximum of 12 spell levels (three fourth level spells) at 15th level. This spell must be set up at the beginning of the day and counts against the caster total allowable spells for that day. If placed into a Ring of Spell Storing, or on a scroll, the combined conjunction will last until cast, however this spell could take up to four slots. Casting time for this spell is 1 round initially

when the spell is first set up, plus the casting times of all spells program into the combined conjunction. Once the spell is set, the combined conjunction needs only a single command word to activate it (casters choice), one segment. The programmed spells can be set to go off either in the same segment or in consecutive segments. The material components of this spell are a piece of twine tied around the casters finger and those components required for the programmed spells. All materials are used when the combined conjunction is first set.

Cagliostro's Magically Enhanced Rapid Fire Missile (Evocation)

Casting Time: 1

Components: V, S

Area Of Effect: 1 or more creatures in a 20' cube

Range: 60 yds + 15 yds/lvl

Duration: Instantaneous

Saving Throw: None

Author: Jim Toth

<cagliostrosden@geocities.com>

The use of Cagliostro's Defiant Blast creates up to 20 missiles of magical energy that dart forth from the wizards fingertips and unerringly strike their target. This spell operates similar to the first level spell Magic Missile except as follows: for every level of experience, the wizard gains an additional missile to a maximum of 20 missiles at 20th level. It should be noted this is a fifth level spell, it is not effected by Globes of Invulnerability

Tor Kamal's Combined Spellcasting (Universal, Metamagic)

Range: Special

Components: V, S

Duration: Permanent

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

Author: Darknight <dark@newsoft.it>

This spell allows the casting of two spells simultaneously. If the DM so chooses these spells should have a casting time lesser than a round. These are the exact effects of Combined Spellcasting:

The casting time of Combined Spellcasting is equal to 1 plus the casting times of both the two combined spells thus very high.

The sum of the levels of the two spells may not be higher than the wizard's level.

Combined Spellcasting and the two other spells are lost from memory as normal.

If Combined Spellcasting is interrupted all three spells are lost from memory. All the components of the other two spells are exactly as normal.

Tor Kamal's Defiler Bane II (Alteration, Abjuration)

Range: 100 yards
Components: V, S, M
Duration: 1 turn per 2 levels of the caster
Casting Time: 3
Area of Effect: 50 yards radius area
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

Any defiler mage within the area of effect will find very difficult to get energy to cast spells. He is considered to have one less level for every 4 levels of the caster of the Defiler Bane when determining spell effects, the effects of defiling on ground are determined as if the spell cast was 5 levels lower. This spell may also be targeted on a single wizard, if he fails a saving throw vs breath weapon with a -2 modifier the area will be centered on him and will follow him even if ethereal, astral, teleported or plane shifted for the entire duration.

The material component of this spell is a flower.

Tor Kamal's Dimensional Barrier (Alteration, Dimension)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: Varies
Area of Effect: 1 creature
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell is an improved and modified version of *Stoneskin*, where not otherwise stated the two spells are identical.

The Dimensional Barrier may be cast in several ways:

Version one is not "triggered" by any attack which may not harm the recipient. For example if the recipient was immune to normal weapons an attack made with a normal sword would not cause the spell to lose one "charge". This version has a casting time of 2.

Version two is not triggered by any attack which could damage the recipient but did not (missed?) not counting Dimensional Barrier of course. This version has a casting time of one round.

Version three is not triggered by any attack not specifically aimed to the recipient. The simplest example of this kind of attack is *Fireball* as well as

any other area effect spell. Also any one spell counts as one single blow regardless of the number of missiles (eg *Magic Missile*) unless specifically stated in the description of the spell (usually this kind of spells deals low amounts of damage in exchange for their ability to remove *Stoneskin*). This version has a casting time of 3.

Version four protects against spells instead of physical attacks, it is otherwise the same as a normal *Stoneskin*. This version has a casting time of 1.

The material component of this spell regardless of the version is a small crystal prism which is not consumed.

Tor Kamal's Forceful Shadowball (Conjuration, Evocation)

Error! Reference source not found.
Error! Reference source not found.Range: 10 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: 20-foot radius sphere
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

This spell causes a light fog to appear in the target point which suddenly explodes dealing 1d6 points of cold and impact damage per level of the caster (save vs. spell to halve). All the beings caught in the area of effect must save vs. breath weapon (at -1 for each level of the caster over the 9th and at +1 for each point of constitution above 14) to avoid being projected by the force of the impact as per the table below.

Distance from the center	Failed saving throw in	Successful saving throw
up to 3	20 yards	10 yards
from 3 to 10	10 yards	5 yards
from 10 to 20	5 yards	-

Projected beings suffer damage as per a fall from the same distance, *feather fall*, flight by any means and other such things do not reduce the damage. Beings at the center of the area are projected in a random direction, others in an appropriate direction depending on their own position.

Tor Kamal's Ice Rings of Protection (Water, Evocation)

Range: 3 yards

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell creates several rings made up of microscopic ice particles centered on the recipient so that they make a cylinder around him. This icy barrier protects against several types of attacks:

All ice-based damage is halved (a successful saving throw for half damage results in a quarter damage being suffered). For every 10 hp of damage of the attack (before halving) the spell will last 1 more turn.

All electric-based damage is halved (a successful saving throw for half damage results in a quarter damage being suffered).

All acid-based damage is halved (a successful saving throw for half damage results in a quarter damage being suffered).

Against fire-based damage the spell is even more effective but its power is strictly related to the wizard's one.

Vs. spells the caster level must be subtracted from the attacker level (Example: a 14th level mage casts a *Fireball* against a 13th level wizard that is protecting himself with this spell. Only one dice of damage is worked out).

Vs. special attacks (like breath of a dragon) wich roll several dices for damage either subtract the level of the caster from the total of dices to roll *or* halve the number of dices to be rolled whichever is the better defense.

Vs. special attacks wich roll only a few fixed dices and add a variable number of damage (those that work like *Shocking Grasp*) the result of the dices is halved and the variable amount is reduced proportionally to the level of the wizard (Example: a 14 hd monster breaths for 2d4 hp + 2 hp/hd against a 13th level wizard that is protecting himself with this spell. The damage inflicted will be 2d4 points/2 +2 so 1d4+2 points).

Vs. special attacks wich have a fixed range for damage independent from hd, hp and level either of the attacker or the victim the spell halves the amount of fixed damage and the number of dices to be rolled. Furthermore the entire level of the wizard is subtracted from the total. (Example: a monster wich attacks with short fire breaths wich cause 4d4+8 points attacks a 13th level wizard that is protecting himself with this spell. This time the wizard will take 2d4+4-13 points of

damage for a maximum of -1 therefore the barrier will stop entirely the fire attack).

The spell does not protect from damage whose source is not one of those stated above.

The material component of this spell is a small quantity (a cup) of water to be cast over the recipient. Don't be fooled thinking about how easy it is to find some water: this spell was developed by an Athasian wizard.

Tor Kamal's Lightning Form (Evocation, Conjunction)

Range: 0

Components: V

Duration: Special

Casting Time: Special

Area of Effect: The caster

Saving Throw: None

Author: Darknight <dark@newsoft.it>

By means of this spell the wizard changes its normal form with one made of electric plasma. This allows him to perform several incredible feats:

The wizard may walk on water or metal at the very high speed of 1 mile per round (10 seconds). This is the maximum speed possible for a human beings but more advanced creatures may go faster. The true potential is unknown.

Cloud-port: the wizard may "fly" to enter a cloud and travel with it at the speed of the wind without danger.

Spending 1/10 of his full hit points the wizard may "cast" a 5-dice lightning bolt with a thought. The wizard may use a free *Shocking Grasp* every three rounds.

The wizard may cross metal walls and doors, using the metal of the lock he may also cross normal wooden doors. All of this is made at normal speed.

Being hit by a natural lightning the wizard is fully healed, spells that deal electric damage heal an amount of hp equal to their damage capability.

The wizard can still use ordinary melee weapons (swords, maces, axes, etc.). All damage done by him in melee combat is considered both electrical and of the normal type (piercing, slashing...). The wizard is also immune to normal weapons and those attacking him with metal weapons suffer the same amount of damage done (or that would be done) to him.

All items carried by the caster are converted to the lightning form. Magical properties perpetuate into the new form: if the caster is carrying a *dagger*, +1, and a magical blade forms from a hand, then that blade would have a magical property of +1 as well. Similarly other magical and nonmagical items may be used in this form.

The wizard has no special vulnerabilities in this form but custom-designed spells may attempt to lower his "charge" to kill him.

The wizard may choose two options when casting this spell. With a casting time of 5 the duration of the spell will be 1 turn per level and with a casting time of 1 round the duration will be 1 hour per level of the caster.

Tor Kamal's Lightning Storm II (Evocation)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 30-foot radius

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell is exactly as the 3rd level one but its effects are more destructive. The wizard loses the normal 1d8 points + 1 point per level, other beings lose 1d6+2 points of damage per level of the caster.

Tor Kamal's Puppet Master (Shadow, Ench./Charme, Necromancy)

Range: 10 yards/level

Components: V, S

Duration: 1 hour/level

Casting Time: 5

Area of Effect: Up to 4 creatures

Saving Throw: Negates

Author: Darknight <dark@newsoft.it>

This spell warps the mystic bond between a being and its shadow so that it is the shadow to dominate the movements of the body. The spell resembles *Domination* but it's different under many aspects:

It will work only on the targets that have a shadow. If the targets ever lose completely their shadows because they are in total darkness, in the area of a magic light, magical darkness etc... the spell is automatically and immediately dispelled. The victims save vs. spell at -2 and Wisdom adjustments do not apply as the spell does not affect the mind. Also the special Elf and Half Elf immunities against charme-like spells do not apply.

Protection from evil does not protect against the effects of this spell.

Those who fail their saving throws retain control of their mind but lose that of their body, however:

The victims may speak freely if not otherwise inhibited.

The control is perfect if the victims stay within eyesight, otherwise only relatively simple commands may be executed.

The range of the spell is only considered when determining targets, once a creature is controlled the range is considered to be unlimited.

If the victims are forced to do something clearly autolesionist (like self-torture or stepping into a spiked pit) they are allowed to make immediately another saving throw, this time without modifiers. If the action is suicidal then the saving throw is made with a +2 bonus.

Tor Kamal's Shadow Guard (Dimension, Alteration)

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: Two hours

Area of Effect: One shadow guardian

Saving Throw: None

Author: Darknight <dark@newsoft.it>

By means of this spell the caster is able to draw matter from the plane of shadow to create one sentient being totally under his control.

It is possible to give the creature any shape (Tor Kamal makes it look like one shadowy skeleton) but the size is always medium or smaller. The creature has the following statistics (regardless of the shape).

Intelligence: Very (12)

Alignment: Lawful Neutral

Armor Class: 0

Movement: 20

Hit Dice: 5 (40 hp)

Thaco: 15

No. of Attacks: 2

Damage/Attack: 1-6/1-6

Special Attacks: Command-like ability, Wraithform once per day, see in darkness.

Special Defenses: +1 or better weapons to hit, no damage from gas, cold and poison.

Size: M

The guardian may be instructed to patrol a specific area for intruders. Depending on given instructions it will either attack the intruders (along with other guardians nearby), contact the wizard with telepathy and ask for further instructions or use its Command-like power to make the intruders leave. The creatures must understand the tongue the wizard has given the guardian to be affected. Saving throw is allowed only to those creatures with at least 6 levels or HD as per Command. If the intruders fail to save they will have to leave the sight of the guardian,

the time it takes is also the duration of this Command.

Dispel Magic has no effect on a guardian but Mordenkainen's Disjunction will banish all within range.

The material component of this spell is a bowl of water which is consumed in the casting and an amulet made of Opal of at least 100 gp value which may be reused.

Tor Kamal's Shadowcage (Shadow, Abjuration, Necromancy)

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

Author: Darknight <dark@newsoft.it>

By means of this spell the wizard entraps both the body and the soul of a target creature into a specially prepared glass vial. If the target fails to save vs. spell it is sucked into its shadow which then enters the vial in a matter of moments much like smoke in a mantis, the wizard then puts a seal on the opening of the vial. At this point the victim is entrapped, with no chance of escape without external help (spellcasting, physical attack or movement and even psionics do not work). As long as it stays into the vial it does not need air, food, water or rest and does not age. The prisoner may communicate by telepathy (bestowed by the spell) only with the caster as long as he stays within 5 feet from the vial.

If the vial is broken or unsealed the trapped creature reappears in a round with all its equipment. It is fully rested and retains the same memorized spells it had at casting time furthermore 2d6 hp are magically healed during imprisonment.

The material component for the spell is the shadow of the target.

Level 6

Cagliostro's Specific Spell Immunity (Abjuration)

Casting Time: 1

Components: Varies

Area Of Effect: 1 creature

Range: Touch

Duration: Special

Saving Throw: None

Author: Jim Toth
<cagliostrosden@geocities.com>

This spell confers immunity to one of Cagliostro's spells, no matter who cast it, of up to fifth level. This means that if Cagliostro cast this spell on himself and set it for a CMERFM, when someone cast a "Cagliostro" spell at him then Cagliostro could ignore the effects of that spell. This will also work for reflected spells. This spell must be cast for each and every spell the recipient wishes to be immune to. This spell will only provide protection against a spell once. The immunity will remain in effect until it encounters the spell it is programmed to protect against or if someone successfully casts a Dispel Magic upon the recipient while specifically trying to dispel this particular protection. The spell components depend upon which spell you are trying to protect against.

NOTE: Currently Cagliostro and the DM are the only ones who have knowledge of this spell.

Tor Kamal's Delayed Spellcasting (Alteration, Metamagic)

Range: Touch

Components: V, S, M

Duration: 1 week per caster level or until activated

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Negates

Author: Darknight <dark@newsoft.it>

This spell resembles *Contingency* because it allows to activate another spell when its effects are needed. Once a spell is suspended by Delayed Spellcasting it is ready to be delivered with a simple act of will. As only the target (if necessary) is to be chosen the initiative modifier of this spell is 1. As per *Contingency* only one Delayed Spellcasting may be active on a single being at any time.

The material component of the spell is a small precious gem (emerald, diamond...) that is swallowed by the caster. The components for the delayed spell are also needed.

Tor Kamal's Geysers (Conjuration)

Range: 30 yards
Components: V, S, M
Duration: 1 turn/level - 1 hour/level
Casting Time: 6 - One turn
Area of Effect: See below
Saving Throw: Negates
Author: Darknight <dark@newsoft.it>

By means of this spell the caster opens one or more portals from the plane of elemental water creating high geysers of refreshing water.

For every 4 levels of experience he has the caster may create one geyser as high as 50 feet. The water of a single geyser will fall in a 15-foot radius area if no wind blows, otherwise the area is appropriately changed.

The conjured water is real, fresh and pure. Once every turn every geyser produces 20 litres of water at a very high pressure, the entire process lasts for a 10-seconds round. The water is almost impossible to collect and during the day the sun of Athas will cause most of it to evaporate. For this reason the spell may also be used to lower the temperature in a small area or irrigate small fields (helping agriculture was the original aim of the spell).

The material component for this spell is a number of small obsidian spheres equal to the number of geysers to be created, they are thrown by the wizard where he wants the portals to be opened. The spheres themselves act as conductors, they are slowly consumed and are totally destroyed at the end of the duration.

Repeatedly casting this spell on Athas is likely to attract the unwanted attention of the sorcerer kings or the dragon, they will investigate the phenomenon and possibly hunt the wizard.

Tor Kamal's Meteors from Sideral Cold (Evocation)

Range: 50 yards + 10 yards/level
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

This spell creates a small number of icy meteors to form around the caster who may then hurl them at the enemy with a mere thought. The spell creates one meteor for every 5 levels of the caster (one from 1st through 5th, two from 6th to 10th and so on) which strike unerringly their intended target causing each 8d6 points of damage (save

vs. spell for half, this is both cold and impact damage) in an 10 foot radius area centered on the victim, overlapping areas do not result in greater damage unlike *Meteor Swarm*. This area is covered by slippery ice with a chance of falling equal to 50%, also movement is reduced at 50% of the normal rate, all nonmagical fires and magical ones produced by spells of 4th level or lower (and similar magical item effects) are instantly extinguished. The victim must also save vs. spell at -3 to avoid being trapped into ice forming on him with the same effects of a *Hold Monster* (note that creatures immune to the latter spell are not automatically immune to this effect, wisdom bonuses do not apply, duration is one turn per 5 levels of the wizard rounded up). Creatures from the plane of ice take half damage (a quarter if they successfully save vs. spell with a +2 bonus) and are never affected by the paralyzation, creatures from the plane of water save at -5 instead of -3 for entrapment purposes. One or more meteors may be targeted every round (starting from the one the spell was cast), this does not break light concentration and spellcasting is possible. Note that no more than one meteor may strike the same target during each round.

Tor Kamal's Pocket Channel (Conjuration/Summoning, Dimension)

Range: 0 (see below)
Components: V, S
Duration: 2 rounds per level
Casting Time: 4
Area of Effect: Special
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell is of little use to all who do not travel in the planes. The caster creates a small (less than 2" diameter) portal (not exactly a portal but Tor Kamal calls it a portal) to any plane adjacent to the one he is in. It is possible to cast several consecutive pocket channels through the ones previously created always connecting the end of the last pocket dimension to an adjacent plane with each casting. The caster may not choose by any means where the far entrance to the pocket dimension will be created, for example it may be in the 666th layer of the Abyss as well as in the palace of a demon lord, in the middle of a desert or at the bottom of an ocean. No creature may use the pocket as a mean of teleportation between planes with magic short of a *Wish*, note also that the opening of the pocket may be detected only by means of *True Seeing*. If the caster enters the channel he is trapped in the pocket dimension as all the "portals" close.

This spell is quite useful in that the nearest opening of the pocket dimension travels with the caster for the entire duration giving him access to energy normally available on the plane at the far end of the pocket.

Example: Tor Kamal is in one of the outer planes, say Carceri. He has no spell key to access his elemental spells and his party is being charged by a huge mob of furious demons. Tor Kamal uses two rounds of the remaining time to cast the same number of pocket channels: the first to the Astral and the second to the Prime Material. From the Prime he has access to the inner planes, source of most of his offensive powers. During the third round he will be able to cast a Blizzard of Destruction and hopefully get rid of the threat he is facing.

Tor Kamal's Power Spell (Universal)

Range: Touch

Components: V, S

Duration: 1 round per 3 levels of the caster

Casting Time: 4

Area of Effect: One creature

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell temporary raises the level of the recipient. During its entire duration the target has effectively 1 more level per 4 levels of the caster and everything that causes different effects on the recipient based on his levels is accordingly modified.

The extra levels affect: hit points (and possibly hit dice), power of spells cast by target which have level-dependent effects (eg: *Fireball*), saving throws, thaco.

The spell does NOT affect: number of spells/spell points/psps/... available, thief abilities, proficiencies/character points, etc...

As the players make use of the spell for the purpose of raising a skill/power not stated above the DM should rule if the spell will affect it or not.

Tor Kamal's Shadow Giant (Shadow, Alteration)

Range: 0

Components: V, S, M

Duration: 5 rounds plus 1 round per 2 levels of the caster

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell resembles *Tenser's Transformation* but it's different under many aspects including the visible effects: the shadow of the wizard grows until it reaches the size of a storm giant and becomes 3-dimensional and hard as stone. The shadow giant has the following statistics:

AC -5

MV 24

HD 15 (120 hp)

THACO 4

of attacks 2

Damage 2-12+12

Special Att. collapse

Magic Res. 20%

The giant Collapses when "killed", this means that everyone within 3 feet from it will suffer 3d10 damage from cold as the mist which makes it up fills the area. The magic resistance is a side effect, it was not a part of the spell design. After the giant is destroyed the caster loses 1 point of Constitution until he is able to rest, ignore this effect if the giant disappears normally at the end of the spell duration.

Note that unlike other Tor Kamal's spells related to shadow this one is not dispelled by *Darkness* or similar spells which eliminate shadows.

The material component of the spell is the caster's shadow.

Tor Kamal's Shocking Grasp II (Alteration)

Range: Touch

Components: V, S

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

Author: Darknight <dark@newsoft.it>

This spell works exactly as the 1st level *Shocking Grasp* but the caster will be able to "discharge" an unlimited number of times per round until the spell expires.

NOTE: DMs should be aware that in the hands of specialist martial artists (like my friend's mage Sarim Silvershadow) this spell can be MUCH powerful.

Tor Kamal's Tuned Magic (Universal, Metamagic, Alteration)

Range: 10 yards per level
Components: V
Duration: 1 round/level or 1 turn level
Casting Time: 4 or 1 turn
Area of Effect: 15 yards cube, one creature per level
Saving Throw: None
Author: Darknight <dark@newsoft.it>

When this spell is cast all the creatures selected by the wizard that are within the area of effect are tuned to the magic of the caster. As a result they receive both the maximum beneficial effects and the least malevolent effects of any spell cast by the wizard.

A 8-dice fireball inflicts 8 points of damage (and it's still possible to save for half), this applies to all spells that inflict damage in this way.

A Shocking Grasp does 1 point of damage per two levels of the wizard (as if the wizard was half his actual level), this applies to all spells that inflict damage in this way (fixed number of dice+fixed amount of points per level)

Spells that either affect or do not affect at all a creature (Domination, Slow...)

If they allow a save with a bonus to the roll the save is automatically successful.

If they allow a save without a bonus or with a malus the save is made at +5 but very low results always fail (DM's discretion on specific scores).

A Water Breathing will last for a number of hours equal to the level of the caster plus 4.

Single spells may create exceptions (particularly those that belong to Wild Magic).

Level 7

Tor Kamal's Ice Barrier (Evocation, Abjuration, Ice)

Range: Touch
Components: V, S, M
Duration: 1 turn + 1 turn per 2 levels
Casting Time: 4
Area of Effect: Up to two creatures
Saving Throw: None
Author: Darknight <dark@newsoft.it>

The spell creates a barrier made of minute ice particles. The shiny surface absorbs and/or reflects different types of damage, the most powerful protection is against fire and ice.

Fire/Heat/Ice/Cold	Effects on damage type
	Not saved - Saved

Normal	None
Magic, Level 1-3	* - None
Magic, Level 4-6	¼ - *
Magic, Level 7-9	½ - ¼

* Damage is equal to half the number of dice which should normally be rolled: a 10-dice *Fireball* would inflict 5 damage, a *Burning Hands* would inflict 1 damage and a 7-dice *Cone of Cold* 4 damage.

Note that save is *always* allowed against spells of up to 3rd level.

It is also effective vs.

Electrical damage - 50% chance of reflection (attacker suffers full effects, protected creature none)

Gaze/Rays - 80% chance of reflection

Acid/Liquid - 1/2 damage, 1/4 if save is successful

The spell does not protect against damage sources not stated above.

The material component of this spell is a pearl or at least 200gp value which is crushed while casting.

Tor Kamal's Ice Demonguard (Conjuration/Summoning)

Range: 30 yards
Components: V, S, M
Duration: 3 rounds + 1 round per caster level
Casting Time: 6
Area of Effect: Special
Saving Throw: None
Author: Darknight <dark@newsoft.it>

By means of this spell the caster opens one portal to the plane of ice and one to Caina of Baathor.

The spell summons 3 cubic meters of solid ice and the life force of an Osyluth (Lesser Baatezu).

At the end of the casting the ice block explodes and reveals what may seem the true physical form of an Osyluth but in fact it is not. The body is made of magical ice and several properties are different from the original. Here is the monster summary:

Intelligence: Very (11, 12)
Alignment: Lawful Evil
Armor Class: 2
Movement: 12
Hit Dice: 6
Thaco: 15
No. of Attacks: 4
Damage/Attack: 1-4/1-4/1-8/3-12
Special Attacks: Fear 5' radius (save vs. rod, staff or wand), cold (see below).
Special Defenses: +1 or better weapons to hit; half damage from: acid, electricity, fire; no damage from gas, cold, poison.

Size: L (10' tall)

Spell-like abilities: once per round - Infravision, Know alignment (always active), Teleport without error, Fly, Wall of ice.

The Osyluth may not attempt to *Gate* other baatezus. It sees perfectly in total darkness as normal. On a successful hit the tail does not only inflict 3-12 damage but it also lowers the temperature of the victim *Slowing* it as per the spell unless immune or resistant to cold. A saving throw vs poison negates this effect but if a creature is hit a second time the save is no more allowed, further hits have no effect until the previous *slow* ends.

The Osyluth will serve the wizard at its best whether fighting or not. At the end of the spell duration the Osyluth is free from any control but the ice body collapses. This aspect of the spell was designed to save energy (read: have a low level spell) and to prevent an angry Osyluth from ripping the wizard apart at the end of the spell.

If the wizard gives the Osyluth a magical item it will serve for a day per 1000 xp value of the item (rounded down). In this case as soon as the Baatezu gets the item the ice body is destroyed, the Osyluth is left free and an instant later it comes back with its true body.

Tor Kamal's Icy Death From The Sky (Conjuration, Evocation)

Range: 30 yards + 10 yards/level

Components: V, S, M

Duration: 1 round

Casting Time: 7

Area of Effect: 5 yards per 3 levels radius cylinder

Saving Throw: Special

Author: Darknight <dark@newsoft.it>

This spell causes ice stalactites to fall from the sky directly to the area of effect. During the duration of the spell in the cylinder ground movement is halved and flying is impossible, creatures caught while flying are not allowed to save to halve damage and fall normally to the ground; melee combat, spellcasting and use of psionics is impossible.

Damage from the impact is 1d6 per level of the caster (save vs. paralyzation to halve). The victims must also save vs. spell to avoid being knocked over and stunned for 2-8 rounds.

During the 4 rounds following the casting everyone in the area of effect suffers 1d4 points of damage from cold unless properly dressed or otherwise protected (the magical ice melts and lowers temperature).

The material component for the spell is a pinch of diamond dust which must be thrown by the wizard over his head.

Tor Kamal's Impossible Dimension (Illusion, Dimension, Mentalism)

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 7

Area of Effect: 20 yards + 1 yard per 2 levels radius

Saving Throw: Special

Author: Darknight <dark@newsoft.it>

This spell warps the reality to make it impossible for the beings caught in the area of effect to understand what's happening around them.

All the senses of the victims are affected and it's impossible to understand who's who, where's where and what's what. In other words they fight with a -6 penalty to all attack rolls and -4 to the AC. Spellcasting is impossible and all psionic checks are at -4 (no line-of-sight powers may be used). Note that spells and psionics that enhance the senses give no help against this spell, *Mind Blank*, *True Seeing* (but no other divination of lesser power), psionic *Mind Bar* and such spells and powers reduce the effectiveness of the Impossible Dimension (treat the users as if they saved successfully). Of course a *Wish* or (maybe) a *Limited Wish* will cancel the entire spell as does *Dispel Magic* (with half chance of success).

The material component of the spell is a mirror which is broken during spellcasting.

The saving throw to disbelieve this spell is at -4 and it's always possible to disbelieve. Even if it is successful the victims are a bit disoriented for the entire duration (-2 or -10% to all rolls). Note that most low-powered beings are likely to fear the caster if they become victims of this spell and will act accordingly (read cowardly) in the future.

The caster must save vs. spell or be disoriented (again -2 or -10% to all rolls).

Tor Kamal's Lightning Speed II (Universal, Alteration)

Range: 0
Components: Special
Duration: Special
Casting Time: 1
Area of Effect: The caster
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell works exactly like the 4th level one but the caster gains automatically initiative in the next round.

Tor Kamal's Recall Shadowy Memories (Illusion, Enchantment)

Range: Touch
Components: V, S, M
Duration: Up to 1 hour per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: Negates
Author: Darknight <dark@newsoft.it>

This spell allows the recipient to remember one distant period of time, it's length depends on the level of the caster.

The recipient must have at least a very distant recall of that period, no matter how small, if this condition is met then the spell may be cast successfully.

The recipient falls in a comatose sleep (but it's easy to wake him with a slap or the like) and lives a second time all the intended events, the wizard and anyone near may see a shadowy shene of that time period and assist to everything as it happened.

At the end of the time period (which may not be more than 1 hour per caster level at each casting) the recipient wakes and has a perfect recall of that period, than time will again start to erode it... The material component for the spell is a campfire or brazier in which rare incense and herbs are burnt, their smoke is inspired by all the people who wants to see the shene, it also forms the shadowy shene itself.

Tor Kamal's Shadow Permanency (Universal, Enchantment, Illusion)

Range: Special
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None
Author: Darknight <dark@newsoft.it>

Any non clerical spell may be the target of a Shadow Permanency as long as it is not instantaneous or permanent. Single exceptions exist of course, they include but are not limited to many spells with a special duration (*Time Stop* and *Wish* are the first of the list). Note that there is no constitution loss.

This spell may seem even more powerful than the 8th level *Permanency* but this is in no way true. Here follows a list of the differences between the two spells.

The spell lasts only as long as the caster firmly believes in it, should he have any doubt (no matter why) then the spell is negated and the permanent spell is also dispelled.

Spells of at least 7th level that disrupt illusions will entirely negate the whole enchantment.

Dispel magic vs. this spell is rolled at +10%. However if the spell rendered permanent is the target then *Dispel Magic* automatically fails.

The recipient (object, area or being) radiates very strong magic of the appropriate schools.

If a being has a 25 intelligence is considered to be automatically resistant to any possible effects of the permanent spell.

Tor Kamal's Specific Gate (Conjuration/Summoning, Dimension)

Range: 30 yards
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell is nothing more than a *Gate* to one specific plane. Being the plane fixed the spell consumes less energy and is of a lower level than the multi-purpose *Gate*, the spell also has a faster casting time.

Level 8

Tor Kamal's Multispheres (Evocation)

Range: 110 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One 20-foot radius sphere per 2 levels of the caster
Saving Throw: 1/2
Author: Darknight <dark@newsoft.it>

By means of this spell the caster enhances the effect of the *Grand Unified Blast*. The 3rd level spell creates one sphere, this one creates one sphere per 2 levels of the caster, otherwise the two are the same. Tor Kamal's Multispheres may create the effects of any one of the known versions of *Grand Unified Blast*. A wizard that knows Iceball, Fireball and Lightningball may cause cold, fire or electric damage. All the spheres deal damage of the same type. Note also that overlapping areas do NOT result in greater damage.

Tor Kamal's Obsidian Breath of the Dragon (Shadow, Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: 1/2
Author: Darknight <dark@newsoft.it>

This spell causes an obsidian sphere approximately 2" in diameter to become overloaded with the power of the plane of shadow, this makes the sphere grow until it reaches a diameter of about 10" (without affecting weight). Upon reaching the maximum size the sphere explodes in a cone five-feet wide at the base, fifty-feet long and a hundred feet in diameter at its far end *or* a hundred-feet long and fifty-feet in diameter at its far end. Everyone into the area suffers 1d10 points of damage per level of the caster, the damage is both from cold and from abrasion.

The spell may also be used to neutralize the breath of the Athasian Dragon this will be the only effect if cast in such a way. This use of the spell is the main reason for its name also as the mage changed it after a brief meeting with Borys.

Tor Kamal's Past Duplication (Dimension, Alteration)

Range: Special
Components: Special
Duration: Special
Casting Time: Special
Area of Effect: Up to one being and its opponents per level
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell warps the flow of time to duplicate part of the events of the previous round.

The affected creatures are all the creatures engaged in combat (melee, magic, missile...) with the initially targeted creatures. All the creatures that are affected by the spell live exactly the same experiences of the round preceding the one in which this spell is cast.

The best way to explain the exact way this spell works is an example as it creates several paradoxes.

In round 1 - Tor Kamal shoots a *Lightning Bolt* doing 32, 16 and 32 damage points to his opponents, his friend Sarim uses *Haste* on the party, Cet attacks and does 19 points of damage to his opponent but also loses 7 points, finally Duokin uses *Ballistic Attack* and does 4 points of damage to a far attacker who also manages to hit Duokin for 6 points with his bow.

In round 2 - Realizing that round one was very good and another one like that would be enough to kill all the opponents and flee from the oncoming Borys Tor Kamal casts Past Duplication using himself and his comrades as the primary targets of the spell. A *Lightning Bolt* strikes the same 3 beings for 32, 16 and 32 damage points, Sarim's *Haste* has no further effect (since its effects are not cumulable), Cet does 19 points of damage and loses other 7, Duokin's *Ballistic Attack* does 4 points of damage and the arrow inflicts him 6 again.

At the end of round two this is the situation:

Tor Kamal has effectively used one 3rd level spell and one 8th level spell, his opponents have lost a total of 64, 32 and 64 hit points respectively.

Sarim has used one 3rd level spell.

Cet has lost 14 hp and his only opponent has lost 38 hp.

Duokin has spend the psp to activate ballistic attack only once, has lost 12 hp and his opponent has lost 8 hp.

IMPORTANT: the casting of this spell counts always as the first action of the round ignoring initiative. Also the DM has discretion on the exact effects of the spell should problems arise.

Tor Kamal's Rage of the Land (Enchantment, Necromancy)

Range: 10 yards per level or 10 miles per level
Components: V, S, M (see below)
Duration: 1 turn + 1 turn per level or see below
Casting Time: 7 or 1 hour
Area of Effect: One defiler mage
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

This spell is a most powerful revenge of the land upon the defiler mages. The land itself is given by the spell the ability to damage the defiler every time he tries to steal its life force. There is no initial saving throw vs. this spell but one is granted versus certain effects. When the defiler tries to cast a spell he must roll a saving throw vs. paralization with a +2 modifier or be interrupted and loose the spell, then consult the following table and apply the opportune effects:

Spell level	Punishment from the Land (as if it was caused by a 15th level wizard)
1	Save vs. spell at -2 or be slowed as per the spell, duration is in turns instead of rounds.
2	Save vs. spell at -4 or be slowed as per the spell, duration is in turns instead of rounds.
3	Slowed, duration is in turns instead of rounds.
4	Slowed, duration is in hours instead of rounds.
5	Save vs. spell (only if Enchanter) at -2 or suffer the effects of Chaos, duration is in turns instead of rounds
6	Save vs. spell (only if Enchanter) at -2 or suffer the effects of Chaos, duration is in hours instead of rounds
7	Save vs. spell at -3 or be Feebleminded. No other modifier may be applied to the roll. Duration is 9 days.
8	Save vs. spell at -4 or be Feebleminded. No other modifier may be applied to the roll. Duration is 9 days.
9	Subject to Geas (he must leave the path of defiling forever).
10	Subject to Geas (he must leave the path of defiling forever).

In any case the defiler gets 2 * level of the spell damage points with no saving throw or magic resistance check allowed.

The spell may be cast in two separate ways: the first has casting time 7 and a duration of 1 turn + 1 turn per level, the other requires a material component wich must be defiler ash and a garment. Both must be from the designated target. At the end of a 1 hour ritual (wich has strong druidical influences) the spell comes into effect and its duration will be 1 day per level of the caster.

The defiler is instantly aware that casting defiler spells is extremely dangerous, the enchantment itself informs him. At the DM's option If the defiler wants he may cast spells as a preserver but he counts as being at least 4 levels lower than his true one when determining duration, effects... Note that after it is cast the range of this spell is considered infinite as it travels with the defiler.

Level 9

Tor Kamal's Blizzard of Destruction (Alteriation, Evocation)

Range: 500 yards

Components: V, S, M

Duration: 5 rounds

Casting Time: 1 round

Area of Effect: 100 yards radius, 500 high cylinder

Saving Throw: Special

Author: Darknight <dark@newsoft.it>

By means of this spell the caster summons massive magical energies which give him the power of the Air, Ice, Lightning and Shadow planes.

Every round of its duration brings destruction upon the enemies of the wizard in a different way:

1. The area is covered by massive clouds made out of the plane of Shadow, visibility is reduced to 10 yards (30 yards if a successful magic resistance roll is made) by a dense and strange mist which appears in all the area of effect. The temperature of the ground instantly drops far below zero creating an icy cover which slows movement by 50% and makes it 50% probable that a creature trying to move slips and falls (as per *Ice Storm*). Both these effects will last until the end of the spell duration. As the ice is totally natural no magic resistance roll against its effects is allowed.

2. Impetuous winds blow in the entire area, flying is impossible by any means (natural or magical) and creatures caught in mid air at the start of the round fall on the ground and suffer normal impact damage (magic resistance against the wind is rolled at -40% given its semi-magical nature). From now on spellcasting within the area of effect is impossible and there's a 15% chance that a creature will slip and fall remaining still, while moving ones are 80% likely to fall. Once a creature is fallen there's no chance it will be able to stand again as it continues to slip on the icy surface. Note that all the slipping creatures may not leave the area of effect thanks to the wind. At the end of the round an hailstorm equal in effects to a double-damage *Ice Storm* affects all the creatures into the area of effect, no saving throw is allowed vs. this damage but magical and other resistances do apply.

3. Gates to the plane of lightning open everywhere in the area of effect channeling devastating electrical discharges: everyone in the area of effect is hit by the equivalent of a 13-dice *Lightning Bolt* (save for half damage). Magic resistance does not protect against this damage as

it is produced by natural lightnings and the spell is only indirectly responsible for it, resistances vs. electricity do apply.

4. The lightnings (just like normal ones) produce in this round a side effect as all the creatures in the area of effect are affected by *Power Word, Stun*. In this case the usual 90 hp limit for the spell does not exist and creatures with 91 hp or more are affected as if they had 90 hp.

5. At the end of this round the wind calms, the ice vapors and the clouds part in a single instant.

As the body of the wizard would not be able to survive the sheer power of magic that he wields during the casting of the spell he needs one PERFECT obsidian sphere (4" radius) to store and channel the energy, this will cost no less than 1000 gp and is slowly destroyed during the spell duration (this means that should the spell fail the sphere is intact), also the sphere must have been with the wizard for at least 2 days.

After casting this spell the wizard loses the ability to cast spells for the remainder of the day, the only spell he will be able to cast is one *Teleport, Teleport Without Error* or similar one and it may be cast only within an hour after the Blizzard (this aspect of the spell was specifically designed to provide the weakened wizard a fast escape in case of need). The following day the wizard will be able to cast spells up to 2nd level, two days later up to the 4th, after two days more the maximum level will be the 6th and so on. A *Restoration* will count as 6 elapsed days, the wizard and the priest will not age. During the whole recovery time specialist wizards are able to cast spells from their school one level higher than normal (3rd level from the first day, 5th level from the second day...).

This spell was designed by Tor Kamal after his first (and unfortunate) visit to Ur Draxa, he was driven mad with fury as he discovered that lots of defilers were living in the green and beautiful city while the remainder of Athas was a burnt desert under the sun. For an entire year he devoted his life to this spell but the results are worth all the sacrifices.

NOTE: A defiler wizard may cast the spell without ill effects during the following days but the entire area of effect would be a lifeless waste covered by defiler ash. Needless to say any defiler that tried to steal the secret of this spell died in the MOST painful way Tor Kamal was able to find.

Tor Kamal's Greater Ice Barrier (Evocation, Abjuration, Ice)

Range: Touch

Components: V, S, M
 Duration: 1 turn + 1 turn per 2 levels
 Casting Time: 4
 Area of Effect: Up to four creatures
 Saving Throw: None
 Author: Darknight <dark@newsoft.it>

The spell creates a barrier made of minute ice particles. The shiny surface absorbs and/or reflects different types of damage, the most powerful protection is against fire and ice.

Fire/Heat/Ice/Cold type	Effects on damage Not saved - Saved
Normal	None
Magic, Level 1-3	None
Magic, Level 4-6	* - None
Magic, Level 7-9	1/4 - *

* Damage is equal to half the number of dice which should normally be rolled: a 10-dice *Fireball* would inflict 5 damage, a *Burning Hands* would inflict 1 damage and a 7-dice *Cone of Cold* 4 damage.

Note that save is *always* allowed against spells of up to 6th level.

It is also effective vs.

Electrical damage - 70% chance of reflection (attacker suffers full effects, protected creature none)

Gaze/Rays - 95% chance of reflection

Acid/Liquid - 1/2 damage, 1/4 if save is successful, save at +2

Sonic attack - Save at +2

The spell does not protect against damage sources not stated above.

The material component of this spell is a pearl or at least 300gp value which is crushed while casting.

Tor Kamal's Mnemonic Enhancer (Universal)

Range: Touch
 Components: V, S
 Duration: Special
 Casting Time: 1 Turn
 Area of Effect: A magic user
 Saving Throw: None
 Author: Darknight <dark@newsoft.it>

Tor-Kamal the Athasian warlock took the inspiration for this spell pondering on the great versatility but relative power of the 4th-level *Rary's mnemonic enhancer* creating a new spell with less flexibility and increased potency more near to his needs.

This spell allows the caster to choose one of two options:

The recipient may memorize one spell for each level he is able to cast much like a specialist, he must choose all the extra spells from up to three schools (the schools may be of philosophy, of effects or chosen by any other criteria allowed by the DM).

The recipient may memorize up to a maximum of 18 levels of spells with the limitations stated in the following table. This second option is good to boost up the ability of relatively low-level spellcasters significantly.

Spell Level	Maximum Spells
1	4
2	4
3	3
4	3
5	3
6	2
7	2
8	2
9	1
10	1

The spells memorized by means of this enchantment take half time to memorize (for those of you who use this rule) and will remain in the recipient's mind until cast.

This is a truly powerful enchantment but has its own hindrances.

The recipient will radiate STRONG magic of the appropriate school until he has cast the last extra spell; it will be almost impossible to hide the aura or alterate it with spells like *Nystul's magical aura* (and this is a very nasty thing PARTICULARLY if you live on Athas).

The recipient must have an intelligence/reason of at least 15 otherwise the spell will cause him to fall unconscious for 1d3 days. Furthermore it's possible (20% chance) that he will lose one point of intelligence permanently (a successful saving throw vs. spell negates this effect).

Once a spell is chosen it cannot be changed with any means short of a *Wish* (but using a *Wish* in this way would be at least pointless in most situations).

All the extra spells must be cast and cannot be discharged either by will of the recipient or by means of *Dispel magic* more powerful negations such as *Mordenkainen's Disjunction* may work at the discretion of the DM. A *Wish* will always work.

The recipient must have a mage-like spellcasting ability (normal priests are NOT eligible targets but wizardly priests are), he also must be totally willing, note however that it's not required that the recipient knows the truth about this spell and its effects.

Tor Kamal's Reverse Aging (Alteration, Abjuration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: The caster
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell was developed by Tor Kamal to get rid of the curse of his patron and restore his normal aging when he was almost a child and faced the lost of his ability to cast spells. Although never experimented to do so the spell should make normal people become younger and younger as time elapses.

The material component for this spell may vary greatly from one creature to the other. In Tor Kamal's case it was fresh defiler ash, diamond powder and some drops of blood from a child.

Tor Kamal's Raiot Storm (Evocation, Conjuration)

Range: 1 mile
Components: V, S, M
Duration: Istantaneous
Casting Time: 1 round
Area of Effect: Half mile radius area
Saving Throw: Special
Author: Darknight <dark@newsoft.it>

By means of this spell the caster summons massive energies from the plane of lightning. At the end of the casting time the wizard must shout "Raiot!" and throw the material component to the ground before him while standing before his intended target(s).

As the gem is crushed by the sheer magical power of the spell huge lightnings depart from it and form high arcs into the sky before they discharge striking unerringly.

Eligible targets include (but are not limited to): creatures, buildings and trees. The targets may vary from one to several thousands depending on the amount of damage the wizard wants to cause to each of them, due to the great concentration needed to conjure all the magical energy and control it until it is ready to be released the spell may not be easily tuned to the number of recipients. In addition all the targets must be at least half mile far from the caster, the lightnings won't strike within this distance.

up to 1000	3d4	2
up to 100	8d6	4
up to 10	10d10	7
1	See Below	10

If the entire spell effects are directed to one target it must save vs. spell at -3 or be instantly disintegrated (the size of the target must be considered: a fortress may not be entirely destroyed but its access portal could), otherwise it takes 20d10 points of damage. Spells of less than 8th level may not protect the single target, even and *Anti-Magic Shell* and magical resistance (if the check is successful) will only reduce its effects (10d10 damage).

All the creatures within 10 yards from the caster must save vs paralization or be deafened and stunned for 1d4 rounds by the roar of the lightnings, the wizard gets a +1 bonus to the save. The material component for the spell is either a diamond or a star sapphire wich must be of at least 10000 gp value. If the used gem is a star sapphire for each 5000 gp over the base value add the value in the Additional Damage column of the table as the stone allows greater power to be stored. Needless to say it is impossible to find even the smallest piece of the original gem after the spell is cast.

The spell was mainly designed for battle and siege.

Tor Kamal's Wrath Upon Magic Resistance (Universal, Alteration)

Range: 60 yards
Components: V
Duration: 1 turn + 1 round/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None
Author: Darknight <dark@newsoft.it>

This spell is similar in effects to *Lower Resistance* but much more powerful. The reduction of magic resistance is equal to 4% per level of the wizard, of course no magic resistance check is allowed to prevent the spell effects.

Number of targets	Damage	Additional Damage
up to 10000	1d4+1	1

Priest spells

Note: Spells are separated into spheres based on the Earth, Air, Fire & Water supplement; DMs without access to that book should reclassify the paraelemental spells into the most appropriate elemental spheres (e.g., Eyes of the Sun would be under the Sphere of Fire).

Priest spells by level

Level 1

Narhwal's Blistering Pain (Alteration)

Level 2

Clean (Alteration)

Enhance Weapon with Fire (Alteration)

Make Flammable (Alteration)

Mend Bone (Alteration, Necromancy)

Curse non-fire Weapons (Alteration)

Minor Elemental Wall (Alteration, Evocation)

Unerring Concentration (Abjuration)

Water Whip (Evocation)

Level 3

Bone Shape (Alteration, Necromancy)

Eyes of the Sun (Alteration)

Lesser Elemental Wall (Alteration, Evocation)

Thunder Clap (Invocation/Evocation)

Wind Burn (Evocation)

Level 4

Breath Silt (Alteration)

Cure with Fire (Necromancy)

Elemental Bonding II (Alteration)

Elemental Wall (Alteration, Evocation)

Etrigan's Cure Serious Wounds with Water
(Necromancy)

Flameform (Alteration/Evocation)

Encase (Evocation)

Heal Elemental (Alteration)

Sand Storm (Evocation)

Slippery like Water (Alteration)

Strengthen Bone (Alteration, Necromancy)

Weaken Elemental (Alteration,

Conjuration/Summoning)

Level 5

Brittle Stone (Alteration)

Drown (Conjuring/Summoning)

Elemental Imbalance (Alteration)

Greater Elemental Wall (Alteration, Evocation)

Flesh to Salt (Alteration)

Solar Sight (Divination)

Level 6

Bass's Elemental Domination

(Enchantment/charm)

Entomb (Evocation)

Superior Elemental Wall (Alteration, Evocation)

Flesh to Wax (Alteration)

Wax to Flesh (Alteration)

Level 7

Water Intoxication (Conjuring/Summoning)

Priest spells by School

Divination

Solar Sight

Enchantment/Charm

Bass's Elemental Domination

Invocation/Evocation

Elemental Wall

Encase

Entomb

Flameform

Greater Elemental Wall

Lesser Elemental Wall

Minor Elemental Wall

Sand Storm

Superior Elemental Wall

Thunder Clap

Water Whip

Wind Burn

Necromancy

Cure with Fire

Etrigan's Cure Serious

Wounds with Water

Harm with Fire

Mend Bone

Strengthen Bone

Illusion

No spells under this school

Alteration

Bone Shape

Breath Silt

Brittle Stone

Clean

Elemental Bonding II

Elemental Imbalance

Elemental Wall

Enhance Weapon with Fire

Eyes of the Sun

Flameform

Flesh to Salt

Flesh to Wax

Greater Elemental Wall

Harm Elemental

Heal Elemental

Lesser Elemental Wall

Make Flammable

Mend Bone

Minor Elemental Wall

Narhwal's Blistering Pain

Salt to Flesh

Slippery like Water

Strengthen Bone

Strengthen Elemental

Superior Elemental Wall

Wax to Flesh

Weaken Elemental

Conjuration/Summoning

Drown

Strengthen Elemental

Water Intoxication

Weaken Elemental

Abjuration

Unerring Concentration

Priest spells by Spheres

Sphere of Air

Bass's Elemental Domination
Breath Silt
Elemental Bonding II
Elemental Imbalance
Elemental Wall
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Strengthen Elemental
Superior Elemental Wall
Thunder Clap
Weaken Elemental
Wind Burn

Sphere of Earth

Bass's Elemental Domination
Brittle Stone
Elemental Bonding II
Elemental Imbalance
Elemental Wall
Encase
Entomb
Flesh to Salt
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Salt to Flesh
Sand Storm
Strengthen Elemental
Superior Elemental Wall
Weaken Elemental

Sphere of Fire

Bass's Elemental Domination
Cure with Fire
Elemental Bonding II
Elemental Imbalance
Elemental Wall
Enhance Weapon with Fire
Flameform
Greater Elemental Wall
Harm Elemental
Harm with Fire
Heal Elemental

Lesser Elemental Wall
Make Flammable
Minor Elemental Wall
Strengthen Elemental
Superior Elemental Wall
Weaken Elemental

Sphere of Water

Bass's Elemental Domination
Drown
Elemental Bonding II
Elemental Imbalance
Elemental Wall
Etrigan's Cure Serious
 Wounds with Water
Flesh to Salt
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Salt to Flesh
Slippery like Water
Strengthen Elemental
Superior Elemental Wall
Water Intoxication
Water Whip
Weaken Elemental
Wind Burn

Sphere of Rain

Bass's Elemental Domination
Elemental Bonding II
Elemental Wall
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Strengthen Elemental
Superior Elemental Wall
Thunder Clap
Weaken Elemental

Sphere of Sun

Bass's Elemental Domination
Elemental Bonding II
Elemental Wall

Eyes of the Sun
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Solar Sight
Strengthen Elemental
Superior Elemental Wall
Weaken Elemental

Sphere of Magma

Bass's Elemental Domination
Elemental Bonding II
Elemental Wall
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Strengthen Elemental
Superior Elemental Wall
Weaken Elemental

Sphere of Silt

Bass's Elemental Domination
Breath Silt
Elemental Bonding II
Elemental Wall
Greater Elemental Wall
Harm Elemental
Heal Elemental
Lesser Elemental Wall
Minor Elemental Wall
Strengthen Elemental
Superior Elemental Wall
Weaken Elemental

Sphere of the Cosmos

Bone Shape
Clean
Flesh to Wax
Mend Bone
Narhwal's Blistering Pain
Strengthen Bone
Unerring Concentration
Wax to Flesh

Spell list

Level 1

Narhwal's Blistering Pain (Alteration)

Sphere: Cosmos
Level: 1
Range: Touch
Components: V, S, M
Casting Time: 1
Duration: Special
Area of Effect: One person
Saving Throw: Neg.
Author: Eric Wayne Swett
<4962@EF.GC.MARICOPA.EDU>

This is a particularly annoying and potentially disgusting spell. The caster places his hands upon the bare flesh of the victim and immediately the victim takes 1d4-1 dmg (save negates the effect). Large, pussy blisters grow from the place the victim was touched. This can have any number of ill effects upon the victim depending upon the location and the creativity of the DM. The material component of this spell is some lamp oil rubbed on the hands of the caster.

Level 2

Clean (Alteration)

Sphere: Cosmos
Level: 2
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: Permanent
Area of Effect: 1 person/level or 10 cubic ft.
Saving Throw: None
Author: Steve Bartell
<STEVEBAR@WORDPERFECT.COM>

Upon casting this spell, the priest effectively cleans one person, animal, or object per level of experience. If cast upon a person or mount, it cleans the being plus any personal belongings he/she/it has on it. This spell effects dirt, grease, paint, sweat, etc., but can be controlled so it doesn't remove something that is permanent, such as oil in boots or paint on a shield. This spell is useful for a party who is on the road for weeks without a chance to bathe. It can also be used to negate the effects of some spells. These spells would include color spray, grease, etc. The material component of this spell is a piece of soap.

Enhance Weapon with Fire (Alteration)

Sphere: Fire
Level: 2
Range: Touch
Components: V,S,M: a bit of coal, holly symbol
Duration: 2 rounds / level of caster
Area of Effect: Weapon touched
Casting time: 1 round
Saving Throw: None
Author: Dennis Kefallinos
<DENISON@THESEAS.NTUA.GR>

This spell enhances the striking power of a weapon (only melee weapons). The weapon now functions a bit like a flame blade. For the duration of the spell the weapon glows with a fiery aura and causes 1d4 points + 1 point per 2 levels of caster damage in addition to its normal damage, due to the shearing heat it radiates. Unfortunately it also causes 1 point of damage per round to its user (as long as he holds it), for the same reason (of course he can use his ignore element power to avoid this). Undead and creatures especially vulnerable to fire take 2 additional points of damage. If the creature is protected from fire, the damage inflicted is reduced by 4 (for a minimum of 0). The weapon can now ignite combustible materials. It is not however a magical weapon. The spell does not function underwater. Already enchanted weapons cannot be enhanced this way. Wooden weapons CANNOT be fire enhanced because they would ignite.

Make Flammable (Alteration)

Sphere: Fire
Level: 2
Range: 30 yards
Components: V,S,M: a chip of wood, holly symbol
Duration: 3 rounds / level of caster
Area of Effect: 1 to 4 creatures, or objects in 10-foot cube/level
Casting time: 5
Saving Throw: Neg.
Author: Dennis Kefallinos
<DENISON@THESEAS.NTUA.GR>

This spell makes 1 to 4 creatures or objects flammable. For the duration of the spell they are as flammable as wood. If they catch fire they burn entirely and turn to ash in the time it takes wood of their size to burn. This fire is normal fire

and may be extinguished by the usual means. It does not matter what materials the objects or creatures are made of. They can be enflamed by natural as well as magical fire or extreme heat, but the spell itself does not enflame them. After they catch fire they get damage from heat, but also turn to ash within the time specified. After they catch fire, the duration of the spell does not matter. Each creature or object gets a saving throw; if only one is the subject of the spell it has a penalty of -2 to its roll; if two are subject, each receives a penalty of -1; if three are subject, each receives a bonus of +1; if four are subject, each receives a bonus of +2. A successful saving throw negates the effects of the spell.

Mend Bone (Alteration, Necromancy)

Reversible

Sphere: Cosmos

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 hour

Duration: Permanent

Area of Effect: 1 bone

Saving Throw: Special

Author: Bill Hincks

<WHIN3560@URIACC.URI.EDU>

With this spell the caster may mend a broken bone. The bone must still be made of living tissue and recently broken. An hour must be spent chanting over the person, while smooth strokes are made on the skin over the broken bone. Water (or a similar substance depending on the view of the cleric) must be rubbed over the wound every ten minutes. Over the course of the hour the bone will draw together and mend. It will be as good as new when the spell is complete. If interrupted while casting the bone will be mended only partly, depending on when the caster was interrupted. The mending heals 10% of the bone for every 10 minutes of casting, and 50% of the mending occurs in the last 10 minutes.

The reverse of this spell, break bone, is an excruciating process, where the bone is weakened and drawn apart until it is split into two separate pieces. The process still occurs over the course of an hour and a save vs. spells occurs in the last 10 minutes. If successful the bone is only weakened by 50%, if failed the bone is separated completely. It is a common torture technique among templars.

NOTE: In order to insure that the bone is set properly the caster must make a successful healing proficiency check, when the spell is

completed. If someone other than the caster tries to use the healing proficiency and guide the caster he must make the check at an additional -5 to his roll. An improperly set bone must be broken and set again in order to attain its former strength.

Curse non-fire Weapons (Alteration)

Sphere: Fire

Level: 2

Range: 30 yards

Components: V,S

Duration: 3 rounds / level of caster

Area of Effect: 60-foot cube

Casting time: 3

Saving Throw: None

Author: Dennis Kefallinos

<DENISON@THESEAS.NTUA.GR>

Causes non-fire based weapons, that is all except those related or made with fire (for ex. obsidian weapons or fire arrows are not affected, while iron or steel are) to be awkward to their handling. The weapons radiate heat that causes this difficulty. It is not enough though to cause damage to either the weapon or the wielder. This makes creatures using them to be non-proficient to their use. A specialized one revert to simply being proficient. The creatures receive the usual non-proficiency penalties according to their class.

Minor Elemental Wall (Alteration, Evocation)

Sphere: Elemental (any), Paraelemental (any)

Level: 2

Range: 10 yards/level

Components: V, S, M

Casting Time: 2

Duration: 5 rounds + 1 round/level

Area of Effect: Special

Saving Throw: None

Author: John M. Martz

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (Templars may cast this spell in any form). It covers a 20-foot- square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. For example, a 5th level caster, who can create a wall up to 100 square feet in area, might create a wall that is 5 feet high and 20 feet long or a wall that is 20 feet high and 50 feet long.

While this set of spells share common characteristics, such as duration and area of

effect, the wall's specific properties differ based on its composition.

Element	Properties
Air	Creates an invisible wall of violently disturbed air that is two feet thick. Treat as per wind wall spell (p. 154, PHB).
Water	Creates a wall of billowing fog that is up to 10' thick per level of the caster. Treat as per wall of fog spell (p. 139, PHB).
Fire	Creates a two foot thick wall of hot air that causes targets viewed through it to shimmer and waver. Treat as blur spell for all attacks made within or through the wall (e.g., ranged attacks; p. 140, PHB).
Earth	Creates a wall of swirling dust that is 10' thick. The dust obscures vision; treat as blur spell for all attacks made within or through the wall (e.g., ranged attacks; p. 140, PHB).
Rain	Creates a two foot thick wall of mist. Treat as blur spell.
Sun	Creates a 2 dimensional plane of bright light -- it has no measurable depth. Beside filling the area with bright, this wall has little effect, except on creatures sensitive to bright light (e.g., undead), which suffer damage according to their individual descriptions.
Magma	as a minor wall of fire, above.
Silt	as a minor wall of earth, above.

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

See also:

- Lesser Elemental Wall
- Elemental Wall
- Greater Elemental Wall
- Superior Elemental Wall

Unerring Concentration (Abjuration)

Sphere: Cosmos

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1 round/level

Area of Effect: Caster

Saving Throw: None

Author: Steve Bartell

<STEVEBAR@WORDPERFECT.COM>

This spell is identical to the wizard spell of the same level and name.

Water Whip (Evocation)

Sphere: Elemental (Water)

Level: 2

Range: 0

Components: V, S, M

Duration: 5 rounds + 1 round/2 levels

Casting Time: 6

Area of Effect: 10' long whip

Saving Throw: None

Author: John M. Martz

With this spell, the caster causes a crystal clear blue whip to form in his hand -- the weapon is made entirely of water. If the caster successfully hits with the water whip in melee, the target suffers damage equal to 1d2 (or 1 for L creatures) + 1 point per level of the caster. Thus, an 8th level cleric will do either 9 or 10 points of damage. If the cleric hits with a natural 20, he has succeeded in disarming his opponent; the target still takes damage. A creature attacking with only natural weapons (e.g., teeth & claw) cannot be disarmed in this manner.

Any creature especially susceptible to water damage suffers double damage. Note: double damage does not apply to creatures susceptible to holy water, such as undead (the water that composes the whip is not holy water).

Although magical in origin, it is not considered a magical weapon unless cast by high level priests (i.e., 10th level or greater). That is, for casters of 10th level or greater, the water whip is considered a +1 weapon; for casters of 20th level or greater, it is considered a +2 weapon; and so on.

In addition to the casters holy symbol, the spell requires a leaf from any water-dwelling plant as a material component.

Level 3

Bone Shape (Alteration, Necromancy)

Sphere: Cosmos
Level: 3
Range: Touch
Components: V, S, M
Casting Time: 11 rounds
Duration: Permanent
Area of Effect: 3' cube plus 1' cube/level (not to exceed one object)
Saving Throw: None
Author: Bill Hincks
<WHIN3560@URIACC.URI.EDU>

With the aid of this spell the caster may take bone and mold it into whatever shape is desired. The spell takes 1 round to cast and an additional 10 rounds to shape the desired object. Bones can be melded together to produce one final object, but no more than one object may be produced per casting. The object can not exceed the Area of Effect of the spell (though two objects created by the spell may be joined together with another casting. The new object will be seamless and quite strong. The material component for this spell is fresh bone dust (no more than 1 hour old) spread over the bone, the bone may then be sculpted like clay. STRENGTHENED bone may not be joined to normal bone though it may be joined to another piece of STRENGTHENED bone. (In this case the bone dust may be no more than ten minutes old when it is spread on the bone and must be made into a paste with the blood of the creature the dust comes from, the blood must also be fresh.)

Eyes of the Sun (Alteration)

Sphere: Paraelemental (Sun)
Level: 3
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: The caster's eyes
Saving Throw: Special
Author: John M. Martz

With this spell, the caster causes his eyes to burn as bright as the sun. Anybody within 10 feet of the caster who meets his gaze must save versus breath weapon or become blind. As per

the DMG, creatures surprised by the caster automatically meet his gaze. Those attempting to avoid the gaze by looking in the caster's general direction without looking into his eyes risk a 20% chance each round of accidentally meeting the caster's gaze but suffer no combat penalties. Those completely averting their gaze or closing their eyes suffer the normal penalties for fighting blind (-4 to attack; +4 to Armor Class; +2 to initiative). Unlike most gaze attacks, looking into the caster's gaze in a reflected surface (such as a mirror) has the same damaging effects as looking directly into his eyes; should the caster be tricked into meeting his own gaze, he too must roll to save against blindness. Undead, and other creatures sensitive to sunlight, suffer automatic damage as if exposed to sunlight as long as the caster gazes at them, and they are within 10 feet of the caster.

While the caster's eyes shine brightly, they produce no heat and can not be used to light fires (unless using a magnifying glass); they can be used to light a passage in the dark up to 10 feet before the caster. The spell does not interfere with the caster's vision. Since this spell burns the victim's retina, a cure blindness spell will not restore his sight; rather, stronger magic must be used, such as a restoration or wish spell.

Lesser Elemental Wall (Alteration, Evocation)

Sphere: Elemental (any), Paraelemental (any)
Level: 3
Range: 10 yards/level
Components: V, S, M
Casting Time: 3
Duration: 5 rounds + 1 round/level
Area of Effect: Special
Saving Throw: None
Author: John M. Martz

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (Templars may cast this spell in any form). It covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. As with minor elemental wall, lesser elemental wall covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element	Properties
Air	Creates a deafening wall of violently disturbed air that is two feet thick. Treat as per all of sound spell (p. 78, CBH). Namely, one side chosen by caster produces such a roar that all communication (including verbal spell components) is disrupted within 30 feet. Those within 10 feet are deafened for 1d4 turns if they fail to save versus spell. The sound is heard on the other side, but is not disruptive. Anyone passing through the wall suffers 1d8 points of damage and is permanently deafened unless he rolls a successful saving throw versus spell. Deafened creatures suffer - 1 penalty to surprise rolls, a +1 penalty to initiative rolls, and they are 20% likely to miscast spells with a verbal component. A silence 15' radius spell cast by a higher level caster specifically for this purpose will dispel the wall; the wall otherwise destroys all silence spells that come into contact with it.
Water	Creates a wall of "solid fog" that is up to 10 feet thick per level of caster. Treat as per solid fog spell (p. 163, PHB).
Fire	Creates a billowing wall of black smoke that is 10 feet thick. Due to its noxious gasses, treat as per stinking cloud spell (p. 145, PHB), except those exposed to the cloud save with a -3 penalty. All vision within and through the wall is impossible.
Earth	Creates a wall of swirling dust that is 10' thick. This wall has two effects. Treat as blur spell for all attacks made within or through the wall (e.g., ranged attacks; p. 140, PHB). Anybody coming into physical contact with the wall will suffer as per the "itching" version of an irritation spell (p. 142, PHB) -- saving throws are at a -3 penalty regardless of the number of creatures entering the area of effect.
Rain	Creates a 10 foot thick wall of rain. The rain slows movement through it; treat as slow spell. It also obscures vision within and through it as per a blur spell. It extinguishes non-magical fires and has a chance of extinguishing magical fires as a dispel magic cast by a cleric of equal level equal to the caster.
Sun	Creates a 2 dimensional plane of blinding light -- it has no measurable depth. Beside filling the area with bright, most creatures cannot see through this wall (trying to do so will damage their eyes). Anybody attempting to pass through this wall must save versus spell or be permanently blinded; note, simply closing one's eyes provides no protection, but better protection can add bonuses to the save at the DM's discretion. Creatures sensitive to bright light who view this wall must save versus spells with a -2 modifier or be affected by fear; they suffer double damage from coming into direct contact with this wall.
Magma	as a lesser wall of fire, above.
Silt	as a lesser wall of earth, above.

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

See also:

- Minor Elemental Wall
- Elemental Wall
- Greater Elemental Wall
- Superior Elemental Wall

Thunder Clap (Invocation/Evocation)

Sphere: Elemental (Air), Paraelemental (Rain)

Level: 3

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: 1/2

Author: John M. Martz

This spell is similar to the wizard spell thunder staff with the exception that the priest needs no material components. Upon completion of the spell, the priest claps his hands together and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures and objects wholly or partially in the cone incur the effects of thunder staff as printed in the ToM (p. 32-33).

While the priest must have both hands free to cast the spell most effectively, he can cast it with only one hand. This case might occur if the other hand is bound, missing, or holding a shield, for example. If the caster only has one hand free, he may clap it against bare skin on any part of his body (e.g., thigh, cheek, etc.). The resulting cone of force is 2.5' wide at the apex, 10' wide at the base, and 20' long. All creatures wholly or partially in the cone must roll a successful saving throw versus spells. Those who fail are stunned for 1 round and deafened for 1d3-1 rounds (they cannot be deafened for less than 1 round, however). Those creatures who fail are also hurled 2d4+2 feet by the wave of force, suffering 1 point of damage per two feet thrown (damage will always be 2d4+2, even if the creature encounters an intervening surface). If the save is successful, the victim is not stunned, but is deafened for 1d3-1 rounds and is hurled only half the distance. Giant-sized creatures or larger who succeed at their saving throws are deafened but are not thrown, suffer no damage, and are not stunned. If the save is failed, they are hurled 1d4+1 feet, suffer 1 point of damage per two feet thrown, and are deafened and stunned. Regardless of whether one or two hands are used in the casting, the cone has a Strength of 19 for the purposes of opening doors. It can move objects weighing up to 640 pounds 4d4+4 or 2d4+2 feet, depending on the method of casting. Fragile items must make a saving throw versus crushing blow or be destroyed.

Wind Burn (Evocation)

Sphere: Elemental (Air, Water)
Level: 3
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: 75' long cone
Saving Throw: 1/2
Author: John M. Martz

Despite the name of this spell, wind burn has nothing to do with fire. Upon casting, the priest causes an exceptionally dry cone of air to originate from his hand. The cone is 5" in diameter at its base, 25' in diameter at its end, and 75' long. All targets of the spell must save versus spells. Those who fail suffer 1d6 points of dehydration damage per level of the caster as well as a temporary loss of 1 point of Constitution (creatures w/o Constitution scores suffer a -1 penalty to Armor Class). A successful save means half damage & no loss of

Constitution. Creatures exceptionally susceptible to dehydration damage (e.g., those from the elemental plane of water, plant creatures, & even aquatic creatures) suffer a -4 penalty to their saving throw. Constitution point loss IS cumulative; that is to say, if a target of two of these spells fails to save against both it will suffer a -2 to its Constitution (if it survives the damage, of course). A character is dead if his Constitution reaches zero (for creatures w/o Constitution, use HD; thus, even if a 3 HD monster had enough HPs to survive failing to save 3 times, it would still die since $3 - 3 = 0$).

Constitution points may only be restored by consumption of a full day's water requirement (use DARK SUN Rehydration rules; or simply 1 gallon per day for a human sized creature). This spell is not castable under water.

Level 4

Breath Silt (Alteration)

Sphere: Elemental (Air), Paraelemental (Silt)
Level: 4
Range: Touch
Components: V, S
Duration: 1 hour/level
Casting Time: 7
Area of Effect: Special
Saving Throw: None
Author: John M. Martz

The recipient of a breath silt spell is able to breathe silt freely for the duration of the spell (this ability does not interfere with the ability to breath normal air). The priest can divide the base duration between multiple characters. Thus a 10th level priest can confer this ability to 2 characters for 5 hours each, to 5 characters for 2 hours each, etc., to a minimum of 1/2 hour per character.

As this spell allows the recipient to breathe silt and air, it will not only protect against choking in a silt storm but also against total submersion in the Sea of Silt. This spell will not protect against submersion in sand, water, or any other material; nor will it protect against noxious vapors, such as poisonous clouds or smoke.

Harm with Fire (Necromancy)**Cure with Fire (Necromancy)**

Reversible

Sphere: Fire

Level: 4

Range: Touch

Components: V,S,M: holy symbol

Duration: Permanent

Area of Effect: Creature touched

Casting time: 7

Saving Throw: None

Author: Dennis Kefallinos

<DENISON@THESEAS.NTUA.GR>

When laying his hand upon the creature the priest heals 2d8+3 points of wound or other injury damage to the creature's body. This healing cannot affect non-corporeal, non-living or extra-planar creatures. Because of the heat the spell causes inside its body the creature needs for this day (or the following if it is night) 1.5 times the normal amount of water. Also very flammable objects (ex. burning oil) worn or possessed may catch fire. The reverse of the spell, Harm with Fire operates similarly but causes damage. The creature must be touched, but does not receive a saving throw.

Elemental Bonding II (Alteration)

Reversible

Sphere: Elemental (Any), Paraelemental (Any)

Level: 4

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

Author: John M. Martz

This spell is a more powerful version of the first level spell elemental bonding (see DK). With this spell the priest attempts to repair physical damage done to another being or creature. In an elemental sense, part of the damage incurred by combat wounds or disease is, in fact, an imbalance created in the body's elemental proportions. Through this spell, the priest restores some of this balance.

The caster can heal 2d4+4 points of damage. The same restrictions apply to this spell as to the 1st level spell. Namely, the cleric cannot completely heal the recipient with this spell. He can only heal the recipient to within 3 points of perfect health (unless the damage was solely from an elemental, then all damage can be healed). Additional means must be used to bring

the recipient back to perfect health (e.g., cure light wounds, rest); although, elemental bonding I cannot, since both spells work on the same principle.

By casting the reverse of this spell, the cleric does 2d4+4 points of damage. While no saving throw is allowed, a successful attack must be made (i.e., the caster must succeed in touching the target).

The material component for this spell is enough of the caster's element to sufficiently cover the recipient's wounds.

Elemental Wall (Alteration, Evocation)

Sphere: Elemental (any)

Level: 4

Range: 10 yards/level

Components: V, S, M

Casting Time: 4

Duration: 1 turn + 1 round/level

Area of Effect: Special

Saving Throw: None

Author: John M. Martz

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (Templars may cast this spell in any form). As with minor and lesser elemental walls, elemental wall covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element	Properties
Air	Creates a deafening wall of violently disturbed air that is two feet thick, similar to a lesser elemental wall. Treat as per wall of sound spell (p. 78, CBH), however the roar of an air wall is so intense that anyone passing through the wall suffers damage as per shout (p. 163, PHB) and suffers a -3 penalty to his saving throw.
Water	Creates a vertical wall of ice. Treat as "ice plane" option of the wall of ice spell (p. 164, PHB).
Fire	Creates a billowing wall of smoke that is 10 feet thick. Similar to incendiary cloud (p. 189, PHB), on the third round it erupts into flame (3d2) and continues to flame for the fourth (3d4) and fifth rounds (3d2). A save versus spell is allowed to halve damage. On subsequent rounds, it is identical to a lesser fire wall, except the heat remains intense, and those within the wall suffer 1 point of damage each round.
Earth	Creates a wall of sand that is 1 foot thick per level of caster. Treat as per wall of sand (in Forgotten Realms Adventures). Namely, the sand is thick and viscous, reducing movement through the wall to half speed. All creatures relying on normal sight or infravision are blinded while within the wall, and they suffer a -3 penalty to their AC for the round after leaving the wall. Creatures needing to breathe suffer 1 point of damage per round spent within the wall. The wall extinguishes open flames, prevents speech within it, and blocks all sight through it.
Rain	Creates a 10 foot thick wall of driving rain with sporadic bolts of lightning. Movement and vision through the wall hampered as per a lesser elemental wall of rain, and it has the same effects on fire. Furthermore, any character passing through this wall is %50 likely to be struck by a bolt of lightning (2d6); save for half damage. Any character remaining within this wall has a %50 probability of being struck each round.
Sun	As lesser wall, however, creatures passing through this wall must save versus spell with a -4 penalty or be permanently blinded.
Magma	as a elemental wall of fire, above.
Silt	Creates a wall of silt that is 5 feet thick per level of caster. Movement through the wall is at 1/2 speed. Furthermore, the fine powder gets into everything -- boots, packs, etc. Each items susceptible to damage by silt (e.g., water, potions, spell components) has a 25% chance of being damaged. For some items such as water the damage may be as minimal as a gritty taste; for others, such as a potion of speed, the silt might ruin them completely. The decision is the DMs.

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

See also:

- Minor Elemental Wall
- Lesser Elemental Wall
- Greater Elemental Wall
- Superior Elemental Wall

Encase (Evocation)

Sphere: Elemental (Earth)

Level: 4

Range: 10 yards/level

Components: V, S, M

Duration: 1 turn + 2 rounds/level

Casting Time: 4

Area of Effect: 1 creature size L or smaller

Saving Throw: Neg.

Author: John M. Martz

When cast, this spell completely encases the target in volcanic rock. The casing does not hinder breathing due to its porous nature, and the victim suffers no damage; however, it does block vision and prevent all movement for the duration of the spell, including somatic and verbal spell components.

If the target saves versus spell, he completely avoids the affects of encase, as a hollow stone statue roughly his shape appears next to him,

collapses in on itself, and disappears. If the target fails his save, he is immediately encased. Each round thereafter, he may attempt to break free. Breaking free requires the entire round and a successful Bend Bars/Lift Gates roll. The volcanic casing will crumble after suffering 15 points of damage plus 1 point per level of caster. For damage purposes, treat the casing as having an Armor Class of 5. Any attack that damages the casing has a 75% probability of wounding the victim within; divide the damage equally between the casing and the victim. In addition, the victim automatically incurs all damage above the amount required to destroy the casing. For example, Chluckla is encased by a 10th level cleric, creating a casing with 25 HPs. His comrades attempt to free him by chipping him free. Blitz strikes the casing and does 6 points of damage and rolls a 50 on percentile dice -- the casing takes 3 points of damage and Chluckla takes 3 points of damage. Taraq does 12 points of damage and rolls 89% -- the casing takes all 12 points of damage. Finally, Morgart does 28 points of damage, rolling 15% -- Chluckla takes 14 points of damage, and the casing takes 14 points; however, since the casing has only 10 HPs left (25-3-12), the remaining 4 points damage is applied to Chluckla. Thus, Chluckla's friends inflict a total of 21 points of damage (3+14+4) to him while trying to free him. A successful dispel magic will immediately remove the casing. The material component for this spell is a fist-size piece of volcanic rock.

Etrigan's Cure Serious Wounds with Water (Necromancy)

Sphere: Water
 Level: 4
 Range: Touch
 Components: V,S,M
 Duration: Permanent
 Casting time: 7
 Area of effect: Creature touched
 Saving throw: None
 Author: Angelos_Bartzis
 (MC87034@CENTRAL.NTUA.GR)

This spell cures 2d8+1 hit points. The recipient must drink 1 gallon of water blessed by the priest. Then he is cured, but his water requirements for the day are quadrupled (cumulative). Thus a human cured three times in a single day would require 12 gallons of water! Failure to meet the water requirement is treated according to standard dehydration rules.

Flameform (Alteration/Evocation)

Sphere: Fire
 Level: 4
 Range: 0
 Components: S,M: a bit of gauze, holy symbol
 Duration: 5 rounds + 1 round / level of caster
 Area of Effect: Caster
 Casting time: 2
 Saving Throw: None
 Author: Dennis Kefallinos
 <DENISON@THESEAS.NTUA.GR>

The spell is a combination of wraithform and wall of fire. It changes the caster into a moving magical flame. It may be dispelled. In flameform the caster can pass through cracks. He cannot be hit by material weapons (except +1 enchantment and above) and he is not affected by magical or normal fire and vapors. Magical cold causes double damage though. Creatures within 10' of flameformed caster take 1d4 points of damage, while creatures touched or passed through take 2d6 + 1/level of caster. Undead or creatures especially vulnerable to fire take double damage. No other physical attacks are possible when in flameform, except against creatures that exist in the Ethereal plane, where all attacks (both ways) are normal. Spells cannot be cast. Granted powers such as turn undead and gate fire do function.

**Heal Elemental (Alteration)
 Harm Elemental (Alteration)**
 Reversible

Sphere: Elemental (Any), Paraelemental (Any)
 Level: 4
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round minimum
 Area of Effect: 1 elemental creature
 Saving Throw: None
 Author: John M. Martz

Do to their unique physical nature, creatures from the elemental planes (i.e., Air, Water, Earth, & Fire) and the paraelemental planes (i.e., Rain, Silt, Magma, Sun) can not be cured by normal means while on the Prime Material plane. That is to say, spells from the Necromancy school, such as cure light wounds, heal, and regenerate, produce no effect. In order to repair damage to such a creature, the cleric must act as a conduit for healing powers specific to the creature's home plane; heal elemental allows the caster to serve as this conduit. Thus, the cleric may only heal creatures from his plane of worship. Neither

druids nor templars are able to cast this spell, since they do not have direct link to the elemental planes (i.e., a druid's powers are granted via the spirit of his guarded land, and a templar's spells are granted from his sorcerer-king).

Upon the initiation of this spell, the caster must establish physical contact with the elemental creature (i.e., he can not be wearing gloves) and maintain this contact for at least 1 round. For each round that he maintains contact, he heals 1 HP per his level. For example, Baltasar, a 9th level Cleric of Air, summons a Lesser Air Elemental and sends it into battle. Although the first wave of opponents are defeated, the elemental has taken damage. Since the enemy's reinforcements are several rounds behind, he casts heal elemental and may restore 9 HPs to the elemental per round until battle is resumed or until all HPs are restored (i.e., it can not have more HPs than it did when initially conjured). While it is possible to cast the reverse of this spell, harm elemental, the caster must still touch the target and maintain contact for at least 1 round. Needless to say, the elemental will experience this treatment as an attack and attempt to fight back; however, if the Cleric can keep his hold, the elemental suffers 1 HP per caster's level each round. Use the wrestling rules in the PHB to determine what type of hold the caster achieves and if he can maintain it after the initial round; in addition, wrestling moves normally inflict no damage on such creatures (do to their immunity to non-magical attack forms) above the damage from this spell. Since the cleric can only affect creatures from his plane of worship, he must be very careful with the use of this spell lest his powers be revoked.

Note: this spell does not convey resistance to the elemental's element; thus, using this spell on a creature from the elemental plane of fire or the paraelemental plane of magma -- in the absence of some protective magic -- is a hazardous proposition.

See also:

- Paraelemental, Lesser
- Paraelemental, Standard

Sand Storm (Evocation)

Sphere: Elemental (Earth)

Level: 4

Range: 10 yards/level

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 60 foot diameter circle

Saving Throw: None

Author: David Gehring

<GEHRING@CS.UWP.EDU>

This spell can have one of two effects. First, it can be used as a pounding shower of sand, which rains down for one round in a 60 foot diameter circle inflicting 1d12 points of buffeting damage plus 1d12 points of choking damage to all creatures within the area of effect. Note that certain creatures would be immune to certain effects (e.g., golems) -- it is up to the DM's discretion. Also, undead would be unaffected by the choking damage because they do not need to breathe.

The second use of the spell is as a blinding rain of sand in a 60 foot diameter circle, which lasts for one round per level of the caster. The storm slows movement to 50% and reduces visibility to zero within the area of effect. The sheet does not move with the caster and dissipates if the caster is interrupted. The storm can also extinguish open flames such as torches, candles, camp fires, etc.

The material component for the spell is a handful of fine sand.

Slippery like Water (Alteration)

Sphere: Water

Level: 4

Range: Touch

Components: V,S

Duration: 1 round/level

Casting time: 8

Area of effect: Creature touched

Saving throw: None

Author: Angelos_Bartzis

(MC87034@CENTRAL.NTUA.GR)

The recipient of the spell and a maximum of 25 pounds of his equipment turn into a liquid form, which is still recognizable. The recipient becomes very slippery (no wrestling, overbearing etc. attacks allowed), he gains an effective AC0 (not cumulative with anything else) and a MV of 24. He is unable to support anything solid (weapons, equipment, items fall to the ground) and no spellcasting is allowed. If the recipient enters any

other large liquid in this form he is almost indistinguishable (spotted only by a successful WIS check), but he still must breathe normally. Upon returning to his original form, he must pass a system shock or fall into a coma for 1d4 turns.

Strengthen Bone (Alteration, Necromancy)

Sphere: Cosmos
Level: 4
Range: Touch
Components: V, S, M
Casting Time: 3 rounds
Duration: Permanent
Area of Effect: 3' cube plus 1' cube/level (not to exceed one object)
Saving Throw: None
Author: Bill Hincks
<WHIN3560@URIACC.URI.EDU>

This spell allows a bone construct to be strengthened and made denser. The strength of the bone is doubled by the casting of this spell. The spell takes one round to cast, and 2 rounds of chanting while the material component is absorbed into the target of the spell. The material component is a piece of bone that is a near perfect match to the object of the spell. The component is then placed against the object and absorbed into it. The new object will be twice as dense and twice as strong, with regards to weapons, they receive no penalties to hit and damage, and they will not break on a max damage strike. There is a 2% chance per level of the caster that the STRENGTHENED bone will act as steel.

Weaken Elemental (Alteration, Conjunction/Summoning) Strengthen Elemental (Alteration, Conjunction/Summoning)

Reversible

Sphere: Elemental (Any), Paraelemental (Any)
Level: 4
Range: 10 yards/level
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Special
Author: John M. Martz

This spell strengthens any and all elementals and paraelementals conjured by the caster; it affects Lesser, Standard, & Greater Elementals. This spell may be cast in 1 of 2 ways; its reverse may be cast in only 1 way. Only 1 type of elemental

(e.g., earth) or paraelemental (e.g., silt) may be affected per casting of this spell.

If cast immediately before conjuring elemental(s), all 1s rolled in calculating their hit points are rerolled until another number results. For example, the priest casts strengthen elemental and follows it with conjure lesser elemental. After determining that two 4 HD elementals will appear, the DM rolls 6, 5, 2, and 2; then 7, 4, 1, and 3. He rolls again and obtains a 5. The resulting elementals have 15 (6+5+2+2) and 19 (7+4+5+3) HPs, respectively. In addition the elementals attack with a +1 to hit and damage until their service is fulfilled (i.e., they are destroyed, dismissed, or the conjure spell expires). The priest must begin the conjuring spell the round immediately after casting this spell. Should he fail to initiate the conjuring during the following round, or should he fail to complete the conjuring (e.g., he takes damage) this spell is wasted.

The second method of casting is to cast this spell on elementals that have already been conjured. If cast in this manner, strengthen elemental only confers a +1 to hit and damage on the target elemental. For this version of the spell, the caster may choose up to 1 elemental per 3 experience levels; all elementals must be of the same type and be within 20 yards of each other. This version of the spell lasts for 1 turn + 1 round/level and has no effect on elementals currently under the effects of the first version of this spell.

The reverse, weaken elemental, imposes a -1 to hit and damage on target elementals. As above, the caster may choose up to 1 elemental per 3 experience levels; all elementals must be of the same type and be within 20 yards of each other. This version of the spell lasts for 1 turn + 1 round/level. Elementals are permitted a saving throw to avoid these weakening effects. The material component for this spell is a small bit of the elemental's element (e.g., caster's breath when strengthening air elementals). The material component for the reverse is a small bit of the element opposed to the target elemental's native plane (e.g., water for a fire elemental, rain for a magma paraelemental, etc.).

See also:

- Paraelemental, Lesser
- Paraelemental, Standard

Level 5

Brittle Stone (Alteration)

Sphere: Elemental (Earth)
Level: 5
Range: 5 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: 2 cubic foot/level
Saving Throw: special
Author: John M. Martz

With this spell, the caster causes any type of stone (e.g., sandstone, granite, etc.) to become extremely brittle and easily broken; so much so, that the stone may be crumbled by hand like pottery. When cast against normal stone, no saving throw is allowed, and the caster affects up to 2 cubic foot of stone for every level of experience. The priest may shape the spell to any dimensions, as long as no dimension is less than 1 foot and the area does not exceed the allowable amount. For example, at 8th level Krystan can affect up to 16 cubic feet of stone; she might create a shallow hole in a door 4 x 4 x 1, or create a narrow tunnel 1 x 1 x 16. Stone doors and walls thinner than the area of effect may easily be kicked through -- treat as thin wood for structural saving throws. When used to tunnel through underground rock, the DM must determine the likelihood of cave-in.

When this spell is cast against inanimate stone that was magically created, such as that created by a wall of stone spell, treat as if a dispel magic spell was cast on the stone. If the dispelling fails, the stone remains intact. If the dispelling succeeds, the brittle stone spell functions normally (note: this spell does not dispel the stone, simply make it brittle).

If cast against a creature made entirely of stone, such as a stone or obsidian golem (but not rock golems, which are immune to transmutation spells), the creature is allowed a saving throw versus spell in addition to any innate magic resistance. If it fails both, it suffers a +4 penalty to its Armor Class for the number of rounds equal to the caster's level. If cast in this manner, brittle stone can only affect 1 creature, regardless of the spell's area of affect or the creature's size. The material components are two fist-sized stones from the bed of a stream or river. The caster holds a stone in each hand and claps them together while casting the spell.

Drown (Conjuring/Summoning)

Sphere: Elemental (Water)
Level: 5
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.
Author: John M. Martz

With this spell, the caster causes the target's lungs to fill with water. The water hampers breathing, and the victim will begin to suffocate after 1/3 his Constitution score in rounds (round up). Thereafter, a successful Constitution check each round with a cumulative -2 penalty will postpone damage for an additional round. After the first failed check, the victim suffers 1d6 damage each round until dead. For example, Talmac has a Constitution of 17; he will begin to suffocate after 6 rounds. On the 7th round, his player rolls a 3 -- no problem, Talmac suffers no damage this round. But on the 8th round, the player rolls a 14 (he failed by one, since $17 - 4 = 13$), and Talmac takes 1d6 damage that round and each subsequent round for the remaining duration of the spell.

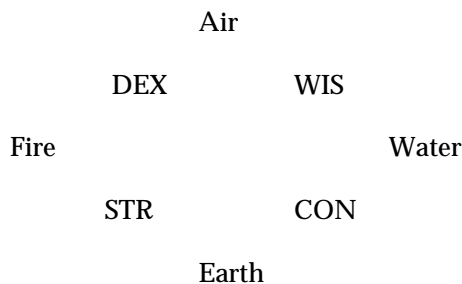
A successful dispel magic cast on the victim immediately clears his lungs of water. A water breathing spell cast on the victim will allow him to ignore the presence of the fluid in his lungs for its duration. The material component of this spell is a fist-sized piece of pulp from a saguaro cactus.

Elemental Imbalance (Alteration)

Sphere: Elemental (Any)
Level: 5
Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Special
Author: John M. Martz

The bodies of most creatures are composed of a mixture of all four elements (i.e., air, water, fire, and earth). With this spell, the caster creates a slight imbalance in the natural physical makeup of the target by increasing the proportion of one element relative to the other three. For example, a Cleric of Fire increases the amount of elemental fire in the target's body. Increasing the amount of elemental material has two effects.

First, the imbalance directly affects the target's abilities (i.e., stats), strengthening some and weakening others. Specifically, four stats are always affected:



The caster improves each of the target's stats associated with his element by 1 point per 3 levels of the caster (to a max of +6), and he weakens those stats associated with the opposing element by 1 point per 3 levels. However, no ability can be reduced to 0 or increased beyond 24.

For example, Samantha, an 11th level Cleric of the Earth, casts elemental imbalance on Halminok who's original stats are STR 17; DEX 15; CON 15; INT 10; WIS 10; and CHR 11. Both Halminok's STR and CON are increased by 3 points; his DEX and WIS are decreased by 3 points each. Thus, his stats for the duration of the spell are STR 20; DEX 12; CON 18; INT 10; WIS 7; and CHR 11. He enjoys all benefits (e.g., greater damage bonus and HPs) and suffers all penalties (e.g., loss of DEX defensive adjustment and -1 magical defense adjustment) associated with his new stats. When the spell ends, his stats immediately return to normal, and thus his abilities return to normal (HPs gained as a result of increased CON are lost only if they exceed his normal limit).

The second effect of this spell is to provide modest protection against the element which has been increased. The target receives a +1 to Armor Class versus elementals from the protected plane and all saves against elemental-based attacks from this element. However, the target suffers a -1 to Armor Class versus elementals from the opposite plane and all saves against attacks from the opposing element. Thus, Halminok would save with a +1 against a flesh to stone spell, but he would suffer a -1 penalty to his Armor Class in a battle against an air elemental. These bonuses are cumulative with non-magical bonuses (e.g., DEX reaction adjustment) and with other magical protections (e.g., magical armor). This spell is traumatic for the target. At the end of the spell, he must make a system shock roll (using his normal CON). If he succeeds, nothing happens. If he fails, he instantly loses 4 HPs per

3 levels of the caster (to a max of 24 HPs) -- that is 1 HP for each 3 levels of the caster for each ability modified. This loss is permanent and cannot be cured via natural means, nor do any of the usual curative magics (e.g., cure serious wounds, heal, regenerate, etc.) work. The damage can not be removed via remove curse or dispel magic.

There are only two known means of restoring HPs lost in this manner: elemental bonding I or II and wish. For the former to have the desired affect, the target must have been cured of all other wounds first (if not, elemental bonding will function normally, curing the existing wounds within three HPs of the post-drain level). In this case, the target is treated as if all damage was suffered from an elemental, and elemental bonding will restore drained HPs as per that spell.

An elemental cleric can only increase the amount of elemental material from his plane of worship. A druid may only increase the elements associated with his guarded lands. For example, a druid who has access to the elemental spheres of fire and earth may increase the amount of either element. A templar may cast this spell in any form. The subject may be under only one elemental imbalance spell at a time; if he is the target of a second casting of this spell while the first is still in effect, both spells are instantly negated. If cast on an unwilling subject, the priest must succeed in touching the victim (i.e., make a successful attack roll). The victim is allowed a saving throw only if he is currently under the influence of an elemental imbalance spell or if he is currently protected against the element (e.g., wearing a Ring of Fire Resistance). In either case, the target is considered to be the target of an elemental attack and all normal rules apply (e.g., bonuses to saving throws).

This spell has no effect on beings native to the inner planes. Nor does it affect undead. The material components are the caster's holy symbol and a small amount of the element to be increased.

Greater Elemental Wall (Alteration, Evocation)

Sphere: Elemental (any), Paraelemental (any)
 Level: 5
 Range: 10 yards/level
 Components: V, S, M
 Casting Time: 5
 Duration: 1 turn + 1 round/level
 Area of Effect: Special
 Saving Throw: None
 Author: John M. Martz

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (Templars may cast this spell in any form). As with the other elemental wall spells, greater elemental wall covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element	Properties
Air	Creates a wall of poisonous gas that is 20 feet thick. Damage as per cloudkill (p. 166 PHB).
Water	Creates a wall of boiling water that is six inches thick. Any creature passing through a greater water wall suffers 3d8 points of damage plus 1 point per level of caster. While it is possible to fire missiles through the wall, these attempts are converted to salt damage. Water created by this spell disappears after the duration expires and causes damage to the wall.
Fire	Creates a wall of flames that is only inches thick and causes damage to the wall of fire spell presented in the PHB (p. 225).
Earth	Creates a wall of iron that is 1/4 inch thick per level of caster. Treat as per wall of iron spell (p. 172, PHB). Note: The duration of a wall of iron is not permanent (Athas (p. 93, DSRB)).
Rain	As an elemental wall of rain, but any character passing through the wall is automatically struck by 1d4 bolts of lightning. Each bolt does 2d6 points of damage and the character must make a separate save for each. Each round the character remains within the wall, he is subject to 1d4 bolt attacks.
Sun	As an elemental wall of sun, but creatures passing through this wall are automatically blinded for 24 hours -- no save is allowed. Furthermore, characters must save versus petrification. A failed save means the character's clothing, hair, and skin catch fire, and he suffers 1d6 points of damage per round until he can extinguish the flames.
Magma	Creates a 1 foot thick wall of molten rock. Any character coming within 3 feet of the wall suffers damage per the following table, and the victim, once restored to flesh, appears as if mummified by acid. The DM rolls 1d4 and modifies the number of damage. For magma, the DM adds 1 for every round equal the caster's level have elapsed. Submersion in a body of water will cool the magma in 2 rounds.
Silt	Creates a wall of silt that is 10 feet thick per level of caster. Other effects are as per elemental wall of silt.

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

See also:

- Minor Elemental Wall
- Lesser Elemental Wall
- Elemental Wall
- Superior Elemental Wall

Flesh to Salt (Alteration)

Salt to Flesh (Alteration)

Reversible

Sphere: Elemental (Earth, Water)

Level: 5

Range: 10 yards/level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Special

Author: John M. Martz

The salt to flesh spell turns any salt into flesh. If the salt was originally living, this spell restores life and possessions provided a successful system shock roll. Thus, any creature transformed into salt can be restored to flesh regardless of size.

When cast upon ordinary salt, the caster can affect a volume of 10 cubic feet per level. In this case, the flesh is inert and has no life. If the salt is a creature, the flesh level of caster plus 1 point per level of caster. Flesh of any sort may be transformed to salt and to salt and back to flesh. The duration of a saving throw vs. polymorph to resist the effects of this spell. If the target is currently suffering from dehydration, he suffers a penalty to his saving throw roll for each day of dehydration (maximum of -4). Failure means that the victim is immediately turned into a statue of salt. As with flesh to stone, any statue created by this spell is subject to breakage or weathering; however, since salt is more fragile than stone, the resulting statue is more susceptible to these threats.

Salt statues are especially susceptible to liquids and blowing sand. Any statue exposed to at least one gallon of liquid or prolonged exposure to blowing sand in excess of 20 miles per hour suffers damage per the following table, and the victim, once restored to flesh, appears as if mummified by acid. The DM rolls 1d4 and modifies the number of damage. For water damage, the DM modifies the roll by adding 1 for every gallon of liquid. For wind damage, the DM adds 1 for every 20 miles of wind speed multiplied by the number of hours exposed. For example, a salt statue is exposed to a sand storm with 40 mph winds for 3 hours. The DM rolls 3 on a d4, modifies the roll by +6 (2 x 3), and consults the following table for the effects under 9. The victim, if returned to flesh,

permanently loses 5 points of Charisma and 9 HPs. As can be seen, the effects are cumulative.

Modified

Roll Effects

1-4	Restored individual is horribly scarred, Charisma reduced below 1). This damage can only be healed by regenerate, wish, or similar magic.
5-9	Restored individual permanently loses Hit Points equal to the amount he can be reduced below 1 Hit Point). This damage can only be healed by regenerate, wish, or similar magic.
10-14	At least one of the victim's limbs is unusable; using 1d20 (1-4=left arm; 5-8=right arm; 9-12=left leg; 13-16=right leg; 17-18=two limbs; 19=three limbs; 20=all limbs). This damage can only be healed by regenerate, wish, or similar magic.
>15	Restored individual is dead. He can be brought back to life with resurrection, or similar magic. Note: raise dead will not work.

The material component is a small statue carved from salt.

Solar Sight (Divination)

Sphere: Paraelemental (Sun)

Level: 5

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 hour

Area of Effect: Special

Saving Throw: None

Author: John M. Martz

This spell causes a reflective surface to serve as a scrying device for up to one hour as long as the sun is above the horizon -- the caster must look at the sun in this reflective surface for the duration of the spell. The caster can only see things directly exposed to the rays of the sun. For example, if the caster is scrying a caravan crossing the sandy wastes, he could see the riders and wagons but not inside covered wagons. Now suppose the driver of the first wagon throws its tarp back, directly exposing 5 square feet of the cargo to the sun. Even though the entire inside of the wagon might be lit by diffused light, the caster could only see where the rays of the sun hit; he can not see anything that does not lay within that 5 square feet of direct sunlight. In all respects, the reflective surface behaves as a crystal ball, except the following. This spell can not be used when the caster is not in sunlight, and the chance of locating the subject is 0% when the subject is not exposed to the same sun that the caster is using (such as on another prime material plane). Viewing period and frequency limits apply across all surfaces the caster uses. Thus, given a 75% chance of finding the subject, the caster would have a 30 minute viewing

period twice per day. If he used a mirror for two viewing periods and switched to polished steel for a third, he would risk insanity for exceeding his allotted frequency as detailed in the DMG.

A priest in good standing with the powers of the elemental plane of sun will suffer no ill effects from this spell, and it will work normally. One who is not on good standing will suffer retinal damage automatically (no save allowed), becoming blind, and the spell will fail. Since this latter effect burns the victim's retina, a cure blindness spell will not restore his sight; rather, stronger magic must be used, such as a restoration or wish spell.

The material components of this spell are the priest's holy symbol and a highly reflective surface (mirror, polished metal, clear water); neither are consumed.

Level 6

Bass's Elemental Domination (Enchantment/charm)

Sphere: Elemental (any), Paraelemental (any)

Level: 6

Range: 80 yards

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 1 Conjured Elemental

Saving Throw: Special

Author: Riccardo Facchetti

<RICCARDO@CDC835.CDC.POLIMI.IT>

This spell enables the caster to assume the control of an elemental creature conjured by another spellcaster or magic device. Magic devices are considered as spellcasters of 12th level. The domination has success with a base likelihood of 11 on 1d20 (50%, you must make an 11 or better) modified with the following:

- If the caster is of higher level with respect of the conjurer you must subtract the difference of level from the base throw. (You have a better chance of success.)
- If the caster is of lower level with respect of the conjurer you must add the difference of level from the base throw. (You have a worse chance of success.)
- If the caster is an elemental s/he has an additional modifier:
 - 2 if the elemental is of the same school of the caster
 - +2 if the elemental is of the opposite school of the caster
 - +0 in any other case.

- At the DM's option, you can modify the throw with something we may call the willpower: WIS bonus for clerics, INT bonus for mages, the better of the two for cleric/mages. Subtract (or add) the difference of willpower of the two spellcasters (of course pay attention to the sign of the number).

If the spell fails, the elemental attacks the spellcaster who casted the domination for at least 4 rounds of fury without control, then the conjurer can restart to control the elemental (i.e. he can choose to let the elemental finish the work or command it to a different target). The duration of the spell is 1 turn/level but it cannot be in any case higher of the remaining time of the conjuration spell (see PHB p. 227, p. 232). The material component is the caster's holy symbol.

DARK SUN setting:

In DS setting this spell will work differently with respect to how powerful is the elemental to be dominated:

- If you try to dominate a LESSER elemental the duration of the spell is increased by 3 turns (Duration: 3 turns + 1 turn/level).
- If you try to dominate a NORMAL elemental the spell works as described above.
- If you try to dominate a GREATER elemental the spell works only on an elemental of your school, without any same-school bonus and the duration of the spell is 1/4 of the normal (Duration: 1 turn/4 levels).

Note: This spell can be casted only on elementals that are conjured, and works only for elementals that are already controlled by another spellcaster.

See also:

- Paraelemental, Lesser
- Paraelemental, Standard

Entomb (Evocation)

Sphere: Elemental (Earth)

Level: 6

Range: 10 yards/level

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 6

Area of Effect: 1 creature size L or smaller

Saving Throw: Neg.

Author: John M. Martz

This spell is an improved version of encase. When cast, entomb completely surrounds the target in granite. The tomb hinders breathing, blocks vision, and prevents all movement, including somatic and verbal spell components, for the duration of the spell.

If the target saves versus spell, he completely avoids the affects of entomb, as a hollow stone statue roughly his shape appears next to him, collapses in on itself, and disappears. If the target fails his save, he is immediately entombed. The victim will begin to suffocate after 1/3 his Constitution score in rounds (round up). Thereafter, a successful Constitution check each round with a cumulative -2 penalty will postpone damage for an additional round. After the first failed check, the victim suffers 1d6 damage each round until dead.

A victim may attempt to break free of his tomb. Breaking free requires the entire round and a successful Bend Bars/Lift Gates roll with a -1% penalty per level of caster. In addition, suffocation weakens the victim such that he loses 1 point of Strength each round he suffers suffocation damage (his Strength cannot fall below 1, however), which will lower his Bend Bars/Lift Gates percentage.

The granite tomb will crumble after suffering 25 points of damage plus 2 points per level of caster. For damage purposes, treat the tomb as having an Armor Class of 0. Any attack that damages the casing has a 25% probability of wounding the victim within; divide the damage equally between the tomb and the victim. In addition, the victim automatically incurs all damage above the amount required to destroy the tomb. A successful dispel magic will immediately remove the tomb.

The material component for this spell is a fist-size piece of granite.

Superior Elemental Wall (Alteration, Evocation)

Sphere: Elemental (any), Paraelemental (any)

Level: 6

Range: 10 yards/level

Components: V, S, M

Casting Time: 6

Duration: 1 turn + 1 round/level

Area of Effect: Special

Saving Throw: None

Author: John M. Martz

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (Templars may cast this spell in any form). As with the other elemental wall spells, superior elemental wall covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element	Properties
Air	Creates a wall of poisonous gas that is 20 foot thick. Treat as per cloudkill (p. 166, PHB), except the vapors from a superior air wall are so toxic as to slay creatures with less than 5 + 1 Hit Dice, cause creatures with 5 + 1 to 6 + 1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures up to 7 Hit Dice (inclusive) to roll unmodified saving throws vs. Poison or be slain. Those saving versus poison and those above 7 Hit Dice must leave the cloud immediately or suffer 2d6 points of poison damage each round while in the area of effect (no save allowed).
Water	Creates a wall of steam that is six inches thick. Any creature passing through a superior water wall suffers 6d8 points of damage plus 2 points per level of the caster. In addition, a saving throw versus spells is required; failure indicates that the creature is blinded for 1d4+1 rounds after leaving the wall. Attacks made through the wall are made with a -2 penalty.
Fire	Creates a wall of flames that is only inches thick. Treat as per wall of fire spell (p. 225, PHB), except creatures within 10 feet of the side that radiates heat suffer 4d4 points of damage, and those within 20 feet suffer 2d4 points of damage. A superior fire wall inflicts 8d4 points of damage plus 2 points per level of the caster to any creature passing through it.
Earth	Creates a wall of stone that is 1 inch thick per level of caster. Unlike the other versions of this spell, a superior earth wall is permanent unless destroyed. Treat as per wall of stone spell (p. 173, PHB).
Rain	Creates a vertical sheet of lightning. Anybody approaching within 3 feet of the wall is subject to 1d4 lightning bolt attacks using the caster's THAC0. Each successful attack causes 2d6 points of damage, and the character must make a separate save for each. Coming into direct contact with the wall (as in passing through it) causes an automatic 6d6 points of damage (save for half); furthermore, the character must make a successful system shock roll or die.
Sun	As an elemental wall of sun, but creatures passing through this wall are automatically blinded -- no save is allowed. Furthermore, characters must save versus petrification. A failed save means the character's clothing, hair, and skin catch fire, and he suffers 1d6 points of damage per round until he can extinguish the flames.
Magma	Creates a 2 foot thick wall of molten rock. Any character coming within 3 feet of the wall suffers 2d6 points heat damage. A character going through the wall suffers 4d8 points of damage the first round, 2d8 points the second round, 1d8 points the third round and every round thereafter until the magma is removed or the number of rounds equal the caster's level have elapsed. Submersion in a body of water will cool the magma in 2 rounds.
Silt	Creates a wall of silt that is 20 feet thick per level of caster. Other effects are as an elemental wall of silt. Note, because this wall is so thick, it is possible to get lost in it. The DM should pay strict attention to the rules on holding one's breath (p. 122, PHB).

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

See also:

- Minor Elemental Wall
- Lesser Elemental Wall
- Elemental Wall
- Greater Elemental Wall

Flesh to Wax (Alteration)**Wax to Flesh (Alteration)**

Reversible

Sphere: Cosmos

Level: 6

Range: 10 yards/level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

Author: John M. Martz

The wax to flesh spell turns any wax into flesh. If the wax was originally living, this spell restores life and possessions provided a successful system shock roll. Thus, any creature transformed into wax can be restored to flesh regardless of size.

When cast upon ordinary wax, the caster can affect a volume of 10 cubic feet per level. In this case, the flesh is inert and lifeless.

The reverse, flesh to wax, turns flesh of any sort into wax. All possessions are converted to wax also. The victim is allowed a saving throw vs. polymorph to resist the effects of this spell.

Failure means that the victim is immediately turned into a statue of wax. As with flesh to stone, any statue created by this spell is subject to breakage or weathering; however since wax is

much more fragile than stone, the resulting statue is more susceptible to these threats.

Wax statues are especially susceptible to fire and heat damage. Any wax figure left exposed to fire (or acid) or heat (e.g., the desert sun) in excess of 100 degrees suffers damage per the following table, and the victim, once restored to flesh, appears as if mutilated by acid. Remember, that the surface temperature in the desert is hotter than the air temperature -- when it is 100 degrees 7' off the ground, it can be 170 degrees on the surface.

The DM rolls 1d4 and modifies the roll depending upon the type of damage. For normal fires (e.g., campfire), the DM modifies the roll by adding 1 for every round of exposure. For magical fires (e.g., fireballs), the DM modifies the roll by the amount of damage inflicted. For heat damage, the DM modifies the roll by 1 and adds 1 for every 10 degrees above 100 multiplied by the number of hours exposed. For example, a wax statue is exposed to a the desert sun all day, during which the temperature exceeds 100 degrees for 2 hours (+2), 110 degrees for 2 hours (+4), and 120 degrees for 1 hour (+3). The DM rolls 3 on a d4, modifies the roll by +9, and consults the following table for the effects under 9. The victim, if returned to flesh, permanently loses 5 points of Charisma and 9 HPs. As can be seen, the effects are cumulative.

Modified

Roll	Effects
1-4	Restored individual is horribly scarred, Charisma reduced by 5 points (cannot be reduced below 1). This damage can only be healed by regenerate, wish, or similar magic.
5-9	Restored individual permanently loses Hit Points equal to the modified roll (cannot be reduced below 1 Hit Point). This damage can only be healed by regenerate, wish, or similar magic.
10-14	At least one of the victim's limbs is unusable; the DM randomly determines which, using 1d20 (1-4=left arm; 5- 8=right arm; 9-12=left leg; 13-16=right leg; 17-18=two limbs; 19=three limbs; 20=all limbs). This damage can only be healed by regenerate, wish, or similar magic.
>15	Restored individual is dead. He can be brought back to life with resurrection, wish, or similar magic. Note: raise dead will not work since the body will not be whole.

The material component is a small wax statue.

Level 7

Water Intoxication (Conjuring/Summoning)

Sphere: Elemental (Water)

Level: 7

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Special

Author: John M. Martz

Upon casting this spell and successfully touching the victim, the caster causes the victim's cells to become microscopic gates to the elemental plane of water. As a result, every cell in the victim's body swells with water. The deleterious effects result from increased pressure on the brain. Not only does the severity of this condition increase over time, but the effects are cumulative, such that those suffered during stage 2 are in addition to those endured during stage 1, and so on.

Stage 1: On the first round of the spell, the victim's facial and bodily features become distorted, he begins sweating profusely, and he suffers the effects of a migraine headache. In game terms, he suffers a -2 penalty to attack, damage, and saving throws. In addition, his Armor Class and initiative are worsened by 2 points. This condition causes spells and psionic powers to fail unless the victim makes a successful Constitution check; a separate check must be made for each spell or power used while under the effects of this spell.

Stage 2: During the second through fifth rounds, the victim suffers as if under the effects of a Confusion spell. On the sixth round, the victim must make a system shock roll. If he succeeds, he still suffers from confusion, but his condition does not worsen this round. Each round thereafter, he must make a system shock check with a cumulative -10% modifier (i.e., -10% on 7th, -20% on 8th, -30% on 9th, etc.). On a failed check, proceed to stage 3.

Stage 3: The victim falls to the ground as his body is racked with convulsions; he is unable to attack or defend himself, nor can he cast spells or use psionic powers. On the round after he falls into convulsions, the victim must again make a system shock roll using his normal percentage (start with original SS percentage; do not include any penalties suffered above). A successful check means that the victim continues to convulse for that round; his condition does not worsen. Each round thereafter, he must make a system shock check with a cumulative -10% modifier. On a failed check, proceed to stage 4.

Stage 4: The victim falls into a coma for 1d100 days. On the last day (even if the victim is brought out of the coma by magical means), he must save versus death. A failed check means the victim dies. A passed check means the victim survives but suffers brain damage (roll 2d4 for INT and WIS to determine new ability scores -- new scores MUST be less than previous scores, reroll if necessary).

If for any reason, the victim does not progress to the 4th stage of water intoxication -- for example, the duration of the spell expires or a successful dispel magic is cast on the victim -- he will suffer the effects in the reverse order (i.e., stage 3, stage 2, stage 1) for a length of time equal to the number of rounds he was affected by the spell. For example, after an initial round of migraine pain (stage 1), Julatok suffers from confusion for 7 rounds (stage 2) and lapses into convulsions for 4 rounds (stage 3) before his companion is able to cast dispel magic on him successfully. He will then continue to convulse for 4 more rounds. The convulsions will disappear, and he will suffer from confusion and a migraine for 7 rounds. Finally, the confusion dissipates, leaving a migraine headache for 1 round. In total, Julatok suffered the effects of water intoxication for 24 rounds.

Water intoxication affects all creatures with well-defined nervous systems (even water dwellers, such as fish). The material component is a drop of water from the elemental plane of water; water from any other source (e.g., the prime material plane) will cause the spell to fail. The caster may use his ability to gate water in order to obtain this component, and he may store it for later use as long as it is not contaminated by water from any other source. This spell does not operate on the elemental plane of water nor will it work under water.

Magic and Psionic Items

Magic Items

Behir's Tooth

Author: Tim Elkins <TIMON@ACS.BU.EDU>

This is a +1 bone dagger, ground from the tooth of a behir, and shares some of the electrical abilities of its source. The dagger performs as a normal dagger with respect to chances to hit and damage, but it can also randomly deliver an electric shock (2d4 damage normally, 4d4 for those in full metal armor). When the player rolls to hit, the DM makes an additional secret roll to see if the dagger also released a shock. This occurs on a roll of 20 by the player, a roll of 20 by the DM (or 16 or above if the opponent has a metal weapon, 12 or above if he is wearing metal armor). The dagger can shock opponents 3 times per day. If the player's to-hit roll misses but a discharge is released, the shock has a chance to hit the opponent same as the player's previous roll +2 (+4 in metal armor). If that also misses, the discharge has a chance of hitting anyone within 10 ft.

XP Value: ??

Bloodthirster

Author: Darknight <DARK@NEWSOFT.IT>

+1 obsidian long sword (1d8+1/1d12+1)

The sword was given to the group as a reward by a banshee dwarf, they helped him to finish his focus and now he is guardian to a complex of subterranean ruins from wich Bloodthirster comes.

The sword inflicts normal damage (see above) plus 1d8 points +1 point per level of the wielder. The wielder loses one hp during the 1st and 2nd rounds of combat and two hp during the following rounds until all the opponents in melee with him are slain. Bloodthirster was probably made at the start of the Cleansing Wars by a powerful defiler. Maybe it's linked to the negative energy plane.

XP Value: ??

Bow of Fire

Author: The Ghost <C572909@MIZZOU1.MISSOURI.EDU>

(Inspired by the D&D cartoon series.) This weapon appears to be a finely crafted composite longbow made of some unknown type of black metal. It is engraved in color with delicate flames and runes. The bow itself is 99% magic resistant.

In combat, the bow performs as a +4 weapon, +5 vs. fire-vulnerable creatures. All missiles shot from the device ignite as they leave the bow and cause 1d6 points of magical fire damage in addition to all normal and magical damage. Any flammable items struck by these fiery arrows will ignite normally.

In addition to this, three times per day, any normal missile released from the bow will become a streaking comet which explodes upon impact, creating a 5d10 fireblast, causing damage to all within 30' (if struck by the arrow, then no save, otherwise save for 1/2). This power is activated by a command word, spoken as an arrow is released.

All effective ranges for this weapon are at 150% of normal, and damage bonuses for strengths up to 20 may apply. Only beings of 18(00) strength or greater may string the bow, and only specially enchanted, fire resistant strings may be used. Normal strings will burst into flame during their first use -- ruining the shot and causing 1d6 points of fire damage to the archer. Any failed saving throw vs. magical cold causes the bowstring to become frozen and shatter.

Editors' note: The DM is encouraged to develop a background appropriate to the DS setting for this artifact. TSR's BoA might prove a useful reference.

XP Value: ?? unique/artifact

Helm of Kiran the Cursed

Author: Darknight <DARK@NEWSOFT.IT>

Magical metal great helm

The helm adapts its size to that of the wearer, it has two long and thin metal horns.

Once belonged to Kiran, a fallen general of Hamanu, the helm gives great power to the wearer but his charisma is lowered by 4 points due to the blistering heat which burns the facial skin of the wearer and may never be taken off (a Remove Curse is needed), also the face of the wearer is burnt by magical fire. The more the wearer uses the powers the more his alignment will tend toward evil.

Once a day per five levels of experience the wearer may use: Vampiric Touch (as per the spell), Cause Fear (as per the spell) and wail like a banshee (the exact effects are unknown).

XP Value: ??

King's Eye

Author: John M. Martz

(Introduced in The Obsidian Oracle.) Originally created by the sorcerer-king Andropinis of Balic, a king's eye is a solid, conical shaped glass that permits the user to see clearly even through the thickest of silt storms. The viewer simply holds the broad end of the cone to his eye, so that the point is directed outward, and looks through it. During the day, the king's eye allows the viewer to see according to the visibility ranges listed under a clear sky in the PHB, regardless of actual conditions (such as a rolling Silt Sea); at night, the visibility ranges are appropriate for the amount of light present in the absence of any adverse conditions (e.g., twilight, two moons, etc.).

Five percent of these devices have the additional magical property of extending all visibility ranges by a multiple of two or greater. To determine the power of the magnification, roll a d8. On a roll of 1 through 5, visibility is increased by a multiple of two; on a roll of 6 or 7, visibility is increased by a multiple of three; and on a roll of 8, visibility is increased by a multiple of four.

XP Value: 2,000

Potability Pearl

Author: Tim Elkins <TIMON@ACS.BU.EDU>

This pearl is a boon for the traveler of the wastes, or for anyone else who has reason to suspect his water sources. When immersed in any liquid, the pearl immediately indicates the potability of the liquid. If the liquid is drinkable, the pearl turns pure white, and turns jet black if it is not, although the pearl does not indicate why the liquid is not drinkable. The pearl cannot do anything to change the nature of the liquid. The pearl appears as a dull semi-translucent spherical stone suspended from a bone ring in a small net by a six inch cord. It confers no benefits to its user/wearer, although it does have a +1 to saves versus the effects of any potions or acids in may be placed in.

XP Value: 500

Silt Runner Sandles

Author: John M. Martz

These sandles appear to be common peasant footwear, but slightly broader than usual. When detected for magic, they radiate a slight aura of Alteration magic. These sandles permit the wearer to move as a silt runner; that is, the wearer's movement becomes 48, and he can easily run across the desert sands and even across silt for "short stretches" (since the DSMC is not more specific, I leave it up to the DM to define "short stretches"). In all other respects, silt runner sandles behave as boots of speed (p. 162, DMG). Of course, both sandles must be worn to gain these benefits.

XP Value: 3,000

Stilts of Walking

Author: John M. Martz

These stilts usually appear to be normal 10 foot long wooden stilts (allowing a six-foot-tall man to wade into the silt up to 14' with 2' breathing room). However, when the user puts them on and speaks the command word, they fuse onto his legs. The stilts actually become physical extensions of the user's limbs, even conveying the sense of touch. This effect allows the user to walk on the stilts as if he was walking on his own legs. He does not suffer the normal penalties associated with movement on stilts (such as a DEX check every 100 yards; see VD&F, p. 14); however, he still suffers penalties for wading in silt (e.g., terrain cost of 8, 1/3 normal movement in combat, stepping off a trail; etc.). The stilts remain fused to the user's

legs until he speaks the command word again or 24 hours pass. Then they revert to normal stilts and cannot be reactivated for another 12 hours (they may still be used as normal stilts during this time, however).

XP Value: 2,000

Wand of Wonder

Author: Undine <UNDINE@BROWN.EDU>

The Wand of Wonder is back! Instead of the normal percentage thing, I have two tables of 1-20, which to me makes it slightly easier for the DM to look things up when they are rolled, and the first, usual table (meaning the one and usually only table rolled on) is somewhat more innocuous than the second, so you could use one of the two or both (as I've tried to do in a good way), as it suits your style. Another thing, as some of you might notice, some (a lot, as I recall in making this up a long time ago) of the above effects are taken from the wild magic tables in the ToM, but that's only because they were cool (at least the ones I took were).

Table 1

1	The Wand turns into a Stirring Rod of Healing (one use before resuming wand form)
2	The wielder is affected by Merciful Shadows for 1d6 turns
3	All external liquid (i.e.,--not blood/other bodily fluids still in the body) within 20 feet dries up
4	Grass covers everything within 15 feet
5	A small illusory flag pops out with the word "BANG!" written on it
6	Every creature within 15 feet has smoke rise from its ears for one round
7	The caster smells like a skunk for one turn
8	Colorful bubbles come out of the wielder's mouth instead of words for one turn
9	The wielder's face is blackened by a small explosion
10	The wielder's clothes turn bright neon-pink with purple polka-dots
11	Feathers fall in a 15 radius around wielder for one round
12	Music fills the air for one round
13	Butterflies stream forth from wand for one round
14	The caster leaves monster-shaped footprints instead of her own for one turn
15	The wielder speaks in a squeaky voice until the next game session
16	The target sprouts leaves and vines (prunable, of course :)
17	The wand summons an ugly painting, ball of yarn, or giant boot
18	The wand fires 3-6 cream puffs at the target, doing no damage
19	One magical/metal item within 15 feet becomes nonmagical/nonmetal
20	Roll on Table 2 (or DM's whim :)

Table 2

1	Every living thing within 15 feet must save vs. Death Magic or die
2	A fireball explodes, centered on the wielder (who can try to save like everyone else)
3	An evil spirit psionically attacks the wielder in his sleep
4	The wielder undergoes a sex change
5	The wielder is Diminished, shrinking by 70%
6	Everyone within 15 feet must save vs. spell or fall asleep
7	There is Darkness in a 20 foot radius
8	Both the target and wielder are covered in chocolate
9	Everything within 15 feet is covered in a colorless slime (Grease :)
10	The wielder is compelled to recite bad poetry for one minute
11	The wielder is shocked for 1d4 points of damage
12	The wand fizzles and does nothing
13	The target falls in love with the wielder
14	Roll again every round for one turn
15	The wielder gains Ironhide for one turn (or armor spell of choice)
16	The wielder is completely healed
17	1d6 magic missiles fire toward the target
18	A purple lightning bolt (3d6) shoots at the target
19	It rains within a 15 foot radius for one round
20	Target is turned to stone (or the wand disappears/is disintegrated)

XP Value: 6,000

Water of Rehydration

Author: John M. Martz

Usually found in a simple non-magical container such as a wine skin, this specially enchanted water allows the imbiber to rehydrate quickly. Each draught restores 1d8 points of Constitution (it does not restore lost HPs, however, these must be regained naturally or through magic; see DSRB). A character can take multiple draughts during the same day and receive these benefits each time. A typical container contains 1d10+5 draughts. Water of rehydration cannot be contaminated in any way, such as mixing it with normal water; if it is, all magical properties are permanently lost.

Ten percent of the time, characters will find a cursed version of this magical item -- water of dehydration -- which is indistinguishable from water of rehydration until consumed. Each draught of water of dehydration causes the imbiber to lose 1d6 points of Constitution. The enchantment is such that the character feels refreshed, and does not notice the Constitution drain. Even if friends notice the deleterious effects and try to persuade the character, he will persist in the delusion that there is nothing amiss. (Constitution points lost due to water of dehydration may be regained normally). Unlike water of rehydration, the deleterious effects of water of dehydration are not lost if contaminated.

XP Value: 1,000

Whip of Climbing and Snagging

Author: The Ghost <C572909@MIZZOU1.MISSOURI.EDU>

This appears to be simply a well-made, circularly braided, 15' whip made of fine leather. In combat, it can be used to strike any opponent within 15', with adjustments to hit and damage according to its magical bonus.

The power which gives the whip its name, however, and makes even the cursed version worth keeping, is that, when a successful called shot is made, the whip will magically extend to reach creatures or objects up to 100' away and wrap itself around them if they are less than 3' in diameter. It will then retract itself with a force able to move up to 200 lbs. The effect of this will be either to bring the item towards the whip wielder, or to drag the whip wielder to the item, depending upon whichever is more tightly secured/heavier.

This can be extremely useful in climbing and in conjunction with the disarm or dismount maneuvers. When used to dismount or disarm, the wielder gains a +2 bonus to his/her strength check. Note that the whip never retracts to less than its 15' original length (which may leave a character dangling), and it remains tightly wrapped around its target until one round is spent manually unwinding it.

XP Value: 1,500

Psionic Items

Animal Totem

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: Varies

INT: 12 (Semi-empathy)

Ego: 3

Alignment: Varies

Discipline: Psychometabolism

Sciences: Animal Affinity (varies) ic 15 mc 7/rnd

There are many of these totems, and some have become centers of small cults, worshipped by those unfamiliar with their origins. A totem is a stylized carving of a single animal, around six inches tall. The carving is of the animal for which the totem has an affinity, such as a carving of a wyvern or an inix. The intelligence in the totem is so attuned to the animal's nature, that for all game effects it is an animal spirit (although a highly intelligent one). Totem personalities vary, corresponding to the animal carving.

Bracers of the Bishop

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 50 (receptacle of 18 PSP)
INT: 12 (semi-empathy)
Ego: 8
Alignment: Neutral Good
Discipline: Psychokinesis
Sciences: Kinetic Control (12) ic 15 mc 7/rnd; Telekinesis (13)
Devotions: Deflect (15) ic 4 mc NA

These bracers look similar to bracers of defense, but are not magical. Once activated, they provide Kinetic Control to the user. They are activated by the command word "Bishop." The wearer is responsible for dissipating all of the stored kinetic energy (or suffer damage) and more than a few careless users of the bracers have died due to unspent energy. The command word to activate the deflect power is simply "deflect." The bracers have the telekinesis science, but refuses to use it unless in a complete defensive matter (and can't be done via deflect). The wearer would have to force such action via psionic combat with the item, and would risk alienating the item.

Bracelets of Convergence

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 8
INT: 14 (common)
Ego: 2
Alignment: Lawful Evil
Discipline: Metapsionics
Devotion: Convergence (16) ic 8 mc 0

There are five bracelets -- Groucho, Harpo, Chico, Zippo, and Geppo. Each has an appropriate personality matching its name. When not activated, they frequently joke with each other. For the moment, they are content with their function as a mediator between psionic masters.

Bracelets of Expansion

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 16
INT: 13 (Empathy)
Ego: 4
Alignment: Neutral Good
Discipline: Psychometabolism
Devotions: Expansion (13) ic 6 mc 1/rnd, Reduction (13) ic varies mc 1/rnd

These are two identical silver bracelets, with a large turquoise stones set in their middles. The stones are the actual psionic items. Each has a distinct personality separate from the other, but are in constant rapport with the other. They refuse to work if worn by different people. For some unknown reason, the powers are only able to be used on the wearer's arms and hands. This makes them a boon for thieves, who could suddenly pick pockets from across tables, shrink their arms to fit through keyholes, etc. The two stones, nicknamed Podo and Todo, are pranksters, and are constantly joking amongst themselves. They love pulling pranks on people (they consider thieving a prank), especially their owners if they have been ignored or neglected for a time. Imagine the humor of someone trying to work out a deal in a tavern, when they notice that their fingers are twice as long as they should be!
XP Value: 1000

Delaron's Sticky Gloves

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 16
INT: 12 (semi-empathy)
Ego: 4
Alignment: Lawful Good
Discipline: Psychometabolism
Devotions: Graft Weapon (11) ic 10 mc 1/rnd, Flesh Armor (13) ic 8 mc 4/rnd

Created by a famed psionist for an illustrious, yet clumsy, paladin, who complained he fumbled and dropped his sword far too often. These gloves made Delaron happy, but he was somewhat dismayed that the gloves refused to work in conjunction with gauntlets of any other sort. The gloves are made of heavy leather, intricately embroidered and adorned with silver studs. Only those of noble rank could wear these gloves and not attract attention.

The gloves add no benefit to the wearer's armor class, they just prevent him from being disarmed or dropping his weapon. These gloves will refuse to work with any items that are not lawful good, especially weapons and rings, unless the cause they are working for is strictly lawful good. It also will be reluctant to work with non-lawful good owners.

Diamond of Domination -- "Al-Rikon"

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 140
INT: 15 (speech, 2 languages)
Ego: 35 (!)
Alignment: Lawful Evil
Discipline: Telepathy
Sciences: Switch Personality (12), Domination (13), Mindlink (12)
Devotions: Attraction (13), Contact (19), False Sensory Input (12), Inflict Pain (12), Invincible Foes (14), Invisibility (10), Mysterious Traveler (16), Post Hypnotic Suggestion (12), Sight Link (13), Sound Link (14)
Harbingers: Ego Whip (16) (Slave, Dragon)
Constructs: Mind Blank (11) (Void) Mind Bar (13) (Acceptance, Denial)

This item is especially nasty, and is the crowning achievement for El Banur Shun for his master, Maliki (two major NPCs in my campaign). This item has the sole express purpose of infiltrating enemies' ranks. It willingly allows itself to be captured as the spoils of combat and will not begin its machinations for a few days, unless it is in danger of being sold, damaged, etc. It will take psionic measures to stay with its intended victim(s). It works best against non-psionists, as it lacks a wide array of attack modes and defenses.

The Diamond is very cunning and devious. It will first observe (via sight and sound links) its victims to determine the best plan to defeat his victims, depending on his mission, whether it be their domination or influence, their destruction, or their deliverance to a third party. It does not hesitate to eliminate non-essential party members (or other NPCs) if it can do so safely without divulging its presence. Often it has worked to slowly overthrow a government by driving a king mad, so that a controlled subject can be placed in command. The Diamond is used to working on long-term projects.

Despite its enormously high ego, the Diamond keeps a low profile, as the insidious infiltration and control is its main desire. It seeks, along with its creators, to replace the foolishly noble-minded good creatures in positions of power with individuals bent on controlling society for their own evil purposes.

If the Diamond is cut of otherwise separated into distinct pieces, the pieces will split powers and PSPs and suffer a loss of intelligence equal to the number of pieces it was divided into (i.e. if it was cut into two pieces, each piece would have 70 PSPs, and the sciences and devotions split randomly, and each would have a 13 intelligence. The pieces will remain dormant for a number of days equal to the number of pieces it was cut into. The pieces will attempt to be rejoined.

Gauntlets of Mighty Unarmed Combat

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 32
INT: 14 (common)

Ego: 8
Alignment: Neutral Evil
Discipline: Psychometabolism
Devotions: Adrenaline Control (12) ic 8 mc 4/rnd, Body Weaponry (12) ic 9 mc 4/rnd, Double Pain (12) ic 7 mc NA, Spider Touch (13) ic 4 mc 2/rnd

With these steel gauntlets, one does not have to worry about carrying weapons at all times. In fact, the owner's primary concern would be keeping these hotheaded gauntlets concealed -- they have a mind of their own, of course and could decide that a certain situation merits action and violence. The owner must win a psychic contest versus the gauntlets to resist the body weaponry. The gauntlets are rather independent in non-combat situations, but during combat winning is the only thing on its mind. It obeys all orders of its owner in combat, as long as its towards the elimination of enemies (as the gauntlets perceived them). For weaponry, the gauntlets show a liking for short blades and wrist razors.

The Indomitable Fauchard-Fork

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSP: 36
INT: 13 (empathy)
Ego: 9
Alignment: Lawful Evil
Discipline: Telepathy
Sciences: Mindlink (11) ic contact mc 8/rnd
Devotions: Contact (16) ic varies mc 1/rnd, Invincible foes (13) ic contact, mc 5/rnd, Phobia amplification (14) ic contact mc 4/rnd

A psionist was drunk when he designed this weapon, and it shows. In combat, the fauchard-fork will use invincible foes on its enemies, causing them to believe that the fork (and consequently, its wielder) is completely unstoppable and able to slay instantly. The fork also uses phobia amplification and inflict pain to kowtow its enemies. Unfortunately, it believes its own rhetoric, and as of lately, has been rather haughty and demanding, demanding to be in the front ranks, to draw the first blood, wielded by only the best poleman, etc. Needs to be taught a lesson or two.

The Rebounding Dagger of Ank-Alinay

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSP: 12 (receptacle of 4 PSP)
INT: 13 (empathy)
Ego: 5
Alignment: Lawful Neutral
Discipline: Psychokinesis
Sciences:
Devotions: Return Flight (12) ic 3 mc NA

This is a perfectly balanced throwing dagger, incredibly lightweight yet highly resilient. It is crafted of an unknown alloy, although one sage remarked that it could possibly be a mixture of vibranium and adamantine. The Dagger refuses to be wielded by anyone under 7th level, and this person must be at least proficient with daggers. As with many other intelligent weapons, it has its own desires and plans. It does not wish to be stored, carried, or otherwise displayed with other weapons, especially daggers, unless they are of the highest quality. The dagger will be difficult to handle around other intelligent items, unless there is a common goal that matches its alignment very strongly. In battle, it wishes to be carried in a scabbard of the finest quality, adorned with jewels, runes and general praises of its greatest. Even then, it may decide to go rogue on an owner for someone more lawful.

The Dagger is adamant in its views on law and order. It will react strongly (and try to act independently) if it witnesses any crime in progress, and will be alienated if its owner uses it to commit any crime.

Thankfully, it does not have the power of speech, or there would be a mighty shout "HALT LAWBREAKER!" any time it witnesses a crime.

Spike, the Awl Pike

Author: Tim Elkins <TIMON@ACS.BU.EDU>

PSPs: 40

INT: 13 (empathy)

Ego: 11

Alignment: Lawful Evil

Discipline: Psychokinetics

Sciences: Disintegration (12) ic 40, Project Force (14) ic 10, Telekinesis (14)

Devotions: Soften (15) ic 4 mc 3/rnd

This item was crafted in a wicked humor, and has picked up on this personality trait. A great number of weapons exceed this in pure combat ability, but how many polearms out there can shoot out a disintegration ray? Spike really enjoys this kind of thing, and occasionally takes matters into his own hands, so to speak, and zaps off a ray on his own. A perfect companion to the Indomitable Fauchard-Fork.

Monsters

Dead Man's Dream

Author: John M. Martz

Climate/Terrain:	Oases
Frequency:	Uncommon
Organization:	Stand
Activity Cycle:	Any
Diet:	Photosynthesis
Intelligence:	Non (0)
Treasure:	Incidental
Alignment:	nil

No. Appearing:	1d10
Armor Class:	3
Movement:	0

Hit Dice:	1 HD/2 feet
THACO:	nil
No. of Attacks:	see below

Damage/Attack:	nil
Special Attacks:	Poison
Special Defenses:	see below

Magic Resistance:	nil
Size:	H (20' tall) at maturity
Morale:	nil
XP Value:	65-2,000
Psionics:	nil

Dead man's dreams are profusely flowering trees that can be found near many oases. These umbrella-shaped trees grow up to 20 feet in height and 30 feet wide. Their numerous, thin branches bear many white, heart-shaped flowers year round. Indeed there are often more flowers per branch than there are dark green, oval, waxy leaves. These trees get their name from the mildly hallucinogenic nature of their pollen.

Combat: A dead man's dream does not engage in combat. Rather, it continuously produces extraordinarily large numbers of flowers. These flowers blanket the ground beneath the tree in a rough circle equal in diameter to the width of the tree, and they give off a sweet aroma when stepped on. This aroma causes the imbiber reflexively to inhale deeply. In game terms, any player stepping on the flowers must specifically state that his character is attempting not to breath the fragrance and must make a successful Constitution check with a -2 penalty. Success indicates that he is able to prevent taking a breath (and the DM should refer to the rules on holding one's breath when one is unable to get a good gulp of air in the PHB); failure means that he has taken a breath and is subject to the following effects. If the player does not state that his character is attempting to hold his breath, he automatically takes a deep breath and imbibes some of the tree's pollen.

Under normal circumstances, the pollen of a dead man's dream is not lethal. Any character smelling the pollen

must save versus poison with a -4 penalty. Failure indicates that the slightly hallucinogenic properties of the poison take effect the next round. While under the effects of the hallucinogen, the affected character only wants to remain near the tree to smell the "pretty flowers." The hallucinogenic effects merely keep the victim nearby while the true nature of the poison takes effect. The poison actually constitutes a paralytic poison of type O with an onset of 2-24 minutes and duration of 2d6 hours. A character is allowed only the initial saving throw; if he fails the first throw and suffers the hallucinogenic effects, it is too late. He will suffer from the paralysis, it's just a matter of time. He continues to hallucinate while paralyzed.

If the tree has been under stress, its pollen can be lethal. Any character smelling the pollen must save versus poison with a -4 penalty. Failure indicates that the hallucinogenic properties of the poison take effect the next round, and the character suffers from paralysis exactly as above. However, at the end of the paralysis duration, the character falls into convulsions for 1-4 minutes and must make a second saving through versus poison (type J, in this case), this time with a +4 to the roll. Success means that the character suffers 20 points of damage and comes out the paralysis (assuming that he had more than 20 HPs; if not, he dies). Failure means that the character dies.

A successful use of the herbalism proficiency permits the character to determine whether a tree is under stress from a safe distance by observing the flowers (thicker than usual), the bark (which, normally white, turns a very light green), seed pods (significantly less), and the leaves (slightly curled at the edges). The exact nature of the stress can be due to any of a various causes, and is ultimately up to the DM. Some suggestions as to possible stresses include high population density (a large number of dead man's dreams in a small area), diminishing water source, insect infestation, and physical damage (such as loosing a large number of branches or a cracked trunk). It takes several days after the introduction of a stress before the lethal effects of the pollen become prevalent; and, conversely, it takes several days after the removal of a stress before the lethal effects of the pollen dissipate.

Habitat/Society: Dead man's dreams are never found far from a body of water. Usually, they are found in stands of only a few trees.

Ecology: The dual nature of the poison of the dead man's dream serves the tree well. In the case of few trees, the debilitating nature of the poison causes the victim to fall unconscious onto the

flowers. Upon waking, the victim moves off, covered with pollen and small, prickly seed pods, spreading the tree's pollen and propagating the species. When the tree is stressed, the deadly nature of its poison causes the victim to fall at the foot of the tree. The natural decomposition of the body provides needed nutrients which the tree absorbs through the soil.

Since the wood from a dead man's dream is soft, it makes poor quality weapons. Any weapon made from this wood incurs an additional -1 to hit and damage; furthermore, it breaks on a roll of 3 or less when maximum damage is inflicted. However, the fine, straight grain of this blonde

wood is accented by numerous small, dark knots producing an aesthetically pleasing effect. Thus, it is prized by jewelers, sculptors, and furniture makers. In addition, the pollen of non-stressed trees can often be purchased in the warrens and bardic districts of the cities-states and is mainly used as a recreational drug. The pollen of stressed trees is much rarer due to the hazardous nature of obtaining and working with this more potent pollen. While the trees do not collect treasure, valuable items are sometimes found beneath them along with the owner's remains.

Death from Below

Author: Jason Grundy

<J.A.GRUNDY@DUNDEE.AC.UK>

Climate/Terrain:	Any Sand
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low
Treasure:	see text
Alignment:	Neutral
No. Appearing:	2d4
Armor Class:	4 (0 in sand)
Movement:	3/24 (when in ectoplasmic form)
Hit Dice:	6+2
THACO:	15
No. Attacks:	2
Damage per attack:	1d6
Special Attacks:	see text
Special Defenses:	see text
Magic Resistance:	nil
Size:	L
Morale:	Steady (11-12)
XP Value:	975

Psionics Summary:

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
1	1/0/1	--/--	12	120

The first sign of these creatures approaching is usually the party spotting a purple protrusion, about 2 foot high and curved over towards them at the top ending in 2 holes, moving towards them at great speed (80% chance per party member looking in the appropriate direction). The creature itself is a Twelve foot long purple ellipsoid with two 8 foot long 'arms', 2 large white eyes and its nose which serves as a kind of periscope (it sniffs its victims out). It has no mouth, simply absorbing its victims -- a process done some 50 foot under the sand and taking 1d8 hours per size category of the victim.

Combat: The creatures use a special version of the psionic power Ectoplasmic Form which allows them to control exactly which parts of their bodies are corporeal and which are not. Use the following description of the power Controlled Ectoplasmic Form:

Power Score : 12

Initial Cost : 18

Maintenance Cost : 12

Range : 0

Prerequisites : None

Pwr Score : 3 rounds of free maintenance

20 : Can't attempt again for d4 hours

In all other ways, Controlled Ectoplasmic Form is the same as Ectoplasmic Form as presented in CPsiH.

They attack with both claws which inflict d6 points of damage each and can grab an opponent (if they are size category L or smaller) and drag him or her under the sand unless a saving throw vs paralyzation is made (characters gain a +1 to the roll for ever point of 'to hit' bonus they have due to high strength). The save is made at -4 if both claws hit.

Once under the sand (1 round after the initial grab) the victim takes automatic damage from any claws that have grabbed it and quickly begins to suffocate and choke. In game terms they take an additional d4 points of damage the first round, then 2d4,4d4,8d4...etc unless he or she thinks fast and does something to avoid or reduce damage. (I rule here on a case by case basis.)

Example.

Player "I'll hold my Breath"

DM "You're being squeezed etc and having great difficulty not taking a breath so make a save vs Death"

Player "Yep did it"

DM "OK take half damage from

suffocation and save again in 2 rounds"

Seems harsh-you bet. It's not easy fighting under the sand. Anyone attacking the creatures when they are under the sand (and within weapon reach!) receives a minus 4 penalty to their attack roll and there is a 15% chance per size category of the victim (15% for tiny,30% for small etc) of hitting a suffocating individual unless special precautions are taken. Due to the creatures inherent semi-substantial nature they take only half damage from non magical weapons. There is little known about this creatures ecology. There are rumors of them living in underground mazes (perhaps the sand filled underdark of the Athas of old!) but no one has ever substantiated this.

Note : A pack will if possible wait for the majority of members to succeed in becoming ectoplasmic before attacking.

Desert Shark

Author: John M. Martz

(This creature is loosely based on one by the same name presented in After Man)

Climate/Terrain:	Sandy wastes
Frequency:	Uncommon
Organization:	Schools
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	nil
Alignment:	Neutral
No. Appearing:	4d8+6
Armor Class:	7
Movement:	SW 9 (18)
Hit Dice:	4
THAC0:	17
No. Of Attacks:	1 (2)
Damage/Attack:	2d6
Special Attacks:	Surprise bonus, feeding frenzy
Special Defenses:	Submersion
Magic Resistance:	nil
Size:	M (5' long)
Morale:	Average (8-10)/Fanatic (18-19)
XP Value:	650
Psionics:	nil

The desert shark appears a docile mammal (it has evolved from rodents not fish). Short sparse hairs cover its wrinkled pink skin along the entire length of its sausage-shaped body, from broad nose to long rat-like tail. A closer look reveals a blunt, strong head, four powerful shovel-like feet, and a mouth filled with razor-like teeth. Its teeth curve inward and are all of equal length.

Desert sharks commonly rest just below the surface of the sand with only their eyes and nostrils protruding. When on the hunt, they swim through the sand using sensory pits at the end of their noses to detect prey, which is anything that the school can kill.

Combat: A hunting school of desert sharks is a fearsome killing machine. Victims have a -3 penalty to their surprise rolls as the sharks swim underneath them. During an attack, desert sharks remain mostly submerged

beneath the sand, imposing a -2 to their victims' attack rolls (effectively making them AC 5).

Desert sharks bite and thrash their heads for 2d6 points of damage. When first blood is drawn, the sharks go into a feeding frenzy; treat as if under influence of *_haste_*. While in a frenzy, each shark moves at double speed (18) and receives 2 attacks per round as it attacks wildly. In addition, its morale increases to Fanatical. The nature of this frenzy is such that the sharks will even attack and kill wounded members of their own school. A frenzy lasts for 6d4 rounds **EVEN IF ALL THE ORIGINAL VICTIMS ARE KILLED**; if there are no wounded victims left alive, the sharks will simply tear the remains to pieces, rendering raise dead useless (stronger magic, such as resurrection, is required to bring a victim back to life).

Habitat/Society: Desert sharks live in schools where most of the members are related. A school does not define a territory, rather it wanders in search of prey. Members from other schools are treated with indifference if hunting is good; otherwise, a school aggressively attacks rivals as prey.

Males are slightly larger than females, but both are equally aggressive. They breed at irregular intervals, usually when food is plenty or the school's numbers have fallen to low levels. Each successful mating produces 1 pup. In 2 out of 10 encounters, 10% of the school will be immature with the same abilities as the adults except for the following: 2 HD; THAC0 19; dmg 1d6; SZ S (less than 3' long).

Ecology: Desert sharks range throughout Athas, but they appear to be particularly common in the Great Alluvial Sand Wastes. While few species (e.g., megapedes and sink worms) are natural predators of desert sharks, sharks prey on almost anything, including the young of these larger predators.

Although generally considered a hazard, desert sharks' teeth are often used for small weapons and decoration. A rare shark (5%) will have something of value in its stomach, such as gems, coins, or a small magic item (e.g., ring).

Ghole

Author: John M. Martz

(This creature is based on one by the same name presented in After Man)

Climate/Terrain:	Scrub planes, rocky badlands
Frequency:	Common
Organization:	Packs
Activity Cycle:	Any
Diet:	Carrion
Intelligence:	Animal (1)
Treasure:	M, O
Alignment:	Neutral
No. Appearing:	4d4
Armor Class:	5
Movement:	9
Hit Dice:	2
THACO	19
No. of Attacks:	1
Damage/Attack:	3d4
Special Attacks:	Disease
Special Defenses:	nil
Magic Resistance:	nil
Size:	S (3' long)
Morale:	Unsteady (5-7)
XP Value:	65
Psionics:	nil

The ghole resembles a large mongoose. It's long neck, head, and feet are almost totally devoid of hair; coarse gray hair covers the remainder of its body and tail. Massive canines and molars protrude from its mouth, which it uses to crack open bones for the marrow. It is a model scavenger, feeding mostly on skeletal remains left by larger predators.

Combat: Gholes do not usually engage in combat, preferring to retreat; however they are not defenseless and will attack if pressed. Their crushing bite does 3d4 points of damage. Their speed accounts for their low AC. Given the nature of their diet, a Ghole is 10% likely to carry a serious disease that can be transmitted via its saliva (DM only needs to check once for each animal encountered -- not every bite). A diseased victim will gradually become debilitated and die over the course of 2d3 Athasian weeks if not cured.

Habitat/Society: Gholes live in small packs. They have formed a symbiotic relationship with shelf termites. As most termites, these build massive mounds; however, the shelf termite mound includes a horizontal shelf several feet off the ground. This shelf provides the gholes with shade during the hottest part of the day. In return, the gholes frequently drag portions of carrion underneath the shelf to feed. The termites eat the minuscule portions that the gholes can not. The sexes are almost indistinguishable. If gholes are encountered near their termite mound, there is a 3 in 10 possibility that they will have 1d6+2 young. The young remain beneath the pack's termite mound, waiting for their parents to return with food.

Ecology: As carrion eaters, gholes tend to be despised even though they provide an important link in the Athasian food chain. Calling somebody a ghole is considered an insult. Gholes's teeth are occasionally used for small ivory items, such as dice and jewelry. It's pelt is worthless. While they do not collect treasure, valuable items are sometimes dragged beneath the pack's termite mound along with portions of the owner's remains.

Headhunters

Author: Matthias Roschke <ROSCHKE@MURPHY.DGCD.DOC.CA>

	Fighter	Scout	Assassin
Climate/terrain:	Any	Any	Any
Frequency:	Rare	Rare	Very Rare
Organization:	Group	Group	Group
Activity cycle:	Any	Any	Any
Diet:	Brains	Brains	Brains
Intelligence:	High (13-14)	High (13-14)	Exceptional (15-16)
Treasure:	nil	nil	nil
Alignment:	NE	NE	NE
No. Appearing:	1-8	1-6	1-2
Armor class:	1	5	5
Movement:	12	24	18
Hot Dice:	8	6	6
THAC0:	8	12	12
No. Or attacks:	3	2	1
Damage/attack:	by weapon +6	by weapon +2	by weapon +2
Special attacks:	none	none	poison, backstab (x5)
Special defenses:	none	speed, move silently (75%), undetectable (75%)	move silently (95%), undetectable (95%), disguise
Magic resistance:	20%	30%	30%
Size:	S (3 ft)	S (3 ft)	S (3 ft)
Morale:	Fanatic (17-18)	Elite (13-14)	Steady (11-12)
XP Value:	1200	1000	1500

	Psionicist	Illusionist	Priest
Climate/terrain:	Any	Any	Any
Frequency:	Rare	Very Rare	Very Rare
Organization:	Group	Group	Group
Activity cycle:	Any	Any	Any
Diet:	Brains	Brains	Brains
Intelligence:	High (13-14)	Genius (17-18)	High (13-14)
Treasure:	nil	nil	nil
Alignment:	NE	NE	NE
No. Appearing:	1-6	1	1
Armor class:	5	8	4
Movement:	12	12	15
Hit Dice:	6	4	6
THAC0:	12	16	10
No. of attacks:	1	1	1
Damage/attack:	by weapon	by weapon	1-6
Special attacks:	Psionics, HP Drain	Illusions	Life Drain, Spells, Terror
Special defenses:	Psionics, Cannot be contacted	Illusions	Prot. from Good, only hit by magical weapons
Magic resistance:	30%	40%	60%
Size:	S (3 ft)	S (3 ft)	S (3 ft)
Morale:	Elite (13-14)	Steady (11-12)	Fanatic (17-18)
XP Value:	1400	2000	4000

Headhunters are undead halflings, who are the enemies of all sentient life, which they seek to eliminate completely, leaving the planet exclusively

for plants and non-intelligent lifeforms (or undead). Their name comes from the fact that they cut off their victims head, and ritualistically devour the brain. No

one really knows how these dreadful creatures first came into existence, but there are theories about an ancient curse placed on a group of halflings by a powerful defiler, just before he (she?) went into their cooking pots.

In order to achieve their objective of ridding the world of all sentient life, they will not only cooperate with other undead and non-sentient lifeforms, but they have actually been known to work with the very creatures they are trying to destroy, as long as such action brings them closer to their ultimate goal. Eventually the headhunters will of course turn on their allies. Notice that headhunters may disguise themselves, magically or otherwise, in order to infiltrate and spy on the enemy (or send in assassins).

Combat: Headhunters will almost always attack in well coordinated groups, under the leadership of a fighter or psionicist, the only exception to that rule are assassins and scouts, but even they will usually work with a larger group. Headhunters will usually observe and study their enemies before they attack, especially in the case of more powerful parties. If possible, they will even study the opponents combat tactics, by having their agents (usually scouts or fighters) observe the party during encounters with other creatures (note that they will sometimes aid these other creatures from the back-lines, especially if sentient life gets destroyed in the process). When the actual attack occurs, it will be swift, well planned and coordinated, exploiting any of the enemies known weaknesses. Sometimes, the headhunters will send one of their agents (suitably disguised) to join the opponents party, and work from within. Many large, and well armed caravans, have been destroyed that way. It is also important to note that a group of headhunters will always have a number of contingency plans, which will allow them to turn the tide, or escape, should they find themselves hard pressed.

Habitat/society: Headhunters are organized in groups ranging anywhere from 3 to 20 or more individuals, with a strict military hierarchy. While two or more groups will occasionally work together, there is no overall social structure for the headhunters, and the groups act more or less independent of each other. At times, a group of headhunters, will feel the need to increase their numbers. This can be done in two ways:

- 1) They may pick up survivors from other groups, which have largely been wiped out.
- 2) They can create new headhunters. In order to do this they must capture a suitable halfling (i.e. one with the desired skills), and in a ceremony at the time of an equinox, inject him/her with a specially created (and cursed) poison.

The halfling dies immediately and is transformed into a headhunter of the kind most closely approximating his/her skills in life. The transformation is reversible

only by a wish spell (or similarly potent magic) cast BEFORE the newly created headhunter devours his/her first brain.

Fighters: Headhunter fighters are highly trained in the art of warfare, and just like regular (DARK SUN) fighters, they are experts in combat tactics and military strategies. This makes them a natural leaders and very formidable opponents. Headhunter fighters can be proficient in any weapon and may specialize in one of them (this, and their other combat bonuses, are reflected in their THACO and damage above). They usually wear thick hide armor (since they are undead they do not have to worry about heat exhaustion) and are very agile (this is reflected in their low AC).

Scouts: Scouts are experts in a specific terrain. They usually act as guides and trackers for larger groups of headhunters, but some have been known to work independently. Their ability to move silently, swiftly, and undetected also make them expert observers and spies. They usually carry light equipment and weapons.

Assassins: In order to kill a larger (well organized) band of opponents, it is often useful to take out certain individuals before attacking (such as spell casters, or leaders). This is the job of the assassin, who is almost undetectable as he (she?) moves in for the kill (thanks to the natural abilities of the halflings which have been enhanced in undeath). If the assassin moves in without being detected, he can backstab an opponent (5X damage). If the opponent dies from this attack, and fails a saving throw vs death, this will occur without any sound whatsoever, and the assassin can get away undetected. Notice that most assassins will have a rather nice store of poison available to them, in order to make their job a bit easier.

Psionicists: Since Headhunters are derived from halflings, they have this races superior aptitude for psionics. Some actually have become masters of way, and its application to killing. The importance of a headhunter psionicist (and the amount of respect they receive from their fellow headhunters) is directly proportional to how well they can use their powers to destroy sentient life. The powers they have access to are chosen accordingly. A headhunter psionicist will have powers and PSP's as a regular psionicist with the following exceptions:

- 1) They do not gain any defense modes, because their minds cannot be contacted by either the contact power (even non hostile contact is not possible), or by psionic combat.

- 2) They can use psionics to drain hit points from opponents. In order to do this they must spend 5 PSP's (no check is necessary), and successfully touch an opponent (i.e. a roll to hit is required). This drains d6 HP from the opponent and uses them to heal the headhunter.

Illusionists: This is the weakest kind of headhunter, but it can also be the most deadly. With their power to cast illusionist spells they can greatly enhance their fellow headhunters combat ability or allow a scout or assassin to easily infiltrate the enemies camp. They can cast the same number of spells as an 5-10th level mage, but are restricted to spell from the school of illusion. It is interesting to notice that all headhunter illusionists encountered so far have been preservers. Whether this is just coincidence, or some deep rooted hatred towards defilers (even more than towards other sentient life), is not known.

Priests: This is probably the most terrifying form of headhunter, but thankfully, they are also the most rare. This rarity is because most priests are well protected from the headhunter transformation (see above) by their magic and granted powers (save vs death to avoid the effect entirely, or otherwise die without transforming). For some however, this protection fails (usually for those who have not been true to their element, and are thus close to loosing their power), and they transform into headhunter priests. These priests draw their power from the negative material plane, which gives them the following abilities and benefits.

- 1) They have minor access to the sphere of cosmos, major access to the sphere of necromancy (even though it does not really exist in DARK SUN for regular clerics), and can cast spells as a 6-12th level priest.
- 2) They are permanently protected from good
- 3) They have the power to drain one level of life with each successful hit.
- 4) They are only hit by magical weapons of +1 or better enchantment.

5) They are 60% magic resistant.

6) They may use a special terror attack up to 3 times per day, which affects all living creatures within a 300 ft radius.

- Creatures below 2 HD automatically freeze in terror until they are at least 1 mile from the headhunter priest.
- Creatures of 2-4 HD get a saving throw vs death magic to avoid this, but will still run in terror until they are at least one mile from the priest.
- Creatures of 5-8 HD get a save vs death magic, or must run for at least 1 mile. If they save their THAC0 is reduced by 2 for the next d6 rounds.
- Creatures of 9-10 HD must save vs death magic or be at -2 to hit for the next d6 rounds.
- Creatures above 10 HD are not affected.

Note: Priests will usually not attack with weapons, but with their hands (claws) which do 1-6 points of damage.

PS: I had real trouble deciding what would be a reasonable amount XP's for these creatures, since their deadliness depends greatly on how well the DM decides to make and play them. The resulting XP values were thus quite arbitrary, and I could really use some suggestions on this.

See also:

The Good and the Green: An Examination of Halfling Culture

Hiver

Author: John M. Martz

(These creatures are based on Hivers and Social presented in Man After Man)

	Warrior	Bearer	Nurse	Queen	Seeker
Climate/Terrain:	Tablelands	Tablelands	Tablelands	Tablelands	Tablelands
Frequency:	Rare	Rare	Very rare	Very rare	Very rare
Organization:	Hive	Hive	Hive	Hive	Hive
Activity Cycle:	Any	Any	Any	Any	Any
Diet:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
Intelligence:	semi (4)	semi (4)	semi (3)	low (7)	semi (2)
Treasure:	nil	nil	nil	I,S	nil
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
No. Appearing:	3d6+3	1	2d6 (in hive)	1	1
Armor Class:	6	6	10	10	4 (10)
Movement:	18	18	12	3	0
Hit Dice:	6+5	4	2	9+10	1-1
THACO:	13	17	19	11	nil
No. of Attacks:	4	2	1	1	nil
Damage/Attack:	1d6+2 (x4)	1d4+1/1d4+1	1d3	1d3	nil
Special Attacks:	nil	nil	nil	nil	nil
Special Defenses:	see below	see below	see below	see below	see below
Magic Resistance:	nil	nil	nil	nil	nil
Size:	M (7')	M (6')	M (5')	L (12')	T (2')
Morale:	Elite (13)	Elite (13)	Elite (13)	Fanatic (18)	Unsteady (5)
XP Value:	975	175	65	2000	35
Psionics:	nil	nil	nil	see below	see below

Although humanoid, Hivers, also called Socials, live in large communities similar to those of social insects, such as ants and termites, constructing large mounds that tower many stories over the desert sands. Devoid of all individuality, each member of the community is highly specialized, fulfilling one of four functions: warrior, bearer, nurse, or queen. Hivers have formed a symbiotic relationship with a second species of humanoids called Seekers.

All varieties of Hiver and Seekers share a common special defense. Due to their similitude to social insects, a psionist attempting to contact a Hiver suffers a -5 to his power score (i.e., treat as if contacting insect under Unusual Subjects table; see CPsiH), unless he employs insect mind (see DK). In addition, Hivers are immune to hold person, charm person, and charm person or charm mammal spells, as well as other magics that affect only mammals (e.g., rings and potions of mammal control). However, most spells and psionics that affect insects, such as the psionic devotions pheromone discharge and hivemind (DK), also affect Hivers and Seekers, with the exception of giant/shrink insect.

Warriors: The black body of the adult male, or warrior, is covered with short, coarse black hair; a thick main extends from the top of the head down to the center of the lower back. A small lump runs

across the back of the shoulders and neck -- it is a fatty store of nutrients. They have protruding, bushy eyebrows, large, bulbous noses, and thick mustaches, which help filter out the dust and silt of the desert. Each of their long ears comes to point several inches above the top of their heads. Each of their elongated feet forms an extension to a long, slim leg, such that they stand and run on the balls of their feet (kind of like a jackrabbit).

Perhaps their most alarming feature is their hand blades. The outer edge of each hand is bone blade, from the wrist to the tip of the little finger (indeed, their pinkies aren't really fingers, rather fused bone). While these blades are used for foraging, they make ample weapons. In combat, warriors slash and jab with their hand blades and kick with their powerful legs; each successful attack does 1d6+2 points damage.

Warriors defend the food-gathering expeditions, called strings; they also defend the hive from attack. A Hiver society has a minimum of 100 warriors (25% of population). Regardless of the number of warriors in a hive, roughly one-third remain at the hive as guards at all times.

Especially old warriors become breeding drones, spending the remainder of their lives inside the colony near the queen's chamber. Drones have maximum HPs (53), but their age has reduced their agility (AC 8), speed (MV 12), and strength (dmg 1d6/attack). At

any given time, a hive will contain 2d4 drones (this number is in addition to the number of warriors above).

Bearers: Bearers are sterile adult females that accompany the foraging strings. They resemble warriors in most ways, except they do not have hand blades. In addition, they have a kangaroo-like pouch in their stomach. When encountered outside the hive, a bearer will always carry a Seeker in her pouch, cradling it in her arms. Bearer and Seeker remain in constant telepathic contact while touching. It is through this link that the Seeker communicates with the string.

A bearer's main purpose is to defend her Seeker. She will always attempt to keep warriors between herself and any enemies. If attacked directly or separated from the warriors, she will flee back to the hive. She will only engage in melee if cornered; then she receives two kicks per round (1d4+1 each). She will die defending her Seeker.

The hive will have a minimum of 20 bearers at any given time (5% of population).

Nurses: Most adult females are nurses, spending their lives caring for the queen, her young, and the Seekers. These sterile females, bear little resemblance to warriors or bearers. Rather, no hair covers their pink skin. Neither do they have pouches nor hand-blades. Unlike bearers, nurses have well-developed mammalian glands for feeding the young of the queen and the offspring of the Seekers.

Nurses are the laborers of the hive. They clean, tend the young, and cultivate the fungus gardens. Nurses are never encountered outside the twisting corridors of the hive (unless the hive is engaged in colonizing a new hive -- see below). They will attack invaders on sight. The average hive has a minimum of 150 nurses at any given time (35% of population).

Hiver juveniles of both sexes resemble smaller, immature versions of nurses, except their skin tends to be a deep bronze from exposure to the Athasian sun. Their function is to act as food and water gatherers, accompanying the strings. When they reach maturity, they differentiate further into their adult form. The hive has a minimum of 150 juveniles (35% of population).

Queen

Psionic Summary:

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
2	1/1/5	--/M-	20	120

Psychometabolic -- Sciences: complete healing;
Devotions: adrenalin control, biofeedback, cell adjustment, mind over body, suspended animation.

At 12 feet, the queen dwarfs all others of her hive. She resembles a very large nurse with grossly exaggerated hips and abdominal cavity. The length and width of her body greatly surpasses the ability of her legs and spine to support her. Using her arms, she can raise her upper body off the ground and drag herself.

The queen's sole purpose is to produce the hive's young, giving birth every 30 days to litters of 15 to 20 children (1d6+14). As such, the entire community revolves around her; the warriors, bearers, and juveniles find food and water, and the nurses clean and feed her. Neither does she care for her children; rather this task falls to the nurses.

Finally, a queen's physical and psionic abilities represent an evolutionary adaptation to the prodigious demands of near constant childbirth. She has a constitution of 20, which gives her the following benefits: all 1s rolled for HD are automatically considered 2s; she saves vs. poison with a +1 bonus; and she regenerates lost HPs at the rate of 1/6 turns. Her psychometabolic powers allow her to undergo the trauma of the birthing process and to heal quickly afterwards, as well as fight infection and disease. In dire times, she can even suppress her bodily needs. She will never use these powers to benefit anyone but herself, as she is the single most important member of the community.

A queen is never encountered outside the hive; indeed, she is so swollen that she cannot fit through the exits of her chamber. However, she will attack invaders in her chamber on sight by swinging one of her hands at them (she will use the other to support herself). The average hive contains 1 queen at any given time; occasionally, 1d4 additional immature queens will be present at other locations throughout the hive. These immature queens will only be present in extremely large hives (population over 5000) and represent the precursors to colonization excursions (see below). Alternately, immature queens develop after the death of the queen -- normally, the queen produces a pheromone that suppresses the development of other queens. These immature queens will combat each other until one victor remains to take the place of the fallen queen.

Seekers

Psionic Summary:

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
6	3/3/11+bonus	-- /IF,MB, M-	17	200

Clairsentience -- Sciences: clairvoyance, sensitivity to psychic impressions; Devotions: danger sense, feel light (no cost), feel moisture (DK), feel sound (no

cost), know direction, poison sense, radial navigation, weather prediction (DK).

Telepathy -- Sciences: mindlink (no cost with bearer); Devotions: contact (no cost with bearer); life detection.

Psychometabolic -- Sciences: none; Devotions:

Heightened Senses (limited to smell and taste)

Bonus--Hivemind (metapsionic devotion, DK).

The Seekers are a degenerate humanoid species that is entirely dependent on Hivers for their care. Their arms and legs have atrophied into shriveled appendages, so they cannot feed, move, or clean themselves. They cannot even mate without assistance. Due to complete reliance on psionic abilities (feel light and feel sound, which are always activated and maintenance free), their eyes and ears have become useless also; indeed smooth skin covers their eyeless sockets, and small external ears hide a lack of both middle and inner ears. Unlike Hivers, their meager pink bodies are mostly devoid of hair, except for the tops of their heads, which is usually black or dark brown.

At first glance, these defenseless creatures (AC 10 when not being carried) might seem to be the sole beneficiaries of their symbiotic relationship with Hivers. However, Seekers use their considerable innate psionic abilities to locate food and water for the hive. While being carried by a bearer, a Seeker maintains a continuous mindlink with her (maintenance free), directing the foraging group toward these valuable resources. Furthermore, it can employ additional powers to aid these expeditions. For example, weather prediction helps warn of approaching storms, know direction and radial navigation help ensure a safe return to the hive, and danger sense and life detection warn of potential hazards.

When not being carried by their bearers, Seekers are usually kept within a central chamber of the hive where nurses care for their many needs. The average hive will have 5d6 adult Seekers at any given time.

Habitat/Society: While mammals, Hiver society and cognition mirror that of social insects, and they respond accordingly; they have a structured and highly centralized society and no individuality. Hivers communicate by a complex combination of grunts, hand and body gestures, and pheromones.

Hivers construct gigantic mounds, many stories high. These hives are architectural marvels -- massive rock-

like structures complete with breathing chimneys, thick vented walls, and flat slopping roofs with overhangs providing shade. Tunnels underneath reach deep into the water-table where food is kept cool. These narrow winding tunnels link chambers of varying sizes and purposes, such as excrement chambers where fungus gardens are cultivated, turning the community's offal into edible material.

Each hive defines a territory of many miles surrounding its mound. Members from another hive entering this territory are attacked. Occasionally, a Hiver community will assault a rival's hive. These wars end when the attackers are driven back or the besieged queen is killed. If the queen is killed, the invaders will claim the hive as their own, transport an immature queen and some Warriors, Bearers, Nurses, and Seekers from their original hive, and establish a new community.

Each day, strings leave the hive shortly before dawn in search of food and water (note number of expeditions is limited by the numbers of bearers and Seekers in the hive). A randomly encountered string consists of 3d6+3 warriors, 1 bearer, 1 Seeker, and 5d4 juveniles. The male with the most HPs is the stringmaster, commanding all other stringmembers. Juveniles carry simple baskets and jugs to transport food and water back to the hive.

While Hivers will eat small prey and carrion, they do not normally attack larger creatures. If attacked, a string forms a semi-circle (or circle, if outnumbered) around the bearer and Seeker. The warriors comprise the outer ring, with juveniles between them and the bearer. All members of the string will fight to the death to protect the Seeker.

Ecology: While Hivers may be found anywhere on Athas, they are more common in the great sandy wastes to the south of the Tyr region. Many larger predators prey on individual members of strings, or even entire strings, but few, no matter how powerful, are able to infiltrate the hive itself.

While Hivers tend to collect shiny items, which they place in the queen's chamber, Hivers produce nothing of value, except maybe the hive itself. Abandoned hives may provide excellent shelter for many creatures, such as Gith, Belgoi, and even slave tribes. It is rumored that the blood from a queen's afterbirth can be used to cure infertility.

Insect Swarm: Crystal-wing Butterfly

Author: John M. Martz

Climate/Terrain:	Forests, Oases
Frequency:	Very rare
Organization:	Swarm
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Non- (0)
Treasure:	nil
Alignment:	Neutral
No. Appearing:	1d100 x 1000
Armor Class:	10
Movement:	Fl 15 (A)
Hit Dice:	1 HP/10 insects
THAC0:	see below
No. of Attacks:	see below
Damage/Attack:	nil
Special Attacks:	nil
Special Defenses:	see below
Magic Resistance:	nil
Size:	T (5" long)
Morale:	Unreliable (3)
XP Value:	35 per 100 insects
Psionics:	nil

Even a desolate world contains beauty. On Athas, one of the most beautiful creatures is the crystal-wing butterfly. The prism-like wings of these insects reflect the rays of the sun into startling sprays of color; at night, they glow with the soft luminescence of stored sunlight. Unlike most insect swarms, such as locust and minikanks, crystal-wing butterflies are relatively harmless, posing little direct threat to animals or crops.

Combat: These diminutive creatures have no form of attack; however, when in large numbers (greater than 1,000), their defenses are considerable. Any creature approaching within 50' risks startling the swarm. Unless the creature makes a conscious effort to move cautiously, the swarm automatically startles on a failed morale check. In game terms, to avoid this result a player needs to explicitly state that his PC intends caution. Then, for every round spent within 50' of the swarm, a creature must make a successful dexterity check with a +1 penalty for every additional creature in the area of effect (e.g., comrades and mounts) to a maximum of +4; the first failed check startles the swarm. In addition, any loud noise or sudden moves, such as shouting and combat, automatically results in a failed check.

If the swarm is startled during the day, the sunlight passing through their fluttering wings causes a captivating spray of colors to fall on any creature within 50'. This defense is similar to a rainbow pattern spell except the effect is maintained as long as the swarm flies, plus 2 rounds thereafter, and there is no limit on the number of

levels of creatures affected. A creature is allowed a saving throw versus spells with a -1 penalty per 20,000 insects (-1 at 20,000; -2 at 40,000; etc.) to avoid the effects of the pattern of colors. Creatures who can not see are not affected.

If the swarm is startled during the night, the luminescence of their fluttering wings causes a ghostly glowing pattern affecting any creature within 50'. Treat as a hypnotic pattern spell with the following exceptions: effect is maintained as long as the swarm flies, plus 2 rounds thereafter; there is no limit on the number of levels of creatures affected; creatures must save versus spells with a -1 penalty per 20,000 insects.

Once startled, the swarm stays agitated as long as any creature (except other crystal-wing butterflies, of course) remains in motion within 50'. During this time, their special defenses are active. After all motion ceases, the swarm returns to rest in 4d4 rounds +1 round per 20,000 insects (+1 at 20,000; +2 at 40,000; etc.), at which point, their defenses are inactive.

Every point of damage inflicted on a swarm kills 1d10 butterflies (roll a d10 die for every point inflicted--e.g., Marston swings his club and inflicts 5 HPs damage, he rolls 5d10 and gets 23; thus he kills 23 butterflies).

Habitat/Society: Crystal-wing butterflies cross wide areas of open desert along well-defined migration routes, linking sheltered clearings in hidden groves. These flower-rich clearings and surrounding groves serve as breeding sites where the butterflies' eggs hatch into brown caterpillars with green flecks. Several migration corridors are known, one of the largest originates in the Forest Ridge north of Ogo, and terminates deep in the Crescent Forest between Gulg and Nibenay. Oases along these routes serve as resting sites; one of the largest is Lake Pit.

During the day, a distant migrating swarm of crystal-wing butterflies appears as a low-flying cloud that sparkles with all the colors of the rainbow. Due to cold, swarms rarely migrate across the desert at night.

Ecology: Despite their defenses, crystal-wing butterflies do fall prey to predators, most relying on sound and scent rather than sight. Crystal-wing butterflies neither collect treasure nor produce anything of value. However, since many larger predators, such as the Kirre, welcome prey immobilized by the butterflies' defenses, it is not uncommon to find incidental treasure near sites frequented by these butterflies. In addition, the dried, undamaged wings of a crystal-wing butterfly may serve a substitute for material components of

many spells relying on light, such as glitterdust, hypnotic pattern, and rainbow pattern.

Mind Beetle

Author: Michael Sng Woei Shyong
<SMICHAEL@SINGNET.COM.SG>

Climate/Terrain:	Any
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Scavenger
Intelligence:	Non (0)
Treasure:	nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	8
Movement:	6
Hit Dice:	1-1
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1d2
Special Attacks:	See below
Special Defenses:	nil
Magic Resistance:	nil
Size:	T (1'')
Morale:	Average (9)
XP Value:	35
Psionics:	nil

Mind Beetles are used by the guards of Sorcerer-Kings and or slave owners to prevent their captives or slaves who exhibit psionic powers to use their psionics to escape. In the wild, they are commonly found embedded in the skins of animals.

The Mind Beetle is matt black in colour and it's shell is shaped like a bell. Its head and limbs are underneath the shell and cannot be seen without lifting the beetle up. The mouthpiece of the Mind Beetle is a retractable straw which is 2" long that it injects deep into the flesh to feed.

The Mind Beetle does not have wings and cannot fly, it can, however, scurry around quite fast for something its size.

Combat: In the wild, it usually latches onto large creatures by tearing a small wound in the skin of the creature with its legs(1d2 damage). It then proceeds to crawling into the skin. This process takes 6 hours before the Mind Beetle is full embedded in the skin. The end result is a swelling lump marking the beetle's whereabouts.

Mind Beetles are very sensitive to Psionics. They can innately detect PSP points being expended. If the host of

the Mind Beetle is the creature expending the PSP points, the Mind Beetle immediately injects a poison into the creature. Medium Sized creatures have to Save vs. Poison or be knocked unconscious for 1d4 rounds. If they pass the save, they would still receive 1d6 points of damage.

Without a host, the Mind Beetle would run towards the creature who used the psionic power and tear at it with the hope of embedding itself and eventually injecting the poison. It cannot inject the poison until it is fully embedded under the host's skin.

Captors and guards place the Mind Beetle at the base of the skull of the captives and secure the captive for 6 hours allowing the Mind Beetle to crawl in. Host with the Mind Beetle embedded at the base of the skull suffer a -4 to their Save vs. Poison.

Mind Beetles can be carefully removed with a spoon like contraption without doing any damage. The beetle has to be pulled out carefully so as not to damage the mouthpiece and leaving it behind in the host.

Habitat/Society: Once a year, each Mind Beetle would leave its host in search of a mate. Together, the couple to search for a carcass and nest within it. Mind Beetles use their long mouthpiece to suck small amounts of blood and water to sustain itself. They do not do any more damage once they have broken the skin of the creature. They could live within the host for an entire year until they need to mate or if they are removed.

Ecology: Mind Beetles make little significance in the whole scheme of things except causing the occasional death of their host who needed to use psionics to defend itself. They are however extremely valuable to slave owners. A matured Mind Beetle can cost around 50cp. Not a heavy price to control a slave who shows psionic potential. Mind Beetles are actively used in Gladiator Arenas to prevent Psionicist and Gladiators with Psionic Wild Talents to escape. Poison gleamed from the beetles can be used to stun victims for 1d4 rounds, regardless of dosage. Mind Beetles have not been known to be a delicacy.

Paraelemental, Lesser

Author: David Schwartz <DAVID@SCHWARTZ.MANAWATU.GEN.NZ>

	Magma	Rain	Silt	Sun
Climate/Terrain:	Dry land or magma	During rain	Sea of Silt	Above Ground
Frequency:	Rare	Rare	Rare	Rare
Organization:	Solitary	Solitary	Solitary	Solitary
Active Cycle:	Any	Any	Any	Day
Diet:	Magma and earth	Rain	Silt	Sunlight
Intelligence:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1	1	1	1
Armor Class:	4	4	4	4
Movement:	6, Br 6	Fl 18 (A)	6, SW 18	Fl 15 (A)
Hit Dice:	2,4, or 6	2,4, or 6,	2,4, or 6	2,4, or 6
THACO 2HD:	19	19	19	19
THACO 4HD:	17	17	17	17
THACO 6HD:	15	15	15	15
No. of Attacks:	1	1	1	1
Damage/Attack 2HD:	1-8	1-6	2-12	1-6
Damage/Attack 4HD:	2-16	1-10	3-18	1-12
Damage/Attack 6HD:	3-24	1-12	4-24	2-20
Special Attack:	See Below	See Below	See Below	See Below
Special Defense:	+1 or better weapon to hit	+1 or better weapon to hit	+1 or better weapon to hit	+1 or better weapon to hit
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	S to M (2' to 6' tall)	S to M (2' to 6' tall)	S to M (2' to 6' tall)	S to M (2' to 6' tall)
Morale 2HD:	Steady (11-12)	Steady (11-12)	Steady (11-12)	Steady (11-12)
Morale 4HD/6HD:	Elite (13-14)	Elite (13-14)	Elite (13-14)	Elite (13-14)
XP Value 2HD:	420	420	420	420
XP Value 4HD:	650	650	650	650
XP Value 6HD:	975	975	975	975

Magma: Magma paraelementals can be conjured in any area containing of volcanic activity. On the prime material plane, they look like humanoids made of magma with cooling rock on the surface. The language of magma paraelemental sounds like bubbling lava and exploding volcanoes. Magma elementals cannot enter or cross water, but must go around or burrow under it. Magma paraelementals travel through earth by melting the rock in front of them.

Combat: The fists of a magma paraelemental, while not as hard as an earth elemental's, are fired by internal heat. The amount of damage is based on the hit dice of the paraelemental. All damage against airborne and waterborne opponents is halved. Against creatures who have fire-based attacks or immunity to fire (including from magical items) take 1 point per die less damage. In addition, any flammable object

struck by a magma paraelemental must save vs. magical fire or immediately begin to burn.

Rain: Lesser rain paraelementals resemble small rain clouds floating just above the ground. There must be at least a light rain to summon a lesser rain paraelemental. Rain paraelementals cannot go underground. They rarely speak on the prime material plane, but when they do it sounds like rolling thunder and crackling lightning.

Combat: Rain paraelementals have no physical attacks, but once per round can shoot a small lightning bolt. The maximum distance is equal to the paraelementals' level in feet and damage varies with HD. Creatures who are immune to lightning attacks, such as behir, take half damage from the rain paraelementals' attacks. Opponents in metal armor

gain no benefits for that armor, but other non-conductive armors provides protection.

Silt: Silt paraelementals can only be conjured on or near the Sea of Silt or a silt lake. Lesser silt paraelementals on the prime material plane take the form of amorphous blobs. Their language sound like waves crashing on rocky shores and the howl of silt cyclones.

Combat: Lesser silt elementals can attack in two ways. It can attempt to ram an opponent by moving full speed towards her. This attack does 4d8 points of damage. If it doesn't have enough room to charge, or it is already in melee, the silt paraelemental will attack with a pseudopod, inflicting the damage listed above. Lesser silt paraelementals cannot move more than 30 yards from a source of silt. Unlike water elementals though, they suffer no damage from exposure to the sun.

Sun: Sun paraelementals can only be summoned above ground, during the day. Lesser sun elementals resemble miniature suns with a diameter equal to their HD. Unlike other elementals, the language of sun

paraelementals is not based on sound, but light. While usually red, they change color when 'talking'.

Combat: A lesser sun paraelemental can attack in one of two ways. It can either move up against its target to burn it, or shoot a beam of light. The beam can effect a victim up to 3 feet away. Although they have the same damage, they have slightly different effects. Any flammable object 'touched' by the sun paraelemental must save vs. magical fire or be burnt. Fire-based creatures take half-damage from this attack. Anyone hit by the beam of light must save vs. breath weapons or be blinded for 1d10 turns. Blinded individuals attack with a -4 penalty to hit, and opponents get a +4 to hit them, unless the blinded character has blind fighting proficiency.

A sun paraelemental cannot go into any area untouched by the sun's light, such as buildings, caves, or shadowy areas. If forced, the paraelemental will return to its own plane. A darkness spell causes 1d8 points of damage to a sun paraelemental.

See also:

Paraelemental,

Standard

Paraelemental, Standard

Author: David Schwartz <DAVID@SCHWARTZ.MANAWATU.GEN.NZ>

	Magma	Rain	Silt	Sun
Climate/Terrain:	Dry land or magma	During rain	Sea of Silt	Above ground
Frequency:	Very Rare	Very Rare	Very Rare	Very Rare
Organization:	Solitary	Solitary	Solitary	Solitary
Active Cycle:	Any	Any	Any	Day
Diet:	Magma and earth	Rain	Silt	Sunlight
Intelligence:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
Treasure:	Nil	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral	Neutral
No. Appearing:	1	1	1	1
Armor Class:	2	2	2	2
Movement:	9, Br 9	Fl 36 (A)	6, SW 18	12, Fl 24 (C)
Hit Dice:	8, 2, or 16	8, 2, or 16	8, 2, or 16	8, 2, or 16
THAC0 8HD:	13	13	13	13
THAC0 12HD:	9	9	9	9
THAC0 16HD:	5	5	5	5
No. of Attacks:	1	1	1	1
Damage/Attack:	4-32	2-20	5-30	3-24
Special Attack:	See Below	See Below	See Below	See Below
Special Defense:	+2 or better weapon to hit	+2 or better weapon to hit	+2 or better weapon to hit	+2 or better weapon to hit
Magic Resistance:	Nil	Nil	Nil	Nil
Size:	L to H (8' to 16' tall)	L to H (8' to 16' tall)	L to H (8' to 16' tall)	L to H (8' to 16' tall)
Morale 8/12HD:	Champion(15-16)	Champion(15-16)	Champion(15-16)	Champion(15-16)
Morale 16HD:	Fantastic (17-18)	Fantastic (17-18)	Fantastic (17-18)	Fantastic (17-18)
XP Value: 8 D:	2,000	2,000	2,000	2,000
XP Value 12HD:	6,000	6,000	6,000	6,000
XP Value 16HD	10,000	10,000	10,000	10,000

Magma: Magma paraelementals can only be conjured in an area containing 1,000 cubic feet or more of lava or magma. On the prime material plane, they look like large humanoids made of magma with cooling rock on the surface. The language magma paraelemental sounds like bubbling lava and exploding volcanoes. Magma paraelementals cannot travel through water. They must go around it or burrow under it. These paraelementals burrow by melting the rock in their way.

Combat: The fists of a magma paraelemental, while not as hard as an earth elemental's, are fired by internal heat. Against creatures on the ground they do 4d8 points of damage, but subtract 1 points per die from their damage to airborne or waterborne creatures (to a minimum of 1 point per die). They also subtract one point per die from their damage vs. fire-based, flame-using, or heat and fire resistant creatures (including the use of spells and magical items). In addition, any flammable object struck by a magma paraelemental must save vs. magical fire or

immediately begin to burn. Against constructions of stone or earth, magma paraelementals do structural damage. This makes them useful in siege attacks. Because they must be close to a source of magma to be conjured, magma paraelementals will often use it to their advantage, using the magma to corner opponents and throwing the opponents in.

Rain: The inhabitants of the paraelemental plane of rain are living clouds. The imaginative say they almost look like people. They can only be summoned during a rain storm. They rarely speak on the prime material plane, but when they do it sounds like rolling thunder and crackling lightning.

Combat: Rain paraelementals are nearly intangible, but can shoot out a bolt of lightning once per round that does 2d10 points of damage. Creatures resistant to lightning attacks, such as behir, take one point per die less damage (to a minimum of 1 point per die). Opponents in metal armor gain no benefits for that armor, but other non-conductive armors provides

protection. The range of the bolt is equal to the paraelementals HD in feet. These paraelementals can move very swiftly and are therefore very useful in aerial combat. In aerial combat they get a +1 hit and +4 to damage.

Silt: Silt paraelementals can only be conjured on or near the Sea of Silt or a silt lake. Silt paraelementals on the prime material plane take the form of high-crested silt waves. Two smaller waves act as arms. Their language sounds like waves crashing on rocky shores and the howl of silt cyclones.

Combat: Silt paraelementals attack with their wave-like arms doing 5d6 points of damage. However, when fighting on land, they subtract 1 point per die of damage they inflict (to a minimum of 1 point per die). Of course, they can't go more than 60 yards from a source of silt. Silt paraelementals are a serious threat to floaters that cross their path. A silt paraelemental can overturn small craft (one ton of ship per HD of the elemental) and stop or slow almost any vessel (one ton of ship per hit point of the elemental). Ships not completely stop by a paraelemental will be

slowed by the ratio of the ship's tonnage over the hit points of the elemental.

Sun: Sun paraelementals can only be summoned above ground, during the day. They take the form of humanoid beams of light. Unlike other elementals, the language of sun paraelementals is not based on sound, but light. While usually red, they change color when 'talking'.

Combat: The 'arms' of a sun paraelemental are sharper than any sword and they use them to slash their opponents for 3d8 points of damage. On a successful hit the opponent must save vs. breath weapon or be blinded. Blinded characters suffer a -4 penalty to hit and opponents gain a +4 bonus to hit the blinded individual, unless he knows blind fighting. A sun paraelemental cannot go into any area untouched by the sun's light, such as buildings, caves, or shadowy areas. If forced, the paraelemental will return to its own plane. A darkness spell causes 1d8 points of damage to a sun paraelemental.

See also:
Paraelemental, Lesser

Spider, Elf-bane

Author: John M. Martz

Climate/Terrain:	any frequented by Elves
Frequency:	rare
Organization:	solitary
Activity Cycle:	any
Diet:	Elves
Intelligence:	semi (2-3)
Treasure:	nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	2
Movement:	24
Hit Dice:	10+5
THAC0:	9
No. Of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Poison
Special Defenses:	shoot web
Magic Resistance:	10%
Size:	H (18' tall)
Morale:	Champion (15-16)
XP Value:	5,000

Psionics Summary:

Level	Dis/Sci/Dev	Attack/ Defense	Score	PSPs
1	1/1/3	--/M-	16	30

Psychometabolism -- Sciences: Shadow-form;
Disciplines: Chameleon Power, Displacement, Detect Elf
(no cost).

Poison effects table:

RACE	CLASS	ADJUSTMENT
Elf	E	-4
Half-elf	D	-2
Human & others	C	0
Mul	B	+2
Dwarf	A	+4

Unlike most spiders, which sit in wait of prey, the Elf-bane spider's long legs allow it to achieve great speeds in pursuit of its preferred prey, Elves. Its small beige tear-drop body (roughly 3' radius) stands atop 18' legs. It feeds almost exclusively on Elves; although it will eat Half-elves if desperate. It uses its unique psionic ability, Detect Elf (a variant of Heightened Senses), to locate its prey. This ability is considered always on and is maintenance free. With it, the spider can smell any being of at least 50% Elven heritage up to 5 miles distant.

Combat: This spider will always seek out and attack Elves before any other creature; next it will attack Half-Elves (since it does not find Half-Elves as nutritious as full-blood Elves). It can not digest those with less than

50% Elven heritage, so it normally ignores them; however it will fight if threatened.

The Elf-bane spider usually uses its psionic abilities (shadow-form and chameleon power) to close to within a hundred yards of its prey. It then initiates its displacement power and dashes to the attack at full speed. It attacks with its bite, which causes 1d6 points of damage; however, its most dangerous form of attack is its poison. As soon as it has incapacitated a victim, the spider will pick the body up and move to a safe location where it can digest its meal.

The severity of a bite from an Elf-bane spider varies as a function of the victim's race, affecting onset time, damage, and saving throw adjustment, see the table below. The adjustment to the victim's saving throw is cumulative with any other adjustments, such as those due to low or high constitution. For example, while Gwenn, an Elf, faces immediate death (with a -4 penalty to her save) should she be bit; Halminok, a Dwarf, has a good chance (+4 bonus to his save) to remain unaffected, especially if he also has a high constitution (he still takes biting damage, of course).

The Elf-bane spider does not spin a stationary web. However, if seriously wounded (i.e., HPs fall below 25% of normal), it will attempt to flee by shooting a single 9' long strand of web at the nearest target using its normal THAC0 versus AC 10 (modified by target's DEX). If the strand hits, it raps around the victim -- treat as per spider strand spell (see DK). Any creature man-sized or smaller is immobilized and cannot move. Any large creature is impeded and moves at half rate, attacking only half as often with a -2 penalty to the attack roll. Any huge or gargantuan creature is unaffected. In order to break free of the strand, the victim must make a successful half bend bars roll FOR EACH YARD of the strand (i.e., 3 separate rolls). A large creature is no longer impeded after breaking 1 yard, a man-sized creature is no longer immobilized after breaking 1 yard and no longer impeded after breaking 2 yards, a small creature is no longer immobilized after breaking 2 yards and no longer impeded after breaking 3 yards, and a tiny creature remains immobilized until all 3 yards are broken. The strand may be cut at the rate of 1 yard per round (if the target is immobilized, he cannot attempt to cut the strand).

Habitat/Society: The Elf-bane spider is a solitary creature, pursuing its prey across the burning sands; however, it is not uncommon to find several spiders independently following the same Elven tribe.

Elf-bane spiders mate twice a year, for one week immediately following High Sun and one week immediately following Low Sun. As with most spiders, the male is significantly smaller than the female, but with few exceptions (HD 5; THACO 15; SZ M), his stats are identical to the female's. She will invariably kill him after mating if he is slow in his escape (an odd carry-over from their origins, since she cannot digest him). The female wraps her fertilized eggs in a web ball and buries them beneath the sand; after two months, 3d6+2 young emerge. They mature quickly, reaching full size before the next mating period.

Ecology: Scholars dispute the origin of the Elf-bane spider. Some hold the view that today's spiders are the descendants of spiders originally created by the sorcerering Andropinis of Balic in order to protect his orange

groves from Elven thieves. Their psionic abilities and resistance to magic have been offered as evidence for this theory. Others believe that a long forgotten Dwarven civilization bred these spiders to be used in a standing conflict with an equally ancient Elven nation. The fact that Dwarves are highly resistant to this spider's poison is often cited as support for this latter theory.

Elf-bane spiders do not collect treasure, and their nomadic nature prevents them from accumulating incidental valuables. They produce little of value (although some would say that killing Elves is value enough); however, those skilled in herbalism or the making of poison (such as bards) can extract enough poison from one spider for 2d6 applications -- the poison has the same properties as above and retains its potency for 2 Athasian weeks.

Traplan

Author: Andrew Lohmann

<LOHMANN@SOCIAL.CHASS.NCSU.EDU>

Climate/Terrain: Temperate Forest

Frequency: Rare

Organization: Group

Activity Cycle: Day, Evening

Diet: Carnivore

Intelligence: Low

Treasure: nil

Alignment: Neutral

No. Appearing: 1-4

Armor Class: 7

Movement: 6

Hit Dice: 1

THACO: 16

No. of Attacks: 1

Damage/Attack: See below

Special Attacks: Poison

Special Defenses: nil

Magic Resistance: Standard

Size: S

Morale: Low

XP Value: 75

Psionics: nil

Poison table:

Contact	Saving Throw		Duration (in hours)
	Mod.	Damage	
1st (initial)	-2	5d6	2d8
Once removed	0	3d6	2d4
Twice removed	+2	1d6	1d4
Thrice removed	inert		

The Traplan appears as a smallish creature that is a cross between a squirrel, an armadillo, and a land-urchin. It has an armored hide similar to the silver-colored armadillo (yet not as cumbersome), with thin, 6" black spikes extruding from the armor. When it rolls itself into a ball, the spikes point out in all directions.

When the animal is not rolled up, one can notice its squirrel-like face and claws, which gives it the ability to climb trees rapidly, as well as to jump tree to tree as a normal squirrel would.

Combat: These creatures do not engage in direct combat, but rather fall upon their victims from the trees in an attempt to spike them. If they happen not to be in the trees (only 15% chance), they may dig about .5 foot into the ground and lay there, waiting for something to come by and step upon them. If any of the spikes penetrates flesh, the victim must save vs. poison immediately or suffer the effects outlined below.

The insidious poison is very dangerous, not only for the victim, but for those around the victim. When the victim is injected with Traplan venom, they must save at -3 or suffer 5d6 damage and go into a coma for 2d8 hours. A save indicates that only .5 damage was taken, and there is no ensuing coma, but rather during that time period the victim suffers from severe dizziness and disorientation (-4 to hit, -4 damage, -4 AC, -4 movement rate). The perspiration of the victim acts as a contact poison for the period of time they are disoriented or in a coma. If anyone should contact their exposed flesh (such as to cast Neutralize Poison), they must save to avoid taking 3d6 damage (they will take .5 damage if the save is made) and go into a coma for 2d4 hours (a save indicates the same disorientation and penalties as above). This persons' perspiration then acts as a contact poison; see the chart.

Habitat/Society: The Traplan tend to stay in small groups, hunting together, and dropping in unison upon prey below. Once the prey has been incapacitated, they will feed on the body, even if it is still alive (with each Traplan causing 1-2 points of damage per round). The Traplan are immune to their own poison.

Their poison is highly sought by assassins, yet finding these rare creatures in the treetops of the darkest forests without getting injected is an immense challenge.

Ecology: Many larger, intelligent predators are aware of the power of the Traplan, and will usually follow a group of them, and the accompanying chattering/clicking noise, around the forest (without getting too close themselves, of course). They will then eat whatever is left of the carcass, after the Traplan have had their fill.

L'Sstan-Ti

Author: Robert Adducci <Chay0s@aol.com>

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17-18)
Treasure:	Varies
Alignment:	Lawful Neutral (Good)
No. Appearing:	1-4
Armor Class:	6
Movement:	18
Hit Dice:	3
THAC0:	18
No. of Attacks:	1+1
Damage/Attack:	1-10 + weapon
Special Attacks:	Constricting
Special Defenses:	Save at +3 vs. poison, stonesskin
Magic Resistance:	Nil
Size:	L (15' long)
Morale:	Elite (14)
XP Value:	175
Psionics:	nil

The L'Sstan-Ti are almost as strange in appearance as a thri-kreen. Ranging from 6 to 8 feet tall when they are reared up to average height, L'Sstan-Ti are interesting, to say the least. They possess the well-muscled and beautiful upper torsos of humans, but from the waist down, their bodies are that of enormous, varyingly colored snakes. The upper body possesses a faint outline of the patterning found on the snakelike body, and the eyes are like that of a snake. The ears are round, and L'Sstan-Ti have little or no facial hair. Several L'Sstan-Ti clans have rattles on their tails.

Combat: The natural attack of a L'Sstan-Ti is a potent constricting attack, doing 1-10 points of damage. When hit, enemies must make a strength check each round or remain in the deadly coils. While an enemy is trapped in a L'Sstan-Ti tail, he may attack using a small weapon such as a dagger, gaining a +4 to hit, and the L'Sstan-Ti gains no dexterity bonus to A.C.. L'Sstan-Ti can make other attacks while constricting. L'Sstan-Ti have no poison of their own, but have a natural immunity to snake poisons, and a +3 to save against all others. Due to the deathly silent movement of these creatures, even in heavy brush, opponents receive a -1 to all surprise rolls. L'Sstan-Ti have very strong infravision, reaching up to 90 feet. They also have a very strong affinity for snakes, and are almost always found with one (+3 to reaction roll). Also, they have a natural A.C. of 5 on their lower bodies. Their lower snake bodies allow them to move with blinding speed (18). Because of their reptilian nature, L'Sstan-Ti are sluggish during periods of extreme heat of 100 degrees

or above, suffering a -1 to all attack rolls. Needless to say, they prefer to remain active during the night. Also, they cannot see well in bright lights, deducting a further -1 to hit. Because of their strange fascination with stone the L'Sstan-Ti are able to harden their skin once per week as the 4th level wizard spell.

Habitat/Society: The L'Sstan-Ti live in large clans, consisting of several families. For a race with such a fearsome appearance, this race is extremely wise and patient with other races who do not understand their customs, and are always willing to try to settle differences without personal combat.

Some of the clans are nomadic, always looking for a new place to live, while others are content to stay in one home all their lives. The social status is conveyed by the patterns on the body, which stand out strongly to other members of this race. The patterns also convey the tribe the L'Sstan-Ti came from. The highest ranking L'Sstan-Ti is the chief of the clan. This is usually a powerful warrior. The males are usually warriors and protectors, while females pursue the arts of magic, both wizardly and clerical.

However, these roles can be switched. When a L'Sstan-Ti dies, if it was a powerful warrior, the others of its tribe carry out an ancient ritual. This is a long and tedious process, only used on the chief and the best of warriors. The others are given an honorable burial, given back to the land that formed them. When the ritual is complete, the L'Sstan-Ti is turned to stone. It is then animated as a golem, to forever protect the tribe. Flesh to stone does not work on L'Sstan-Ti bodies, and the ritual can only be carried out by L'Sstan-Ti.

The most important people of the tribe, the ones who keep it alive, are the druids and clerics. When the most powerful of these die, they are given a special honor. The elders of the tribe perform great magics, more powerful than any others seen on Athas, except perhaps the sorcerer kings'. They sing to the elements, all joined, asking them to take these noble spirits back to the land. When the song is through, the spirit of the land arises and takes the dead body into itself. When this happens, the consciousness of the dead one enters it, and they become one.

Though the tribe life is fulfilling spiritually, some L'Sstan-Ti believe it is lacking something. They believe the L'Sstan-Ti should be recognized as one of the great races of Athas, to rise with all the rest. With these ends in mind, the L'Sstan-Ti have taken to adventuring.

Ecology: The L'Sstan-Ti are an offspring of the Yuan-Ti. The L'Sstan-Ti loathe the evil Yuan-Ti

and the feeling is mutual. The L'Sstan-Ti see the Yuan-Ti as the most evil race on all of Athas, their assumptions are about right. On the other side the Yuan-Ti see L'Sstan-Ti as traitors to their people and either race will attack the other in any meeting and will attack the hated race in preference to any other foe.

The L'Sstan-Ti are a one of the new races found on Athas. The noble race was created from the foul race of Yuan-Ti. A group of Yuan-Ti half-breeds were ordered to go to the Pristine Tower by their "god" to find the secrets

of the tower. During their trip the group was attacked by a group of Lirrs near the tower and when wounded the towers magic had their way with them. The tower changed the disposition of all the Yuan-Ti that survived the battle. Eventhough only fifty Yuan-Ti survived the attack and magical transformation the group was able to survive and has prospered somewhat in the harsh world. The current leader of the largest L'Sstan-Ti tribe is a powerful preserver named L'Sstan.

Yuan-Ti, Athasian

Author: Robert Adducci <Chay0s@aol.com>

Climate/Terrain:	Any
Frequency:	Very Rare
Organization:	Tribal
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Genius (17-18)
Treasure:	C
Alignment:	Chaotic Evil
No. Appearing:	1-4
Armor Class:	4/0
Movement:	18
Hit Dice:	6/9
THAC0:	15 (6 HD) 13 (7-8 HD) 11 (9 HD)
No. of Attacks:	2
Damage/Attack:	See below/By weapon
Special Attacks:	Spells
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (7' long/6 tall)
Morale:	Elite (14) Abomination/Champion (15)
XP Value:	Purebloods: 975 Half-Breeds: 2,000/3,000 Abominations: 4,000
Psionics:	Wild talent (25% chance)

The Yuan-Ti are a race of human that have been distorted by magic. They all have varying degrees of snakelike body parts. They are highly intelligent and evil, always plotting to advance their causes. There are three types of Yuan-Ti: Pureblood, Halfbreeds, and abominations.

Pure Blood: A pure blood can pass for human 80% of the time. It has only slight differences from true humans, such as slit eyes, a forked tongue, or maybe even small fangs.

Halfbreed: Halfbreeds are part human and part snake. Roll d10 twice on the following table, duplicate rolls are not re-rolled. Ignore unworkable combinations.

Roll	Feature	Effect
1-2	Snake Head	Bites for 1-10 Damage
3	Flexible Torso	+1 to saves Vs Dex, +1 AC
4-5	No Legs, Snake Tail	Constricts for 1-10 Dmg.
6	Snakes arms	Each bite for 1-6 dmg
7-8	Scales	for skin AC 0
9	Legs and Tail	Constricts for 1-6 dmg
10	Snake torso & head	Bites for 1-10, AC +2

Abomination: Abominations are either all snake (50%) or have either a human head or human arms and are always about 10 feet long. Halfbreeds and Abominations disdain

wearing human clothes or armor, while purebloods do not care. All Yuan-Ti use weapons and other items. Yuan-Ti do not give an odor that humans can detect, but the L'Sstan-Ti can instantly recognize one. Yuan-Ti coloring varies from simple green and brown scales to wild patterns of stripes, diamonds, and whorls of every color. Yuan-Ti speak their own tongue. They can also speak with snakes or snakelike creatures. Those Yuan-Ti with human heads can speak the Trade tongue also.

Combat: Yuan-Ti are geniuses and fight as such. They plan elaborate traps and utilize their surroundings superbly. They prefer ambushes to direct combat. When they attack directly they try to outnumber their foes as much as possible. In a mixed group the least valuable attack the opponent first. This means that the purebloods go, then the halfbreeds, then the abominations. The only exception to this rule is the L'Sstan-Ti, which the Abominations attack personally. When not found in their temple they are encountered in groups of one to four. In their homes and temples they are found in much larger groups.

Purebloods have 6 HD, halfbreeds have 7 or 8 HD, and abominations have 9 HD. All Yuan-Ti, if they have hands, use weapons, preferring those that have edges. Yuan-Ti love to use slow acting poisons, but they only use poison on their traps, never on weapons.

Any Yuan-Ti, be it pureblood, halfbreed, or abomination, with a human head can cast the following spells once per day: Cause fear, Darkness 15' Radius, Snake Charm, Sticks to Snakes, Neutralize Poison, Suggestion, and Polymorph Other.

Habitat/Society: Yuan-Ti are worshippers of the powerful defiler Send Yuan and worship him as a god, they also hold reptiles in high esteem. The center of Yuan-Ti life is the Temple. Temple architecture tends towards circles with ramps and poles instead of stairs. The abominations rule over the Yuan-Ti, and are the leaders of the Temple, with the high priest (full snake) ruling over all, second only to Send Yuan. Many Yuan-Ti rituals involve bloody sacrifices to their Defiler God.

Ecology: Hundreds of years ago Send Yuan, a powerful defiler even then, aspired to create his own race. Much like Dregoth of Giustenal Send was plagued by failure, but instead of cursing his "failures" he used all of his new race to his advantage. Even though Send uses the purebloods for outside dealings as soon as their use is over he will have them all killed along with their halfbreed

brethren. In the end only the abominations have Send's favor.

Athasian Names by letter

Compiler: Emanuele Sacchi

<EMASS@MBOX.VOL.IT>>

A

Abalach-re (human female)
Abyuuk (elf male)
Agis (human male)
Agu (human male)
Alaa (elf female)
Albeorn (human male)
Alicious (elf female)
Alie (half-elf female)
Alvys (elf male)
Amandia (human female)
Anavias (human female)
Andiama (human female)
Andropinis (human male)
Anezka (halfling female)
Antrifos (human male)
Arbistor (human male)
Areela (elf female)
Arelia (elf female)
Arien (elf male)
Arisphistaneles (human male)
Aristes (human male)
Arvos (elf male)
Arya (half-elf female)
Aso (half-elf female)
Astara (human female)
Astemba (human male)
Astini (human male)
Athrialix (human male)
Atrocla (half-giant female)
Aukash-pad (human male)
Averil (human female)
Azhul (half-giant male)
Azzer (human male)

B

Bademyr (elf male)
Banoc (human male)
Banther (human male)
Barak (elf male)
Barakah (human female)
Bartis (human male)
Bartras (human male)
Barunus (dwarf male)
Beort (giant male)
Beryl (human male)
Bevus (human male)
Birgaz (dwarf male)
Boaz (half-elf male)
Bontar (dwarf male)
Borger (human male)
Borjaanu (elf male)

Borys (human male)
Botuu (elf male)
Brazin (half-elf male)
Brevit (human male)
Brita (giant female)
Brul (dwarf male)
Buris (human female)
Bythal (human male)

C

C'hel (elf male)
Caelum (dwarf male)
Caldon (human male)
Caletta (human female)
Camla (human female)
Canth (human male)
Caro (dwarf male)
Catalyna (human female)
Catrion (human female)
Celba (elf female)
Ceu'lo'ewn (mul male)
Cha (halfling male)
Charl (human male)
Chessia (human female)
Chilo (tarek male)
Chimali (human male)
Chirl (elf male)
Chkak-a-chakk (thri-kreen)
Clavis (human male)
Cocoton (mul male)
Coranuu (elf male)
Crag (half-giant male)
Crekun (elf male)
Cybrian (human male)
Cyne (elf male)

D

Daclamitus (human male)
Dahn-gen (human male)
Daled (dwarf male)
Damras (human female)
Darian (human male)
Darzus (elf male)
Den-du (half-giant male)
Derlan (halfling male)
Derrim (half-elf male)
Deryssa (elf female)
Deva (human female)
Dhojakt (human/cilops male)
Domitian (human male)
Doorub (half-giant male)
Dorjan (human female)
Dornal (human male)
Dote (human male)
Drewet (half-elf female)
Drog (dwarf male)
Dukkoti (elf male)

Durwadala (thri-kreen)
Duukodo (elf male)
Dyan (human male)
Dylauris (elf male)

E

E'la (human female)
Eevuu (elf male)
Ekee (elf female)
Elas (elf female)
Enala (elf female)
Er'stali (human male)
Er'thork (human male)
Ero (half-elf male)
Esreva (human male)
Esyk (elf female)
Etheros (human male)
Evrin (human male)

F

Faenaeyon (elf male)
Faldar (human male)
Faria (human female)
Farlahn (human male)
Feera (half-elf female)
Felorn (tarek female)
Fevil (human male)
Feykaar (half-elf female)
Finneal (human male)
Fosk (giant male)
Frayne (human male)
Fullgrin (halfling male)
Fylo (giant male)
Fyra (dwarf female)
Fyrian (half-elf male)

G

G'rshun (human male)
Ganon (half-giant male)
Gaefal (elf male)
Galadin (elf male)
Galar (elf male)
Galek (elf male)
Gall (half-giant male)
Gallard (human male)
Galt (giant male)
Gammeg (human male)
Gar (human male)
Garchom (half-giant male)
Garreth (human male)
Gathalimay (half-elf male)
Gennet (human male)
Ghedran (dwarf male)
Ghurs (half-giant male)
Gigus (half-giant male)

Gilam (elf male)
Giovvo (human male)
Girias (human male)
Gotho (human male)
Grak (human male)
Grakidi (human male)
Gralth (dwarf male)
Gram (dwarf male)
Grelzen (halfling female)
Grik (mul male)
Grissi (elf female)
Guerdra (elf female)
Guuta (elf female)
Guvaano (elf male)

H

Haakar (human male)
Haaku (elf male)
Haarna (human female)
Hai (dwarf male)
Hamanu (human male)
Hargan (human male)
Hephaestus (human male)
Herak (human male)
Herminard (human male)
Hezzerat (human male)
Hirik (human male)
Horga-at-horg (halfling female)
Horth (human male)
Hukaa (elf female)
Hurgen (half-giant male)
Huyar (elf male)

I

I'toc (human male)
Iamb (mul male)
Ibl (human male)
Ictinis (human male)
Ikan (elf male)
Ittee (elf female)

J

Jaarati (elf male)
Jaleen (human male)
Jaryx (half-giant male)
Jaseela (human female)
Jebea (human male)
Jedra (human male)
Jeila (elf female)
Jentil (elf female)
Jirah (elf male)
Jiras (elf male)
Jo'orsh (dwarf male)
Jotano (human male)
Judriath (human male)

Jun (human female)
Junithu (human male)
Junnai (half-giant male)
Jurgan (dwarf male)
Jurthas (human female)

K

K'kikrik (thri-kreen)
K'kivir (thri-kreen)
K'kriq (thri-kreen)
Kalak (human male)
Kalihana (elf male)
Kama (elf male)
Kamnys (elf male)
Kargash (human male)
Kathak (elf male)
Katid (human female)
Katza (elf female)
Kayan (human female)
Keelorr (elf female)
Kelira (human female)
Kesi (dwarf female)
Kester (tarek female)
Keyvas (elf male)
Khidar (shadow-people)
Kiah (human male)
Kiiretti (elf female)
Kilay (human male)
Kirga (elf female)
Kk'tkk (thri-kreen)
Kleys (elf male)
Klik'l (thri-kreen)
Kor (human male)
Korik (human male)
Korla (human female)
Kov (dwarf male)
Krikik (thri-kreen)
Krom (dwarf male)
Krysta (half-elf female)
Ktandeo (human male)
Kyuln (human male)

L

La (halfling female)
Laban (half-elf male)
Lafus (half-elf male)
Lalali-puy (human female)
Larech (human male)
Larkyn (human male)
Lazra (dwarf female)
Leoricus (human male)
Lestria (human female)
Lian (dwarf male)
Limrick (human male)
Linder (human male)
Lionus (human male)
Lismuuk (elf male)

Llunet (human female)
Lobuu (elf male)
Lodo (dwarf male)
Lokee (halfling male)
Lor (human female)
Lorelei (half-elf female)
Lorena (human female)
Lorl (elf male)
Ltak (dwarf male)
Luris (half-elf male)
Luubarra (elf female)
Lyanius (dwarf male)
Lyra (human female)

M

Maetan (human male)
Mag'r (giant male)
Magnus (elf male)
Mal (giant male)
Mandalis (human male)
Marda (human male)
Marut (human male)
Matthias (human male)
Maurus (human male)
Mayz (elf male)
Mearedes (human male)
Meebog (elf male)
Melestan (half-elf male)
Meredyd (elf female)
Merigal (human female)
Mersten (mul female)
Migena (human female)
Miiri (elf female)
Mila (half-elf female)
Milo (human male)
Mirabel (human female)
Miraz (elf male)
Mirch (half-elf male)
Misteeek (elf male)
Mistella (elf female)
Morlak (human male)
Murd (dwarf male)
Mutami (elf male)
Muuton (elf male)
Myron (human male)
Mys'tll (thri-kreen)

N

N'kadir (dwarf male)
Nadia (human female)
Nal (giant male)
Nanda (human female)
Narissa (human female)
Nauhyotl (human female)
Navarch (half-elf male)
Neeva (human female)
Nefen (elf male)

Nesa (mul female)
Nibenay (human male)
Nikolos(human male)
Niscet (human male)
Nnn'tkk (thri-kreen)
Nok (halfling male)
Nuta (giant male)
Nuuko (elf male)
Nuuta (elf female)
Nylorac (human male)
Nymos (jozhal)
Nysia (elf female)

O

Ojoba (human male)
Orel (human male)
Orl (giant male)
Osa (mul female)
Osar (elf male)

P

Patch (giant male)
Pauk (halfling male)
Paxitus (human male)
Pegen (half-giant male)
Perian (elf female)
Perkin (human male)
Pevuran (human male)
Phatim (human male)
Phronta (human female)
Pletaw (halfling male)
Poortool (half-elf male)
Porgo (mul male)
Poros (elf male)
Portek (dwarf male)
Portynx (human male)
Prihn (human female)
Purhas (halfling male)

Q

Quaar (elf male)
Quay (human male)

R

Radurak (elf male)
Raffaela (elf female)
Ragoner (human male)
Ragstol (human male)
Rajaat (human male)
Raka (human male)
Ramphion (human male)
Ranis (half-elf female)
Rasia (human female)
Rathoras (human male)

Rayne (human female)
Regg (half-elf male)
Remar (human male)
Rhayn (elf female)
Rikus (mul male)
Riv (elf/tarek male)
Rkard (dwarf male)
Rogil (human male)
Rogow (human male)
Rokan (human male)
Romila (human female)
Ross (human male)
Rotlees (human male)
Ruach (half-elf male)
Ruhola (elf female)
Ruvella (elf female)
Ryana (human female)

S

Sa'ram (dwarf male)
Sa-rea (human female)
Sacha (human male)
Sachet (human male)
Sadira (half-elf female)
Salust (human male)
Santhaal (elf female)
Sareka (half-elf female)
Selanu (human male)
Sellak (elf male)
Sestus (human male)
Shallin (human female)
Shimian (elf male)
Shiral (elf male)
Shrasa (human female)
Silax (elf male)
Sintha (human male)
Sizzkus (human male)
Solzak (half-elf male)
Sona (giant female)
Sorak (elf male)
Sortar (human male)
Strallowshax (dwarf male)
Strannys (elf male)
Stravos (human male)
Strom (human male)
Styan (human male)
Sult (dwarf male)
Sycia (human female)

T

T'kkyl (thri-kreen)
T'sor (half-giant male)
Tabaros (human male)
Tah (half-giant male)
Taiy (human male)
Tak (half-giant male)
Tala (elf female)

Talara (human female)
Tamana (elf female)
Tamar (human female)
Tar (halfling female)
Tara (human female)
Targaz (elf male)
Tarkla (human female)
Tay (giant male)
Tayo (elf male)
Tectuktitlay (human male)
Tella (human female)
Temmnya (human female)
Tenpug (mul male)
Terric (human male)
Thagya (human male)
Thania (half-elf female)
Thanik (human male)
Thaxos (human male)
Thonkin (human male)
Thorlin (human male)
Throkat (human male)
Thurin (dwarf male)
Thyraximus (human male)
Tierney (human female)
Timor (human male)
Tithian (human male)
Tomak (mul male)
Toramund (elf male)
Tordos (human male)
Toth (human male)
Traako (elf male)
Truvo (human male)
Tumya (elf female)
Turloff (human male)
Tutoc (half-giant male)
Twile (human male)

U

Ular (human female)
Umbra (shadow-people)
Urax (human male)
Urga-zoltapl (halfling male)
Utaa (elf female)
Uyness (human female)

V

Vaerhirmana (half-elf female)
Valuna (human female)
Vandrellen (elf male)
Vanous (human male)
Varanna (human female)
Varnag (human male)
Veeshte (human female)
Ves (human female)
Vesa (human female)
Veso (dwarf male)
Vinia (elf female)

Vok (half-elf male)
Volivuius (human male)
Vollen (elf male)

W

Waltian (human male)
Wek (half-elf male)
Weom (human male)
Werrick (human male)
Wheelock (human male)
Wheetan (half-elf male)
Wik (elf male)
Wrog (lask)
Wyan (human male)

X

Xamres (human male)
Xanyon (mul male)
Xutan (half-elf male)

Y

Yab (giant male)
Yalana (elf female)
Yarig (dwarf male)
Yarma (elf female)
Yarsha (human female)
Yaynil (elf male)
Ydris (human male)
Yerik (dwarf male)

Z

Zaethus (human male)
Zalcor (human male)
Zareb (dwarf male)
Zeburon (human male)
Zivlil (halfling male)

Athasian Names by race

Compiler: John M. Martz

I simply took Ema's list and reorganized it by race, since I felt that it was simply another useful method of looking at the names. Of course, I'm not saying that Abyuuk (an male elf's name) cannot be used by a human male; indeed, it might be a likely name of a half-elf. It's just that one might consider certain names more common for certain races. Also, when choosing a name for a character, it might be useful to look at the style of the names of other members of the same race -- a particularly good example are thri-kreen names. I've made a separate group for each of the "official" PC races. Names for all other races are in the other category.

Elf

Compare with half-elf names.

A

Abyuuk (elf male)
Alaa (elf female)
Alicious (elf female)
Alvys (elf male)
Areela (elf female)
Arelia (elf female)
Arien (elf male)
Arvos (elf male)

B

Bademyr (elf male)
Barak (elf male)
Borjaanu (elf male)
Botuu (elf male)

C

C'hel (elf male)
Celba (elf female)
Chirl (elf male)
Coranuu (elf male)
Crekun (elf male)
Cyne (elf male)

D

Darzus (elf male)
Deryssa (elf female)
Dukkoti (elf male)
Duukodo (elf male)
Dylauris (elf male)

E

Eevuu (elf male)
Ekee (elf female)
Elas (elf female)
Enala (elf female)
Esyk (elf female)

F

Faenaeyon (elf male)

G

Gaefal (elf male)
Galadin (elf male)
Galar (elf male)
Galek (elf male)
Gilam (elf male)
Grissi (elf female)
Guerdra (elf female)
Guuta (elf female)
Guvaano (elf male)

H

Haaku (elf male)
Hukaa (elf female)
Huyar (elf male)

I

Ikan (elf male)
Ittee (elf female)

J

Jaarati (elf male)
Jeila (elf female)
Jentil (elf female)
Jirah (elf male)
Jiras (elf male)

K

Kalihana (elf male)
Kama (elf male)
Kamnys (elf male)
Kathak (elf male)
Katza (elf female)
Keelorr (elf female)
Keyvas (elf male)
Kiiretti (elf female)
Kirga (elf female)
Kleys (elf male)

L

Lismuuk (elf male)
Lobuu (elf male)
Lorl (elf male)
Luubarra (elf female)

M

Magnus (elf male)
Mayz (elf male)
Meebog (elf male)
Meredyd (elf female)
Miiri (elf female)
Miraz (elf male)
Misteek (elf male)
Mistella (elf female)
Mutami (elf male)
Muuton (elf male)

N

Nefen (elf male)
Nuuko (elf male)
Nuuta (elf female)
Nysia (elf female)

O

Osar (elf male)

P

Perian (elf female)
Poros (elf male)

Q

Quaar (elf male)

R

Radurak (elf male)
Raffaela (elf female)
Rhayn (elf female)
Riv (elf/tarek male)
Ruhola (elf female)
Ruvella (elf female)

S

Santhaal (elf female)
Sellak (elf male)
Shimian (elf male)
Shiral (elf male)
Silax (elf male)
Sorak (elf male)
Strannys (elf male)

T

Tala (elf female)
Tamana (elf female)
Targaz (elf male)
Tayo (elf male)
Toramund (elf male)
Traako (elf male)
Tumya (elf female)

U

Utaa (elf female)

V

Vandrellen (elf male)
Vinia (elf female)
Vollen (elf male)

W

Wik (elf male)

Y

Yalana (elf female)
Yarma (elf female)
Yaynil (elf male)

Dwarf

Compare with mul names.

B

Birgaz (dwarf male)
Bontar (dwarf male)
Brul (dwarf male)

C

Caelum (dwarf male)

D

Daled (dwarf male)
Drog (dwarf male)

F

Fyra (dwarf female)

G

Ghedran (dwarf male)
Gralth (dwarf male)
Gram (dwarf male)

H

Hai (dwarf male)

J

Jo'orsh (dwarf male)

Jurgan (dwarf male)

K

Kesi (dwarf female)

Kov (dwarf male)

Krom (dwarf male)

L

Lazra (dwarf female)

Lian (dwarf male)

Lodo (dwarf male)

Ltak (dwarf male)

Lyanius (dwarf male)

M

Murd (dwarf male)

N

N'kadir (dwarf male)

P

Portek (dwarf male)

R

Rkard (dwarf male) --- (mul male)

S

Sa'ram (dwarf male)

Strallowshax (dwarf male)

Sult (dwarf male)

T

Thurin (dwarf male)

V

Veso (dwarf male)

Y

Yarig (dwarf male)

Yerik (dwarf male)

Z

Zareb (dwarf male)

Half-elf

Compare with human and elvish names.

A

Alie (half-elf female)

Arya (half-elf female)

Aso (half-elf female)

B

Boaz (half-elf male)

Brazin (half-elf male)

D

Drewet (half-elf female)

E

Ero (half-elf male)

F

Feera (half-elf female)

Feykaar (half-elf female)

Fyrian (half-elf male)

G

Gathalimay (half-elf male)

K

Krysta (half-elf female)

L

Laban (half-elf male)

Lafus (half-elf male)

Lorelei (half-elf female)

Luris (half-elf male)

M

Melestan (half-elf male)

Mila (half-elf female)

Mirch (half-elf male)

N

Navarch (half-elf male)

P

Poortool (half-elf male)

R

Ranis (half-elf female)

Regg (half-elf male)

Ruach (half-elf male)

S

Sadira (half-elf female)

Sareka (half-elf female)

Solzak (half-elf male)

T

Thania (half-elf female)

V

Vaerhirmana (half-elf female)

Vok (half-elf male)

W

Wek (half-elf male)

Wheetan (half-elf male)

X

Xutan (half-elf male)

Half-giant

Compare with human and giant names.

A

Atrocla (half-giant female)

C

Crag (half-giant male)

D

Den-du (half-giant male)

Doorub (half-giant male)

G

Gaanon (half-giant male)

Gall (half-giant male)

Garchom (half-giant male)

Ghurs (half-giant male)

Gigus (half-giant male)

H

Hurgen (half-giant male)

J

Jaryx (half-giant male)

Junnai (half-giant male)

P

Pegen (half-giant male)

T

T'sor (half-giant male)

Tah (half-giant male)

Tak (half-giant male)

Tutoc (half-giant male)

Halfling

Compare with shadow people names.

A

Anezka (halfling female)

C

Cha (halfling male)

D

Derlan (halfling male)

F

Fullgrin (halfling male)

G

Grelzen (halfling female)

H

Horga-at-horg (halfling female)

L

La (halfling female)

Lokee (halfling male)

N

Nok (halfling male)

P

Pauk (halfling male)

Pletaw (halfling male)

Purhas (halfling male)

T

Tar (halfling female)

U

Urga-zoltapl (halfling male)

Z

Zivilil (halfling male)

Human

Compare with mul, half-elf, and half-giant names.

A

Abalach-re (human female)

Agis (human male)

Agu (human male)

Albeorn (human male)

Amandia (human female)

Anavias (human female)

Andiama (human female)

Andropinis (human male)

Antrifos (human male)

Arbistor (human male)

Arisphistaneles (human male)

Aristes (human male)

Astara (human female)

Astamba (human male)

Astini (human male)

Athrialix (human male)

Aukash-pad (human male)

Averil (human female)

Azzer (human male)

B

Banoc (human male)

Banther (human male)

Barakah (human female)

Bartis (human male)

Bartras (human male)

Beryl (human male)

Bevus (human male)

Borger (human male)

Borys (human male)

Brevit (human male)

Buris (human female)

Bythal (human male)

C

Caldon (human male)

Caletta (human female)

Camla (human female)

Canth (human male)

Catalyna (human female)

Catrion (human female)

Charl (human male)

Chessia (human female)

Chimali (human male)

Clavis (human male)

Cybrian (human male)

D

Daclamitus (human male)

Dahn-gen (human male)

Damras (human female)

Darian (human male)

Deva (human female)

Dhojakt (human/cilops male)

Domitian (human male)

Dorjan (human female)

Dornal (human male)

Dote (human male)

Dyan (human male)

E

E'la (human female)

Er'stali (human male)

Er'thork (human male)

Esreva (human male)

Etheros (human male)

Evrin (human male)

F

Faldar (human male)

Faria (human female)

Farlahn (human male)

Fevil (human male)

Finneal (human male)

Frayne (human male)

G

G'rshun (human male)

Gallard (human male)

Gammeg (human male)

Gar (human male)

Garreth (human male)

Gennet (human male)

Giovvo (human male)

Girias (human male)

Gotho (human male)

Grak (human male)

Grakidi (human male)

H

Haakar (human male)
Haarna (human female)
Hamanu (human male)
Hargan (human male)
Hephaestus (human male)
Herak (human male)
Herminard (human male)
Hezzerat (human male)
Hirik (human male)
Horth (human male)

I

I'toc (human male)
Ibl (human male)
Ictinis (human male)

J

Jaleen (human male)
Jaseela (human female)
Jebea (human male)
Jedra (human male)
Jotano (human male)
Judriath (human male)
Jun (human female)
Junithu (human male)
Jurthas (human female)

K

Kalak (human male)
Kargash (human male)
Katid (human female)
Kayan (human female)
Kelira (human female)
Kiah (human male)
Kilay (human male)
Kor (human male)
Korik (human male)
Korla (human female)
Ktandeo (human male)
Kyuln (human male)

L

Lalali-puy (human female)
Larech (human male)
Larkyn (human male)
Leoricus (human male)
Lestria (human female)
Limrick (human male)
Linder (human male)
Lionus (human male)
Llunet (human female)
Lor (human female)
Lorena (human female)
Lyra (human female)

M

Maetan (human male)
Mandalis (human male)
Marda (human male)
Marut (human male)
Matthias (human male)
Maurus (human male)
Mearedes (human male)
Merigal (human female)
Migena (human female)
Milo (human male)
Mirabel (human female)
Morlak (human male)
Myron (human male)

N

Nadia (human female)
Nanda (human female)
Narissa (human female)
Nauhyotl (human female)
Neeva (human female)
Nibenay (human male)
Nikolos (human male)
Niscet (human male)
Nylorac (human male)

O

Ojoba (human male)
Orel (human male)

P

Paxitus (human male)
Perkin (human male)
Pevuran (human male)
Phatim (human male)
Phronta (human female)
Portynx (human male)
Prihn (human female)

Q

Quay (human male)

R

Ragoner (human male)
Ragstol (human male)
Rajaat (human male)
Raka (human male)
Ramphion (human male)
Rasia (human female)
Rathoras (human male)
Rayne (human female)
Remar (human male)
Rogil (human male)

Rogow (human male)
Rokan (human male)
Romila (human female)
Ross (human male)
Rotlees (human male)
Ryana (human female)

S

Sa-rea (human female)
Sacha (human male)
Sachet (human male)
Salust (human male)
Selanu (human male)
Sestus (human male)
Shallin (human female)
Shrasa (human female)
Sintha (human male)
Sizzkus (human male)
Sortar (human male)
Stravos (human male)
Strom (human male)
Styan (human male)
Sycia (human female)

T

Tabaros (human male)
Taiy (human male)
Talara (human female)
Tamar (human female)
Tara (human female)
Tarkla (human female)
Tectuhtitlay (human male)
Tella (human female)
Temmnya (human female)
Terric (human male)
Thagya (human male)
Thanik (human male)
Thaxos (human male)
Thonkin (human male)
Thorlin (human male)
Throkat (human male)
Thyraximus (human male)
Tierney (human female)
Timor (human male)
Tithian (human male)
Tordos (human male)
Toth (human male)
Truvo (human male)
Turloff (human male)
Twile (human male)

U

Ular (human female)
Urax (human male)
Uyness (human female)

V

Valuna (human female)
Vanous (human male)
Varanna (human female)
Varnag (human male)
Veeshte (human female)
Ves (human female)
Vesa (human female)
Volivuius (human male)

W

Waltian (human male)
Weom (human male)
Werrick (human male)
Wheelock (human male)
Wyan (human male)

X

Xamres (human male)

Y

Yarsha (human female)
Ydris (human male)

Z

Zaethus (human male)
Zalcor (human male)
Zeburon (human male)

Mul

Compare with human and dwarven names.

C

Ceu'lo'ewn (mul male)
Cocoton (mul male)

G

Grik (mul male)

I

Iamb (mul male)

M

Mersten (mul female)

N

Nesa (mul female)

O
Osa (mul female)

P
Porgo (mul male)

R
Rikus (mul male)
Rkard (mul male)

T
Tenpug (mul male)
Tomak (mul male)

X
Xanyon (mul male)

Other Races

B
Beort (giant male)
Brita (giant female)

C
Chilo (tarek male)

D
Dhojakt (human/cilops male)

F
Felorn (tarek female)
Fosk (giant male)
Fylo (giant male)

G
Galt (giant male)

K
Kester (tarek female)
Khidar (shadow-people)

M
Mag'r (giant male)
Mal (giant male)

N

Nal (giant male)
Nuta (giant male)
Nymos (jozhal)

O
Orl (giant male)

P
Patch (giant male)

R
Riv (elf/tarek male)

S
Sizzkus (human male)
Sona (giant female)

T
Tay (giant male)

U
Umbra (shadow-people)

W
Wrog (lask)

Y
Yab (giant male)

Thri-kreen

C
Chkak-a-chakk (thri-kreen)

D
Durwadala (thri-kreen)

K
K'kikrik (thri-kreen)
K'kivir (thri-kreen)
K'kriq (thri-kreen)
Kk'tkk (thri-kreen)
Klik'l (thri-kreen)
Krikik (thri-kreen)

M

Mys'tll (thri-kreen)

N

Nnn'tkk (thri-kreen)

T

T'kkyl (thri-kreen)