

HEROES

UNLIMITED

UNIVERSE

Companion Rules BHU24



Superhero roleplaying in the Beyond Heroes Unlimited Universe

Shattered Realms Invasion 3, Athas 2

Beyond Heroes Unlimited Universe Book XXIV: The Shattered Realms Invasion Volume 3 Athas 2

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FOREWORD

The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

The Shattered Realms Invasion book is about what would happen if the various Dungeons and Dragons Realms all existed together in the same universe and then collectively attempted to invade earth.

This book details the Shattered Realms world of Athas. As a derivative, homebrew work it differs greatly from the official Dark Sun products by TSR/Wizards of the Coast especially with regards to the history, lifeforms, and psionics of Athas.

Merchant Houses

Trading or Merchant Houses are the few factions allowed to travel from city-state to city-state without issue. Many have a fort or city-state they have headquarters in, but the major ones have presences in multiple city-states. Trade is the lifeblood of Athas.

The Merchant's Code

All mercantile houses follow a strict code of behavior, known as the Merchants' Code. Anyone wishing to join a Merchant House must accept all aspects of this code and abide by them or face immediate expulsion. The code varies from house to house, but in most cases it conforms to the following principles:

Recognition that by joining a Merchant House, an agent forsakes citizenship in any city or membership in any tribe.

An oath of allegiance to the Merchant House.

A promise to perform in the best interests of the Merchant House in return for a salary.

A promise to deal honestly with stranger, friend, and foe alike.

A promise not to flaunt any wealth gained through employment with the house.

A promise to uphold the laws of the city in which the agent is stationed, and to do nothing to bring down the wrath of the Sorcerer-King or his agents upon the house.

A promise to cooperate with other merchants to make life very expensive for any person who unjustly imprisons, blackmails, or otherwise harasses any merchant.

Elven Merchants

Three major types of Elven Merchants exist on Athas:

The "legitimate" trading tribes that do their business mostly in the open; raiding tribes who occasionally trade; Tribes of elves who trade in the shadows, dealing in contraband and engaging in smuggling, intrigue, and darker activities.

Competing with all of the above, elves create a wild card in the economy.

Further, they are completely inscrupulous in their dealings. They do not follow the merchants' code, obviously. If the people didn't want a black market, the elves might have to be pure nomads! Pretty much, the elves are willing to deal in anything and everything, except elven slaves even from another tribe, and are most likely to have illegal drugs or other commodities than any other merchant. It's the most dangerous but the Elves would have it no other way.

House Azeth

Emblem

Golden lizard with a man's torso, standing between two palms.

Holdings

Azeth's Rest, Kurn, Draj, Fort Stench, Ket, Silt Side, Fort Meraan.

Workers

250 warriors, 2,000 slaves.

Specialty Goods and Routes

Livestock, bulky goods, liquids, hardwood, agafari.

Routes include Kurn, Eldaarich, Draj, and the Trembling Plains.

Treatment of Employees

Agents are family by blood, adoption, or marriage. Agent pay is low but all agents have a stake in the house. Some mercenaries are actually paid more than agents. They even pay their "slaves."

Caravan Complement, Village & City, Emporiums & Outposts

Very carefully trained teams such as the War Inix team, interacting in the large caravan group, drawing from Kurnan military tactics and organization. North of Azeth's Rest, heavy preserver magic protects the caravans.

Diplomacy & Tactics

Cooperative, cordial, and diplomatic. Scrupulously studies and abides by laws and customs of the lands they deal in. Avoids arcane magic & spell components in the Tablelands, and pays full Kurnan taxes. Agents extremely well-equipped with Kurnan magical items.

House Inika

Inika was founded more than three centuries ago by former agent of House Riben named Taro Inika. Ordinarily, Taro would have been dealt with severely for breaking his merchant's oath, however, his romantic liaisons with the house's matriarch, Biria Riben, stayed her hand from bringing Riben's wrath upon the new house.

Emblem

A plain gold circle on a black field.

Holdings

-Fort Adros: Supply point between Walis and Altaruk.

-Fort Harbeth: Located in the foothills southwest of the Mekillot Mountains.

-Fort Skonz: Supply point at the crossroads between Tyr, Altaruk, and Silver Spring.

-Shazlin: Trade village located along the southern tip of Dragon's Bowl between Raam and Silver Spring.

Workers

500 warriors, 2,000 slaves.

Specialty Goods and Routes

Small and valuable items such as Kola nuts, spices, gems, feathers. All seven city-states. Inika primarily trades in kola nuts, spices, precious gems, feathers and other small but valuable items. In staying with small cargoes, Inika is able to keep their caravans small and fast.

Treatment of Employees

Average pay or less for starting agents, lavish with trusted agents. Agents & families well cared for. Slackers cut off quickly.

Caravan Complement, Village & City, Emporiums & Outposts

Scouts, spies, kank riders, and lightly armed, fastmoving fighters. Very few (and well paid) mages and psionicists hired only in dire need.

Diplomacy & Tactics

Nonconfrontational, cordial, polite.
Rents space in forts, villages, & cities.
Stays out of trouble and/or never gets caught. Manipulates prices deftly.
House Inika, the chief trade house in Gulg, is the smallest of the major houses found in the Tyr Region. The house specializes in small valuable cargoes.
Due to this practice, Inika has managed to prosper far more than a house of its size would otherwise achieve.
Inika's two major philosophies are; that force is to be used only as a last resort, and that strategic withdrawal to a superior position are often the best practices. Inika is far more likely to engage in intrigue and backroom dealing than to conduct open warfare against an enemy. Cordial relations are maintained at all times even during the most intensive rivalries.

House M'ke

M'ke is the chief merchant house of the volatile City-State of Raam. The house has fallen on hard times with the recent events that have impacted the city. By relying on their vast reserves of their treasury, M'ke hopes to weather out this troubled time.

Emblem

A silver quill pen on a red field.

Holdings

- Fort Firstwatch, Storage and supply point between Raam and Draj.
- Fort Isus, Supply point and trade post between Raam and Nibenay.
- Fort Xalis, Major trading post, supply point, and military base near Black Waters, between Raam and Urik.
- Jalakan, Trade village located on the edge of the Forest Ridge roughly 40 miles north of Tyr.

Workers

2,000 warriors, no slaves.

Specialty Goods and Routes

Weapons, food, metals, obsidian. Raam-Urik, Raam-Altaruk, Raam-Tyr, Raam-Balic, Tyr-Jalaka (M'ke used to carry other routes).

M'ke mainly deals in the trade of metals, food stuff, weapons, and obsidian.

Treatment of Employees

High paying but hazardous. 25-50% above average pay. Opportunities typically abound because of high mortality rate. Employees expected to die rather than compromise. Bonuses for bravery and cleverness.

Caravan Complement, Village & City, Emporiums & Outposts

20-30 Crodlu-mounted scouts, 6-10 medium-sized wagons, & (sometimes) up to 4 well-defended armored caravans. Crossbow-armed troops in caravan; foot soldiers walk alongside. Undermanned city offices.

Diplomacy & Tactics

Flexible: Friendly & helpful to the strong, ruthless & vicious to the weak. Respects the Sorcerer Kings, never engages in smuggling, friendly with Hamanu and Tectutitlay. Masters of negotiation, intrigue, & diplomacy. Employs some Raamite Templars. Much force concentration in Ft. Xalis to protect Urik route.

Despite their occasional ferocity, agents of House M'ke are generally considered good mannered and intelligent individuals. In times of peace, M'ke's practices are flexible and unpredictable. The houses tactics are both cautious and ruthless. They treat more powerful rivals with honor and respect, but steal and engage in open hostility towards weaker houses. M'ke's allies include Houses Tsalaxa, Wavir, and Shom.

M'ke's origins are an enigma. Rumors persist that the house originated in lands far beyond the Tablelands. No matter its beginnings one thing is clear, M'ke is a house not to be taken lightly. Under the rule of an eccentric wizardess, known as Katyanna, M'ke quickly increased its power base by eradicating House Comis, then the most powerful merchant dynasty in Raam. Through assassination, raids, and under bidding, Comis succumbed to the might of House M'ke. As the years passed, wise business practices prevailed and House M'ke amassed sizeable profits to see it through the lean years.

House Shom

House Shom is the lead trade consortium in Nibenay. Ancient and decedent, Shom's rulers have strayed from their house's modest beginnings. Infamous for acts of depravity that rival those of the sorcerer-kings, Shom stands on the edge of destruction as its house grows old and slowly deteriorates into obscurity.

Emblem

3 Silver Dragonflies on a red-and-black, diagonally divided field.

Holdings

-Fort Melidor: Supply point located near the Lost Oasis.

-Fort Inix: Supply and storage point 30 miles east of Nibenay.

-Fort Sunset: A tiny outpost located in the Ringing Mountains.

-Cromlin: Trade village located on the shore of the Sea of Silt, 30 miles west of Giustenal.

Workers

2,000 warriors, no slaves.

Specialty Goods and Routes

Nibenese Obsidian, Rice, Water, lumber, weapons, art, minor objects.

Treatment of Employees

Wonderful pay, virtually no advancement, intrigue and double-dealing among employees. Nasty to competent new agents.

Caravan Complement, Village & City, Emporiums & Outposts

Kreen, halfling, armored giants, poor and varied organization.

Diplomacy & Tactics

Hardly recognize that other houses exist. Tends to move too little and too late.

Shom chooses to ignore other trade houses, feeling that they are insignificant and not worthy of their notice. This does not sit well with the other houses, who are waiting like lirr for the trade empire's highly anticipated collapse.

Shom's origins stretch back thousands of years and its beginnings are lost to antiquity. Historians are certain that Shom started as a small house lacking in assets and ambition. It wasn't until a youthful merchant known as Kys took control after the mysterious deaths of his grandfather and mother that Shom began to accumulate in power. Through centuries of employing unusual allies ranging from packs of thri-kreen to tribes of belgoi, Shom continued to increase its profits, earning them the enmity of other merchant houses.

House Stel

Stel, like its home city-state of Urik, is militaristic in nature. Specializing in spoils of war such as slaves, stolen cargo, weapons, and, on occasion, hostages for ransom. While the merchant house also engages in legitimate trade, Stel is infamous for its aggressive and violent practices.

Emblem

Black & White Banner.

Holdings

-Fort Courage: Supply point and military base near the Smoking Crown on the route between Urik and Malkla.

-Fort Iron: Supply point and military installation 30 miles west of Silver Spring.

-Fort Sandol: Outpost and trading post in the Tablelands 50 miles north of Gulg.

Workers

3,000 warriors, no slaves.

Specialty Goods and Routes

Main routes to Ringing Forest, Ogo-Makla-Urik-Raam-Draj. Exporting ceramics, gold, weapons, art & slaves; importing grains, iron.

Treatment of Employees

3,000 warriors, no slaves.

Caravan Complement, Village & City, Emporiums & Outposts

Average pay or less for starting agents, lavish with trusted agents. Agents & families well cared for. Slackers cut off quickly.

Diplomacy & Tactics

Stel's aggressive nature and militant demeanor has earned it the enmity of other merchants. Many rivals regard House Stel to be nothing more than a pack of bandits under the guise of a genuine merchant house due to its raiding practices. In contrast, Stel strives to be on good terms with the

sorcerer-kings. City law is to be obeyed without question, and engaging in the smuggling or trade of illegal goods is to be avoided.

Stel was founded by a small band of warriors and gladiators nearly 300 years ago. If not for their leader, a mercenary named Korvo Stel, and the good graces of Urik's sorcerer-king the house would not have prospered. Korvo's control over Stel was later usurped by a psion named Iol, who pulled the house from the brink of financial ruin. Rumor has it that Iol was the cause of Korvo's mysterious death. Presently, Stel is controlled by the descendants of Iol and Korvo. Any ill will that may have existed has since been put aside for the betterment of the house.

House Tsalaxa

Tsalaxa is the leading merchant house of the city-state of Draji. Infamous for engaging in acts of espionage and double-dealings in order to secure the most lucrative of trading contracts, Tsalaxa is well known for its cutthroat tactics and backroom dealings.

Emblem

Evil yellow eyes on black field.

Holdings

-Fort Ebon: Supply point between Draji and Raam.

-Fort Kalvis: Supply and trading post in the verdant

belt between Gulg and Altaruk.

-Rumish's Rock Trading Outpost 30 miles southeast of Lost Oasis.

-Ablath: Trade village located near an oasis 20 miles southwest of Silver Spring.

Workers

1,500 warriors, no slaves.

Specialty Goods and Routes

Exporting Draji hemp and grain.

Artwork, ornate weapons, slaves.

Contraband dealings. Villages along Urik-Raam-Draji route.

Treatment of Employees

Opportunities for spies and assassins.

When Hirelings learn secrets, they are usually offered permanent employment -- or killed. Hire braxat, gith, love those with psionic skills.

Caravan Complement, Village & City, Emporiums & Outposts

12+crodlu riders, followed by 5-10 open wagons (light: 5000-10,000). Rarely uses armored caravans. If slaves there, they walk in a coffle w/ overseers.

Distrust most mages, prefer psions.

Diplomacy & Tactics

Blackmail, kidnapping, assassination, military harassment through mercenary raiding tribes. Cordial relations with Sorcerer kings. Openly exterminates

small houses. Acts more stealthily against larger houses. Many illicit dealings. Monopolistic economic tricks. While Tsalaxa gives the outward appearance of adhering to the Merchant's Code, it is generally known as a nest of vipers and conspirators whose spies and assassins are without peer. Notorious at getting even with those who have slighted them, Tsalaxa has produced the popular Drajian proverb of "Never cross the dragon or House Tsalaxa". Blackmail, kidnapping, and assassination are part of Tsalaxa's trade practices. Tsalaxa's credo is that of the fit survive, the rest die.

House Vordon

Vordon was once the most feared and respected merchant house of the Tablelands. Now a days, Vordon is treated as something of a joke by the other houses. Stemming mostly from the deceased sorcerer-king Kalak's reign and the financial drain he places upon Tyr during the construction of his gigantic ziggurat. However, House Vordon has begun to rise from this setback and strives to regain its former glory.

Emblem

Black diamond on red-brown field.

Holdings

Fort Ambar: Supply and storage point between Tyr and Altaruk.

Fort Thamo: Supply point and trading post between

Grak's Pool and South Ledopolus.

Mira's Halo: Outpost located in the sandy wastes between Tyr and Urik.

Workers

2,000 warriors, 1,000 slaves in front houses, e.g. Troika.

Specialty Goods and Routes

Iron: Tyr-Altaruk, Tyr-Urik, Tyr-Balic routes.

Treatment of Employees

Well-paid and loyal – salaries are 50% above normal. Not hiring for Vordon, only for dummy houses. Loyal employees, quite professional.

Caravan Complement, Village & City, Emporiums & Outposts

Large, well-guarded caravans. 20+ armored crodlu riders, 50 archers on foot, 5-10 armored wagons. Halfgiants and muls.

Diplomacy & Tactics

Largely seen as a has-been. Once held in the highest regards by other merchant houses, Vordon was without equal.

Vordon earned this respect through strict business sense and ruthless

efficiency. Today, that awe has faded along with Vordon's fortunes. Larger houses have begun encroaching on Vordon's caravan routes, which have reduced its profits. Most Vordon agents are loyal and trustworthy individuals who uphold the Merchant's Code.

Vordon was originally founded out of the ancient citystate of Kalidnay. Privy to the catastrophe that would befall Kaliday, the patriarch of House Vordon withdrew from the doomed city shortly before disaster struck. Relocating to Tyr, Vordon prospered and eventually expanded its power as well as in its arrogance. In recent years, House Vordon's fortunes have turned and it has become an object of scorn and ridicule amongst its rivals. Recently, Vordon's former patriarch Thaxos made a bold attempt to conquer Tyr and proclaim himself its new king. His bid for power met with failure due to the preemptive actions of his cousin Talara the houses new ruler.

House Wavir

Emblem

Silver Jozhal on a blue field.

Holdings

Holdings in all 7 cities. Ft. Glamis, Ft. Thetis, Outpost Ten, Outpost 19.

Workers

None.

Specialty Goods and Routes

Every imaginable commodity.

Treatment of Employees

Priests, especially water priests (15-20 sp/lvl).

Preservers & psions (20 sp/lvl/month) employed frequently. No defilers or slaves. Generous incentives to persuade agents & freelance adventurers to join.

Caravan Complement, Village & City, Emporiums & Outposts

Well-guarded caravans: Elf mercenaries & crodlu or kank-riding scouts. Lightly armed archers accompany the wagons & pack Inix. Typical: 25 elven scouts, 12 riders, 25 archers, and up to 10 wagons of varying size, up to 10 pack Inix & numerous kank and crodlu bearing cargo. Armored caravans on long or precious journeys. Paranoid security. Impressive magical, psionic, & military defenses.

No slaves.

Diplomacy & Tactics

Magic and psionics used for espionage. Open battle with Tsalaxa, but cordial in public. Kind and generous to smaller houses. Contacts with Shadows, a mysterious elven tribe involved in smuggling, espionage, etc. Openly anti-slavery.

Wealth and Money

Athasians who hail from the city-states use the minted currency of their own cities, but there are many other and cruder forms of trade in the Tyr Region. Athasian money is minted exclusively by the city-states, though some ancient treasures might unearth coins minted by other and now extinct civilisations. Traders have learned to accept all Tyr Region coins in their shops, and they have spread throughout the tablelands as the main form of currency. Since precious metals are very rare on Athas, most transactions are made with ceramic coins, commonly called chips (cp).

Each ceramic coin has the purchase value of a standard gold coin for references to D&D costs. Each ceramic coin (cp) can be broken into 10 equal pieces, called bits (bt), which have one tenth the purchase value of a cp. Common Athasians use these two types of currency the most. Since chips are larger than metallic coins, they weight about as much as silver or gold coins. 50 chips weight about one pound.

Silver coins are also minted by the city-states, and are often used in mercantile transactions or as standard currency between traders or somewhat wealthy individuals. In fact, “silver” is often substituted to “money” when talking about wealth. One silver coin is worth 10 chips, or 100 bits.

Finally, gold coins are also minted, even though they are far more rare. The average citizen never even sees one in his life. Only nobles readily use gold as a means of trade. One gold coin is worth 100 chips, or 1000 bits.

Exchange Value

	BT	CP	SP	GP
BT	1	1/10	1/100	1/1000
CP	10	1	1/10	1/100
SP	100	10	1	1/10
GP	1000	100	10	1

Gems and Jewellery

Though metal is rarer on Athas, precious stones are just as common as on standard Campaign Settings. Jewellery is also very common, but precious metals are only used in very expensive jewellery. More affordable jewellery is usually carved out of bone or wood.

Trade Goods

Trade plays an important part on Athas, where resources are scarce and hard to come by. At all times, traders travel throughout the Tyr Region to deliver the goods of one city-state to the citizens of another. Also, many cultures do not readily use money for trade, and exchanging useful items and services are usually the only means to get what you want. The following details common trade goods and prices on Athas.

Trade Goods

Cost	Item
1 bt	Rice (one pound)
2 bt	Paper (one sheet) or salt (one pound) or water (one gallon)
5 bt	Cloth, common (one square yard) or sugar (one pound) or wood (one pound)
1 cp	Broy (one gallon) or spice, common (one pound) or wheat (one pound)
2 cp	Flour (one pound)
5 cp	Obsidian (one pound)
1 sp	Glass (one pound) or wine, common (one gallon) or an erdlu or Bronze (one pound)
2 sp	Linen (one square yard)

Cost	Item
5 sp	Agafari wood (one pound) or silk (one square yard) or a kank
1 gp	Iron (one pound) or a light crodlu or an inix
2 gp	Copper (one pound) or a mekillot
5 gp	Silver (one pound)
50 gp	Gold (one pound)

Weapons

Athasian weapons differ greatly from those of standard D&D campaigns, mainly because metal is very scarce on Athas. As such, athasians have learned to use substitute material when crafting weapons, such as bone, stone or obsidian.

Agafari

Agafari wood comes almost exclusively from the Crescent Forest. It has a bluish taint and is almost as hard as iron, making it an excellent material when making structure, but also some weapons and hafts. Agafari has a hardness of 9 and 10 hit points per inch of thickness. Otherwise, it follows the same rules as wood, but costs 5 times as much.

Bone

Bones of all types are often used to make weapons, as they come in all sorts of shapes and sizes and can be sharpened fairly easily. Bone weapons have a -1 penalty on attack and damage rolls. Bone has a hardness of 6, but has only 5 hit points per inch of thickness. Bone weapons weight half as much as normal weapons. Hafted weapons weight 75% of the base weapon's weight.

Bronze

Though metal is rare, bronze is more readily available than iron on Athas, and is used to craft weapons. The alloy is softer than iron though, and bronze weapons have a -1 penalty on attack rolls. They also tend to blunt or break more easily than iron weapons, and have a hardness of 9, with 20 hp per inch of thickness. Bronze weapons cost ten times the listed price. Bronze weapons weight 50% more than the base weapon's weight, and 25% more for hafted weapons.

Dasl

The secret of the kreen, dasl is a crystalline substance that is nearly as hard as metal, and as strong as stone. However, the structure can only effectively exist in small structures, and only tiny weapons may be crafted out of dasl. Dasl weapons have a -1 penalty on attack and damage rolls, have a hardness of 9 and 15 hit points per inch of thickness. Dasl weapons have the standard weapon weights. Although almost never available for sale, dasl costs 5 times as much as normal non-metal weapons.

Flint

This type of stone can be chipped away to create serrated edges ideal for piercing and slashing weapons. Bludgeoning weapons are usually made out of ordinary stones, however, since flint does break away more easily. Because of this, flint cannot be used to make any weapon bigger than tiny size. Flint weapons have a -1 penalty on attack and damage rolls. Flint has the same hardness as stone, 8, but breaks easily, and has only 3 hit points per inch of thickness. Flint weapons weight 50% more than standard weapons, and 25% more for hafted weapons.

Iron

Iron is one of the most precious material used in the crafting of athasian weapons. These weapons cost 100 times more than non-metal weapons. Iron has a hardness of 10 and 30 hit points per level. Iron weapons have the standard weapon weights.

Obsidian

This vitreous volcanic stone is very common throughout the Tyr Region, since it breaks away in serrated pieces.

Obsidian is slightly more resilient than flint, and can make weapons of up to small size. Otherwise, it follows the same rules as flint.

Steel

The making of steel is an almost forgotten lore on Athas, since iron, its chief ingredient, is very rare. Steel weapons cost 600cp more than iron weapons, and are always considered masterwork, granting a +1 enhancement bonus on attack rolls made with them. Also, steel bypasses the damage reduction of several creatures. Steel weapons have a hardness of 12 and 25 hit points per inch of thickness. Steel weapons have the standard weapon weights.

Stone

Stones of all types are used in the making of weapons of all kind. Most stones only produce bludgeoning weapons, though some, such as flint and obsidian, can produce serrated edges necessary for slashing or piercing weapons. Regular stone bludgeoning weapons have a -1 penalty on attack and damage rolls, have a hardness of 8 and 15 hit points per inch of thickness. Stone weapons weight 50% more than standard weapons, and 25% more for hafted weapons.

Wood

Common wood is the core of many weapons on Athas, and almost all hafted weapons have wooden parts. Wooden weapons cannot make slashing weapons, and piercing weapons made out of wood suffer a -2 penalty on attack and damage rolls. Other wooden weapons (including clubs and quarterstaves) suffer a -1 penalty on attack and damage rolls. Wood has a hardness of 5 and has 10 hit

points per inch of thickness. Wooden weapons weight half as much as normal weapons. Hafted weapons weight 75% of the base weapon's weight.

More Weapons

The following sections describes all new athasian weapons and their special abilities.

Ahguda Dok

The ahguda dok is a combination of two weapons seen frequently in the arena of Gulg, often used in matches where all contestants wield them. The ahguda is a club-sized weapon used to hurl the dok projectile. In Gulg, ahguda are specially crafted for these matches and are restricted to Gulg nobility, used by family gladiators or as part of sponsored events for allied families looking for recognition. Each is unique in design and easily recognized by rival families. Should one be lost, stolen or recognized during illicit activity, it would bring shame to all parties involved.

Ahguda are made from the forelimb of a dune reaper carved into a two and a half-foot long rod curving slightly towards the end. The inside of this curve is kept perfectly smooth and thin enough to fit the groove crafted around the circumference of the round projectile. Its primary function is to hurl the small, round dok at high rates of speed along the smooth inside edge. This edge must be kept smooth, and is therefore never used to inflict damage on its own.

The dok is made of two circular, bowl-shaped pieces, about 3 inches across, which are attached face to face. Between the two pieces is a razor-edged, flared groove made to fit the inside curve of the ahguda. The dok can only be thrown

effectively using an ahguda as it functions very poorly when thrown by hand. A trained user balances the dok on the inside of the ahguda and uses the ahguda to fling the dok, giving it superior range and velocity.

In an ahguda dok match, a supply of dok are hung from the trees of the arboreal Gulg arena. The rules are then negotiated between the gladiator's sponsors, but are rarely to the death. Some examples include: each dok may only be flung from an ahguda once (hand-thrown has no limits), or the winner could be the one with the best hit-to-miss ratio. In all cases, the winning condition highlights some favored quality of Gulg's hunter-noble culture. An ahguda's high cost comes from the fee artisans charge to decorate the weapon. An undecorated ahguda would cost one tenth the listed price. In the eyes of Gulgan nobility such a weapon is unsuitable for arena use and, if recognized, they would endeavor to have it destroyed. When used as a melee weapon an ahguda functions as a club and has the fragile quality.

Alak

This weapon is usually fashioned out of bone to look like a four pronged grappling hook at the end of a 2 feet long shaft.

Alhulak

This weapon is basically an alak tied to a 5 foot long length of rope linking it to a bone or wooden handle. This weapon has a 5 foot reach, but using this reach provokes an attack of opportunity from adjacent opponents.. However, unlike many reach weapons, you may use an alhulak against adjacent foes. Also, you may use an alhulak to make trip attacks

against opponents. If you are tripped during your own trip attempt, you can drop the alhulak to avoid being tripped.

Atlatl

Also called staff-sling, this device allows you to throw javelins with better range and accuracy. You must use javelins as ammunition for an atlatl, but the javelin is still considered a thrown weapon, and you apply your strength modifier on your damage roll.

Axe, Orc Double

This weapon is unavailable in athasian markets.

Balican Javelin

The balican javelin is a spear once in common use by the army of Balic, and now adopted as the main weapon of the troops under control of the three ruling merchant houses of the city. The weapon is a typical javelin with a fragile flint tip 18 to 24 inches long. When the weapon hits, the flint tip breaks off in the wound, leaving flint shards painfully imbedded in the victim's body. The silt fleets of Balic often use these coated with a substance made to cause additional irritation and pain to the giants plaguing the region, as most of the time the flint shards rarely penetrate deep enough into the giant's flesh to cause any serious inconvenience.

If a balican javelin hits, a shard lodges in the victim unless he makes a DEX roll. Since well-armored or thick-skinned creatures have a better chance of shrugging off these shards, the victim adds his armor or natural armor bonus, if any, as a bonus to his dodge. A failed check means the javelin's tip breaks apart in the wound, effectively ruining the weapon. Because of the pain and

discomfort caused by the lodged pieces of stone, the victim suffers a -2 penalty to attack rolls and must make a INT roll in order to cast a spell until the shards are removed.

Bard's Comb

Worn as a hair holder, this comb features many long, pointed spikes. It can be used as a last ditch weapon or sometimes, because of its innocuousness, be used to smuggle poison into a difficult-to-infiltrate location. A bard's comb is easily concealed: You get a +4 bonus on Sleight of Hand skill checks made to conceal the bard's comb on your body and a DC 18 Perception check is required to determine that the bard's comb is even a weapon. A bard is considered proficient when using a bard's comb.

Bard's Friend

Taking its name from the notorious use by the bards of Balic, this weapon is basically a wood or bone handgrip with finger holes studded with small obsidian shards or bone prongs. Two small blades also protrude from either ends of the grip. This small weapon is easily concealed (+4 on sleight of hand checks to do so) and its prongs are often coated with poison, making it a popular tool amongst those who gave it its name. Because of its grip, you receive a +5 bonus to avoid getting disarmed of a bard's friend.

Bard's Needle

This exquisitely carved wooden or ivory hairpin contains a hollow space used as a secret poison reservoir. Often worn in pairs, it is used to smuggle poison into the most secure palaces and villas. While it most often sees use by bards, a

surprising number of templars make use of this easily concealed weapon as well. Filling the reservoir is a full-round action that provokes an attack of opportunity. The reservoir can contain 1 dose of injury poison. A bard's needle is easily concealed.

Bard's Stinger

This weapon is usually made from a giant scorpion stinger, but may also be constructed from bone or wood. It consists of a long, thin spike with a needle-sharp tip. The hilt and blade are all one piece, measuring about a foot in total length. Inside the hilt is a wax-coated reservoir that holds one dose of injury poison. A small channel is bored through the blade, exiting at the very tip of the weapon. The main purpose of the bard's stinger is to deliver poison deeply into a victim to insure its effectiveness. Filling the reservoir is a standard action that provokes an attack of opportunity. The reservoir can contain 2 doses of injury poison, although only a single dose affects a struck target on any single attack. A bard is considered proficient when using a bard's stinger.

Betnebbi

The betnebbi, or the "gulkan fork" as it is known outside the city-state, is a forked pole about 6 ft. in length. The fork's outer tines curve inward in a rough U-shape and are used to catch an opponent's neck. Between these is a much shorter tine used to pierce the neck of an opponent who is caught by the outer, larger ones. A betnebbi has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. A betnebbi can be used against any opponent, but can only be used to catch the neck of a creature within one size category of your own.

(For instance, a Medium wielder may use a betnebbi to grapple a Small or Large opponent.)

If you hit an opponent of the appropriate size, you may attempt to start a grapple as a free action without provoking an attack of opportunity. Any grapple check you make using a betnebbi includes the betnebbi's enhancement bonus (if any) and any other bonuses you might have that increase your attack roll with the weapon (such as from the Weapon Focus feat). If you grapple a target with a betnebbi, you are considered grappling, but unless your opponent can reach you, he can't attempt to attack you, damage you, or pin you. You can escape the grapple automatically by releasing the target as a standard action. If you get a hold, the betnebbi grabs the opponent and deals an additional 1d4 points of piercing damage with its central tine in addition to its normal damage each round the hold is maintained.

Bone Dancer

A primitive ancestor to the cahulak, the bone dancer consists of two massive mace-like animal thigh bones joined by a 5-foot rope. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon Fighting, chapter 8 of the Player's Handbook). Because the bone dancer can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can instead drop the bone dancer to avoid being tripped. If you strike at an opponent 10 ft. away, you cannot use the bone dancer as a double weapon unless you possess natural reach.

Bragnoggen

The bragnoggen is a nibenese rider's club that is designed for human-sized crodlu riders or half-giant inix riders. At the end of the neck, the flat head of the club is given a thin obsidian edge, letting the weapon inflict both concussive damage as well as ripping injuries. Its 5 to 6 ft. length, for a human-sized version, would normally make the weapon an unwieldy one, but its unique properties make it behave differently. In the hands of a mounted wielder its lightness and balance make it a surprisingly quick and agile weapon. Nibenese riders often use a lance in one arm and a bragnoggen on the other, steering their mount with their knees. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a bragnoggen sized for you, even though it isn't a light weapon for you. The bragnoggen's main advantage is its ability to be wielded as a secondary rider's weapon, in the off hand. If you do use it this way, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon Fighting, chapter 8 of the Player's Handbook), despite the fact that the bragnoggen isn't a light weapon for you.

Braxat Fist

These carved horn knuckles are an effective way of increasing the potency of one's unarmed attacks. An attacker using a braxat fist is considered to be making unarmed attacks.

B'rohng Fork

A b'rohng fork is a 5 to 6 ft. long wooden haft with four to ten pointed shafts at one end, positioned perpendicularly to the haft. These shafts, all bound to the haft

by leather or rope, point in the same direction. The b'rohng fork is so named in honor of the inordinate love of impalement that b'rohng savages bring to the arenas of the city-states. A b'rohng fork has reach. You can strike opponent's 10 feet away with it, but you can't use it against an adjacent foe. A b'rohng fork can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the fork to avoid being tripped.

Bullets, sling

Though rarely fabricated, sling bullets are usually made out of lead. Such bullets have no penalty on attack or damage rolls. Iron bullets cost ten times as much, but grant no special advantage.

Cahulaks

This weapon consists of two alaks linked together by a rope of up to 12 feet in length, which an experienced wielder learns to coil and loop during a fight. It is essentially a double weapon, however you can choose to wield it as a single weapon to use its favourable reach of 10 feet. However, you draw an attack of opportunity from adjacent foes when using the weapon in this fashion. Also, you may use cahulaks to make trip attacks against opponents. If you are tripped during your own trip attempt, you can drop the cahulaks to avoid being tripped.

Carrikal

This weapon is basically an axe with two similar and parallel blades oriented in the same direction. It is most often made out of the sharpened lower jawbone of a beast fastened to a wooden haft.

Carrikal, Greater

Simply a two handed version of the carrikal.

Chain, Spiked

This weapon must be constructed out of metal, and is thus normally unavailable on Athas.

Chatkcha

The throwing wedge of the thri-kreen, this weapon is usually made out of the crystalline dasl and consists of three equidistant short blades jutting out of the same central point, creating a spinning disk when thrown. The weapon can also be made to return to the wielder by proficient users. If the chatkcha missed its target, it returns to where the thrower stands during the same round. Catching a returning chatkcha requires a move action and a melee touch attack with the same attack bonus the wielder has with the chatkcha against an AC of 12. If you fail to catch a returning chatkcha, the weapon lands 10 feet away behind you. If you attempt to catch a returning chatkcha and fail by 5 or more, you accidentally harm your hand with the blades, taking 1 point of damage and suffering from a -2 penalty on attack rolls, ability checks and skill checks involving that hand until 24 hours have passed, the character is healed of 1 hit point. Characters with natural armor or who wear gauntlets cannot be harmed in this fashion. Finally, a chatkcha can be used as a melee weapon instead with a -4 penalty to the attack roll. When used in this fashion, the chatkcha is treated as a light melee weapon that deals D4 points of damage.

Club

The typical athasian club is fashioned out of wood or bone. Note that clubs

receive a -1 penalty to attack and damage rolls, just as any other weapons made out of substitute material.

Club, Datchi

This massive weapon was designed for arena combat and use by strong gladiators. It is essentially a massive club composed of a 4 to 5 feet long head made out of wood, bone or chitin and embedded with multiple shards of bone or obsidian along its surface. The massive head is attached to a 3 foot long handle, creating an 8 foot long weapon. A datchi club has reach.

Crossbows, any

Athasian crossbows do not require metal parts to function properly, and they are usually made exclusively out of wood. Crusher: This extremely unwieldy weapon can be devastating when properly used by trained infantry. A crusher consists of a heavy blunt head fixed upon 15 feet pole made out of springy wood. The other end of the weapon ends in a point that is planted in the ground to balance the weapon, which is swung vertically to crush opponents up to 15 feet away. As such, this weapon grants a reach of 15 feet, and can strike over cover as well. However, you cannot strike adjacent opponent with this weapon. Also, if you cannot plant the weapon in relatively soft ground, you receive a -4 penalty on attack rolls with a crusher.

Dagger, Flying

Flying daggers, as their name implies, are daggers made especially to be thrown. The design (a one-piece, handleless blade) makes the weapon more difficult to wield properly than a normal dagger in melee combat, but it allows those skilled in the weapon's use

to hit their targets from a greater distance and with more accuracy. If you have 5 or more ranks in Sleight of Hand and throw a flying dagger, you gain a +1 to attack rolls. On the other hand, when used in melee without being thrown you always take a -1 penalty to attack rolls no matter your ranks in Sleight of Hand. You get a +2 bonus on Sleight of Hand checks made to conceal a flying dagger on your body (see the Sleight of Hand skill).

Dejada

A dejada is a gulgan weapon that has now spread throughout the tablelands by the way of the arenas through a form of gladiatorial sport. Dejadas are a form of hand basket which allows to throw small projectiles called pelotas, which are small balls of lead which hold together tiny shards of obsidian. Pelotas can also be thrown by hand as a simple weapon, in which case they only deal 1d4 points of damage and have a range increment of 10 feet.

Dejada Cestus

This is a reinforced version of the dejada, made of heavier bone to withstand the impacts of melee combat. It is also heavily studded with spikes, enabling the wielder to defend himself against an opponent that manages to be close enough to enter melee. Gladiators often use this version of the dejada, as it gives them both melee and ranged attack capabilities. The dejada cestus allows the wielder to throw pelota (see the pelota description for details). When used as a melee weapon a dejada cestus functions as a spiked gauntlet.

When using the dejada part of the weapon, characters proficient with the dejada cestus can treat it as a dejada for

the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Dragon's Paw

This arena weapon is very popular amongst gladiators from Tyr and Urik. It consists of a 5 to 6 feet shaft topped with pointed blades on both ends. The center of the weapon is covered by a hand basket from which protrudes another piercing blade, perpendicular to the shaft of the weapon. This weapon can be used as a double weapon. Also, the protective basket of the weapon grants a +2 bonus on disarm checks to avoid being disarmed when wielding it.

Ekthulak

The ekthulak is actually two complimentary weapons tethered together by a 20 ft. cha'thrang cord. The cord attaches on one end to a 4 ft. mace-like weapon with a heavy obsidian or stone head adorned with knobs or spikes, and at the other end to a crescent-shaped blade with a sharp outer curve and ridges on its inner side to help the weapon entangle the legs of a target. The ekthulak is a trademark weapon of slave hunters who use the crescent head both as a weapon and an instrument to catch fleeing targets. With the cord wrapped properly around the shaft with a few feet played out, the wielder briefly whirls the blade and then throws deceptively wide of the target. With the blade tethered to the shaft a throw aimed wide will curve inward toward the target and strike home, either entangling the target's legs or inflicting slashing damage, depending on the intention of the wielder. The ekthulak's crescent head has reach. You can strike opponents 20 ft. away with it.

In addition, you can use it against an adjacent foe. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light offhand weapon. A creature using a double weapon in one hand, such as a half-giant using a set of ekthulak, can't use it as a double weapon.

Because the ekthulak's crescent end can wrap around an enemy's leg or other limb, you can make trip attacks with it up to 20 ft. away. If you are tripped during your own trip attempt, you can drop the ekthulak to avoid being tripped. If you strike at an opponent more than 10 ft. away, you cannot use the ekthulak as a double weapon unless you possess natural reach.

Flail, any

Chains cannot be made out of substitute material, and athasian flails usually use ropes instead.

Forearm Axe

Strapped on the forearm like a buckler, this weapon is made of a two bladed axe head fixed to a hard leather bracer. The arm of the wielder acts as the haft of the axe, and the hand is left free to hold other items. However, you cannot attack with both the forearm axe and a weapon wielded with the same arm in the same round. Also, you suffer a -1 penalty on attack rolls made with weapons wielded on the same arm as a forearm axe. You cannot be disarmed of a forearm axe.

Forearm Razor

This weapon was developed for arena combat, particularly for the dancing jazsts. It consist of a 2 ft. blade, most often a sharp razorwing wing blade, attached to a thick leather vambrace. The

blade is worn on the back of the wielder's arm, sharp edge pointed outward. They are often used in pairs, with the gladiator swinging and spinning around, slashing his arms at his opponents with each one of his moves. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a forearm razor sized for you, even though it isn't a light weapon for you.

Forearm Spear

Inspired by the graft weapon power, the forearm spear is often used in conjunction with the forearm axe. The forearm spear is constructed of a 4 ft. long length of wood with the first 2 to 3 ft. being essentially a short spear. At the end of the shaft it becomes wider and hollowed, allowing the weapon to be worn over the arm from elbow to fist. Inside the hollow portion is a handle the wielder grips with his hand. This circular flat plate offers some additional protection. The forearm spear also functions as a buckler, granting a +1 armor bonus, inflicting a -1 armor check penalty and incurring a 5% arcane spell failure chance. Your opponent cannot use a disarm action to disarm you of a forearm spear. A masterwork forearm spear either functions as a masterwork shield or a masterwork weapon (or both, for twice the normal masterwork cost). Like a spiked shield, a forearm spear can be enchanted as a weapon, as a shield, or both, but such enchantments must be paid for separately.

Ganji Song

The Ganji are a slave tribe that live on the northern side of the Windbreak Mountains. Their agrarian lifestyle has led them to develop this farming tool that has become as much a danger to

their varil crop as to the predators of the region. The ganji song consists of a thin, 3 1/2-foot long wooden shaft that turns into a curved talon-like blade at the head. Small holes drilled through the thin wooden shaft make the instrument whistle softly as it is swung. As a farming instrument the ganji song enables rapid strokes to cut down the tall varil stocks. During the harvest celebration, villagers gather in the fields, singing and chanting along with the melodic harmony of the ganji songs. As gentle as the song is during the harvest, it is equally terrifying when the tribe defends itself as hundreds of warriors rain down upon their enemies with their weapons emitting a terrible battle cry.

The weapon is made from zevin wood, a tree quite common on that side of the Windbreaks, but unknown outside the region. It is then treated with a secret tar-like mixture that, when fired, gives the weapon a hardness approaching that of steel, rivaling even the agafari weapons all too common to the other side of the mountains.

Ghi

The ghi is made from braided strands of leather and giant hair with thick knots in the center. It uses the same rules as the bard's garrote, except it deals less damage and is cheaper to manufacture.

Gladiator's Friend, Heavy

The heavy gladiator's friend is a polearm, six feet long, designed to give the wielder a weapon of the appropriate type (bludgeoning, piercing, or slashing) as the situation arises. One end, used as the butt end, is a spear-like spike. The other end is surmounted by the head of a heavy mace, topped by a fauchard blade. A heavy gladiator's friend is a double

weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The weapon's mace head is a bludgeoning weapon that deals 1d6 points of damage (crit x2); its fauchard blade is a slashing weapon that deals 1d8 points of damage (crit x3); and the spike is a piercing weapon that deals 1d6 points of damage (crit x3). You can use any of these as the primary weapon, with one of the other as the off-hand weapon. Switching which one of the weapons you want to treat as the primary is a swift action. A creature wielding a heavy gladiator's friend in one hand can't use it as a double weapon—only one part of the weapon can be used in any given round.

Gladiator's Friend, Light

This one-handed version of the gladiator's friend is a light mace with a short curved blade atop the head, with a small spike at the other end of the handle. The weapon's mace head is a bludgeoning weapon; its curved blade is a slashing weapon; and the small spike is a piercing weapon.

Gouge

This nibenese weapon is commonly used by their infantry. It consists of a short polearm with a wide blade at the end. It also features a perpendicular handle protruding from the haft and usually has a shoulder strap for the wielder. Because of these, you gain a +4 bonus on disarm checks to avoid being disarmed when wielding a gouge.

Gutaku

A typical weapon that takes advantage of elven speed and grace, the gutaku is often used by other races, especially in the arenas. The double-ended nature of the weapon permits lightning-fast strokes that often catch an opponent by surprise. These knives are usually made from inix rib bones joined to each other by a short braided leather cord that is passed through a hole drilled through the length of the handle. The handle is then filled with a resin that cements blades and handle into one extremely hard piece. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon. To use a gutaku as a double weapon a creature must wield the weapon in one hand and cannot attack with a weapon in her other hand or use a shield.

Gythka

A trademark weapon of the kreen, a gythka is a double polearm which is usually made by affixing to chatkcha to either end of a 6 foot long pole. Other bladed heads are also used, but the basic design is never changed from a double slashing weapon.

Halfling Fat-Sword

The halfling fat-sword is a heavier version of the common machete halflings use to clear the forest underbrush and has become a standard piece of their warrior equipment. The body of the weapon is a wide paddle of agafari wood with an edge of razor-sharp obsidian. The blade is affixed with fine bone pins drilled through the fragile stone and glued in place with resin. A halfling fat-sword is too large to use in one hand without special training; thus,

it is an exotic weapon. A character can use a halfling fat-sword two-handed as a martial weapon.

Hamanu's Staff

This weapon is mostly used by Urikite gladiators, as it is a quarterstaff-sized version of the Staves of Hamanu —large black pillars covered with thousands of sharp obsidian points chipped from the stone, which are found scattered throughout the floor of Urik's Arena, the Pit of Black Death. The entire weapon is covered with obsidian short spikes, except two areas barely large enough for the hands to hold it. A Hamanu's staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a Hamanu's staff in one hand can't use it as a double weapon —only one end of the weapon can be used in any given round.

Handfork

This tarek weapon consists of a handgrip and a bracer which supports two long points that run along the forearm and up to 8 inches in front of the hand of the wielder, and is used as a thrusting weapon.

Hawk Hatchet

This axe gets its name from the shape of its sharpened head. The larger than usual hand axe head is shaped like the head of a hawk. Opposing the hawk's head are a pair of blades in the shape of surimposed wings, one longer than the other. When using a hawk hatchet, you get a +2 bonus on combat maneuver checks made to disarm an opponent (including the roll

to avoid being disarmed if such an attempt fails).

Heartpick

Another tarek weapon which resembles a heavy pick with a serrated edge that is designed to be wielded one-handed.

Impaler

Like many other athasian weapons, this weapon originated in the arena and consists of two pointed blades mounted perpendicularly at the top of a 3 to 4 feet long haft to form a deadly “T”.

Juka

The juka, or head-blade, is the sacred dagger used by experienced Judaga and nobles to take their trophy back to Gulg. The slightly curved bone blade has a groove carved down its center where molten metal is poured and shaped to create a razor-sharp, durable curved blade. A row of sharpened obsidian bits, or even claws or teeth, on the opposite side of the blade near the shaft can help saw off the head when the hunter comes across particularly tough-skinned prey.

Kitar

This hammer-shaped weapon is found in use throughout the Tablelands, but its unique construction prohibits manufacture by anyone but a properly equipped weaponsmith. It was originally made from the softer metals but is now constructed of wood and stone. This unique weapon has a narrow spade-like blade on one end, and a large round cylinder housing a heavy stone weight on the other. When the bladed end of the kitar strikes, the added weight of the cylinder adds tremendous force. Kitars often become favorites of weaponsmiths and their wielders and are often ornately decorated. Most kitars are decorated

with tribal images and accomplishments. The kitar was designed to combat the kreen, scrab, and large vermin. The added weight helps punch through and separate the chitin hide and shell. If a kitar is used against a creature with natural armor, the attacker gets a +1 bonus to attack rolls.

Klaraka

The klaraka, or k'lar's claw, is a massive cleaver-like blade the length of a short sword. It is carved directly from the dark claw of the massive bear and its long handle is usually adorned with fur, hide, and chips of teeth. It is considered a sacred weapon to the Klarajonu Joromo (“bear-clan-brothers who of old came from south of big lake”), one of the Peoples of Gulg, who ritualistically hunt the k'lar for honor and the cleansing of their spirits.

Ko•

This kreen weapon is specifically designed to fight creatures with exoskeletons. Simply made out of sharpening the one end of a rounded flint stone, a Ko• ignores up to 2 points of natural armor bonus of creatures with the insectoid subtype or of the vermin type.

Lajav

This kreen weapon resembles a nutcracker of sorts, and acts much in the same manner. A lajav is fashioned from two lengths of strong serrated wood or bone which are linked together at one end. The serrated edges of the weapon face the same direction, so when the weapon closes on itself, the edges face each other. The weapon can be used one-handed as a flail martial weapon. However, it becomes most effective as a two-handed exotic flail weapon. When used in this fashion, you may start a free

grapple attempt with a lajav after a successful hit. If your grapple attempt is successful, you immediately inflict additional crushing damage equal to the weapon's damage. Each round thereafter, you can attempt to maintain the grapple and inflict additional damage. However, you cannot continue this grapple without the weapon, nor can you attempt other grappling manoeuvres.

Lance

These weapons do exist on Athas, but can only be effectively used when mounting crodlus.

Leuatos

People more primitive than those of the Tablelands make use of a weapon called an atlatl. Essentially the atlatl is a javelin thrower that provides increased accuracy and range to the relatively common javelin. Unfortunately, after the throw the typical atlatl wielder must face other adversaries weaponless. Faced with the same situation, Gulgan forest hunters have developed the leuatos, which fulfills the same purpose as the atlatl but also doubles as a club-like melee weapon once its missile has been fired. The weapon is a shaft of wood 2-1/2 to 5 inches in diameter and 3 to 3-1/2 feet long. The carved shaft ends in a spherical knob about 5 to 8 inches in diameter. One side of the knob is grooved to hold the butt of the javelin, while the rest of the knob is smooth, polished wood and serves as a club. Javelins flung with a leuatos gain greater range than those thrown by hand. Statistics in Table: Weapons refer to the leuatos when wielded in melee. The statistics under Javelin, leuatos refers to a javelin thrown by the weapon.

Lotulis

This double weapon is popular with strong and skilled gladiators, and is made out of two large crescent shaped blades on each end of a 5 feet long haft. Macahuitl, any: Also called the draji sword, a macahuitl is made out of a sword length wooden haft which is studded on both eadges with obsidian shards in order to create a double bladed wooden sword.

Mandible Sword

The mandible sword gets its name from the primary material used in its construction: the mandible of a giant insect such as a kank, soldier antloid, or gaj. When added to a hilt, it becomes a sabre-sized weapon lighter than steel, yet handier for the cut-and-parry of melee combat. The outer edge of the mandible is sharpened to serve as the normal cutting edge, but the jagged interior is also kept sharp. Jazsts gladiators often employ this weapon because of the bloody wounds created by the jagged edge of the blade. When using a mandible sword, you get a +2 bonus on combat maneuver checks made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails). A mandible sword has hardness 3 and 1 hp.

Master's Whip

A master's whip functions essentially as a normal whip, but its barbed end usually deal open and much more painful wounds.

Oslak

Commonly known as a pterran overclaw, this specially crafted claw covering is worn over a pterran's four-fingered hand. It is made from the same material as the slodak: young hardwood tree pieces

treated with a special mixture of tree sap and id fiend blood. A pterranean wearing an oslak gets a rake attack for 1d6 damage and may wear two at a time, one on each hand. Your opponent cannot use a disarm action to disarm you of pterranean overclaws. The cost and weight given are for a single overclaw. An attack with a pterranean overclaw is considered an armed attack.

Puchik

A puchik is the athasian equivalent of a punching dagger.

Quabone

This weapon is made out of four identical shards of sharpened bone lashed together to make a light jagged club. This weapon deals bloody wounds which appear worse than they are, and it is designed for drawn out arena combat.

Quad Fauchard

This fauchard is created by lashing together four fauchard blades to the end of a pole so that the wielder can slash out at a foe from any direction without taking the time to shift his grip on the weapon. As such, it is a favorite among blind-fighting gladiators, reavers, and beast trainers. A quad fauchard has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Rha'kut Arrow

The Silt Stalkers elven tribe use this particularly unpleasant type of arrow when their intention is to terrify and incapacitate as much as it is to kill. It requires the careful attachment of many slender barbs to the tip of the arrow, forming a hollow conical cage at the arrow's end. These barbs are usually made from jaaroc thorns or specially-

carved bone. Inside the cage is placed a sa'rikka, a particularly nasty, pebble-sized beetle known for its voracious appetite for flesh. Between creation and usage, these arrows are generally stored point-down in special quivers that hold some meat scraps for the beetles to feed upon. Before going on the attack, the beetles are starved for a whole day.

When the arrow is shot into a creature the barbs hold the arrow in place, while the sa'rikka inside immediately starts feeding on the victim's flesh. Frenzied with hunger, they quickly burrow deep inside, causing excruciating pain and becoming very difficult to extract. The pain of a single sa'rikka incapacitates most victims; few can stand more than four or five. The beauty—from the Silt Stalker's point of view is that this arrow will not just incapacitate the victim, but will also tie up those around them who try to help.

Upon a successful hit, the barbs hold the arrow in place if the victim fails a DEX roll. A failed check means that the arrow is stuck and that the victim must make a INT check in order to cast a spell with somatic components. On the round following the arrow hitting its target, and on every subsequent round until the arrow is pulled out, the sa'rikka gains a free attack action in the same turn. On the initial round of attack, the sa'rikka is stunned, and thus the victim can pull the arrow from his wound before it starts attacking. The arrow can be removed as a move action if the character has at least one hand free, causing D2 points of damage. The range increment for a rha'kut arrow is half that of the bow that fires it. The careful manipulation necessary for this weapon limits its rate of fire to one per round regardless of the

actual number of shots per round a character would normally be entitled to.

The listed cost of an rha'kut arrow is for the arrow itself. The beetle must be found in the wild or purchased by a vendor dealing in exotic critters. The base price of a sa'rikka beetle is 15 Cp.

Scourge

A short whip made of two or three short leather thongs or ropes connected to a handle. The leather thongs are knotted with a number of small pieces of obsidian or flint attached at various intervals.

Shulkak

The shulkak is a tethered weapon used by many primitive societies. A bone or wood handle with a wrist strap is held in the off-hand while a heavy, barbed dart is thrown with the other. A fine, 20-ft. long giant-hair rope connects the two. A successful hit leaves the dart imbedded in the target, inflicting damage, after which the character who cast the dart pulls on the rope, painfully ripping the dart from the victim. Group tactics using multiple shulkak's can be a gruesome sight. An animal imbedded with multiple shulkak's can be practically pulled apart as the weapons are ripped out all at once. If a shulkak hits, it lodges in the victim if he fails a DEX roll. A failed check means the shulkak lands D4 squares away in a random direction. If the save is failed, on the attacker's next turn he can pull the shulkak from the victim, dealing automatic, unadjusted, full weapon damage. It takes a full round to draw in the rope from a failed attack. The victim can pull the shulkak from his wound with a move action if he has at least one hand free, but suffers an additional D2 damage doing so.

Silt Sap

The silt sap is slightly larger than a normal sap, and made of tough leather. In addition to small stones, the bag contains also silt. On each successful attack holes in the bag emit a small silt cloud that hangs in the air around the target. Each successful hit with the sap causes a 5 ft. spread of floating silt to be emitted from the sap, centered in the opponent's square. A silt sap contains enough silt for ten successful hits; a silt sap empty of silt functions as a normal sap. All within the affected area suffer a -2 penalty to attack and damage rolls, including the attacker. The opponent must make a CON save each round he is within the spread or become dazed as he suffers from the coughing and gagging caused by the breathed silt. Wearing a moistened scarf halves the penalties caused by the emitted silt. The silt stays effective for 10 rounds after it has been emitted. A moderate or stronger wind dissipates the silt in 1 round. People under the effects of items, spells, or powers that allows one to breath silt are unaffected by the emitted silt.

Singing Stick

Usually wielded in pairs, these weapons are made out of light hollow springy wood which are slightly wider at the end. The weapons are wielded like clubs, and the sound they make as air passes through them when swung gives their name. Since they are incredibly light, they allow for precise strikes, but are difficult to handle properly for inexperienced wielders.

Sjambok

A strip of animal's hide is cut and carved into a strip 3 to 5 feet in length, tapering from about 1 inch thick at the handle to about 1/3 of that at the tip. This strip is

then rolled until reaching a near circular form. The resulting whip is stiff yet flexible, and very tough.

Slodak

This weapon, essentially a strong wooden sword, is exclusively fashioned by the pterrans of the hinterlands, since it requires a special alchemical mixture of Id fiend blood in order to fashion, the secret of which is known only to this people. Treated as such, the wood is hardened enough to make a viable slashing wooden edge for a wooden weapon. Also, this weapon benefits from the same qualities as if it were made out of Agafari wood. Crafting a slodak requires a Craft(alchemy) check for half of its value (25cp).

Talid

Known as the gladiators gauntlet, a Talid is a heavy leather glove studded with bone or obsidian spikes. Also, a long blade is attached to the thumb of the glove and a spiked shoulder pad is also part of the weapon. You can use your hold to hold items while wearing a Talid, but cannot use a weapon in the same hand effectively. You cannot be disarmed of a Talid.

Thanak

A pterrann weapon, this polearm is usually constructed out of a length of jawbone caught between two lengths of hardwood to create a saw-like blade atop a long wooden shaft.

Tortoise Blade

A useful weapon that consists of adding a short blade to a shell buckler, which allows the buckler to be used as a piercing weapon.

Trikal

This weapon consist of a heavy three pronged spiked head atop a long weighted haft which deals bludgeoning and piercing damage to opponents. The curved blades of the head of this weapon allows the wielder to make trip attempts with the weapon. If you tripped in return when making your own trip attempt, you may drop the weapon instead.

Twin-Trikal

This is essentially a joined pair of trikal with a 6- to 8-foot long wooden shaft. At each end of the shaft there is a cluster of three 12-inch obsidian blades radiating outward from the center. A twin-trikal is a double weapon. You may fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with a light off-hand weapon (see Two-weapon fighting, chapter 8 of the Player's Handbook). A creature using a double weapon in one hand, such as a half-giant using a twin-trikal, can't use it as a double weapon.

Weighted Pike

This weapon is simply a spear with a weighted end which allows it to be used as a double weapon in combat. As other spears, you can set it against a charge to double damage with the piercing end against charging opponents.

Whip, Flaying

A whip with pieces of glass or obsidian braided along its length. Unlike normal whips, the flaying whip deals damage normally, only has a ten-foot range, you don't get a bonus on opposed attack rolls to disarm, and you apply your Strength modifier to damage dealt. In all other respects, it is treated as a normal whip.

Whip, Knot

The knot whip looks like a normal whip with knots tied at regular intervals along its length. Unlike normal whips, it only has a ten-foot range and you apply your Strength modifier to damage dealt. In all other respects, it is treated as a normal whip.

Master's Whip, Bardic

This whip looks like a master's whip, the only difference being that the head at the weapon's tip is a spiked ceramic ball crafted so that it can be used to inject poison upon a successful hit. The spikes on the head of the bardic master's whip can be, as a full-round action, filled with three doses of injected poison, but only one may be delivered per attack made with the weapon. In all other respects, it is treated as a normal master's whip.

Whistling Mace, Heavy

These maces have partially hollowed-out heads, giving them a pitted appearance. When swung, the air whistles through the head, creating an eerie and quite unnerving sound. Whistling maces most often have heads made from porous, volcanic stone. Bone and wooden heads must be laboriously drilled by craftsmen, and steel-headed versions require special molds. During the first combat round against an opponent, you gain a +2 circumstance bonus to Intimidate checks when attempting to demoralize an opponent.

Whistling Mace, Light

This is a lighter version of the heavy whistling mace, with a shorter handle and head. During the first combat round against an opponent, you gain a +1 circumstance bonus to Intimidate checks when attempting to demoralize an opponent.

Widow's Knife

This weapon is actually a common tool amongst field workers, and consists of a wide crescent blade atop a short handle. However, the blade also sports two retractable prongs in the handle, which allows the weapon to be used as a piercing weapon as well.

Wrist Razor

A very popular arena weapon, the wrist razor is usually made out of three sharp bone edges strapped to the back of a hand and extending a few inches in front of the fingers of the wielder. By closing the fist, it creates an extremely sharp claw usually wielded in pairs. Also, you can wield another weapon in a hand which has a wrist razor, but you suffer a -1 penalty on attack rolls when doing so. You cannot be disarmed of wrist razors.

Zerka

This weapon is essentially a harpoon with a barbed tip which can cause the weapon to remain in the wound when it strikes a good blow. It is often tied to a rope in order to take advantage of this side effect. If you score a critical hit, the weapon lodges itself in your target, who is considered entangled, which confers a -2 penalty on attack rolls and a -4 penalty on Dexterity rolls. The target can only move at half speed, and cannot run or charge. If the weapon is tied to a rope, the target cannot move beyond the range of your rope's length without succeeding at an opposed strength check. A zerka can be extracted as a standard action, but this inflicts an additional D8 points of damage to the target. To avoid damage, a character must take 1 minute and succeed at a DEX roll to remove the weapon.

Light Melee Weapons	Cost	Damage	Weight
Braxat fist	1 Cp	D4	1 lb.
Flying dagger	2 Cp	D4	1 lb.
Puchik	4 Cp	D4	1 lb.
Silt sap	4 Cp	D4	4 lb.
Forearm Axe	30 Cp	D4	6 lb.
Macahuitl, Small	20 Cp	D6	2 lb.
Slodak	18 Cp	D6	4 lb.
Tortoise Blade	20 Cp	D4	2 lb.
Bard's Friend	20 Cp	D4	1 lb.
Bard's comb	2 Cp	D3	—
Bard's needle	2 Cp	D2	—
Bard's stinger	25 Cp	D4	1 lb.
Garrote, Bard's	200 Cp	2D4	1 lb.
Ghi	20 Cp	D6	1 lb.
Gutaku	25 Cp	D4/D4	1 lb.
Handfork	20 Cp	D4	2 lb.
Ko•	1 Cp	D4	3 lb.
Lajav	8 Cp	D4	8 lb.
Singing Sticks	10 Cp	D6	1 lb.
Talid	40 Cp	D6	4 lb.
Widow's Knife	50 Cp	D4	2 lb.
Wrist Razor	15 Cp	D6	2 lb.

One-Handed Melee	Cost	Damage	Weight
Quabone	3 Cp	D6	4 lb.
Tonfa	5 Cp	D4	2 lb.
Alak	7 Cp	D6	6 lb.
Alhulak	40 Cp	D6	9 lb.
Bragnoggen	6 Cp	D4	4 lb.
Carrikal	10 Cp	D8	6 lb.
Forearm spear	10 Cp	D6	5 lb.
Ganji song	5 Cp	D8	2 lb.
Halfling fat-sword	15 Cp	D8	4 lb.
Hawk hatchet	8 Cp	D6	4 lb.
Impaler	8 Cp	D6	5 lb.
Kitar	35 Cp	D10	10 lb.
Macahuit	35 Cp	D8	5 lb.
Mandible sword	12 Cp	D6	3 lb.
Oslak	5 Cp	D6	2 lb.
Scourge	10 Cp	D6	2 lb.
Sjambok	5 Cp	D6	5 lb.
Whistling mace, heavy	6 Cp	D6	6 lb.
Whistling mace, light	10 Cp	D4	3 lb.
Elven Longblade	100 Cp	D8	3 lb.
Forearm razor	12 Cp	D6	4 lb.

<u>One-Handed Melee</u>	<u>Cost</u>	<u>Damage</u>	<u>Weight</u>
Gladiator's friend, light	9 Cp	D6	—
Heartpick	9 Cp	D8	2 lb.
Juka	8 Cp	D4	2 lb.
Flaying whip	5 Cp	D4	5 lb.
Klaraka	10 Cp	D8	8 lb.
Knot whip	2 Cp	D4	3 lb.
Master's Whip	25 Cp	D3	5 lb.
Master's whip, bardic	20 Cp	D3	5 lb.

<u>Two-Handed Melee</u>	<u>Cost</u>	<u>Damage</u>	<u>Weight</u>
Great tonfa	10 Cp	D6	5 lb.
Betnebbi	8 Cp	D6	6 lb.
Crusher, Fixed	60 Cp	D8	12 lb.
Datchi Club	5 Cp	D8	10 lb.
Gouge	20 Cp	D10	12 lb.
Macahuitl, Great	50 Cp	2D6	12 lb.
Maul	25 Cp	D12	10 lb.
Quad fauchard	13 Cp	D8	1 lb.
Tkaesali	8 Cp	D10	15 lb.
Trikal	10 Cp	D8	7 lb.
B'rohng fork	9 Cp	D8	10 lb.
Bone dancer	45 Cp	D8/D8	12 lb.
Cahulak	120 Cp	D6/D6	12 lb.
Crusher, Free	18 Cp	D10	12 lb.
Dragon's Paw	80 Cp	D6/D6	9 lb.
Ekthulak	18 Cp	D6/D4	12 lb.
Gladiator's friend, heavy	30 Cp	D6/D6/D8	-
Gythka	60 Cp	D8/D8	25 lb.
Hamanu's staff	40 Cp	D8/D8	6 lb.
Lotulis	115 Cp	D8/D8	9 lb.
Mekillot Sap	25 Cp	2D8	30 lb.
Spear, double-tipped	20 Cp	D8/D8	6 lb.
Swatter	100 Cp	2D8	35 lb.
Thanak	20 Cp	2D6	10 lb.
Twin-trikal	15 Cp	D10/D10	9 lb.
Weighted Pike	75 Cp	D8/D6	15 lb.

Ranged Weapons	Cost	Damage	Range	Weight
Blowgun	5 Cp	1	10 ft.	4 lb.
Needles, blowgun (20)	1 Cp	—	—	—
Pelota	1 Cp	D4	10 ft.	1 lb.
Atlatl	25 Cp	D6	40 ft.	6 lb.
Javelin, Atlatl	2 Cp	—	—	2 lb.
Balican javelin	8 Cp	D8	30 ft.	5 lb.
Fixed Crossbow	200 Cp	2D8	150 ft.	100 lb.
Bolts (10)	3 Cp	—	—	3 lb.
Rha'kut arrow	4 Cp	D4	—	1 lb.
Ahguda	100 Cp	D8	30 ft.	3 lb.
Dok	1 Cp	—	—	1 lb.
Blowgun, greater	10 Cp	D4	10 ft.	4 lb.
Darts, blowgun (10)	1 Cp	—	—	1 lb.
Chatkcha	20 Cp	D6	20 ft.	3 lb.
Dejada	20 Cp	D6	30 ft.	2 lb.
Pelota, Dejada	2 Cp	—	—	1 lb.
Pelota, Hinged	5 Cp	—	15 ft.	2 lb.
Dejada cestus	15 Cp	D6	30 ft.	3 lb.
Lasso	2 Cp	—	10 ft.	2 lb.
Leuatos	6 Cp	D6	40 ft.	7 lb.
Javelin, leuatos	2 Cp	D6	40 ft.	2 lb.
Net	20 Cp	—	10 ft.	10 lb.
Shulkak	8 Cp	D4	20 ft.	3 lb.
Skyhammer	50 Cp	D10	15 ft.	6 lb.
Splashbow	300 Cp	D4	60 ft.	60 lb.
Zerka	30 Cp	D8	30 ft.	9 lb.

Armour

Metal, and iron in particular, are very rare on Athas, but metal armor is even rarer. Indeed, to wear metallic armor under the crimson sun is to invite death from the searing heat of the day. As such, athasians have learned to use other materials as substitute, such as chitin and shells, the natural forms of protection of other creatures, when strengthening or fashioning armor.

While Athasian characters use a variety of armours, they incorporate materials commonly found in the world around them. Though most of the armors are made using various parts of common Athasian animals, the armour construction process makes use of several different reinforcement methods developed over time. Many of the armours are highly composite, made using the pieces of several different animals – no two suits of armour look quite alike. Through the use of hardening resins, shaped chitin and stiff leather backings, Athasian armorers can craft remarkably durable armours from the material at hand.

Characters on Athas seldom (if ever) wear complete suits of metal armor. As such, it is not uncommon for a hero to wear scavenged portions from various suits of armor, hence “piecemeal armour.”

<u>Armour Types</u>	<u>SDC</u>	<u>AR</u>	<u>Weight</u>	<u>Cost</u>
Artist's armour	20	9	12 lbs.	15 Cp
Light caravan armour	50	11	16 lbs.	75 Cp
Light gladiator armour	30	10	12 lbs.	50 Cp
Chitin armour	60	11	25 lbs.	100 Cp
Medium gladiator armour	60	11	16 lbs.	100 Cp
Medium Tyr-armour	50	12	27 lbs.	150 Cp
Shell armour	90	14	40 lbs.	150 Cp
Chitin warsuit	75	13	25 lbs.	165 Cp
Tyrian warsuit	100	14	40 lbs.	410 Cp
Long shield	20	+3	10 lbs.	20 Cp

Weight figures are for armour sized to fit Medium characters. Armour fitted for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much.

Artist's Armour

A shirt of light cloth, usually colored, and shin-hardened leather pants is all this suit of armor is made of. With the arms left unprotected and its light weight this armor doesn't hamper any actions taken. Even wizards regard this armor highly, because it is light and barely interferes with their spells.

Chitin Armour

The exoskeleton of large insectoid creatures are often used in the fabrication of heavier athasian armor. Chitin is slightly more brittle than bones, but offers shapes which are more attuned with the forms of armor. This armor is skillfully made by interlocking hexagonal bits of chitin (usually carved from a kank's carapace).

Chitin Warsuit

This suit of armor comes with padded armor, which is worn beneath the actual armor, to prevent abrasions. A long shell shirt covers the torso and the waist, chitin sleeves over both arms and shoulders and end in chitin gauntlets, long chitin pants cover the legs, and a bone or chitin helmet, usually made of a creature's skull or head exoskeleton, covers the head. This armor offers good protection, but brings the usual problems with heat accumulation.

Light Caravan Armour

This suit of armor is a combination of several different materials. Thick chitin bracers provide efficient protection to the forearms, while thick leather protects the shins and knees. A leather kilt and shirt of thick cord layers protect the body and provide sufficient cooling. This armor is so named because it's mostly used by caravan guards who need decent protection while not being slowed down by their armor. Light caravan armor comes with a turban made of thick cord. This armor doesn't provide full-body protection and thus the wearer is more prone to critical hits; the AC against rolls to confirm a critical hit is reduced by 1.

Light Gladiator Armour

This suit of armor combines leather and bone to provide the gladiator with decent protection and minimal hindrance. Thick leather shinpads provide leg protection without hampering movement, while a breastplate of bone and leather skirt or loincloth protects the gladiator's torso. A bone helmet protect the head and face, and a cuff of thick leather protects the gladiator's weapon hand. Gladiators that rely on high maneuverability prefer this kind of armor; masterwork suits are highly desired and respected. This armor's lightweight and area-specific coverage provides many openings for critical hits; thus, the AR against rolls to confirm critical hits is reduced by 2.

Long Shield

This is a slim, two-handed shield commonly used by the kreen races of the northern kreen Empire; it is extremely rare to find a long shield in the hands of a nomadic kreen of the Tablelands, although they are occasionally spotted in the arena. Kreen usually hold the long shield with two arms from the same side. Long shields are made of bone, chitin, hide, or wood. You need two hands to use a long shield. Two handed humanoids who use a long shield can do so by using it horizontally, but by doing so you cannot wield a weapon.

Medium Gladiator Armour

This suit of armor combines leather and chitin to provide the gladiator with good protection without hampering his freedom of movement too much. A vambrace made of chitin covers the gladiator's weapon arm and is held in place by a leather corselet, while a shoulder plate of chitin covers the off-hand shoulder. A thick leather skirt protects the gladiator's haunch and chitin shinpads protect his tibia. This suit of piecemeal armor comes with a chitin helm that usually resembles a beast's head. This armor provides many openings for critical hits; therefore, the AR against rolls to confirm critical hits is reduced by 2.

Medium Tyr-Armour

This suit of armor is given to tyrian soldiers when the city-state is engaged in war. It combines metal bracers with chitin shinpads, a leather breastplate and a long leather kilt. This suit of armor usually comes with a chitin half-helmet. The bracers are worn over leather cuffs, so the soldier doesn't get burned by the heated metal.

Shell Armour

The shells of athasian creatures offer some of the best and hardest natural protections, not only for the creatures themselves, but for the fabrication of athasian armor. Shell armor is made by weaving giant's hair around the shells of various small creatures such as an aprig.

Tyrian Warsuit

This armor combines metal and chitin. A chitin breastplate covers the front, back, shoulders and upper arms, while a long shell skirt protects the haunch. Metal shinpads, padded on the inside, are worn over leather boots, to avoid burns, while metal gauntlets, also padded on the inside, are worn over leather cuffs. This suit of armor comes with a full chitin helmet.

More Equipment

<u>Animal</u>		<u>Cost</u>
	<u>Carry</u>	
Crodlu, Standard	50 s	250 lbs
Crodlu, Heavy	75 s	400 lbs
Inix	100 s	600 lbs
Kank	50 s	500 lbs
Mekillot	500 s	2000 lbs

Aarakocra Pack

Cost: 10 cp, due to the need for knowledge of the Aarakocra body. Belt straps allow size fitting. Also, for an extra 3 cp an add-on net can be purchased

Belt-harness pack that holds/distributes items on the body of an Aarakocra. An Aarakocra body can not hold a typically sized backpack because of its wings. This pack is a harness that straps around the waist, chest, and back of the Aarakocra, placing pouches at strategic load bearing places. In all, 3/4 of the capacity of a typical backpack is gained, and flight is not impeded by the load. . The net attaches to harness at a cross point in the center of the chest, and is worn only during flight, holding the weight below the flying Aarakocra. The net is fine meshed and holds larger items (up to 2.5 cubic feet). This net comes with a quick release strap, and can be used to drop cargo when needed, perhaps for an attack. These items can be obtained only from Aarakocra, Pterran traders, or in New Kurn.

Albremer

Cost: 2 cp

This is a wooden contraption consisting of two circular pieces, each with a long handle. The long handles are joined on a wooden hinge, so that the two flat circular sections can be banged open and closed. A hungry person can grab each handle with a hand, and swing the flat

wooden pieces shut on flying insects. These basic tools are often used to kill or stun locust or other insect swarms, while an assistant grabs the fallen insects and places them in a sack to be eaten later. Often seen in small villagers, and can be a cultural ritual when the whole village uses these to kill as many locusts as possible in an attempt to control the locusts' grazing on their crops.

Alran-ell Body Mesh

Cost:5sp

Called Alran-ell, this is a light cloth serape made from the thread produced by some Athasian insects. It is expensive due to the manufacture required to make this fit and work. Elves often trade inferior Alran-nells that either don't work or fail after a short time of use. Well-made Alran-nells cover a traveler's body offering protection from wind-blown sand or silt. These are particularly helpful in sandstorms. Some templars of Balic wear these to avoid dirtying their clothes. Because of this, nobles near and in Balic often favor Alran-nells. Travelers that frequent the sandy wastes or silt sea often wear these outfits, which offer both function and style (commoners will stare in wonder at a solitary traveler of the wastes that wears one, amazed at anyone that can survive the wastes/silt alone).

Athasian homing bat

Cost: 3 cp for a baby bat, 1 sp for a pregnant female,, 2 sp for a mated pair. 1 sp for each day of transportation of one Athasian homing bat by a qualified bat handler. Maintaining a bat over a year costs 1 sp.

There is no pigeon on Athas, but there is an Athasian homing bat. Like a homing pigeon, an Athasian homing bat will always return to the place where it was

raised. Thus, a bat can be taken to another place, a message attached, and the bat and message will travel to the place where it was raised. The homing bat travels at night, and during its flight will feed on hundreds of small insects using its sonar capabilities. The bat is capable of growing very quickly, and can live off of very little food during lean times. The meat of a homing bat is also very nutritious, and pleasing to the taste. In addition, homing bats have life-spans of 1-2 years. Because of this, it is customary to keep homing bats with only minimal levels of food. When a message is sent, the hungry bat will feed on route, and will arrive with the message and nearly twice in size. The person receiving the message then eats the bat. This has become a custom, and fatter bats can influence the way the message is received by the recipient (helping to persuade the reader to agree with the sender's requests, for example). Because of the short life-span, Athasian homing bat handlers exist, who will care for the bats while transporting them to their temporary home. For example, a merchant house might raise homing bats, and once a year have supply young bats to its prime customers and agents. The young bats are transported by the bat handlers. The customers and agents can then use the bats over the next one to two years, sending them with messages back to the merchant's headquarters. The larger the bat, the more of a chance the bat and its message will be well received.

Dust Goggles

Allows the wearer to see through windblown dust or silt as if normal vision is not being impaired. Made for different races.

Dust Mask

Allows the wearer to see and breathe normally in a dust or silt storm. Made for different races as the dust goggles. Is worn like a helmet but does contribute to heat exhaustion. The mask is self-sealing once it is put on. If submerged in dust or silt the wearer will still suffocate but in double the amount of time normally allowed. This item also contains the goggles built in also.

Dwarven Telescope

The Dwarves of Ledopolus have reinvented telescopes to keep an eye on construction of their bridge and the giants that want to stop them. The lenses are approximately 5 and 1 inches wide and the whole contraption is about 1 meter long. It brings objects 3 distance categories closer. (example: Movement would be ID) The cost of the lenses are relatively cheap only 3 sp however the Dwarves are loathe to sell them to non-dwarves. The magnification of vision is a big strategic advantage and the leaders of the Ledopoluses do not trust others not to use the device to spy on them. The telescope is very fragile and is easily broken. It is made with a bone frame, glass lenses, and a leather housing. Treat as glass and leather for saving throws. Merchant of all the Houses would pay dearly for the secrets of the telescope for it would be extremely useful for the protection of the caravans.

Elven Cloak

This is simply a reversible cloak made of light material that is white on the outside and black on the inside. During the day it is worn with the light side out. At night it can be reversed to help conceal the wearer.

Elven Water Catcher

Urine comes out of the body bacteria-free. In emergency situations, a person may drink their own urine for several days. With some way to reduce toxins, the time limit might be extended to a week or two. This is a hollow bone tube packed with charcoal, gravel, and plant fibers. It is meant to be used once only so it's a good idea to carry several with you. For emergencies only.

Elven Water Trap

Piles of stones (for whatever convection/condensation reasons) tend to gather moisture. Though this can be built on a large scale to trap moisture in the air, this item is a small portable version that will not produce much water, but may be useful in emergency situations. This is simply a light colored piece of waterproof material (oiled leather, for instance) wrapped around a bundle of smooth, light colored stones. To operate, in the evening dig a small pit and line it with the material. Stack the stones in a pyramid-shaped pile. By morning the water should gather at the lowest point of the material. The amount of water will depend on the water present in the air. A larger though less cumbersome model is made of the square of material only and is useful in areas where rocks can gathered from the terrain.

Lorkremer

Cost: 3 sp

This is a large net (about 10' circumference at least) that is thrown like a cast net. However, it is thrown through the air to catch locusts, not fish. The weave is very small, to catch even the smallest of insect swarms, and has heavy rocks on the edges of the net to

hold the swarm down. A single person can cast the net without a proficiency, and will be moderately successful after some time of practice. Proficient casters can feed about 3 people a day at the height of a locust swarm season. Those without proficiency can feed themselves. About 3 hours of casting is required for this level of food production, and then 3 hours of cleaning and net mending must be done. Mending can be done by a proficient user or with a weaving or similar proficiency.

Pterrann Fire Starter

Called a "Rassur" in Pterrann, this is a complex and fragile gadget favored by upper class merchants and nobles that travel or collect interesting devices. A Rassur has a wooden base with a shallow depression in the center. On one side a wooden support rises 6 inches to a glass lens. When a fire is needed, dry grass or other tinder is placed on the shallow bowl, and the sun is focused manually through the lens, placing a focused beam of light on the tinder. A fire starts in less than a minute on most Athasian days. Add cost if the lens swivels or the item is carved or decorated. The item is almost exclusively sold by Pterranns, although cheap copies have surfaced in a few elven tribes. These are often claimed to be blessed by fire priests.

Sand Net

Cost: 25 cp

The sand net is a 20' by 5' net that is used by Athasians to comb through the sand, which is done either to find treasure, or food. Sand nets are made of a very fine mesh, capable of screening out sand but leaving behind coins and other small critters that live in the ground.

Utilizing a sand net is pretty difficult. First, a trench is dug into the ground, measuring 20' long and 5' deep. The mesh net is carefully placed into the ground. Two to three people then stand 3' away from the trench, and press poles through the ground that hook onto the bottom of the net. These people then lift their poles through the ground, dragging the net upwards. When the net comes up, so do all objects larger than a small clump of sand.

The entire process takes around 6 hours, and needs a supervisor to run the whole ordeal that has a proficiency in the sand net. Dragging the net upwards requires a combined strength score of 40, as the sand is quite heavy. While this may not seem to be worth the trouble, a few lucky souls have struck it rich, finding hordes of treasure due to the net. It is rumored that a Merchant House owner came to his position because of the sand net. At the least, the operator of the net will find enough food for the day (and usually enough for 2-6 others).

Sandstorm Mask

Called a Kre-nell, this mask is made from the light cloth produced by some Athasian insects. It is a very fine mesh, allowing almost no sand to pass through the weave. It is carried by travelers of the sandy wastes to wear in the event of a sand storm or sudden dust storm. 2 cp, 3 cp for the version with leather straps, 4 cp for a version with leather straps and a neck mesh that prevents sand from entering the person's shirt through the neck. This later version is favored near the silt sea, and is popular in Balic. It is seldom found elsewhere, and would sell at a higher price if available.

Sand Wraps

Cost: 1-3cp

These are cloth strips that go around the boots or sleeves of clothing to keep sand out. They are usually not effective against silt.

Small Barrel

Cost: 2sp

This is the traditional water storage device of merchant caravans. The barrel is mounted inside of the wagon, and holds a total of 30 gallons. They are, however, hard to carry around so are almost unused outside of the caravan wagons.

Suction Drill

This is a drill tool that drills into any ground less than rock and sucks out the water. This all depends on the locale of where the drill is on whether you hit water:

Dead Land 0%

Forest 40%

Mountains 30%

Misty Border 70%

Oasis 50%

Salt Flat 10%

Sandy Wastes 20%

Underground 90%

Whether this water is safe or not roll 1d8 if you roll a 1 or 8 than select a random poison to determine the effect.. It's about 10' long when compacted and can extend up to 30' long. It appears as a normal drill but of gigantic proportions.

Trough

Cost: 6cp

This is a simple ceramic item designed to your mounts water when there not at an oasis. Its a bit bulky, but usually required on long trips. It holds 4 gallons of water, ready for drinking.

Tyrian Sand Shoes

Cost: 2 cp

Weight: 2 lbs/ea.

Tyrian sand shoes make treading through the sandy wastes and such a simple task. When utilizing a pair of these shoes, an adventurer can effectively add 2 points to his or her movement rate, thus, an average human could move at a movement rate of 14, and in turn could add an extra four miles to a walking day. Fighting in Tyrian sand shoes is extremely hard to do, and so the To-Hit number is modified by +1, as is the wearer's AR.

gallon pouches, or 2 sp and 6 cp for the 15 gallon pouches.

Despite the diminutive nature of the name-- this item is actually quite large. Its designed around a harness, and has two large sets of pouches that are then at either side of your mount. Each of these pouches carries 10 to 15 gallons of water, depending on the size. These are commonly carried on larger journeys, and even have a small place from which waterskins can be refilled. It is quite a lifesaver.

Waterskin

Cost: 8 bits

This is your traditional canteen. It is favored by travelers everywhere-- although on very long journeys you usually need some other source of water as well, or you'll have to carry too many of these.

Waterskin (Large)

Cost: 3cp

This is a larger waterskin, designed to hold more water. Its also quite deluxe, made of leather and with a handy carrying strap. It carries about 3 gallons of water. It is a bit bulky, however.

Water Jug

Cost: 2cp

This is a small ceramic jug, and is commonly used to store house water. It holds about 5 gallons of water. Some travelers use these jugs to carry their water, but they are not overly popular because they have a habit of breaking and spilling the precious water.

Water Pouch:

Cost: The entire setup (pouches and harness) costs 1 sp and 6 cp for the 10

Artifacts

Boneiron Weapons

These weapons fall into the same category as the last two classes, except that they are made of bone. Chitin weapons are also covered in this category. As with the other two classes of weaponry, these weapons act as ordinary metallic weapons, having no penalties in battle and being unbreakable. Since bone is the best of the nonmetallic substances used in weapons creation, a mage does not need to expend so much magical energy in its transformation. Thus, the experience-point value in making a boneiron weapon is only 15 times the gold-piece value of a regular metal weapon. A boneiron trident is thus worth 225 xp to the mage creating it, a boneiron battle axe 75 xp, etc.

Bonewood Weapons

These wooden weapons have been enchanted to have the properties of those of bone. Aside from being fireproof, there are no additional benefits to weapons normally made of wood, such as clubs and quarterstaves, but all other weapons have their attack and damage penalties reduced from -3 and -2, respectively, to -1 in both cases. Bonewood shields are also possible, but their only benefit is to be fireproof. These weapons still break when a 20 is rolled. As with petrified weapons, bonewood weapons are more common than their effectiveness would seem to warrant, due to the relative ease of their construction and the practice they provide for magical apprentices. Such a weapon is worth 10 times as many experience points for a mage making it as the gold-piece cost of a normal iron weapon (e.g., a bonewood glaive-guisarme is worth 100 xp).

Dark Lens

The Dark Lens is a huge, egg-shaped orb of polished obsidian streaked with scarlet. Its surface is flawless and darker than that of normal obsidian. Its surface radiates intense heat as a result of its tremendous power. The Dark Lens is believed to have been created by Rajaat during the Time of Magic to increase his magical and psionic abilities. The Dark Lens was used to create artifacts, such as the three swords given to his former Champions, as well as to give his Champions their powers. The Dark Lens was later used by the Champions during the rebellion to imprison Rajaat but it was later stolen by two dwarves named Jo'orsh and Sa'ram. The Dark Lens was guarded by the spirits of its thieves and the Obsidian Oracle until it was recovered by Tithian of Tyr and Agis of Asticles. Tithian attempted to convince Rajaat, and Borys to turn him into a sorcerer-king. The Dark Lens was placed under magical protection in the Ring of Fire by Sadira of Tyr after Rajaat was re-imprisoned.

The Dark Lens is an extremely potent talisman but it is also difficult to wield. Using it requires psionic ability and mishandling it psychically can cause damage. If successfully accessed with psionic powers it makes the wielder's mind appear blank upon telepathic reading, offers protection from both good and evil aligned powers, as well as bestowing number of additional psionic abilities. Given enough time it can recharge its own psionic power source. The Lens can absorb into itself any spell or spell-like abilities or any psionic power presented in its presence. It is a powerful focus for arcane spell casting greatly improving the damage, reach,

and effect of spells cast and assisting them in casing some of the most powerful spells in the game. Use of the device is intoxicating, fosters dependence, and may eventually drive the user insane. It is unknown how to destroy it but it may be related to its ties to the sorcerer-kings and Athas itself.

Erdlu canteen

This magical canteen is made from the empty shell of an erdlu egg; the entire shell must be available for the canteen to be created. Once per day, upon utterance of the command word, the canteen fills itself up with the fresh red yolks of an erdlu—a refreshing treat to any inhabitant of Athas. This item is meant to serve as a personal canteen for a lone traveler. It is possible for a member of some adventuring group to create yolks more than once per day, but the canteen must never create them more than seven times in a single one-week period. If the owner foolishly tries for the eighth time in a week to create yolks, the energy of their creation also causes the erdlu canteen to explode, doing 1d4 hp damage to anyone in a 5' radius and literally leaving its owner with egg on his face. The erdlu canteen is worth 1,500 xp to the mage who creates it.

Petrified weapons and shields

These items are wooden weapons and shields that have been permanently enchanted with petrification spells, making them equivalent to weapons made of stone (flint, obsidian, etc.) instead of wood. These weapons may still break in battle, but until they do, they strike with attack and damage penalties of -1 and -2 instead of the -2 and -3 penalties of normal wooden weapons. These items are also fireproof, and this is the only real

benefit a wooden shield will gain from this treatment unless it's a spiked buckler. Wooden weapons such as clubs or quarterstaves are also limited to being fireproof as a benefit. These weapons hardly seem worth the trouble of enchanting, but the process is good practice for apprentice mages, so petrified weapons are fairly common. Besides, when fighting an opponent with a torch—a common event in the arenas of Athas—it's a comfort to know that a wooden weapon won't be burned into uselessness. It is also possible to bury petrified items for use as hidden markers, as they do radiate a dweomer that can be located by a detect magic spell. These weapons are worth 100 xp each to their creators.

Heartwood Spear

A six foot long spear coming to a natural point on both ends. It has a smooth surface and the wood is the color of deep burgundy. The spear is a weapon of great power as it was created to kill one of the mighty sorcerer-kings. It has enchantments that make it weaken dragons, and ignores all armor and shields (magic or otherwise). It can destroy any armor worn by anyone it critically strikes. The sap that leaks from the spear poisons its victims, and it makes its wielder immune to any magical powers issued from anyone with the poison in their veins. If broken the spear can mend itself if it is placed upright in the earth and given water. It can be destroyed by smashing it against the obsidian in the Dead Lands or by using it to shed the blood of a halfling.

Ktandeo's Cane

A three foot tall wooden staff made from an unknown hardwood with a five-inch diameter obsidian ball at the tip. It

allows non-wizards to cast arcane magic and is activated by speaking the creator's name and then the desired spell's name. Using the cane exacts a terrible price as it draws upon the wielder's life energies or the energies of those around him or her causing premature aging. It can only be destroyed if it is struck by an item crafted from the Last Tree, crushed under the foot of an epic defiler, or be broken in two by an elderly halfling.

Orbs of Kalid-Ma

Five virtually indestructible obsidian spheres used by the sorcerer-king Kalid-Ma in his metamorphosis into a dragon. Each orb is two inches to two feet in diameter. Upon becoming a dragon Kalid-Ma transferred his intellect, psionic and magical powers into the orbs. Should the orbs be reunited and swallowed by a powerful defiler Kalid-Ma would be restored to life even more powerful than before.

Planar Gate

The Planar Gate appears as a giant mirror set in a mahogany frame that displays bizarre creatures instead of reflections in its surface. It is a powerful talisman created by psionics of the Green Age to travel to and from other dimensions. It was abandoned by its beneath the city-state of Giustenal until being discovered by the sorcerer-king Dregoth. The Planar Gate is unique in Athas as it is virtually the only means of reaching the Outer Planes and no one on Athas has the power to build something like it again. Using the Planar Gate requires psionic clairvoyant and psychoporation abilities. The gate offers a bridge to one of the Outer Planes at random and all the user has to do is step through to reach that plane. Once on the other side, the user may return to Athas

by successfully using their psionic gifts and entering a shimmering rectangle of light within some reflective surface that is only visible to those who traveled through the Planar Gate. It is intelligent and can be used to gain information about the planes it displays in its surface. It is neutrally aligned and was designed for observation and study. It refuses to allow anyone with harmful intentions to pass through it. Should it do so (or be convinced it has) it will destroy itself. Using the Planar Gate spell causes the artifact to explode.

Purple-leaf Blades

These are magical knives, daggers, and swords created from the razor-sharp blades of purple grass that grow in the Athasian wilderness. Each weapon is made from an individual blade of grass that has had one or more plant growth spells cast upon it. The type of weapon gained depends on how many castings were used in the process of enchantment: A knife rates one casting; a dagger two; a short sword three; a long sword, broad sword (the latter created by trimming off the tip a bit), or bastard sword four; and a twohanded sword five. Because of the shape of the grass blades, only straight-bladed swords may be created in this manner; no curved weapons such as khopeshes or scimitars are possible. A purple-leaf blade does the same damage as its regular steel counterpart. It does not break in combat, but if a natural 20 is rolled upon hitting an opponent, the blade bends out of line. It takes one round of effort to straighten the blade out, after which it may be used as before. These weapons are both fireproof and rustproof. They are worth 10 xp per casting of a plant growth spell required in their creation; a knife is thus worth 10, a dagger 20, a short sword 30, etc.

Ranike Rod

This rod is made of the wood of the ranike tree and is a useful weapon against the giant insects of Athas. In combat, it strikes as a club +1 and may be used by any PC class that can wield a club. Whenever it strikes a giant insect, including a thri-kreen, it gives off a puff of smoke like that created by burning ranike sap, expending one of its 41-50 (D10 + 40) charges in the process. This cloud stays around the target, no matter what the victim does, reducing it to utter helplessness if a saving throw vs. rods is failed at -4 on the roll. The foe can neither attack nor defend, and its only movement is to fall to the ground and thrash blindly in agony. This helplessness gives any enemy that strikes at the victim a +1 bonus to attack rolls until the cloud dissipates. If the ranike rod is used in further attacks, it will not release more clouds on an already-struck victim until the original one has dissipated in four rounds, thus saving charges. It may not be recharged. The rod is worth 1,000 xp to a wizard who makes it.

Ranike staff

This enchanted staff has the same powers as the ranike rod, though it strikes any target as a quarterstaff +1. It is also restricted to 25 charges (1d6 + 19) at most. If two charges are expended at once, the staff creates a billowing cloud of ranike sapsmoke, 40' wide, 20' high, and 20' deep. This cloud's movement is controlled by the staff's wielder as long as there is no strong wind. Wind dissipates the cloud as it does a cloudkill spell. The cloud travels at a speed of 10' per round and lasts for 12 rounds. The smoke is not heavy like cloudkill vapor, so it will not sink into low areas, making it useless in driving

out a colony of giant ants from their underground nest. However, it is still a useful weapon, particularly against the thri-kreen. The staff may not be recharged; it is worth 2,500 xp to the mage who fashions it.

Scorcher

One of three powerful magic swords created by Rajaat. Scorcher is made out of an unidentifiable red alloy as Silencer with the same perfectly smooth blade and unbreakable obsidian hilt containing a glowing red rune. The hilt is constructed of unbreakable obsidian, wrapped in the hide of an ancient fire drake. The pommel is a tooth from said fire drake, and its point is razor sharp. When used in combat, ebony, flames appear from the blade and burn opponents with cold, black, fire. The long sword is amazingly light and well balanced, and all but the most feeble or diminutive warriors can wield it. The sword has numerous magical powers including: enchantments that improve its martial abilities, immunity to mind-altering spells and fire, increased resistance to mind-altering psionics, and ignores all magical armor enchantments. It also offers several deadly alignment based enchantments, spells, and many random powers decided by the dungeon master. The sword is cursed and causes the wielder to pursue a particular endeavor at hand at the expense of all else. Its current whereabouts or wielder is unknown.

Scourge of Rkard

Originally called the Scourge, it is one of three powerful magic swords created by Rajaat. The sword has numerous magical powers including: increased martial strength, increased hearing, the ability to easily cut through wood, direction sense,

defensive precognition, immunity from poisons, and the ability to rally allies in battle. The sword can also mend itself if the broken pieces are held together for one month. If broken, the sword issues black ooze that consumes anything or anyone it comes in contact with. The sword may compel the wielder to attack any of the former Champions on Rajaat the come within 100 yards of it. If the sword is used to shed the blood of the dwarves there is a chance that it may revert to its original purpose and compel the wielder to finish Borys' cleanse. It can only be destroyed if placed in the bottom of the Silt Sea for a decade, or if it is melted down by a dwarf with a pure heart.

Silencer of Bodach

One of three powerful magic swords created by Rajaat. The sword is a two-handed broadsword almost 7 feet in length with a long, straight blade made from an unidentifiable red alloy that is harder than enchanted steel. The blade is diamond-shaped in cross-section and is unusually wide—nearly 7 inches at the hilt. Its only decoration appears on the crossguard: a red, glowing rune of ancient design whose meaning is now lost. The hilt is made of black, watered steel and is wrapped with braxat hide. The pommel is crafted in the shape of a serpent's skull. The sword appears to be too large and unwieldy for any warrior short of a half-giant's stature, but it is amazingly light and well-balanced. The massive blade is far lighter than a steel edge of the same size. It has numerous magical abilities including: the ability to cut through metal armor with no resistance, the ability to blast foes with kinetic force, psychic protections for the wielder, and a number of beneficial enchantments and protections selected

by the dungeon master. The weapon is also cursed filling the wielder with intoxicating bloodlust and a powerful urge towards violence and conquest.

Stoneiron Weapons

These weapons are similar to woodiron weapons, in that they have the strength and normal combat abilities of regular iron weapons. However, these weapons are made of stone. Effectively unbreakable, they are another means of giving selected Athasian warriors weapons as good as steel arms without cutting into the world's scanty supplies of iron. Because stone is a better beginning material than wood, stoneiron weaponry is less valuable in experience points as are woodiron weapons, the experience-point total being 20 times the price of a normal iron weapon in gold pieces.

Woodiron Weapons

These are wooden weapons which have been given the properties of metallic weaponry through enchantment, thus eliminating all penalties for attacking and damage. They are also fireproof and unbreakable. Weapons normally made of wood, such as the club and quarterstaff, are now +1 on attack and damage rolls; they do not have this bonus otherwise and cannot hit creatures that can only be harmed by weapons of +1 or better. Shields may also be woodiron, being effectively +1 for purposes of defense as well as being fireproof. Multiply the gold-piece value of a normal weapon or shield by 25, and you have the experience-point value of these weapons for the mage creating them. These weapons are invaluable on Athas, as they give fighters good weapons without cutting into Athas' woefully small supply of iron.

Transportation

Antloid Train



The Antloid Train is the brainchild of Grun Clayhands, a dwarven renegade psionist most wanted by the Order. Although like the Order, he has great respect for psionic beasts, he does not agree with the Order's precept of psionic for its own sake. He truly feels that he should use his psionic skills to help people and animals alike. Also like the Order, Grun does research on psionics and psionic beasts. Eventually, this had led to his study of the Dynamis group of the Desert Antloids. Grun spend months observing the Antloids and finally made contact with some Dynamis. Grun learned that the Antloids, like many other creatures, have symbiotic relationships with other creatures. He hatched a plan to make a such a link between the Antloids and the intelligent races.

Grun went straight to the Trade Lords of Balic because he felt that they would benefit most out of the partnership, also as they were one of the few establishments that could pay for those benefits.

And so the Antloid Train was born. Once a month, a team of 100 Worker Antloids would set off from Balic up to Tyr and back again. Most of the Antloids would be fitted with a howdah that can carry six passengers. The remaining are claimed by the three Merchant Houses of Balic, 10 Antloids each, to carry their cargo. The train would also be escorted by 20 Soldier Antloids and two Dynamis Antloids, Grun himself always leads the train as only he can control them. The trip to Tyr takes only six days and under sheltered and protected condition, it is wise choice to wait for the monthly train and order seats in advance. The train has not been attacked even once in its first six months and immense profits were made by the Merchant Houses.

In return for the service, Balic has to give the Antloids a steady supply of food. More often than not, the Merchant Houses send the Antloids dead bodies of anything that dies in the city and sick and old beasts of burden. Next on the list is any food products that is deemed no longer edible by demi-human standards. Grun frowns on this behavior but since the Antloids doesn't seem to mind, he has little to complain. Of course, the Merchant Houses still have to fork out quite a large amount of food, but the profits they make and the safety of passengers more than makes up for it.

The Antloid train travels adjacent to the road leading north to Tyr but keeps several miles off into the desert. In its first journey, it traveled along the road and scared many travellers and animals. Although by now, the Antloid Train's fame has reached far and wide, Grun still thinks that he should keep clear of the road, just to prevent any accidents from happening. The appearance of the train has also made the route safer as raiders and beast wander off to somewhere else with easier picking.

Grun himself leads the trains everytime, he rides in front on a Dynamis. Another Dynamis would cover the rear. The Worker Antloids are also protected by 20 of the best Soldier Antloids. Furthermore, the Merchant Houses of Balic always send at least 30 to 60 guards and agents who rides with the cargo. All 30 of the Antloids carry cargo march behind the other Antloids.

Grun does not hire any guards because he feels that the Antloids and him can take on most attackers. Grun is a 26th level psionist and his only true enemy is the Order, who are still coming after him. Although most of their members are not his match.

The train has as yet not been attacked before. The sight of 122 Antloids is enough to put off the most determined of raiders. Grun has nonetheless trained the Antloids on what to do in the event of an attack lest they use their primitive tactics which does not consider at all the passengers clinging precariously to their lives.

Half of the Soldier Antloids are archers and the other half infantry. Normally, the Worker Antloids will walk in a straight line one behind another without any gaps in between. If the train is under attack, the Workers immediately form into two or three rows clumping together for protection.

Grun would order the Soldier Antloids to keep the enemies at bay and surround them if possible. The two Dynamis and himself would eliminate the leader or anything with psionic or magical powers. Only as a last resort would he let the Workers themselves join in the fray.

If fighting an individual opponent, the Soldiers would surround it in two tiers, the infantry in front and the archers shooting behind. If against a large number of oppoents, they would set up a similar two tiered concave front, keeping themselves between the enemy and the Workers at all time. Because of their large size, small opponents might slip through their line of defense if they conduct a massed attack. These opponents would then have to face the equally formidable Worker Antloids.

Passenger on the Worker Antloids who are in combat must make a Dexterity Check every round the Antloid attacks or is attacked to avoid falling off the howdah. The howdah has the same percentage of being removed as percentage of hit points lost by the Worker Antloid, this percentage must be rolled everytime the Worker Antloid takes damage. Passengers who fall off or are in a howdah that is detached must receive 1d6 points of damage. Called Shots doing more than 8 points of slashing damage can break the strap holding up the howdah.

The guards hired by the merchant houses would not leave their cargo to defend the train and would only attack any enemy that directly threaten the cargo. Their loyalty is first to their respective houses but would generally help protect any passenger that is being attacked. Most guards use polearms and carry missile weapons.

The exposed howdah give passengers a 25% concealment against missile weapons (-1 to hit). There is no penalty to missile fire rolls when the Worker Antloid is stationary, a -1 penalty when it is moving at normal speed and a -2, -3, -4 and -5 penalty is incurred at double, triple, quadruple and quintuple speeds respectively.

Crew:

2 + 60

Dimensions of each drawn carriage

Height: 3 metres

Width: 3 metres

Length: 15 metres

Weight: 1 ton unloaded

SDC

Carriage: 200

Wheels (8): 100

Harness Line: 100

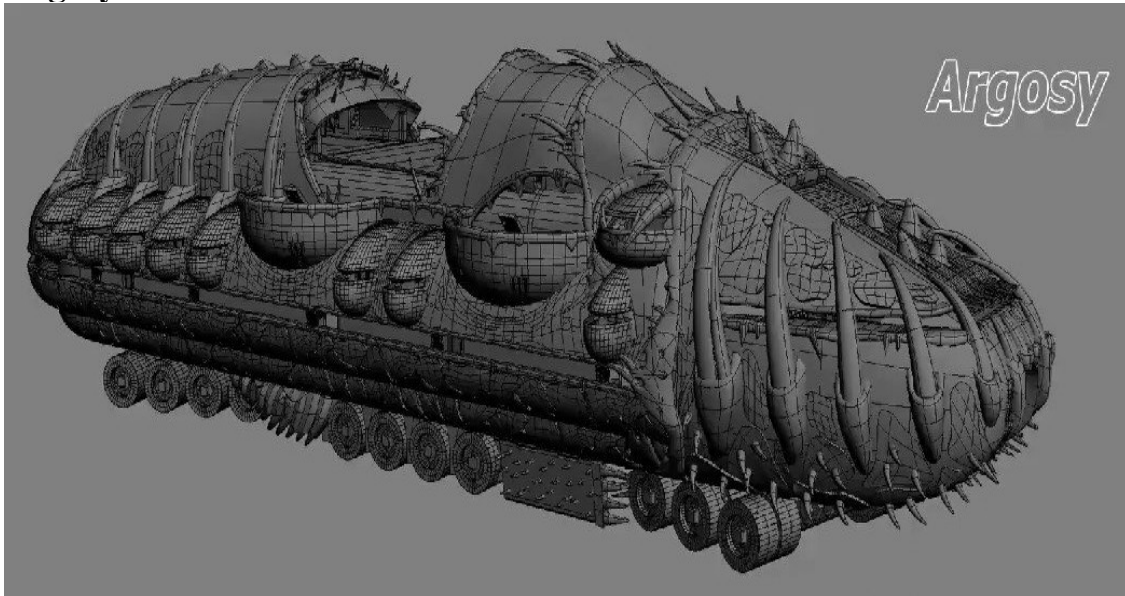
AR: 10

Cargo

100 tons

Passage Cost: 500 cp

Argosy



This gigantic enclosed wagon is used both for war and for trade. Inside its enclosed walls, goods or troops can be carried protected from the elements and raiders. An argosy has six mounted crossbows on both side of its upper, open deck. The soldiers on the upper deck get improved cover against attackers on the ground. The interior space can be prepared to accommodate goods, military material, or passengers. A fully loaded argosy can be pulled overland at 2 miles an hour by a team of two mekillots or 8 other large creatures.

Crew:

6 + 12

Dimensions

Height: 3 metres

Width: 3 metres

Length: 18 metres

Weight: 1 ton unloaded

SDC

Carriage: 1000

Wheels (20): 200

AR: 15

Cargo

100 tons

Build Cost: 10,000 cp

Passage Cost: 500 cp

Athasian Roc Riders



It is only in the recent past that the method of capturing and rearing rocs was perfected. And since then, everyone seems to want a roc as mount. They are especially effective in war and their sheer size and carrying capacity makes them very sought after. Because of the huge amounts of meat that the roc needs to eat everyday, most riders tend to be from larger establishments.

The preferred method for capturing a live roc is to stake out a large animal, probably an erdlu. This must be done in places where rocs are sometimes sighted. Although the size of a roc is unmistakable near the ground, a roc flying at 3,000 feet looks no different from an eagle. Huge nets are hidden from sight, either magically or covered in sand. When the roc swoops down to grasp the prey, the nets are thrown over the roc usually by means of attached ballista bolts, or, again, with magical aid. A netter roc struggles until it realizes it cannot fly, then it gives up. For purposes of tearing its way free of a net, a roc has a strength of 24, giving it 95% chance to tear through an ordinary net.

Therefore, the nets used must be very strong. A reinforced net with at least 1" thick ropes lower the rocs chance to break free to only 60%. A net made entirely of cha'thrang lines works the best, giving the roc only a 40% chance to tear free. The amount of line required makes this type of net very difficult to acquire. since the rocs have good eyesight, concealment of the net and captors must be total. Inless would-be captors are magically or psionically hidden, the roc receives a normal surprise roll. Unless it is surprised, it has detected something wrong and flies off to find other prey.

Another option, hatching and raising a roc, is time-consuming and expensive. Most large establishments prefer this method though. Rocs nest on ledges on high mountain peaks, so the job of climbing up the mountain and carting down a 4' wide egg, without being seen by its parents, is a tough one. A nest has 25% of having 2 to 4 eggs. A roc egg must be kept warm and dry. The incubation period for a roc egg is three months. Once hatched, the baby bird is 5 feet long, with stubby wings spreading out to about 13 feet.

The bird is voraciously hungry, and many a careless trainer has become his bird's first meal. The chick must be fed at least four large animals a day; rocs seem to do best with erdlus. This continues for a year. During this time the roc must be fed by one person, and that person must spend several hours a day (usually after feed), talking and "bonding" with the chick. After a year of this, the roc is ready to fly, and its training can begin. Such chicks "bond" with their trainers, never allowing anyone to ride them unless the trainer is present. Only the trainer can control the bird. A bonded roc fights to the death for its owner, even at only six months of age.

Difficult as it is, capturing or hatching a live roc is the easy part. Once captured, the roc must be trained. The would-be trainer had better have a herd of erdlus he can spare for food as well. Adult rocs need at least 200 lbs of meat everyday, just to survive. It will eat twice that much if it can, and a trainer is better off overfeeding a roc or he may end up on the menu.

When captured as an adult, a roc takes three months just to calm down. During this time, if a person brings it food, talks to it and in general treats it well, the roc should allow him to approach without immediately trying to eat him. Another two months of contact, feeding, and care and the roc will allow itself to be ridden, but only by the trainer. Since adult rocs do not bond to their teachers, friendship is about the best the trainer can hope for.

When it is ready to ride, a special saddle must be placed on the roc. Such saddles have straps that loop around the lower chest and just behind the legs. A saddle generally has a seat for the trainer/rider as well as space to tie down cargo or other possessions. Otherwisem a roc can easily carry 8 man-sized creatures or 4 larger creatures, and some saddles are constructed this way. It is entirely up to the trainer, since such saddles have to be fitted to the individual roc. Only the trainer can do the fitting, although he can have a hideworker or leatherworker assist in the actual crafting of the saddle. At first the roc must be fitted with blinders over its eyes, although it is capable of learning to follow verbal commands.

After all this preparation comes the time for the first ride; the roc must be mounted and released into the air. This is a momentous occasion and determines the success or failure of the whole process.

At this time the GM makes a judgement as to the treatment received by the roc, taking into account feeding, care, and general affect shown by the trainer. If treatment is exemplary, the trainer may make a normal animal handling proficiency check. (Bonded riders receive a -5 bonus to the proficiency check.) If it is less than exemplary, the DM

may impose a modifier of up to -10 penalty on the roll. Success indicates that the trainer has won over the roc, and is able to work with it. Failure means that the roc rebels and tries to escape. It does barrel rolls, sudden dives, tries to reach the rider with its beak, whatever it can. This continues for one hour per point the check was failed by. If the rider manages to stay on the whole time, the roc finally gives up and accepts his rider.

The fastest and most dangerous method for taming a roc is to mount a saddle on it immediately after capturing it. The roc is then released, and the rider must do his best to stay on. The battle in the skies is something to see. The ride never lasts for less than a day and may last as much as two full days (5D6+20 hours). For the first four hours the rider can do nothing but hang on. For each hour after that, he must talk and attempt to soothe the roc. The rider must have the airborne riding proficiency and must roll a successful check each hour of the ride. He must also have the animal handling proficiency, but not allowed to roll on the skill until six hours have passed. The roll is made at a -12 penalty, with an additional roll each hour. The number of hours spent riding is subtracted from the roll, one per three hours. If/when the roll is lower than the rider's proficiency score, he has broken the roc.

There are stories of riders who succeeded in staying on, or tied themselves on, only to fall asleep during the ride. Such riders are usually never seen again, for the roc returns home, where its mate quickly makes a meal of the unsuspecting rider. A fresh rider should have no trouble staying awake for at least 15 hours, but must make a Constitution Check each hour after that. This does not apply to Muls or Thri-Kreen, of course. Druids or others who can speak with animals can cut the riding time in half.

The roc will only permit the trainer to control it. So the roc will always have the same pilot. Should the pilot die, no other rider can train the roc to be ridden any more. The seven other passengers cannot use any melee weapons and can only use those weapons permitted on horseback. Riders usually carry lances.

The job of washing and tending the roc falls only on the shoulders of the Rider, no one else can do these things for him.

Rocs normally attack with their talons, which do 3D6 points of damage each. Because of the saddle and harness, there is a -4 penalty to the roc's attack with its beak. They can also be trained to carry two 200 lb boulders and dropping them on enemies doing 5d10 points of damage. These attacks are unnatural to the roc and suffer a -4 penalty to hit. With an additional two months of training, a roc can be taught to swoop. A preferred method for the Athasian Roc Riders is to swoop down on the enemies, if both talons hit, the roc will carry the victim into the air and drop him to his death. When an Athasian Roc Rider makes a swooping attack, the victim can only attack it back if his initiative is within 2 points higher or lower than the Athasian Roc Riders'.

Missile weapons can be used on a roc with no penalties. The only effective melee weapon is a lance which is treated as a charged attack when the roc swoops. Missile attacks on either rider or roc is treated as firing into melee.

The saddle can be forcibly removed from the roc. Called shots at -8 penalties must be made to the harness. The harness has an AC 7 and breaks when 10 points of slashing damage is done to it. There is also a percentage chance, equal to the percentage hit point loss of the roc, of the saddle falling off each time the roc is hit. Falling off the saddle is treated like being dismounted from a horse. Either falling off alone or in the saddle, the normal falling damage apply.

Used as a surprise attack against a fortress, a roc can carry up to eight individuals and are the only flying mount that Half-Giants can ride. Landing a few rocs behind the enemies walls can mean a quick victory. Warfare in Athas is will never be the same again after the introduction of aerial assaults. Occasional villages might have an Athasian Roc Rider up in the air to warn against invaders. Furthermore, what quicker way fo raiding is there than a roc picking up a small wagon and flying off into the horizon? Already few creatures on land can match the size and power of an Athasian Roc, none in the air can contend with this Monarch of the Clouds.

Cliff Glider

This glider is constructed from the hollowed-out carcass of one of the great flying lizard beasts that soars from the Ringing Mountains high above the surrounding wasted lands. Since many different flying creatures' bodies can be used for glider's construction, their appearance vary wildly. However, the things they all have in common are a gutted rib cage where the pilot takes place; stiffened and consolidated wing flaps; and levers mounted unto the wings as to permit a semblance of control during flight. Each cliff glider is built for a specific pilot; any other pilot using the glider has a -4 penalty to his rolls. Unlike most flying vehicles, a cliff glider cannot ascend under its own power. Cliff-gliders rely on either high launch points or thermal updrafts to gain altitude (at the GM's discretion).

Crew:

1

Dimensions

Height: 1.5 metres

Width: 1.5 metres

Length: 7.5 metres

Weight: 1 ton unloaded

SDC

Shell: 30

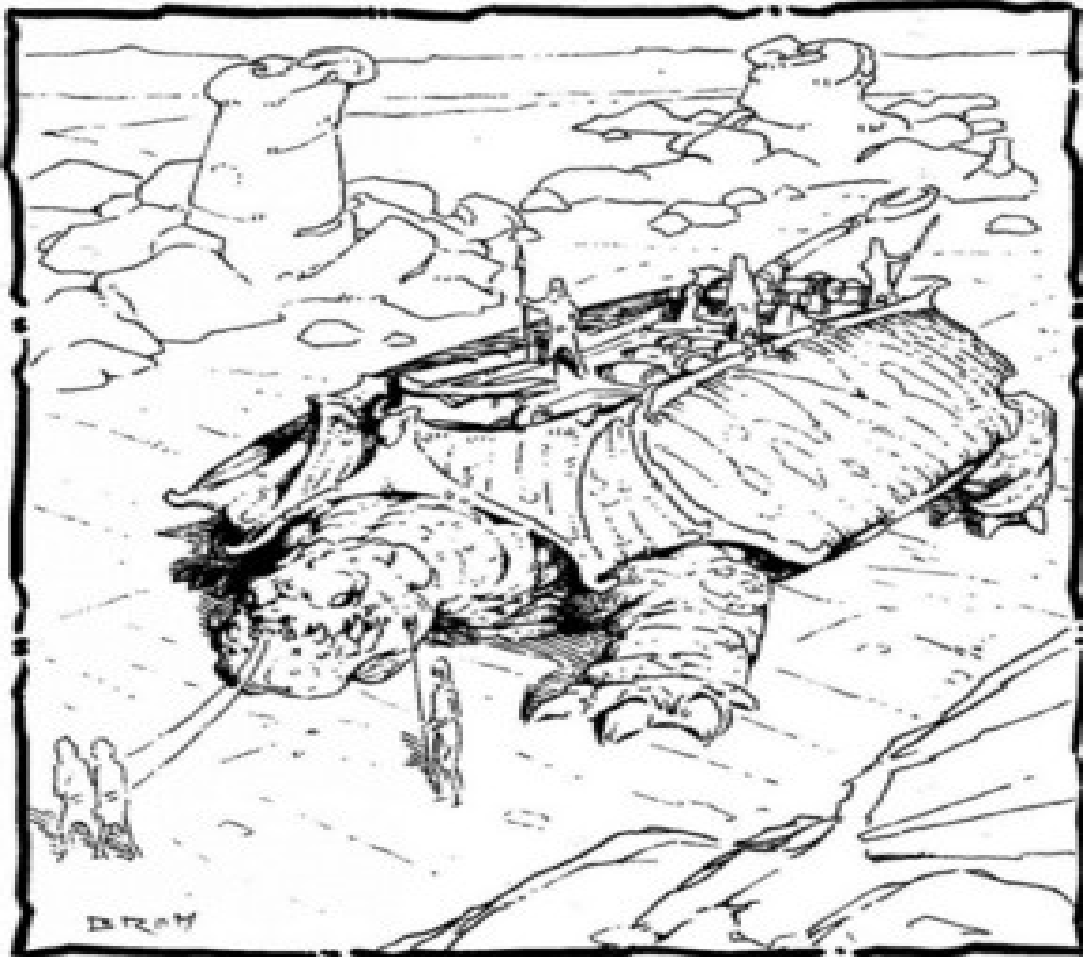
AR: 10

Cargo

100 kgs

Build Cost: 500 cp

Drik War Machines



This brilliant idea gave birth to perhaps the most deadly of siege engines. Only the Urik and Raamese armies have the Drik War Machines within their ranks. Although the capture and maintenance of a Drik is extremely difficult, its power more than makes up for it.

A favorite of the Raamin and Urikite armies, these powerful beasts possess tremendous strength used by their handlers to plow through barricades, upturn slow-moving vehicles and send beasts such as mekillots flying, and haul fortifications on their backs. This forty-foot long, 8-foot high lizard has a great horned and ridged shell. Its limbs and head, scaled with dull violet hide, protrude from beneath the shell in a fashion similar to a tortoise, and enormous tusks jut from its slavering jaws. The creature's small eyes are dead black and its talons are seemingly cut from jagged, stained ivory.

Roaming the northern Tablelands in herds, driks cannot reproduce in captivity and must be captured from the wild. As a drik grows to maturity it also secretes a shell, which siege engineers have learned to remold and fashion to form a well-defended platform ideal for waging siege warfare. As such immature driks have nearly exclusively been taken to become war machines, albeit a few mature specimens are still taken and used

solely as living rams and to wade through enemy troops. Now rarer than they were in ages past, drik numbers still provide enough replacements for those lost in battle. Quick for their size and deadly to smaller creatures, driks must be captured by well equipped teams of reavers and psionic handlers. Brought back to a client village of either Raam or Urik, they are then trained for battle and outfitted into war machines.

The first step to owning a Drik War Machine is the actual capture of a Drik. As most adult Driks are impossible to train and handle, captors have to settle for capturing young Driks and raising them. Raising them from young also means that their carapace can be molded to the desired shape. It is impossible to find and defeat a whole family of Driks in their native habitat of the Rocky Badlands, so another way was found. For some reason, all Driks would make their way to the ruins of Yaramuke to drink from the Black Waters. Females would also lay eggs into the Black Waters once every 3 years. When the egg hatches, the Drik would make its way out of the Black Waters and wait for the next female to appear and claim it as its family. Beastmasters from Urik and Raam must stake out in the ruins and capture the Driks before they claim a family. Psionics are used to control the young Drik and it is led to the city-state. This would be the beginning of a life of captivity and suffering.

Almost as soon as the young Drik reaches the city-state, workmen would start working on the carapace. The Drik's resin shell is melted and partially reshaped. Workmen with torches flatten the surface of the shell to more readily accept ballistae and catapults. The shell is also reshaped to permit greater ramming power. This process takes two years until the Drik fully matures. The Raamese engineers have perfected a technique whereby a wooden mold is built around an immobilised young Drik as its shell is forming. Though only one in three survives the process, the results can be spectacular. When the Drik matures, the training begins. The Drik is trained not to attack the city's soldiers and to obey their Beastmaster's commands. A Drik is particularly foul-tempered in captivity. So, in everyday life of a captive Drik, trainers must deal with them without the benefits of psionicists; casualties among Drik trainers are high. It would be at least a year before a Drik sees its first battle. After that, they must often be given revision training due to their poor memory.

Ballistae and catapults are drilled directly into the shell of the Drik. A Drik can either hold two ballistae or a catapult of either size. With all the training and the controlling of powerful Beastmasters, a battle ready Drik War Machine is almost the powerful weapon any army can have on its side. The only crew on a Drik War Machines are those that man the siege weapons and the Psionic Master who controls the Drik. Drik War Machines themselves are never used as personnel carriers although wagons are often hitched behind Driks to transport troops. These are however detached when the army reaches its destination. These wagons can carry 50 soldiers.

Small catapults and ballistae need four men to operate them. Large catapults are operated by six men. Usually, there is a larger group of reserves that take over the duties of the fallen men. These reserves carry Siege Crossbows and Long Bows to fire at the walls too.

The Beastmaster is a psionist of at least 15th level and have 6 5th level assistants. They ride on a small armoured howdah behind the head of the Drik.

In combat, the Drik War Machine moves immediately for its intended target wall. The men on its back fire the siege weapons relentlessly at the defenders as the Drik rams down the walls. The total absence of subtlety is never a hindrance because by the time a Drik War Machine moves in, strategies and subterfuge is thrown out the window. Even when all the men on board is killed, including the Beastmaster, and the Drik begins a rampage and might ram other Driks, but nothing is stopping it from destroying the structure still. The Urik and Raamese armies have been known to stay back until their Drik War Machines tear through the walls before closing in. The Driks are as hazardous to the attackers as to the defenders when control over it is lost. Inversely, the death of the Drik will not stop the siege engines from firing.

Reserves are always present on the Drik War Machine to replace any siege engineers that are killed. These reserves are armed with Siege Crossbows and Long Bows to shoot at the defenders. Their number depend on how many the army can spare. But there are usually at least two extra groups of reserve engineers. They are also in charged of preparing the ammunition and flaming oils.

The back of a Drik can carry two ballistae or one large or small catapult. Ballistae and small catapults can be turned 15 degree a round, large catapults cannot be turned once it is set in. It is rather stable on the back of a Drik even when it is ramming into a wall. Because of this, archers and catapults do not suffer penalties. The men also need not worry too much about their footing. There is only a slight tremor even when the Drik itself dies.

A saving throw must be made by the structure when it is hit by a siege weapon, and for each point below the saved number, a 1 cubic feet of material is destroyed. The ramming of the Drik does not need an saving throw and 1 cubic feet is destroyed for every point below the structure's required saving throw. Customised Raamese Driks cause massive damage when it comes to ramming structures. Most Drik War Machines carry barrels of oil to coat their ammunition. The burning ammunition would stay lit even after hitting the structure and would light any flammable substance. However, a well aimed flaming arrow is all it takes to burn a siege weapon to ash.

The only ways to stop a siege weapon is to either fire missiles at it or climb aboard and destroy it. The Beastmaster and his assistants have 25% concealment from missile attack and the crew of the siege weapons all have 50% hard cover. Ballistae and small catapults have AC 5 and will be destroyed if they take 50 points of damage. Large catapults need to be dealt 100 points of damage. Piercing weapons do half damage. All the siege weapons are flammable.

Crew:
7 + 50

Dimensions of each drawn carriage

Height: 2.5 metres

Width: 2.5 metres

Length: 9 metres

Weight: 1 ton unloaded

SDC

Carriage: 500

Catapults (2): 50-100

Ballistae (2): 50

AR: 12

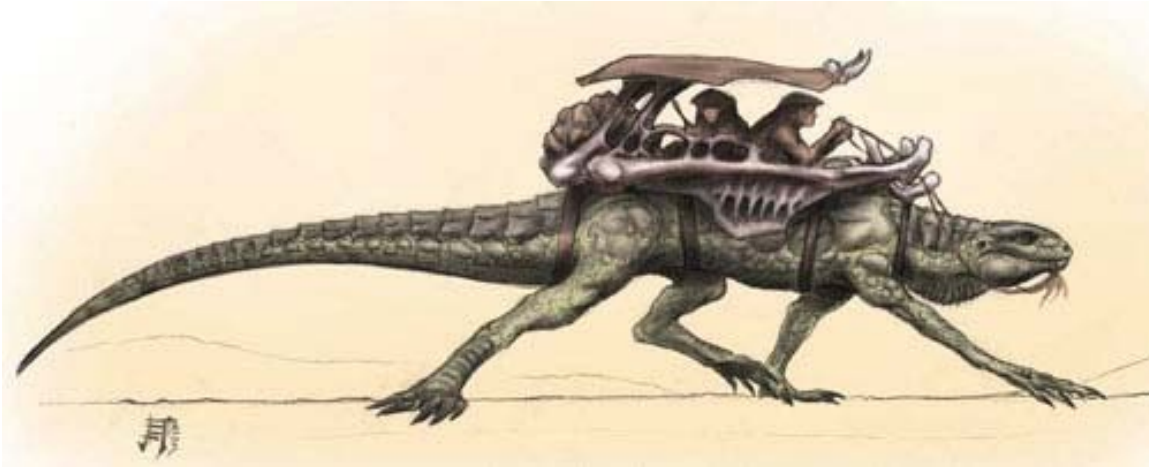
Cargo

50 tons

Build Cost: 10,000 cp

Passage Cost: 500 cp

Howdahs



The first howdahs were elaborately decorated and were used by nobles only. The nobles would ride on a howdah on a mekillot and parade themselves on the streets of the city-states. Recognising the benefits of being on higher ground and having some shade from the Crimson Sun, many travellers started to make their own howdahs on inix and mekillots alike. When the use of howdahs were in full swing, the nobles, not surprisingly, stopped using them. The evolution from open howdahs to armoured war howdahs was a straight forward one and soon most armies had them. A howdah is a frame with seats designed to be mounted on the back of an inix or mekillot. A normal howdah is made of a light wooden frame and has one seat for the animal's driver. Normal howdahs don't count against the carrying capacity of the animal, but the driver's weight does. Anyone riding in a howdah is considered to be at rest and shaded.

An inix howdah can carry a driver and 4 other people, a mekillot howdah can carry a driver and 16 others. Only a little luggage can be added to this because the howdah was never designed to carry cargo. The howdahs do not hinder the animals' movement so they can go at their normal pace of 30 miles a day for the inix and 18 miles a day for the mekillot. Travel in a howdah is rather comfortable and not stuffy like in an enclosed wagon.

A simple wooden frame and a leather sheet stretched over the roof is all there is to making a howdah. The howdah is fastened to the animal with leather straps that run under the animals' bellies. The war howdah is covered exposing only small rectangular windows for the combatants to attack from. A mekillot war howdah is a more elaborate affair, weighing 1,000 lbs, and contains two levels. War Howdahs have stiffened leather, and plates of bone and chitin as armour. These are only placed on the lower half of the howdah within reach of an attacker's weapon. Only rarely is the roof covered.

The inix howdah and war howdah can only carry a driver and 4 others. The mekillot howdah can carry 16 passengers and the war howdah can carry 32, of which only 16 can attack.

All howdahs run a constant risk of being cut loose in combat. All howdahs have a percentage chance of being cut loose at the percentage of hit points lost by the animal, up to 90%. This roll must be made everytime the animal sustains damage.

Another way of removing the howdah is to cut off the straps. Called shots at -8 penalty must be made to the straps. Normal howdah straps have AC 7 and War howdah straps are reinforced and have AC 5. 15 and 25 points of slashing damage must be done to the straps of the inix and mekillot howdahs respectively to remove the howdah. Cutting the poles on a howdah will only remove the roof and not the seats. The poles have an AC 7 and will break after taking 10 points of slashing damage. The armoured walls of the War Howdahs however, have AC 3 and for every 50 points of damage done, a 25 square foot hole is made. Doing 350 points of damage on a mekillot War Howdah will cause the top level to collapse on the bottom. Everyone on the lower deck, including the driver, take 2D4 points of damage. People on the upper deck have to make a Dexterity Check or take the same damage.

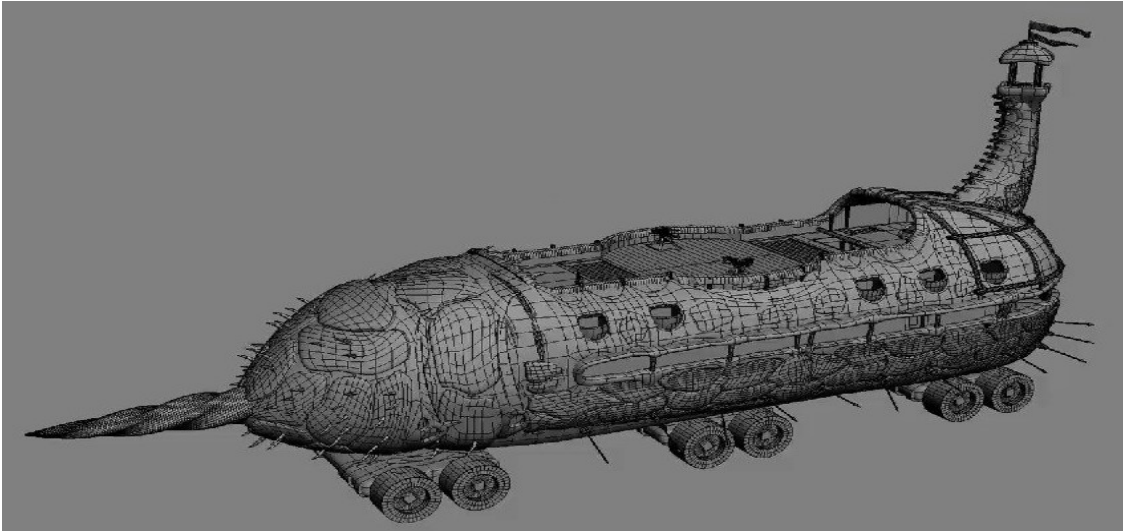
Everyone must also make a Dexterity Check to avoid 2D4 points of damage when the howdah falls off the animal.

On the inix howdah, the four passengers each attack from one direction at any given time. On the mekillot howdah, two passengers can attack from each side on each deck. All combatants are considered to be on higher ground. There is no penalty to missile fire roll when the animal is stationary, a -1 penalty when it is moving at normal speed and a -2, -3, -4 and -5 penalty is incurred at double, triple, quadruple and quintuple speeds respectively.

All passengers are considered to have a 25% concealment to missile attacks on normal howdahs. Combatants on War howdahs can chose either 25%, 50%, 75%, or 90% of cover and concealment.

The animals can attack too but there is a risk of passengers falling off. A Dexterity Check must be made by every passenger everytime the animal attack to avoid falling off. Falling causes D6 points of damage. Soldiers in the enclosed War Howdahs must also make the check or fall down and take 1d2 points of damage and need to spend the next round recovering.

Mekillot Ram



This innovative war wagon is built around a mekillot, shielding the creature from missile and other attacks. The result is a slow-moving fortress with the power to ram most gates down, or to burst open another vehicle. The wagon usually does not cross the wastes towards its target in one piece, instead its disassembled components are towed by the mekillot and then assembled around the animal for the final assault. A mekillot ram can accommodate a single light catapult and two ballistas on its open upper deck. The soldiers on the walkway around the sides and rear of the middle deck have cover from attackers on the ground, while those on the upper deck get improved cover. The mekillot inside has total cover behind 2 inches of wood. A fully loaded ram can be pulled overland at 2 miles an hour by the mekillot inside. The wagon has an Attack ram which does 8D8, 1 light catapult, and 2 ballistas on the top deck.

Crew:

10 + 60

Dimensions

Height: 9 metres

Width: 9 metres

Length: 18 metres

Weight: 2 tons unloaded

SDC

Shell: 200

Wheels (12): 50

Ram: 1000

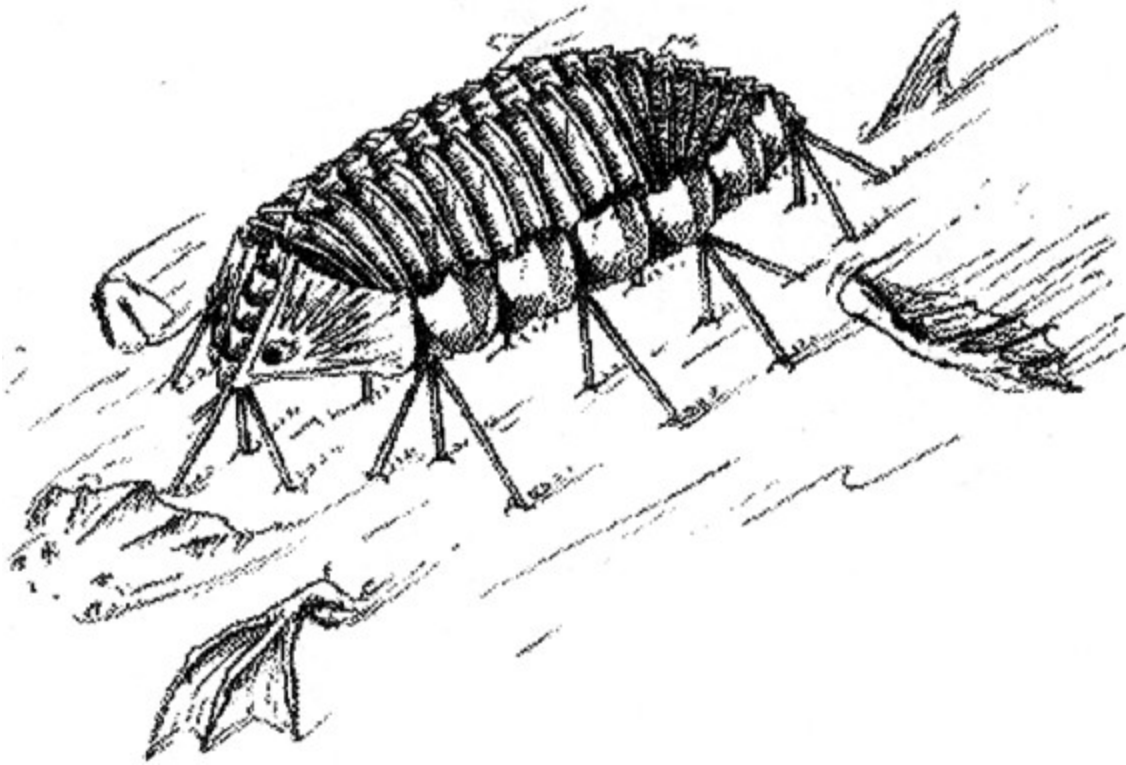
AR: 16

Cargo

10 tons

Build Cost: 25,000 cp

Ruktoi Ferry



Travelling the Sea of Silt has always been a hazardous undertaking. Many travellers have lost their lives to the choking dust and monsters that dwell within the silt because they were foolhardy, careless or just plain unfortunate. The few powerful beings capable of flight might chance upon a pack of Razorwings, a sudden change of wind conditions might throw a Silt Skimmer's bearings right off, but only the largest of Silt Horrors could truly threaten a well equipped Ruktoi Ferry. It did not take the intelligent races long to figure out that the large flat back of the Ruktoi could be used to ferry goods and people to the many locations along the coastline of the Sea of Silt. But many early attempts to use the Ruktoi as beasts of burden failed.

The main problem was that the beasts would sometimes submerge into the silt, with just their eyes and nostril on the surface, leaving the passengers and cargo stranded and sinking in the silt. The beast also tends to stray from the path and into the open sea with their passengers stuck on board. As it is sometimes easier to capture a new Ruktoi than to replace the valuable cargo and passengers on the ferry, something had to be done to prevent both of the above events from happening. The idea was sold to House Shom of Cromlin, for an enormous amount of money, by a human siege engineer from Urik called Sheina Rul. With one single feature, she solved both problems.

First, would come the capture of a Ruktoi. This proves to be a perilous and difficult task in itself. Conventional methods of trapping and capture is impossible because of the silt and the sheer size and power of the Ruktoi. It seems that the only weakness of the Ruktoi is its lack of psionic defenses. Several powerful psionics have to be flown very close and over the Ruktoi to launch their attack. They cannot have total control of the Ruktoi,

as much of the benefits of the Ruktoi is its natural instincts in the silt, therefore the danger of losing control of a Ruktoi is everpresent, even after years of servitude. Only when the Ruktoi has reached the coast that when a psionist is selected to be the ferry master and a prefabricated ferry is attached to the Ruktoi. The large double or triple deckered howdah is made with stretching leather over a wood or bone frame. Chitin and bone plates are used as armour. Large lanterns are placed in the front of the howdah at the bridge for the ferry master to see way and make sure the Ruktoi doesn't stray from it.

The lowest deck of howdah is filled with cargo and the luggage of the passenger who sit above. If the ferry slides into the silt, and the stilts are too short to keep the bottom cabin above silt level, at least noone would be dead and if the whole howdah sinks into the silt, it doesn't matter where the cargo is placed anyway. Small windows are made along the sides of the cabin and these are used for ventilation when the wind is not blowing silt in. They are also used by archers in time of attack. The ride in the ferry is by no means comfortable. The multi deckered enclosed howdah may keep out the silt and protect the passengers but it also seals in the heat and stench. 40 passengers can be cramped into a single deck and have to sit on the floor. The ferry heaves up and down as the Ruktoi submerges into the silt and anyone with a weak stomach and cannot take it would end up contributing to the distinct Ruktoi Ferry aroma.

The whole construction is placed on top of a forest of stilts, raising it over 10' tall. The stilts are made of wood or bones of extremely large creatures. They are placed in a wide bottom position to prevent the howdah from tipping over easily. The only source of mobility is the Ruktoi in which this massive construction would be placed on top of. A large harness of leather straps is placed on the captured Ruktoi and the stilts nailed onto the harness. This method is surprisingly sturdy and the fine silt just slips through the stilts without causing resistance and rocking the howdah off the Ruktoi. The Ruktoi only moves at night and rest in the day below the silt. The weight of the ferry doesn't seem to slow down the Ruktoi which has a movement rate of 15 and can cover 36 miles a night.

Occasionally, the ferry master loses control of the Ruktoi and it might decide to explore other parts of the Sea of Silt, this is when the ferry has to be immediately removed from the Ruktoi's back. A large iron latch is made on the harness which is strong but can be detached quickly. Once the harness is detached from the Ruktoi. It violently slides into the silt but because of the length of the stilts and the distance to the coast, most of the ferry's would still be above silt level when the Ruktoi abandons it. The wide bottom shape of the stilts prevent the ferry from toppling over saving many lives. For some strange reason, none of the Ruktoi who have escaped have attacked the ferry.

The one benefit of a Ruktoi Ferry has over Silt Skimmers and most other form of silt travel is that the ferry would never crash into rocks along the coast or inside the silt. The Ruktoi's natural instincts would be to steer clear of these places. This idea has saved many lives and precious cargo so now everyone is cashing in on it and taking a bite out of House Shom's command of the coastal trading routes.

The ferry is only run by one person, the ferry master, who is preferably a 15th level or higher psionicist. 3 to 6 other assistants of 5 to 10 levels are also hired to take turns with the ferry master and to occasionally levitate the Ruktoi or the ferry if it ends up in deep silt. Most ferry would have at least 10 Archers or Javelinmen hired by various Merchant Houses to protect the cargo. These warriors would ride in the bottom level with the cargo. In addition, several successful ferrys have been known to hire elemental clerics and wizards to help in the defense and to make sure the ferry gets to its destination safely.

The behavior of the Ruktoi is an early warning system against impending attacks or storms far better than any lookout could hope to be. But when an attack comes, there isn't much tactics involved in defending a Ruktoi Ferry. Most of the work is done by the Ruktoi itself, the power and reputation of the Ruktoi keeps most inhabitants of the Sea of Silt away but when anything attacks, it would up to the Archers and Javelinmen to fend off the attacks because if the Ruktoi is forced to defend itself and fight against attackers, there is a high chance that the ferry would be thrown off in combat.

Passenger on the ferry have 90% hard cover (-10 to hit) against missile attacks. Although they must make a Dexterity Check every round with a +3 bonus to remain standing. 12 Archers or Javelinmen can attack from each side of the ferry and 6 from the rear and front. They can chose to have 25%, 50%, 75%, or 90% cover and concealment from missile attacks. Most combatants tie themselves to keep from falling and do not need to roll the Dexterity Check. They do incur a -5 to hit due to the rocking ferry. The crew and any psionicist and spellcasters on board would also do their part to defend the ferry.

The chance of the ferry being dislodged during combat is twice the percentage of the hit points lost by the Ruktoi up to 90%. For example, the Ruktoi loses 10% of his hit points, then there will be a 20% chance that round that the ferry falls off. A percentage roll is needed everytime the Ruktoi takes damage. An additional 10% increase that round would also occur everytime the Ruktoi rolls 19 or 20 on its attack roll or does 11 or 12 point of damage. If a Ruktoi is critically hit or critically fumbles, the ferry immediately comes off.

The ferry has a 40% chances of toppling if it is dislodged in combat and a 20% chance if it is purposely removed. Toppled ferrys will sink into the silt like everything else. So would ferrys that did not topple unless the silt below it is near the coast or is hard packed. A dead Ruktoi might still have a ferry standing on top but the corpse would sink soon unless eaten by the attackers or levitated by a quick thinking crew.

The armoured howdah has an AC5 and for every 50 points of damage the howdah receives, a hole of 25 square feet is opened, exposing the passengers inside. Piercing weapons do only half damage. The stilts have an AC7 and if more than 100 points of damage is delivered to them, the ferry would collapse. Bludgeoning and piercing weapons inflict only half damage.

Irregardless of how the ferry topples, it would take D100 points of damage. All passengers will also take 2D4 damage.

Crew:
10 + 60

Dimensions

Height: 9 metres

Width: 9 metres

Length: 18 metres

Weight: 2 tons unloaded

SDC

Shell: 200

Wheels (12): 50

Ram: 1000

AR: 13

Cargo

10 tons

Build Cost: 25,000 cp

Sail Cart



A sail cart is a wind-propelled vehicle common in the Bandit States. The vehicle is called a wind wagon in the Great Ivory Triangle where dwarven pilots use a similar vehicle to cross the salt flats. It consists of a low, triangular frame made of bones, often the hollow bones of giant birds, or light wood, covered with leather or hide spread tautly across it. The tri-wheeled cart, one wheel in front and one to each side at the rear, is propelled with the help of a single mast and sail, which can be as high as 15 feet. The pilot controls the cart with steering bar and guide ropes connected to the sail boom. A passenger can, if he is light enough, take seat in the cargo space, but is considered fatigued after one hour of travel due to the cramped positions.

Crew:

1 + 60

Dimensions

Height: 1.5 metres

Width: 1.5 metres

Length: 6 metres

Weight: 2 tons unloaded

SDC

Main: 50

Wheels (6): 10

SDC

Sails: 5
Masts (3): 10
AR: 10

Cargo

125 lbs. or 1 passenger

Build Cost: 125 cp

Silt Schooner, Trade



Silt schooner is the term used to describe a psionically-powered siltworthy ship used for trade, plying the sea between siltside cities and villages. It has a hull similar in shape to a conventional silt skimmer's, including two masts and square sails, but it possesses no wheels. Its keel is flat-bottomed so the ship can rest level on the coast or while docked when not lifted by its shipfloater. In its center is installed a psionically powered piece of obsidian, the obsidian engine, which is used to lift the schooner to the surface of the silt so that it can be moved by wind or through poles set against the siltbed to push the vehicle forward. A schooner can be used to cross any depth of silt. Its crew is composed of a captain and his officers, a shipfloater one or two apprentices, the rest being sailors who double as polers when the wind is dead. Such ships don't usually have space allowed for passengers, but accommodation can be made for passengers to take over ordinary cargo space. Rarely, a trade schooner can be fitted with a single light catapult or ballista instead of a corresponding amount of cargo space. People within the bridge are not affected by the Gray Death condition that can prevail outside on the deck.

Crew:

25

Dimensions

Height: 3 metres

Width: 6 metres

Length: 18 metres

Weight: 2 tons unloaded

SDC

Main: 720

Masts (3): 10

SDC

Sails: 5
AR: 14

Cargo

20 tons

Build Cost: 15,000 cp

Silt Skiff



Silt skiff is the term used to describe a psionically-powered siltworthy ship used for coast hugging and as a means of revenue for sailors living in cities and villages near silt, such as Balic and Ledopolus. The skiff statistics given here are for such a typical vessel. It has a hull similar in shape to a conventional silt skimmer's, including mast and square sail, but it possesses no wheels. Its keel is flat-bottomed so the ship can rest level on the coast or while docked when not lifted by its shipfloater. In its center is installed a psionically powered piece of obsidian, the obsidian engine, which is used to lift the skiff to the surface of the silt, so that it can be moved by use of the wind or by using poles against the siltbed to push the vehicle forward. A skiff can be used to cross any depth of silt. Its crew is composed of a captain, a shipfloater and one or two apprentices, the rest crewing the riggings or manning the poles when no wind blows. Such ships do not usually have space allowed for passengers, but accommodation can be made for passengers to take over ordinary cargo space.

Crew:

10

Dimensions

Height: 2.5 metres

Width: 2.5 metres

Length: 6 metres

Weight: 2 tons unloaded

SDC

Main: 150

Masts (3): 10

Sails: 5

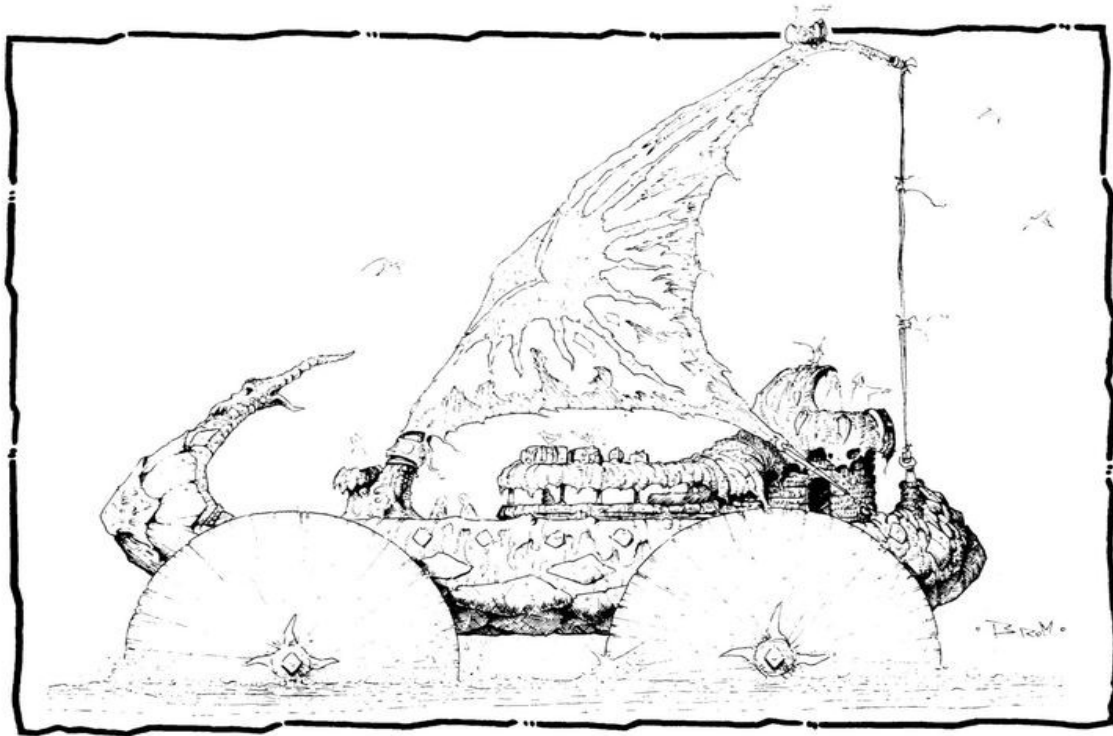
AR: 10

Cargo

5 tons and up to 2 passengers

Build Cost: 3000 cp

Silt Skimmer



The silt skimmer described here is a typical trading vessel using conventional (non-psionic) motive power. It has a single mast with a triangular sail. It possesses four massive wheels, each one wide at its center but tapering to a fine point along the edge. The skimmer has wheels 30 feet in diameter that thread on the Sea of Silt's seabed, slicing through the silt. The skimmer can cross silt depth up to half its wheel's diameter. A conventional skimmer crew includes the captain and the people working the riggings and keeping lookout. Such ship don't usually have space allowed for passengers, but accommodation can be made for passengers to take over ordinary cargo space. People within the bridge are not affected by the Gray Death condition that can prevail outside on the deck.

Crew:

7 + 30

Dimensions

Height: 9 metres

Width: 3 metres

Length: 24 metres

Weight: 2 tons unloaded

SDC

Main: 720

Wheels (4): 20

Sails: 5

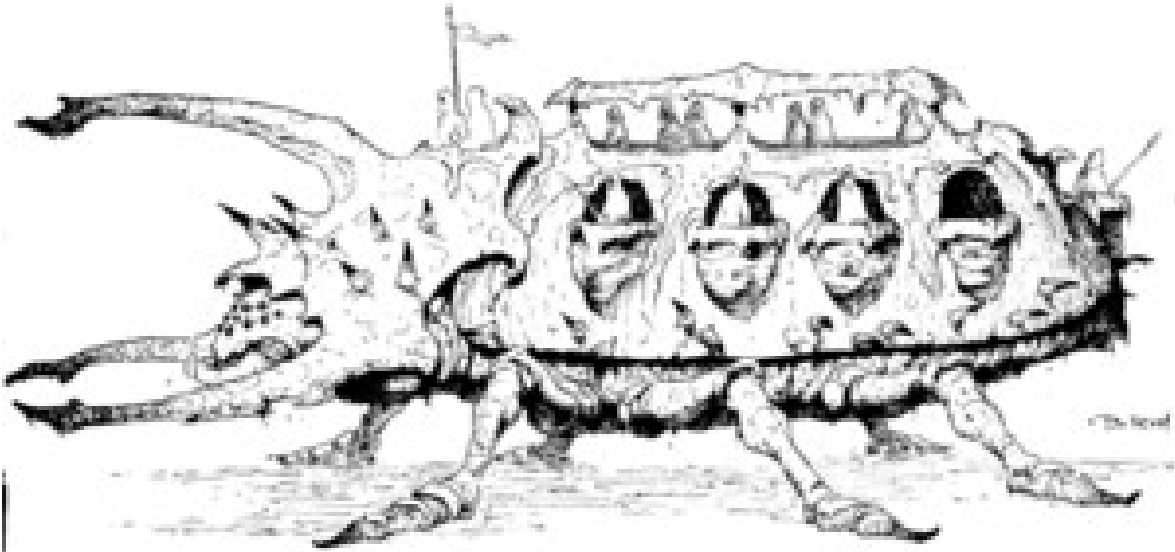
Mast: 10

AR: 15

Cargo
2 tons

Build Cost: 20,000 Cp

Undead War Beetle



For King's Ages sorcerer-kings have used animated giant beetles to wage war against one another, especially in areas so parched that mekillots, driks, and other mighty war beasts would die of exposition. The following two entries update and expand the undead war beetle entry found in Terrors of the Dead Lands. A typical rezhatta war beetle is 20 ft. long by 15 wide, is 20 ft. tall and weighs around 8 tons, while a typical watroach war beetle is heavier and built in height, 20 ft. by 20 ft. on the sides and 30 ft. tall, weighting around 12 tons.

Any number of weapon's ports can be found all around these creatures, allowing between one and two warriors of Medium size per port to fire ranged weapons behind cover. Sometimes heavy weapons such as fixed bows are permanently afixed to these locations, but are usually found on the upper deck. It is from that last area that the animator controls the beetle and receives order from the troops' commander, who can survey the field of battle. Tight passages permeate the rezhatta war beetle's interior, connecting the weapons' ports to a central agafari and bone spiral staircase leading to the upper deck. Troops enter and exit the beetle though ropes and ladder ropes secured to the weapons' ports and upper deck. In a watroach war beetle, these passages are a lot wider, allowing extra troops to be carried along, and can enter the battlefield by exiting the beetle through several reinforced trapdoors underneath the carapace.

Undead beetles are tremendous assets to the armies of the sorcerer-kings: A mobile weapon's platform capable of carrying several soldiers protected from attacks, able to ram fortifications, and trample enemy formations or make them scatter from fear. As undead beings they do not require supplies and thus can be used to cross desolate expanses, attacking enemy locations from directions otherwise inaccessible to living mounts or war beasts. Undead war beetles are rarely deployed alone, usually accompanied by one or more additional beetles. They are often equipped with fixed crossbows or splashbows, raining down alchemist's fire on the enemy.

Both types of undead beetles need a crew of two: an animator and a commander. The rest are soldiers stationed on or inside the beetle. The rezhatta war beetle can carry up to 18 soldiers (9 soldiers in the weapons' ports and 9 soldiers on the upper deck), and the watroach war beetle up to 27 soldiers (7 soldiers in the weapons' ports, 5 soldiers on the upper deck, and 15 soldiers inside). The warriors inside the weapons' ports gain improved cover (+6 bonus to Armor Rating, +10 bonus on Hide checks, and improved evasion), while warriors on the upper deck receive soft cover (+4 bonus to Armor Rating) but only against targets lower than they are. Warriors attempting to fire ranged weapons while a beetle is moving its speed do not suffer penalties for using ranged weapons, but still suffer a -4 penalty on their attack roll when the creature is taking a double move; the War Beast Fighting feat halves that penalty.

Coupled with the large number of hit points such a creature has, plus its ability to regain lost hit points through spells such as enervation and inflict light wounds, it is not unusual for it to be used to break a battle line. Skilled siege engineers can modify these creatures before they are animated, turning the rezhatta beetle into an engine of war able to devastate enemy troops just by wading into them, and taking advantage of the watroach's otherwise discarded drones.

The animate dead spell normally only creates zombies, skeletons, or bugdead. It can also create undead war beetles, albeit the process is a lengthier and costlier one. The undead war beetle must be assembled just like a vehicle from the pieces of a whole watroach or rezhatta beetle that has not yet decayed significantly. The creation process is a costly one, requiring skilled labor and special alchemical substances and bindings: rezhatta war beetles cost 7,500 Cp, while watroach war beetles cost 6,000 Cp; in addition to this is the price of the spell components necessary for the animate dead spell. The creation process requires the carapace to be pried off and the internal organs discarded, and the carapace reformed to make space for an upper deck and individual weapon's ports all around the body. The creation process takes 10 days and requires skilled labor in the form of a crew with the Profession (siege engineer) skill; once ready, the beetle is animated by a templar or necromancer sponsored by a sorcerer-monarch.

Crew:

1 + 60

Dimensions

Height: 6 metres

Width: 4.5 metres

Length: 6 metres

Weight: 8 tons unloaded

SDC

Main: 50

Wheels (6): 10

Sails: 5

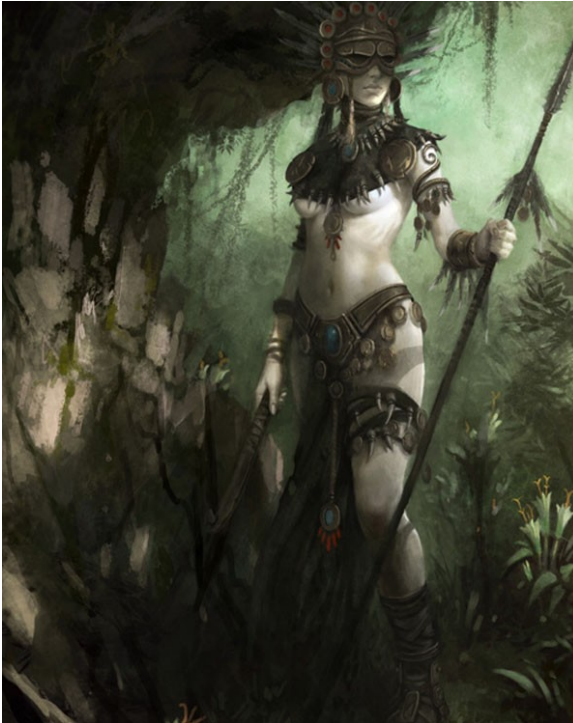
AR: 10

Cargo

125 lbs. or 1 passenger

Build Cost: 6000-7500 cp

The Villichi



The Villichi are two separate things often mistaken as one: a recessive trait that causes human girls to be born pale, potentially tall and inherently psionic; and an ancient monastic cult of psionic warrior-priestesses.

Villichi-born have existed since the onset of mankind, at the Rebirth. Their cult, however, probably formed later in the Green Age. It is not clear what exactly led to the birth of the Villichi priesthood, but esoteric sects living in secluded monasteries for the purpose of psionics mastery were hardly uncommon, in that age. The Villichi born's appearance and, more importantly, their powers must have always set them apart from the rest of humankind, and eventually must have led them to withdraw from human society as well. Even in the current age, the Villichi are seen with as much awe and respect as they are seen with fear. It's entirely possible that the humans of

the Green Age perceived the Villichi as superhuman, not inhuman.

The convent lies in the central island of a tiny archipelago in the middle of the Sea of Silt. The craggy hills of the surrounding islands protect the convent not only from view, but also from the worst ravages of the silty wind. Only from above can the Green Age ruin in which the priestesses dwell be seen; the presence of its current owners is betrayed only by the carefully tended fields nearby and by the torchlights that are lit at night.

The ruin is a small keep that was abandoned long before the Villichi came by it. The priestesses have converted the keep into a monastery, but altered it very little and repaired it even less; they lack the skill required for major stoneworking. Some parts of the keep are not inhabitable, since they are in danger of crumbling. The keep's solid walls and floors have been ravaged by time and the elements, but most of it is still standing - and so are the battlements. It remains highly defensible and is capable of housing all the priestesses at the same time. It also houses the small herd of carru tended by the priestesses.

A few silt skimmers are kept in a harbour hidden between the nearby hills. The skimmers are the primary method for traveling in the Silt Sea and, in the case of some disaster, are to be used for abandoning the convent. Given its importance to the priestesses, the small fleet is fairly well protected. The harbour is another Green Age ruin, but it is much less preserved than the fortress. To make it functional, the priestesses had to build upon its stone structure using wood and

leather, but the makeshift work has to be repaired after every major silt storm.

Several water sources exist within the archipelago, including wells and even a small spring that feeds a tiny lake. There is some vegetation on the islands, and many patches of mud flats between them. Most of the local fauna is composed of small lizards, insects and birds. Crystal spiders are one exception; they have several nests in the archipelago. These are a primary source of gems for the priestesses of the Harmonious Blade.

Another of the Convent's valuable resources is the great collection of tomes and books – most containing lost knowledge of the Green Age - that the priestesses have preserved for millennia.

There are four ranks within the convent: apprentice, sister, master and the mistress of the convent. Apprentices are referred to as kaishaia – little sister. Upon reaching adulthood, and a certain level of skill, apprentices become full priestesses. These are called shaia – sister. The most respected priestesses, namely the eldest and wisest instructors of the convent, are elevated to the rank of zaishaia – meaning older sister or big sister. The mistress of the convent is called saishaia – eldest sister – though, despite her title, she is required to be the most respected of the zaishaia, not the eldest. That is also the case of the masters: a skilled and insightful priestess may be promoted while still young.

Though the ranks themselves are formally recognized, the titles are somewhat relative and their usage is heavily dependant on circumstance. Any priestess may be simply called shaia, for

instance; a child might call an older apprentice zaishaia; a master might use “shaia” to refer to another elder, or “zaishaia” if she is about to ask for a favor.

Pretty much all decision making is done by the mistress of the convent under the counsel of the zaishaia, but the hierarchy system of the Villichi is fairly horizontal. (As opposed to, say, the hierarchy system of the city-states). The elders are approachable and the voice of even the youngest apprentices carries weight.

There are over one hundred priestesses in the convent of the Harmonious Blade. Young adults and the elderly comprise the vast majority of the population (about 85%: 60% shaia and 25% zaishaia). This is a consequence of the naturally long lifespan of the Villichi, their psionic powers and their seclusion from the rest of Athas; the Villichi live much longer than other Athasian humans.

Also, it should be noted that (in game terms) most of the Villichi of this convent are of the Psychic Warrior PC Class; about 65% of them, of all ranks. This is perhaps the only place on Athas where Psychic Warriors actually receive formal training. The remaining 35% are mostly comprised of Psions (and Psionic Monks, if an alternative full Class is used). Wilders are rare, but do exist; these usually are Villichi that were found and brought to the convent only after becoming adults. Of all the psionic Prestige Classes, the Psychic Weapon Master is the most common; fully 25% of the priestesses have levels in this PrC or are on the way to acquire them.

In the Convent of the Harmonious Blade, much of the priestesses' time is spent tending their crops and their carru herd; given the pervasive silt and the insects from nearby mudflats, these activities require special care – the Villichi's powerful psionics and superior knowledge of nature notwithstanding. Carru milk and its derivatives, such as butter and several types of cheese, form the basis of the priestesses' diet. They also grow various nutritious vegetables and medicinal herbs, but must resort to trade in order to obtain grains. Grains are important not only for the Villichi, but to the carru as well; the convent's tiny archipelago, although rather fertile, is much too small to support enough pasture all year long for those animals. The Villichi also must trade for the raw materials they use to make clothes (they do not slay carru for their hide). The priestesses are superb weavers, and produce much more cloth than they need in order to trade.

A few of the sisters are also weapon makers – something unique to the Convent of the Imperturbable Blade, since the Villichi rarely focus at this sort of craft. All weapons made by the convent sisters are bladed crystal weapons, usually swords or daggers. Gems are harvested from crystal spider webs then psionically fused together and then shaped into blades. The whole process requires considerable skill, superior psionics and great dedication, but the resulting weapon is impressive – durable and incredibly sharp. Such blades are almost always imbued with psionic powers. They fetch extraordinary prices at Tablelands markets and elsewhere but are exhausting to make, so they are never produced in numbers. Enchanting non-crystal weapons

procured outside the temple is almost as taxing, but does not drain the limited supply of crystal spider gems. Consequently, part of the convent's armory and many of the psionic weapons traded with outsiders are not made of crystal.

Of course, the Villichi also make themselves busy with things other than caring for their own sustenance. All priestesses on the convent, with the exception of toddlers and those on their deathbeds, engage in combat practice at least once per day. These practices take many forms, such as sparring in pairs or training against wooden targets, but the most common way is to perform kahalash, solo routines of sequenced attacks and defenses against “imaginary” opponents. There are many kahalash for each of the Villichi's five preferred weapons – the spear, the staff, the long sword, the “fist” (hand-to-hand) and the composite bow. Almost all of them incorporate psionics in some way, of course. The primary location for combat practice is the inner courtyard of the fortress, but they may also take place outdoors, on the island, or in special rooms indoors. Often, all the sisters engaged in combat training will perform the same routine, synchronizing their moves with the most advanced one of the group.

The priestesses also engage in quiet meditation and pure psionics training for several hours a week. Meditation is often performed solo, but group sessions, are also common; when meditating in group, one senior priestess runs the session and monitors the others for loss of focus. These events also involve brief philosophical discussions before and after the meditation proper. Psionics

training can also be performed solo or in groups.

While they can read and write, and they do keep large libraries, the Villichi prefer teaching in a master/apprentice manner, since they believe an instructor can convey unspoken nuances in a way books cannot. They rely on books as a complement to hands-on exercises and for the study of history and of scientific lore – such as physiology and the minutiae of psionics theory.

The bulk of the menial work is done by the young adults of the temple, but everyone is expected to help. Work division is done informally, although the mistress of the convent or the other senior sisters sometimes dispense specific tasks to specific priestesses. Infant and adolescent sisters spend most of their time training and being indoctrinated into the Villichi way. The elderly usually focus on spiritual matters and perform the roles of teachers, though instructorship is conditioned on competence, not age.

Ultimately, the Villichi priestesses seek s'jut – enlightenment. That is the true goal of the Villichi Way. To them, “enlightenment” is an abstract concept that eludes definition by its very nature, but is understood to be a combination of peace of mind, deep self-acceptance, knowledge of the human condition and of the workings of the Universe, great psionic prowess and more, much more. S'jut, they believe, may come as instantaneous epiphanies or as long term developments that may unfold even in the strangest of circumstances, but which mostly occur as a result of a life of discipline and devotion. The most effective tools for achieving s'jut are

psionics training, meditation and kahalash. It may seem strange to seek enlightenment through combat training, but to the Villichi – particularly to the priestesses of the Harmonious Blade – kahalash is simply considered to be a pragmatic form of meditation. The harmonious and precise, though also fluidic and spontaneous, movements of the kahalash routines supposedly quench the restlessness of the human body and soul, sate the violence inherent to human nature and silence the fears, urges and frustrations that perpetually plague the mind, at least momentarily. While thus engaged, then, the performing priestess is free to achieve a deeper state of mind that is unshackled by mundane worries and, therefore, is more powerful and better able to achieve s'jut.

Villichi tradition proscribes several behaviours considered to be reprehensible, such as feeding on meat, coming into contact with metal, sexual intercourse, abuse of intoxicating substances and violence.

These prohibitions are perceived as nothing more than the wise avoidance of habits that are detrimental to the Villichi. Sexual intercourse is perceived as a carnal distraction from the pursuit of spiritual enlightenment; marriage is further disapproved since it would interfere with the duties toward the Sisterhood. Excessive consumption of liquor is shunned for the reason that it numbs the mind – the greatest tool of the Villichi. Ingesting the flesh of a creature capable of emotions is regarded as a disturbing and uncharitable act. Metal is thought to interfere with the use of psionic powers. The taboo against metal is also related to the connection between metal and wealth; by declining to even

touch metal, the Villichi symbolically renounce greed and material ambitions. Violence is thought to disrupt the centered state of mind required of a Villichi priestess even if it is warranted or unavoidable, such as fighting in self-defense. Unwarranted violence is seen as petty, immature and maybe a sign of deep emotional distress or a flawed character – a priestess should know better.

The only “penalty” for most transgressions is spiritual purification. This usually means seeking guidance and counsel from other priestesses and engaging in long periods of meditation. More extreme cases require voluntary seclusion in special, isolated rooms in which an offending priestess may engage in exercises of self-examination undisturbed - except for the periodic visits of a mentoring zaishaia. Seclusion lasts until a focused mindset is regained.

Unrepentant priestesses that insist on relapsing into error are another matter. If the habit is annoying but not dangerous, the mistress of the convent may or may not decide to simply tolerate the irregular behaviour. If it is deemed too disruptive, the offending priestess may be asked to leave. Banishment is a grievous measure never taken lightly and exiles are always accepted back, should they repent or change their ways. (Thus, a priestess that pursues romance with an outsider may have to depart the convent; but if the lover dies or the relationship is otherwise ended, the exiled sister may be embraced again.)

Violence is the least tolerated of all transgressions, particularly if directed toward fellow priestesses. Incidents of this nature are very rare, though, since

their training gives them a firm grip on their own tempers, and since the Villichi share a strong bond with each other. The only circumstance in which the Villichi contemplate executing one of their own is when a priestess poses a threat to her fellow sisters and no other viable way of defusing the problem is found.

Loyalty towards the Sisterhood comes before loyalty to a single convent. There is no infighting or rivalry of any kind between the three convents. Contact between them is also minimal, however; the convents are autonomous and generally keep to themselves. Nevertheless, they do cooperate, if the need arises. The Convent of the Harmonious Blade is the most martial of the three and, as such, is occasionally requested to intervene in behalf of the others on hostile affairs. Additionally, priestesses from the other two convents often come to the zaishaia of the Harmonious Blade for advanced training in the kahalash and pure combat. Conversely, priestess of the Harmonious Blade sometimes seek zaishaia from the other convents for further instruction in pure psionics and in the finer techniques of mastering oneself.

The saishaia of the convent on the Ringing Mountains is senior to the mistresses of the other two convents, though this is mostly mere formality; decision making that affect the Sisterhood as a whole are fairly rare, and never made without (at least near) consensus.

Though compassion and serenity are the true underlying emotions that govern the Villichi, they are best known for the facade of ruthlessness and aloofness that they maintain when dealing with

outsiders. Not all of their apparent callousness is feigned; detachment is one of the cardinal tenets of the Villichy way. However, their reputation is a carefully constructed tool for discouraging outsiders from meddling with the Sisterhood – and it’s quite effective.

For their part, the Villichy generally avoid meddling with the outsiders as well – their goal is to transcend the material world, not interfere with it. Some meddling is inevitable, however. The primary material concern of the Sisterhood is tracking and retrieving Villichy children. Each convent is responsible for Villichy born in different parts of the known world; the Convent of the Harmonious Blade is charged with watching over all of the inhabited islands of the Sea of Silt, and over many of the coastal settlements. The dwellers of these areas have learned to respect and fear the Villichy, for the priestesses of the Harmonious Blade are the boldest and most pragmatcal of the Sisterhood – they are not afraid to get their hands a little dirty, if the need is great.

Of the three convents, the Harmonious Blade interferes the most with its neighbours. Even so, these are extremely rare events. The decision of assisting, or hindering, outsiders is never taken lightly and only occur if the consequences of inaction are too great – the death of an entire tribe, the defilement of an entire island - and if the cost is small. The Sisterhood doesn’t concern itself with the morals of the outsiders to a very great extent; the Villichy are loath to deem a tribe of outsiders “more deserving of life” than another, and thus intrude on a quarrel forcefully. They are far more willing to intervene if violence is avoidable or not

necessary at all – if the trouble is some natural catastrophe, for instance. Of course, the Harmonious Blade prefer to help inoffensive neighbours over dangerous ones. And prefer to do so anonymously most of all.

The Sisterhood is quite secretive; the location of a convent, or even the simple fact that there is more than just one, is a closely guarded secret. Currently, two groups of outsiders are coming into the Harmonious Blade purview. The first are a tribe of giants. Though their kind have tried settling the convent’s archipelago many times, in the past, the priestesses have managed to dissuade them without revealing the existance of the convent; some beastheaded giants are now beggining to suspect what these “haunted” island’s secret is, which may force the Villichy to act. The second group is a neighbouring village of dwarves. It has long become clear that the priestesses will need help repairing the convent’s keep and harbour, eventually. What deterred them from recruiting the dwarves assistance until now, however, is how to keep the secret of their location from getting out, but the structures are becoming more and more unstable.

The Harmonious Blade is far from self-sustaining, and hence mantains a somewhat extensive network of trading contacts. The contacts are always approached on neutral ground, however, and preferably without advanced warning. Priestesses sent beyond the convent’s archipelago are always experienced and mentally tough. Athas is a brutal world and the envoys often return distressed and in need of spiritual regeneration.

Magic



On Athas, sorcery is a blight that spreads like a cancer across the wastes of the desert planet. On other worlds, wielders of magic draw their powers from an inexhaustible source of mystic energy, but Athasian wizards must draw their magical energy from the life that surrounds them.

Each spell cast on Athas destroys a tiny amount of the planet's life energy. Over centuries, the reckless spells of generations of wizards have laid waste to the entire planet.

The greatest tragedy is that magic use need not be so destructive to the wizard's environment. Some mages, known as preservers, are responsible and avoid drawing too much of the fragile life-force from the world around them. They leave the plants that powered their spells alive, if weakened. In time, the depleted energy is restored by the normal processes of life.

Unfortunately, most wizards are defilers who destroy their surroundings by summoning the energy required to cast a spell. Why would a wizard contribute to the destruction that has already razed

much of Athas when it is possible to use magic without destroying life? The answer is simple: power. Defiling spells are easier to cast than spells that do not create a radius of destruction. The preserver must draw energy from the life around him slowly and carefully, ready to stop at a moment's notice to prevent permanent damage from occurring. The defiler simply takes until there is no more to give, gaining more energy in a shorter time than a preserver can possibly muster.

There are two steps to casting a spell on Athas. The wizard first gathers the energy required for the magic to operate, and second he performs the action that releases the energy.

Several sources of magical energy are known to be effective. The most common is found in the aura surrounding plant life of all types. Very powerful sorcerers, such as the Dragon, can tap the vital energy of animal life as well as the magical energy of vegetation. At least one sorceress, Sadira, is capable of drawing magical power directly from the sun. However, most magicwielders must energize their spells through plant life, the most accessible of sources. The difference between a preserver and a defiler lies in the way they gather spell energy. A preserver is careful not to draw too much energy, and leaves his source weakened but intact. In a matter of hours, the life energy of the plant has completely restored itself. The defiler ignores this fine point and gathers whatever power he can as swiftly as possible. Very strong plants, such as a great oak of the Forest Ridge, may survive a defiler's touch but most die instantly.

Defilers gather energy faster than preservers do, but still must take the time to absorb this energy.

A spell always has a minimum casting time of 1 round. In addition to the modifier for spell level, a second modifier applies for the caster's surroundings. If a preserver is in the middle of a salt flat with not a plant in sight, it will take him quite some time to gather the energy needed for spell-casting. Add the terrain factors listed below to the spell's adjusted casting time to find the total initiative modifier for the spell.

<u>Terrain</u>	<u>Rounds</u>
Forests, Gardens	- 2
Verdant belts, Mud flats	0
Scrub plains, Oases	+2
Stony barrens, Rocky badlands, Mountains	+4
Others (Boulder fields, Salt flats, Sandy wastes)	+8

Since there is no difference between the motions of casting preserving magic versus defiling magic, there is no difference in the way the spells are recorded or studied. A defiler's magic missile uses the same formula as a preserver's magic missile. A preserver player who rummages through an NPC defiler's spell book can freely learn and cast any spell she normally could. Magical items do not need to gather spell energy; they are fully powered by their creation process. The item may be created by preserving or defiling means, but it will not normally tap into the life-forces of the plants in its vicinity when its powers are invoked. Magical items with charges (most rods, staves, and wands) can be recharged by any wizard, regardless of whether they were created by a defiler.

If the GM allows, a wizard may create a magical item that first must collect spell energy to function. Such an item will have double the usual number of charges. However, it can only be used by wizards, and the item is subject to the gathering-time and terrain initiative modifiers. An item of this type will defile or preserve as appropriate for its creator.

Even the most selfless preserver occasionally will be faced with a situation that may call for a defiling spell. If he so desires, a preserver may ignore his training to grasp the power he needs quickly. Any time the character wants to, the PC can declare that he is casting a spell as a defiler: There are several benefits to stepping over this line: the character may be able to cast a spell more than once, cast a spell for greater effect, and cast a spell with the decreased defiler casting times described above.

By using defiling magic, a preserver may cast a spell that he has already casted, or he can cast one he still has memorized without losing it from memory. A wizard has access to a number of bonus defiler spell levels (not spells) equal to his current preserver level minus one. However, each separate spell-casting does count as its own defiling incident. (See "Consequences," below.) The bonus spell levels can be used only to cast spells that the wizard has memorized, or to cast spells that he had memorized and expended. The bonus spell levels only apply to one battery of memorized spells; they cannot be accessed again until the wizard has had a chance to replenish his normal spell selection.

These bonus spell levels approximate the difference between a preserver and defiler with the same experience-point total, Defilers tend to be about one level higher than preservers with an equivalent amount of experience, and can therefore memorize a few more spells. A wizard cannot use the bonus spell levels to cast a spell he does not have memorized or expended since he last memorized spells.

A wizard can gather more spell energy by defiling than he can with preserving techniques. If a preserver chooses to defile, he can cast any spell he currently has memorized as if he was one level higher than he actually is. The higher casting level applies to all aspects of a spell's performance-range, duration, area of effect, or damage-normally affected by the caster's level. With this effect, a 5th level preserver could cast a 6-die fireball with the increased range of a 6th-level caster. It is possible to combine this effect with the bonus spell levels described above at the cost of one bonus spell level. The wizard automatically gets to make use of the better defiler initiative modifiers since he gathers the same amount of energy faster than he normally could.

Although defilers are not altruistic characters, they are not necessarily evil. A number of defilers are of neutral alignment and simply defile for survival's sake. Defiling is not an evil act in and of itself; it depends to what use the wizard is putting his spells. However, it is possible to change from being a preserver to being a defiler by recklessly using defiling magic. Each use of defiling magic moves the preserver closer and closer to a very fine

line. There comes a point when the wizard can never be a preserver again. How often can a wizard defile and remain a preserver?

A preserver must make a Defiling Check after any defiling spell is cast by the mage. A Defiling Check is a special saving throw versus Death Magic to see if the wizard has the willpower and moral backbone to turn away from the easy path. However, the character begins with an easy saving throw that worsens with continued abuse.

<u>Incident</u>	<u>Saving throw</u>
First	8
Second	10
Third	11
Fourth	13
Fifth	14
Sixth	16+

The character may include his magical attack adjustment for his Wisdom score, if any, to the Defiling Check. In addition, the GM can assign a penalty or bonus depending on the character's use of defiling magic. Did the character resort to defiling only as a last-ditch attempt to prevent some terrible evil from occurring? Then he merits a +2 bonus to his Defiling Check. On the other hand, a character who defiled casually while other options were still open might automatically fail. Once a character fails a Defiling Check, he must change class from preserver to defiler on the spot.

Like it or not, the player has demonstrated that his character is willing to use whatever means are necessary to accomplish his goals. An alignment change may become necessary also, since defilers cannot be of good alignment. When the character converts,

he becomes a defiler of the same level, but at the lowest possible point of that level, thus losing experience points. The mage loses enough experience points to be at the lowest total possible for a defiler of that level.

If the character wishes, he can voluntarily fail his Defiling Check and willingly embrace his dark fate. If a player refuses to deal with the consequences of his character's actions, the GM must be the final judge of when the character has stepped over the line for the final time. No matter what the player says his character believes in, actions speak louder than words. One last thing: As the GM, you should not let your players know for certain where their characters stand. Keep a secret count of the number of defiling incidents, and don't let the players know the exact modifiers you might apply to any Defiling Checks.

NPC preservers have the same options that PC preservers do. If hard-pressed, they may resort to defiling in order to save their own lives or to defend something they believe in. The GM must make the call whether an NPC feels forced to defile. Some preservers with strong morals may prefer to die rather than to become what they hate; other characters may not be as strong.

There have been rare instances in which a defiler changed his ways and became a preserver. The wizard must be of 5th level or lower to change his ways successfully; higher-level characters have defiled too long to change. Former preservers who defiled and now want to find their way back get only one chance to redeem themselves by swearing off the use of defiling magic.

To give up defiling, the character must do three things. First, he must cast all future spells as a preserver. This means that he suffers the preserver initiative modifiers and must reduce all spell effects by one level. He also must memorize spells as though he were one level lower than his actual level, so a 5th-level defiler must give up access to his third-level spells. (He does get to retain his hit points, THAC0, and saving throws.) The defiler must abide by these limits to power until he advances to the next level, from which he functions normally as a preserver.

Secondly, the wizard does not advance in level until he accumulates enough experience points to advance him a level if he had been a preserver.

Third, the character must demonstrate she is sincere in her desire to abandon her evil ways. The GM should require the wizard to make some great personal sacrifice or undertake a momentous quest to show her commitment. A wizard may be required to seek out a mentor and study beneath her for a long time, or perhaps must make a pilgrimage to replant each and every area she razed as a defiler. The GM should use her judgment to decide what is appropriate for that character.

Athasian Spells

Here is a new spell school detailing additional spells created specifically on Athas.

Acid Rain

Range: 30 mtrs + 3 mtrs per level, within a 20 mtr radius

Duration: 1 round per level

Save: None

PPE: 50

A mustard-colored cloud whirls into being. It unleashes a foul-smelling rain accompanied by sizzling noises as it eats through metal, cloth and flesh.

A toxic shower covers the area of effect. Anything caught beneath the rain takes D6 points of acid damage per level. It is easy to move out of the area, but if a creature cannot, it continues to take damage for each round spent in the rain. If a creature fails its saving throw, an item it holds could take damage, as if the creature had rolled a natural 1.

Unattended objects also take damage from the falling acid. When the spell expires the acid that had rained down instantly evaporates.

Air Lens

Range: 30 mtrs + 3 mtrs per level

Duration: 1 round per level

Save: None

PPE: 50

A lens flare appears in the sky as you raise your divine focus to harness the power of the sun, accompanied by the smell of burnt hide. You shape the air into a magical lens that you can use to direct intensified sunrays. If sunlight becomes unavailable, the spell prematurely ends. You can make ranged touch attacks with the air lens. It uses your base attack bonus (possibly allowing multiple attacks per round). The lens inflicts D6 points of fire

damage +1 per caster level. Creatures that are especially vulnerable to sunlight (such as some undead) take double damage. You can use an air lens attack to ignite unattended combustible materials such as dry sticks, straw, parchment and cloth.

Allegiance of the Land

Range: Self

Duration: 1 round per level

Save: None

PPE: 40

A tangible, glowing, white-green aura surrounds you like a sheath of flame and your eyes glow with life-giving energy as you are infused with the protective powers of the spirits of the land.

You call upon the spirits of the land to protect you from harm. You receive 1 temporary hit point per caster level and a +5 enhancement bonus to your natural armor class. You ignore the first 2 points of energy damage per level per round.

Awaken Water Spirits

Range: 30 mtrs + 3 mtrs per level

Duration: 1 round per level

Save: None

PPE: 10

Your touch sends ripples through the water. A tingling sensation fills your mind as you witness the sentience of the summoned water spirit coming to life. You give sentience to a natural body of water. To awaken a body of water, you must touch the water's surface while calling on a water spirit. You can communicate with any body of water that you have awakened from any distance on the same plane. Awakened water spirits are initially friendly towards you, but not obliged to follow you. The awakened water spirit has no offensive or defensive combat ability and cannot move; it has no Strength,

Dexterity, or Constitution score. The awakened water spirit has an intelligence, Wisdom and Charisma of 18. The water spirit can sense any creature within 200 feet of its location. The water spirit can also channel spells cast by you. Any spell of 3rd level or lower can be cast through the water spirit as if the caster was actually the location of the water spirit. The water spirit must be willing for you to use this function of the spell. Dispel magic and similar spells and powers destroy the water spirit if successful—the water spirit gets no saving throw to resist being dispelled.

Backlash

Range: Self

Duration: 1 round per level or until discharged

Save: None

PPE: 50

The ground glows with a translucent sheen of green light, as you complete the casting of the preserver's scourge. Also known as the preserver's scourge, this spell makes the ground dangerous to defilers. Should a defiler try to tap into land that is protected by a backlash, she automatically takes D6+1 points of damage for every two caster levels you have. Once it has inflicted damage, the spell is discharged and the ground returns to normal. Only one backlash can be cast on any given plot of ground.

Banish Storm

Range: 120 mtrs + 12 mtrs per level

Duration: Instant

Save: None

PPE: 50

This spell repels Tyr and other desert storms from a particular area. You are able to force the storm to leave its normal path and head off in a direction

of your choice. The storm continues to rage and causes normal damage wherever it goes, but the spell allows you keep it out of an area you want to protect.

Battlefield Healing

Range: Touch

Duration: Instant

Save: None

PPE: 5

You stabilize each selected, dying creature within range. Upon stabilization they lose no further hit points. The spell has no effect on undead creatures.

Blazing Wreath

Range: 3 mtr radius around self

Duration: 1 round per level

Save: Half damage

PPE: 30

Your body is shrouded in flames that damage opponents and protect you. Any creature within 3 mtrs of you takes 2D8 points of fire damage +1 point of fire damage per caster level each round on your turn. Any creature that strikes you with an unarmed attack or with a natural weapon catches on fire. Any nonmagical weapon that strikes you must make a save or be destroyed. The flames grant you total immunity to fire. The blazing wreath also produces light as a daylight spell (bright light in a 18 mtr radius, shadowy illumination for an additional 18 mtrs).

Bless Element

Range: Touch

Duration: 1 day per level

Save: None

PPE: 5

This transmutation imbues a small amount (no more than 1 lb of solid, or 1 pint of fluid) of your patron element with positive energy, turning it into a

holy element. Holy elements deal 2D4 +D4 per level points of damage to creatures vulnerable to them, such as undead and evil outsiders. Using a holy element in this way expends the positive energy. No matter the element, it functions as a grenade-like weapon with a range increment of 3 mtrs and deals 1 point of splash damage to creatures within 1.5 mtrs of impact.

An air cleric can bless the air around him. After this spell is cast, the air remains blessed for 1d4 minutes. As a standard action, the cleric can direct the blessed air at a creature.

An earth cleric can bless dirt, soil or sand.

A fire cleric can bless flames (ranging in size from candles to torches) or obsidian. Blessed fire may deal fire damage in addition to any damage to undead or evil outsiders.

A magma cleric can bless lava or any igneous rock. Blessed lava may deal fire damage in addition to any damage to undead or evil outsiders.

A rain cleric can bless rain in a 5-ft.-radius area within 30 ft. that is currently receiving rain.

A silt cleric can bless silt or dust.

Sun A sun cleric can bless the light around him. The light remains blessed for D4 minutes. As a standard action, the cleric can direct the blessed light at a creature.

A water cleric can bless water in a flask. Alternatively, he can throw a small amount of water into the air. This water forms a blessed cloud that lasts D4 minutes and can be directed as a standard action.

Boneclaw's Cut

Range: Line of sight

Duration: Instant

Save: Yes

PPE: 5

You viciously slice the air in front of you with a boneclaw knife. Wounds appear on your target's flesh, which bleed profusely. The victim of the boneclaw's cut suffers wounds as if from a boneclaw's talons. The victim receives one cut per four caster levels. Each cut inflicts 2 point of damage and continues to bleed, dealing an additional 2 points of damage per round for 10 rounds.

Braxat skin

Range: Self

Duration: 1 minute per level

Save: None

PPE: 5

Your skin hardens into chitin plates that grant you natural protection, and spikes grow on your body, emerging from your skin with a burst of pain. You get a +5 enhancement bonus to natural armour class. The spikes do D6 damage each.

Channel Stench

Range: 1 mtr

Duration: Instant

Save: None

PPE: 5

You draw in a deep breath and expel it towards your opponents. Noxious odours are channeled through your breath and ejected in a vile cone of stench. All breathing creatures within the cone must make a CON save. Those who fail become nauseated for D6 rounds and vomit. Those who succeed instead become sickened for D6 rounds.

Claws of the Tembo

Range: Touch

Duration: 1 round per level

Save: None

PPE: 15

You grow vicious claws similar to those of a tembo. You may make two claw attacks per round, each dealing D6 (D8 if you are Large, or D4 if you are Small) points of damage plus your Strength modifier. Like the dreaded tembo, your claws can drain a victim's life force and transfer it to you. Every time you hit with a claw, the creature struck must make a PE save. If it fails, it takes an additional D4 points of damage, and you heal that many hit points. If the transferred hit points bring your total above your normal maximum, the additional hit points are temporary hit points.

Clear Water

Range: 1 mtr radius per level

Duration: Instant

Save: None

PPE: 5

Impurities and imperfections are removed, as you change the regular water into a truer elemental form with your magic. You make water twice as effective at quenching thirst and nourishing plant life. A creature only needs to drink half as much clear water as it would need to drink normal water. For example, an active human needs only 1/2 gallon of clear water each day to avoid dehydration, instead of the normal one gallon. When used to grow plants, clear water can double the yield of fruit or grain-bearing plants, but this benefit only comes if clear water is used to irrigate the crop every day.

Coat of Mists

Range: Self

Duration: 1 round per level

Save: None

PPE: 10

Spilling the contents of your waterskin, you watch as mists rise from the ground

where the water lands. The mist coalesces around your target, enveloping it in a bluish shroud. You gather a magical mist around a creature. The mist absorbs the first 5 points of damage per level from any fire-based effects each round. It also provides the same protection against hot weather as the endure elements spell, and grants the creature concealment as the blur spell. Further castings of coat of mists do not have any effect, and coat of mist's damage absorption does not stack with any other kind of energy resistance.

Confessor's Flame

Range: 1 mtr radius per level

Duration: 1 round per level

Save: Yes

PPE: 5

This spell allows you to demand questions of any creature within range. If the creature does not reply with what you consider to be the correct answer to the question, within one round, part of the creature's body bursts into flame. While some claim that this spell detects falsehoods, in fact the answer is pre-determined by the caster. Subjects can avoid damage by telling you exactly what you want to hear. Ignorance or silence is no defense. Targets can escape by leaving the spell's range or by silencing or killing you, preventing you from asking more questions. The spell is limited to 1 question per level - one per round. You can pose all the questions to one creature, or shift your questioning to another creature within range, as suits your whim. The first time that a question is answered "incorrectly" (or not answered) a target takes 2D6 fire damage, the second time 3D6 damage, the third time 4D6 damage, and so on. A target must answer your question

correctly) within one round or take damage.

Cooling Canopy

Range: Self

Duration: 1 hour per level

Save: None

PPE: 5

When cooling canopy is cast, a 30-ft.-radius blue cloud gathers in the sky far above the target's head. This cloud blocks the direct rays of the sun and provides shade for anyone within the spell's radius. Those so protected need only one-half their normal water ration (or one-quarter if resting instead of traveling) needed to prevent dehydration.

Create Element

Range: Self

Duration: Instant

Save: None

PPE: 10

This spell creates a small amount of the caster's patron element. Specifics for each element follow;

Air

An air cleric can conjure a lungful of pure air. This air can be breathed by any one character within range. If that character is holding his breath or suffocating, he is no longer suffocating and if he must continue to hold his breath, he does so as if he had taken a deep breath of air. The pure air also invigorates a creature if it is not drowning or suffocating. The creature receives a +4 bonus on any check made for prolonged physical activity (as the Endurance feat), provided the check is made within one minute.

Earth

An earth cleric can conjure a small amount of elemental earth. This earth can weigh no more than 1 lb./level, but

can be either loose earth or unworked stone. This conjured earth appears level to the ground.

Fire

A fire cleric can conjure a torch-sized flame in the palm of his hand (this deals no damage to the cleric and has no danger of setting him or his equipment on fire). This flame provides light as a torch and lasts 1 round/level. The torch can be used to light flammable objects aflame or as a weapon that deals 1 point of fire damage (like a normal torch). If the flame is used in this way, it dissipates after hitting an object or creature.

Magma

A magma cleric can summon a small amount of red-hot magma. The magma appears anywhere in range at ground level, provided that space is not occupied by a creature. The magma is a 5-ft.-radius circle. It deals 1d6 points of fire damage to any creature or object touching it. It cools after one round into a block of stone that weighs 10 lbs.

Rain

A rain cleric can conjure a small rainstorm. This storm rains 1 gallon of water/level over a 5-ft.-radius circle. It puts out any torch-sized or smaller fires in the area.

Silt

A silt cleric can conjure a cloud of silt that surrounds the head of a creature within range. This silt obscures vision, inflicting a -1 penalty on attack rolls made for 1 round if the target fails a Fortitude save. Sightless creatures are not affected by this cloud.

Sun

A sun cleric can conjure bright light. This functions as the daylight spell but lasts only 1 round.

Water

A water cleric can conjure up to 2 litres of water per level. This function exactly like the create water spell.

Curse of the Black Sands

Range: Line of sight

Duration: 1 hour per level

Save: None

PPE: 5

When this curse is cast, the target leaves black, oily footprints in the earth or on silt. The prints are easily tracked and cannot be erased or destroyed until the spell expires. In areas of silt, a black streak resembling a slow current will follow the cursed character whenever he is in contact with the surface. This includes wading or walking on the top of the silt by spell or magical devices, but not the use of a siltskimmer or floater. Should you cast several of these spells on multiple targets, you will be able to tell the various trails apart, even if they should cross or overlap. The trail disappears when the spell expires.

Detect Element

Range: 30 mtrs + 5 mtrs per level

Duration: 1 hour per level

Save: None

PPE: 5

You can detect a particular type of element (air, earth, fire, magma, rain, silt, sun, or water). You must think of a type of element when using the spell, but you can change the element each round. The amount of information revealed depends on how long you search a particular area or focus on a specific type of element.

1st Round

Presence or absence of that type of element in the area.

2nd Round

Amount of element and the location of each. If an element is outside your line of sight, then you discern its direction but not its exact location.

3rd Round

The strength and location of each aura. If the object is in line of sight, you can determine the exact nature of the item (for example whether an object is obsidian or stone, whether air is breathable or not). Each round, you can turn to detect an element in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Elemental Storm

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 40

When an elemental storm spell is cast, the whole area is shot through with sheets of destructive elemental energies. The energies do not harm natural vegetation, ground cover, and plant creatures in the area you wish to exclude. Any other creatures within the area take D6 points of energy damage per caster level. The type of energy damage, as well as the energy descriptor of the spell, is chosen at the time of casting. Clerics must choose the energy type that corresponds to their patron element.

Air	Sonic
Earth	Acid
Fire	Fire
Magma	Fire
Rain	Electricity
Silt	Acid
Sun	Fire
Water	Cold

Elemental Strike

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 40

An elemental strike produces a vertical column. The spell deals D6 points of damage per caster level. Half the damage is energy damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to energy-based attacks. The type of energy damage, as well as the energy descriptor of the spell, is chosen at the time of casting. Clerics must choose the energy type that corresponds to their patron element.

Air	Sonic
Earth	Acid
Fire	Fire
Magma	Fire
Rain	Electricity
Silt	Acid
Sun	Fire
Water	Cold

Elemental Weapon

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 20

You imbue a melee weapon with the powers of your worshipped element. The weapon gains a +1 enhancement bonus to attack and damage rolls for the duration of the spell, and an additional special ability depending on your patron element. You are treated as being proficient with the enchanted weapon. Creatures other than you wielding the enchanted weapon do not benefit from the spell. The enhancement bonus of the armour or shield increases by +1 every 3 levels.

Eye of the Storm

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: None

PPE: 25

You create a pocket of calm in a radius centred on you. The circle moves with you. Within the circle, the air is calm, and people may converse at a normal volume. Outside the circle, there may be a raging sand storm or a terrifying Tyr-storm. Like the eye of a hurricane, the area affected by the spell remains unharmed. The storm roars by but has no effect on those within the sheltered eye. Eye of the storm does not exclude storms created by spells or the storm-like abilities of creatures.

Fire Track

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: None

PPE: 5

The caster identifies a target when casting the spell, either by name or by physical description (e.g., “the man who stole the high templar's purse today,” or “the woman I saw wearing the gray eye patch”). A spark of flame appears harmlessly at the caster's fingertip—the faithful “hound” ready for the hunt. If the target has not been within range during the last 24 hours, then the flame leaps off the caster's finger, lands on the ground nearby, and extinguishes itself. If the target has been within range, the flame leaps off the caster's fingertip and flies toward the target's trail, striking the ground as soon as it “picks up the scent.”

The fire track is like a brilliant flame traveling along a fuse. In its wake is a faint line of scorched earth and dust, marking the path of its prey. (The scorch marks are easily swept clean.) The flame

moves from 1 to 100 metres per round, at a speed chosen by the caster, which can be changed as a free action once per round. The fire track can be foiled in a number of ways. It cannot cross water and is extinguished by doing so, but it can cross silt. It can be snuffed out while in motion by strong breezes, blowing sand, and heavy rain. If the pursued individual takes to the air or teleports, the fire track circles in place until its time expires. Mere climbing, leaping, or jumping (even across a chasm), however, cannot foil the fire track, which always pursues in the correct direction.

Fissure

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 40

You open a fissure in natural earth or stone; you can seal the fissure with a word (a free action). You can leave a fissure open for rounds, minutes, or decades, but you can only have one fissure open at a time—until you close a fissure that you created, you cannot create another. Fissure offers several possible variant effects:

Aqueous Fissure

You crack open the ground in a cylinder with 3 mtr radius and up to 60 mtr deep. The fissure stops when it reaches underground water, if any exists. In all but the wettest areas of Athas, that ground water will not rush up to the surface of the new well; someone needs to climb down into the fissure to retrieve the water.

Billowing Fissure

You cause the earth to first burst in an immediate shower of rocks, then, the next round, to belch a gout of flame from the fissure, and afterward to emit

nauseating gasses until sealed. The initial burst of rocks inflicts 8D6 points of bludgeoning damage to creatures within 12 mtrs. Treat the gout of flame as an elemental strike (fire), and the nauseating gasses that follow as a stinking cloud that persists until D6 rounds after you seal the fissure.

Cavernous Fissure

This variant effectively opens a jagged cave or tunnel into the rock, 3 mtrs long per caster level.

Gaping Fissure

You open a crack in the ground in the shape of a cylinder with 1.5 mtr radius and depth 1.5 mtrs per caster level. Creatures standing in the fissure or within 1.5 mtrs take 8D6 points of bludgeoning damage, and must make a dodge or fall into the crack. Until you seal the crack, trapped creatures can attempt to climb out (the fissure walls are natural rock).

Oily Fissure

Like with a billowing fissure, you cause a burst of stones (8D6 points of bludgeoning damage within 12 mtrs), but in the second round, a double-radius oil spray issues from the ground, covering everything within a 12 mtr radius with flammable oil. In the third and subsequent rounds, oil continues to seep from the earth, but at an almost imperceptible rate. Until you seal the fissure, the ground within 12 mtrs of the fissure will remain oily.

Steaming Fissure

Like with a billowing fissure, you cause a burst of stones (8D6 points of bludgeoning damage within 12 mtrs), but in the second and following rounds, scalding steam bursts from the ground, continuing to issue from the fissure until you seal it. The steam cloud has a 3 mtr radius and is 12 mtrs high. A creature

that starts his turn within the cloud takes 4D6 points of fire damage.

Volcanic Fissure

Like with a billowing fissure, you cause a burst of stones (8D6 points of bludgeoning damage within 12 mtrs). In the second round, magma issues in a spurt from the fissure, inflicting 10D12 points of fire damage to those still within 12 mtrs. Each subsequent round, victims take an addition D12 points of fire damage for 10 rounds as the magma cools. Each gallon of water used to cool the magma on one victim reduces the magma cooling time by 1 round, preventing D12 points of damage.

Flame Harvest

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 week per level

Save: Half damage

PPE: 40

You create a trap in a large field, copse of wood, or other flammable area, to be triggered by predefined conditions. You may leave the area, and the trap remains set. The trigger conditions may be as simple or as complex as you like, but they cannot be changed once the spell is placed. You should be careful about the wording, lest the trap trigger unintentionally. Some possible conditions are: whenever anyone sets foot in this grove, or whenever a templar draw his or her weapon. When the trap triggers, the area is engulfed in flames, dealing 8D8 points of fire damage to creatures and objects in the area. The site continues to burn normally, and creatures in the area takes D6 points of fire damage until the fire burns itself out.

Glass Storm

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 40

A cyclone rises from the ground, whirling up sand and silt. Tiny crystal shards are separated from the particles, and they are propelled by the howling wind. This powerful version of the sand spray spell not only lifts and separates tiny crystal shards from sand or silt; it creates a 100 kph wind to propel them. The particles whip about the storm's area, leaving a 3 mtr diameter eye where you and your companions may stand unharmed. In addition to the effects of hurricane force winds, creatures and unattended objects take D6 points of damage per level per round until they leave the area. All unprotected flames in the spell's area are extinguished. Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

Heartseeker

Range: Touch

Duration: Instant

Save: See below

PPE: 45

This terrible spell is cast on a piercing weapon made partially of wood, usually a spear or an arrow. When the weapon damages a creature, the wooden shaft of the weapon begins to sprout as if growing. The roots and branches seek out vital organs as a source of nutrients. If the creature fails a CON save, the vines burst through the victim's vital organs, killing him instantly. If the save is successful, the creature manages to pull the weapon out but takes 10D8 points of damage. The weapon is destroyed after being used.

Lighten Load

Range: Touch

Duration: 1 hour per level

Save: None

PPE: 5

You increase the carrying capacity of up to one creature per caster level. The subjects' carrying capacity is quadrupled.

Liquid Lightning

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 30

You prepare a deadly trap that will electrocute those who dare approach the water. An effect similar to chain lightning strikes the first creature to touch the water, with secondary bolts striking all creatures within 18 metres. The creature that triggers the trap suffers D6 points of electricity damage per caster level and is paralyzed for D6 minutes if it fails its PE save. Secondary targets receive half damage and are not paralyzed.

Magma Tunnel

Range: Varies

Duration: 1 minute per level

Save: None

PPE: 20

You can tunnel through solid earth, rock, sand, or silt, by liquefying it into flowing magma. The liquid rock moves out of the way to allow you to pass, and hardens in that position, creating a permanent, nonmagical tunnel. The tunnel forms at a rate of 9 mtrs per round through sand, silt, or wood, 6 mtrs per round through solid earth and 3 mtrs per round through rock or metal. Any creatures or objects caught in the magma current while the tunnel is being created suffer 10D6 points of fire damage.

It takes one day for the heat to dissipate enough for the unprotected to enter, although you are magically protected for the duration of the spell. Creatures entering the tunnel unprotected during

this time suffer D6 points of fire damage per round from the extreme heat.

Molten

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 40

This spell heats rock or sand to its melting point in a matter of rounds:

1st Round

Earth dries; rock or sand heats up.

Creatures in contact with the ground take 4D8 points of fire damage.

2nd Round

Creatures in contact with earthen ground take 2D6 points of fire damage. Rock continues to heat up, increasing the damage to 8D6 points of fire damage. Sand liquefies into glass; any creature still standing in the area falls into the molten glass, taking 16D6 points of fire damage. Creatures outside or above the area but within 3 mtrs take D6 points of fire damage.

3rd Round

Earth bursts into smoky flames, and creatures in area take 10D6 points of fire damage. Rock melts into magma; any creature still standing in area falls into the lava, taking 20D6 points of fire damage. Molten sand continues to burn immersed creatures. Creatures outside or above the area but within 3 mtrs take 2D6 points of fire damage.

When the spell terminates, the molten area begins to gradually cool. Every hour that passes, reduce the damage inflicted by stepping into the area by one die of damage. Eventually molten sand cools to solid glass, while scorched earth and molten rock cool into igneous rock and ash.

Oil Spray

Range: 1 mtr radius per level

Duration: Instant

Save: None

PPE: 20

When you cast this spell over rough earth or sand, fountains of flammable oil spout up from the ground, covering everything within a 1 mtr per level radius. The oil itself isn't particularly dangerous unless ignited. Burning oil inflicts 2D8 points of fire damage + 2 points per caster level its first round, and D8 points of fire damage + 1 point per caster level in the second round. The oil burns off by the third round, but creatures that were covered in oil still burn, as they have caught fire, suffering D6 points of fire damage per round until the fire is put out. If the oil isn't ignited, it will remain until removed by no less than 30 minutes of scrubbing or washing. Thus, any creature that is covered with the oil is at risk of being ignited by as little as a spark. A creature that enters the oil-covered area after the initial gush is not at risk of being ignited because it was not doused by the oil, but it still takes damage if it enters the area when it is aflame.

Plant Renewal

Range: Touch

Duration: Instant

Save: None

PPE: 5

You revive a single plant that has been mostly wilted or dried out, but not completely turned to ash. The plant may have suffered from a lack of water, partial defilement, or insect predation that has left it on the verge of destruction. This spell revives it and makes it hardy enough to transplant elsewhere. If the plant then receives proper care, it will survive and thrive, living out its appointed time and possibly leaving seeds from which other

plants may grow. If neglected or misused, the plant does not remain artificially alive. This spell has no effect on plant creatures.

Ragestorm

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 45

Ragestorm creates a miniature Tyr-storm, the affected target becoming the focus of an intense force of rain, hail, high winds, and lightning strikes for the duration of the spell. The storm inflicts 4D8 points of damage +D8 per level to anyone within its radius on a failed save due to high winds, dangerous hail, and electrical discharges. A creature that fails its saving throw can't run out of the area of effect, for they carry the storm with them wherever they go.

Rangeblade

Range: Touch

Duration: 1 minute per level

Save: Half damage

PPE: 15

One melee weapon touched by you takes on a ghostly, ethereal gray hue. For the duration of the spell, the wielder of the weapon can strike opponents at a distance, just as if he was standing directly next to them. The maximum range for attacks with the rangeblade is 5 mtrs + 1 mtr per level. Damage is according to the weapon used.

Rejuvenate

Range: 30 mtr radius + 5 mtrs per level

Duration: Instant

Save: None

PPE: 35

You grant the ability to support vegetation to an area of ground. In the case of ground made sterile by defiler

magic, rejuvenate dispels the ground's sterility, making it immediately capable of supporting vegetation. A circle of ground extending out from you is enriched and moistened, and a blanket of fine grass appears instantly. The soil and grass are not magical, however, and are subject to normal weather conditions. However, the grass will survive for at least a week, even in the worst of weather. The spell may also be cast on any ground short of solid rock. If cast on an area that can already support plant life, rejuvenate increases the ground's fertility as the enrichment effect of the spell plant growth.

Sand Pit

Range: Line of sight

Duration: While concentrate

Save: None

PPE: 25

As you cast this spell, sand and dust within a circle is randomly dispersed, and an indentation appears in the sand. This spell only works in silt, sand, or loose gravel; it has no effect on rock, rich soil, or tightly packed earth. A cylinder shaped pit appears in the sand which has a 1 mtr radius per level x 2 mtr height per level. Any objects other than dust and sand that were in the excavated area become visible, lying at the bottom of the pit. This spell lasts as long as you concentrate; when concentration ceases, silt immediately collapses into the empty area, while sand takes D6 minutes to do so. This spell is particularly useful in excavating ruins that have fallen beneath silt or sand, or for retrieving companions that have been buried by sand storms or have fallen into the silt.

Sand Spray

Range: 30 mtr radius + 5 mtrs per level

Duration: Instant

Save: Half damage

PPE: 15

Small, glassy particles of sand or silt spray towards your opponents' eyes. Creatures within the area are blinded for D6 minutes and take piercing damage: 2D6 nonlethal and 2D6 lethal. A successful spell save halves the damage and blinds a creature for only one round. Note that this spell does not create the tiny shards; sand or silt must be within range for this spell to take effect.

Sand Trap

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half damage

PPE: 40

Tearing the map to tiny pieces that disappear with the wind, you put a curse on the sand in the area, providing a nasty surprise for those who would cross it. You trap an area of sand. You must designate a 30 mtr radius "trigger area" somewhere within the larger area. When a creature sets foot inside the trigger area, the trap is sprung, and all of the entrapped area is affected by the following effects:
Every footstep taken within the entrapped area of sand is amplified so loudly that it can be heard for miles, typically attracting predators.
The entire area of sand becomes difficult to travel. Treat the area as if affected by the grease spell.

Sands of Time

Range: Touch

Duration: Instant

Save: None

PPE: 40

You can reconstruct materials of the past or deteriorate them further through your

casting of this spell. The amount of time affected depends on your level;

<u>Caster Level</u>	<u>Time Reversed</u>
1-3	1 day per level
4-5	1 week per level
6-7	1 month per level
8-9	1 year per level
10-11	10 years per level
12+	100 years per level

This spell has two modes.

Restoration You can reverse the effects of aging and erosion on any nonliving, material object. The amount of aging that can be reversed depends on your caster level.

You can speed up erosion dramatically on any nonliving object. Papyrus and wooden objects fade over time, making it difficult, but not impossible, to read or identify surface features. Fragile objects only possess half of their original hardness and hit points. Crumbled items are unusable but still identifiable as papyrus or wood; dust is completely unidentifiable and unusable. Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; etching means carved letters or pictures are worn away; relief indicates that deeply carved letters or images are severely eroded; form indicates that time has eroded away all but the basic form of the original stone or metal. Dust means the original item is completely gone, eroded away to nothing.

A 15th-level cleric could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, or turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple

constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion.

Sandform

Range: Self

Duration: 10 minutes per level

Save: None

PPE: 35

This spell transforms your body, along with all equipment worn or carried, into living sand. You take the form of an ooze, and you gain immunity to heat, poison, sleep effects, paralysis, polymorphing, and stunning for the duration of the spell. You are not subject to extra damage from critical hits or flanking. Since, unlike an ooze, you are not mindless and retain your Intelligence, Wisdom, and Charisma scores, you can still be affected by mind-affecting spells and abilities. Your base attack bonus, base saves, alignment, level, class, hit points, type (and subtype), extraordinary abilities, spells, and spell-like abilities remain unchanged. While in sandform, you have a base SPD of 20. You can pass through openings as small as a quarter of an inch in diameter, although passing through a space two or more size categories smaller than yours takes a full-round action.

You also gain a natural attack—an abrasive slam with a gritty pseudopod that grants 5 additional feet of reach. A successful hit deals bludgeoning damage according to your size: The number of times you can attack with this pseudopod each round is determined by your base attack bonus, and you apply x2 your PS bonus on damage as though attacking with a two-handed weapon. However, you cannot wield weapons while in

sandform. In sandy terrain, you gain a burrow speed equal to your base land speed.

Sandstone

Range: 1 mtr radius + 1 mtr per level

Duration: Instant

Save: None

PPE: 5

You can transform into sandstone one 5-foot block of sand or gravel per level.

This spell allows you to reinforce ditches made in sand, building makeshift walls.

Sandstone does not have the resilience of normal stone: It has only 10 hit points per inch of thickness.

Scalding Mud

Range: 30 mtr radius + 5 mtrs per level

Duration: Instant

Save: None

PPE: 45

This spell functions as transmute rock to mud except that it can be cast on sand, earth, and unworked, nonmagical rock (within the normal restrictions for transmute rock to mud), and the mud created is boiling hot. Creatures mired in the hot mud take 5D6 points of fire damage per round, while those completely submerged in the sludge take 10D6 points of fire damage per round. Creatures atop the mud (such as those standing on straw) take D6 points of fire damage each round from hot steam.

Damage from boiling mud continues for D4 rounds after exposure ceases, but this additional damage is only D6 points of fire damage per round. The transmuted material cools after a period of 1 round per caster level. The number of dice of damage the mud deals is halved each round after this duration expires. The transmuted rock remains as mud even after it cools. It eventually dries into soil, as per transmute rock to mud.

Scapegoat

Range: 1 mtr per level

Duration: 1 minute per level

Save: Yes

PPE: 10

This spell causes all creatures within 1 mtr per level of the target to believe he is to blame for all troubles or difficulties they have. All creatures in the area become hostile towards the target.

Affected creatures with IQ 3 or greater are allowed to make a Will save to come to their senses.

Scimitar of Sand

Range: Touch

Duration: 1 round per level

Save: None

PPE: 10

A curved, 1 mtr long blade of sand springs forth from your hand, screaming and churning like a caged sandstorm.

Attacks with a scimitar of sand are melee touch attacks. The blade deals D6 points of damage, +1 point per caster level. The blade is not solid, so your Strength modifier does not apply to the damage. You can use a scimitar of sand without penalty even if you lack proficiency with a normal scimitar. In addition to being dealt damage, a creature struck by your weapon must succeed on a PE save or become dehydrated.

Shining Sands

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: Half duration

PPE: 20

The sand shifts, every single grain of sand realigning to reflect sunlight to your convenience. This spell can only be cast outside, in sand, during the daytime. All creatures outside the area but within 30 mtrs of its centre are blinded for 1

round unless they make a CON save. A creature must save each round it remains in the area.

Sirocco

Range: 120 mtr radius + 10 mtrs per level

Duration: 1 minute per level

Save: None

PPE: 40

You conjure forth a terrible sandstorm, the dreaded sirocco. An uncontrollable force which sweeps up anything on the ground not tied down, and tearing at the flesh with stinging sand and chips of stone. Once formed, the sirocco sweeps along the ground, whipping up small objects, dust, and sand, and carrying them along with terrific speed. Each round of exposure to the storm inflicts 2D8 points of piercing and bludgeoning damage to all creatures and objects in the area. Creatures with total cover take no damage. In addition, winds of windstorm force buffet the area.

Spirit of Flame

Range: 100 mtr radius + 10 mtrs per level

Duration: 1 minute per level

Save: None

PPE: 45

This spell functions like the Watch Fire spell, except as noted above and as follows. In addition to being able to observe and communicate from any fire within range, you can cast spells as if you were actually within the flames. The risk of this spell is that creatures can target you through the fire in retaliation. In addition, you can walk into a fire and greater teleport to any other fire up to the limit of your range. If you choose to go blindly, you will appear by the nearest fire within range. If the original fire that

you used to scry is put out, you can still use other fires within range.

Storm Legion

Range: 10 kms + 2 kms per level

Duration: 10 minutes per level

Save: None

PPE: 35

The powerful winds of the storm lift you and your allies and carries you for a distance you have specified. The storm moves at 8D6 kms per hour and cannot be affected by any further weather-affecting magic, including another storm legion spell. Once you travel the desired distance, or if the storm legion is dispelled or the duration expires, you and the other traveling creatures begin to rain down from the sky as fragments of bone, tissue, and blood. This lasts for 1 minute, as the fragments reassemble into the transported creatures. A creature is helpless as its body is reassembled.

Sunstroke

Range: Line of sight

Duration: 1 minute per level

Save: Half damage

PPE: 30

Casting this spell allows you to fire rays of brilliant sunlight that cause the creatures struck by a ray to overheat as if suffering from sunstroke or fever. You may fire one ray per round. With a successful ranged touch attack, each sun ray strikes for 4D4 points of nonlethal damage and causes the target to become fatigued. A successful PE save halves the damage and negates the fatigue. Creatures immune to heat effects or nonlethal damage (such as constructs) are unaffected, except for undead, who suffer lethal damage from the sun rays. This spell can only be cast in the sunlight.

Sweet Water

Range: 1 mtr radius + 5 mtrs per level

Duration: 1 hour per level

Save: None

PPE: 10

You create a honey-flavored cocoon of purified water, imbued with positive energy. You neutralize all poisons, diseases, curses, or other maladies in water in the spell's area, but water leaving the area becomes as foul as before. Creatures who drink a litre of sweet water gain a +4 resistance bonus on saves against poisons for the duration of the spell and they heal D8 hit points per level.

Tormenting Thirst

Range: Touch

Duration: 1 round per level

Save: Yes

PPE: 10

This spell fills the subject with a terrible sense of thirst. Desperate and unable to focus on any other goal, it must drink as deeply as it can. The affected creature runs to the nearest body of water in sight, grabs and empties the closest container of water or liquor (even those carried by allies), or runs toward the nearest known source of water. No matter how much the subject drinks, the sensation of thirst is not quenched. If denied the opportunity to quench its thirst, an affected creature flies into a rage similar to the barbarian class feature. The subject attacks friend and foe alike in its quest to find water, though not necessarily with lethal force.

Wall of Salt

Range: 30 mtrs + 5 mtrs per level

Duration: 10 minutes per level

Save: None

PPE: 25

This spell creates a gleaming wall of salt crystal that merges into adjoining rock surfaces. The wall can seal off a passage or breach, or be used to construct new walls. A wall of salt is 3 cms thick per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. You can form a wall of salt into nearly any shape desired. The wall need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm or as a ramp. If such a span is more than 6 mtrs long, the wall must be arched and buttressed, reducing the spell's area by half.

Moving through a wall of salt requires a Strength check + 1 per centimetre of thickness. Those who fail must stop in the space from which they attempted to enter the wall. Any creature that attempts to pass through a wall of salt must also make a PE save or be blinded for D4+1 rounds. A creature passing through the roiling wall does not leave a usable breach for others. All nonmagical flames are extinguished if carried through a wall of sand.

The wall can be destroyed normally by a disintegrate spell or by chipping and breaking. Each 1.5 square mtrs of the wall has 4 hit points per inch. A section of wall whose hit points drop to 0 is breached. Directing a constant blast of water at a wall of salt (for example, a geyser from a decanter of endless water) dissolves the mineral, dealing 10 points of damage per minute (which hardness does not reduce). It is possible, but difficult, to trap mobile opponents within

or under a wall of salt, provided the wall is shaped so it can hold the creatures.

Wall of Sand

Range: 30 mtrs + 5 mtrs per level

Duration: 10 minutes per level

Save: None

PPE: 25

You cause a flat, vertical wall of churning sand to spring up. The wall is 3 cms thick per caster level and covers up to a 3 mtr square area per caster level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. No form of physical attack can harm a wall of sand directly, but each 3 mtr section has 3 hit points per centimetre of thickness for determining whether an attack passes through it.

The wall reduces damage dealt by attacks that pass through it. It essentially absorbs damage, so attacks must deal more damage than the wall has hit points to have any effect on a target on the other side of the wall of sand. Breaches in the wall close immediately after the attack that made them passes through. The sand blocks line of effect for any fire spell. Creatures on the opposite side of the wall from an attack's origin have total concealment against that attack. Moving through a wall of sand requires a Strength check + 1 per centimetre of thickness. Those who fail must stop in the space from which they attempted to enter the wall. Any creature that attempts to pass through a wall of sand must also make a PE save or be blinded for D4+1 rounds. A creature passing through the roiling wall does not leave a usable breach for others. All nonmagical flames are extinguished if carried through a wall of sand. The spells

control sand and move earth can breach and hold open a break in a wall of sand. It is possible, but difficult, to trap mobile opponents within a wall of sand, provided the wall is shaped so it can hold the creatures.

Watch Fire

Range: 100 mtr radius + 10 mtrs per level

Duration: 1 minute per level

Save: None

PPE: 5

You use a small fire to scry through other fires within range. You know how many fires burn within range and the approximate location of each. Once per minute, you may choose one of these fires and peer out of it as if you were actually within the flames. Anyone watching the fire sees a dark face within but can only dispel the visage by extinguishing the flame or casting some form of protection from scrying. You may communicate through the flames but cannot cast spells or use other abilities. If your flame is put out, then the spell ends prematurely.

Whirlpool of Doom

Range: 30 mtr radius + 5 mtrs per level

Duration: 1 minute per level

Save: None

PPE: 45

The ground collapses, drawing desperate creatures into a whirlpool of rock and sand. Those disappearing in the vortex will slowly suffocate to death. This spell turns earth or sand into a swirling sea of rock and earth. Anyone standing in the area must dodge or be sucked into the center of the whirlpool and must make a Swim check each round. Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free.

Failing a single skill check means that the creature is pulled below the surface (and must hold its breath) until it succeeds at a Swim check. Failing two Swim checks in a row means that the character has been pulled D6x 5 mtrs under the earth.

Worm's Breath

Range: Touch

Duration: 10 minutes per level

Save: None

PPE: 15

The creatures this is cast on can breathe freely regardless of being submerged in water, silt, or earth. The subjects can breathe normally in silt-filled air (commonly known as the gray death), but otherwise get no benefits against inhaled poisons or gaseous contact poisons of any sort.

Moons

Ral



AU from Sun	.72
System Zone	Middle
Size	4900 kms
Gravity	100%
Atmosphere	Standard
Climate	Very Hot; Low 38C, Average 49C, High 60C
Biosphere	All organic lifeforms are present
Orbit	402 days to orbit around Athas
Day/night Axis	18 hour spin
Satellites	None
Hydrographics	8% water. Solid land with minor surface water/liquid.
Humidity	70%
Terrain	Forests, plains, and lakes.
Density	Low-Iron (Density 3.1 to 4.5): Density significantly lower than Earth's.

	Metals are rare. The magnetic field is weaker, so the moon is less protected from outside radiation.	Athas 1, pages 91-111
Resources	Same as earth but each of the metal ores only have a 1% presence on the moon. The mystical material Voidglass is plentiful.	Ral, a mottled green in colour, is the closer of the two moons. It is covered in dense green woodlands, tall mountains, and green seas. Some of Ral's trees reach more than 1,000 meters in height. It contains a breathable atmosphere to humans and 38% surface water. The mantle of the moon consists largely of diorite and feldspar, although it is a volcanically active planetoid with several hotspots.
Mana	4; High. Magic is available to everyone though only some may truly master it. Mana is plentiful enough to reduce some lengthy and complex rites down to prayers. Divine invocations are easier and more available. Magic users can tap into up to (INT + WIS) x4 mana.	Ral's terrain is largely covered by massive, tightly-knit pine and redwood forests. However, it also contains grassy plains, small oceans, secluded lakes, and mountain ranges. The moon's low axial tilt and regular orbit primary helps ensure a comfortable climate.
Metaphysics	3; Medium, all powers are available and at any level.	
Culture	None	
Government	None	
Law	None	
Technology	None	
Species	None	
Animals	Yes, see BHU23 Shattered Realms Athas 1, pages 112-314	
Plants	Yes, see BHU23 Shattered Realms	

Guthay



AU from Sun	.72
System Zone	Middle
Size	10,200 kms
Gravity	100%
Atmosphere	Standard
Climate	Very Hot; Low 38C, Average 49C, High 60C
Biosphere	All organic lifefoms are present
Orbit	188 days to orbit around Athas
Day/night Axis	14 hour spin
Satellites	None
Hydrographics	8% water. Solid land with minor surface water/liquid.
Humidity	45%
Terrain	Jungles, rainforests
Density	Low-Iron (Density 3.1 to 4.5): Density significantly lower than Earth's. Metals are rare. The magnetic

Resources

Mana

Metaphysics

Culture

Government

Law

Technology

Species

Animals

Plants

field is weaker, so the moon is less protected from outside radiation. Same as earth but each of the metal ores only have a 1% presence on the moon. The mystical material Voidglass is plentiful.

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3; Medium, all powers are available and at any level.

None

None

None

None

None

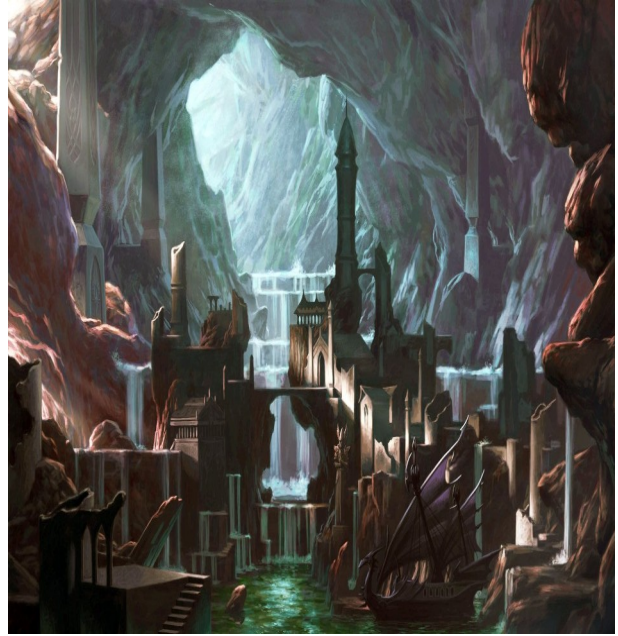
Yes, see BHU23 Shattered Realms Athas 1, pages 112-314

Yes, see BHU23 Shattered Realms Athas 1, pages 91-111

Guthay, the more distant moon, is a golden orb mantled in steaming mists beneath which lie scarlet jungles and marshy seas. Stories tell of ancient moon gates on Athas that lead to both Ral and Guthay, but they function only at unpredictable intervals.

The verdant world has a comfortable, temperate climate but a challenging ecosystem and dangerous predators. The surface is made up of four continents which accounts 67% of the moon's surface. These continents are mostly covered in large sprawling tropical jungles with tall canopies though there are also a few mountain ridges, dominated by volcanoes.

Guthay also has six interconnected oceans which covered the remaining 33% of the moon. There is also a small landlocked sea on the moon. Large rivers flow dramatically from volcanic heights and then followed a more meandering pace through the jungles. Guthay's large, sprawling tropical jungles teem with an abundance of life. Birds soared above the thick jungle canopy. Large and shaggy herbivores root through the underbrush beneath the trees, while predators hunt them. The moon's rivers also teem with life. Guthay experiences two extreme seasons; a wet season which causes violent storms, and a corresponding dry season.



The Lost City of the Jedar Airith was a secret city located deep below the surface. Thousands of years before Takhisis's attack on Athas, the Jedar Airith were able to use portals to travel to Guthay where they established a city. The settlement was created on the moon's largest continent, and it was built deep underground, below the rainforest, in a huge cavern lit up by bubble lights and fluorescent rocks. One method of entry was a round wall made of green marble which was located in the forest. Inside the underground cavern were numerous dome houses that housed the people as well as their belongings. The city is criss-crossed by roads made of perfectly cut stone.

Later during Takhisis's assault she also wiped out all the Jedar Airith in the city leaving it uninhabited. In time, the city became forgotten and was considered nothing but a legend in the centuries that followed its creation. Nonetheless, the city remains intact.

Within the Lost City is a great library which possesses magical records, tomes

and scrolls that date back thousands of years. There are also ancient manuscripts as well as books. Inside this repository of knowledge is information of all civilizations and the history of all planets as well as moons in the Shattered Realms that had intelligent life on them.

The topmost level, is almost entirely taken up by the Grand Audience Chamber, used as a ceremonial hall and as a teaching space. The next level contains medical facilities, accommodation and storage. On the level below, the central chamber has meeting-rooms, kitchens and dining halls. The lowest level of the temple has the library. A viaduct was located near the entrance, along with an altar and a fountain with stone pillars.