

2nd Edition

Version 1.1

Look around you! The crimson sun beats down from a shimmering sky, scorching the life from everything that crawls or flies or runs. Listen! This is a land of blood and dust, of unending earthquakes, scouring and violent squalls, and swift, violent rainstorms that deliver lightning and death from the sky.

This is my home: Athas. It is an arid and bleak place, a wasteland with a handful of bleak cities clinging precariously to a few scattered oases. It is a brutal and savage land, beset by political strife and monstrous abominations, where life is grim and short.

Supernatural forces saturate the Athasian landscape, shaping the world and its inhabitants in significant ways... the barren complexion of the world itself, the importance of metal (or the lack of it), and the recent environmental changes that continue to influence life beneath the crimson sun.

All you need on your journey is a sharp bone sword, a full waterskin, and the Wanderer to guide you.

Take these, to begin your time on Athas:

+1000 Choice Points

Starting Locations

Begin at the start of the Decade of Heroism, roll for an era, or pay 50 CP to choose.

–	**Blue Age** **The Rebirth** **Green Age** **Time of Magic**	Before Athas became what it is, it was other things. Unfortunately, we cannot return to the past.
1	**The Cleansing Wars**	Rajaat has changed the face of the sun, and his champions' begin the genocides that see the end of lizard men, pixies, and gnomes on Athas.
2-3	**Age of Sorcerer-Kings**	Two thousand years ago, the champions revolted, trapping Rajaat within the Hollow, and rose to rule as sorcerer-kings and aspiring dragons.
4-5	**Decade of Heroism**	80 years ago, Kalak of Tyr was brought low by 3 slaves, a noble, and a templar. The coming decade sees Rajaat briefly freed, the death of Borys, the Cerulean Storm's birth, and the fall of several more sorcerer-kings.
6-7	**Present**	The events of the previous decades still echo across Athas. Tyr storms grow more intense. A great earthquake opened paths to a new empire. The ambitious seek to fill the power vacuum left by dead immortals.
8	**Free Choice**	Any era after the Time of Magic.

Roll to discover where the first steps of your journey will be, or pay 50 CP to choose.

1	**City-State**	A bustling walled metropolis. There are several on Athas, but you may start in Tyr – or roll on the City State table in the Locations Appendix.
2	**Village**	Start in one of many villages little more than temporary mud brick huts, or roll for a more enduring settlement from the Locations Appendix.
3	**Oasis**	Water is precious, and sources of it are often well-guarded. You may awaken in a quiet dune oasis, or roll on the Locations Appendix list.
4	**Ruins**	Athas is dotted with reminders of the past. You can emerge from some ancient and unknown crumbling acropolis, or one from the Appendix.
5	**Peril**	Danger is everywhere, but some places are much worse than others. Your first moments will be in a deadly fight, or let the Appendix decide.
6	**Road**	Merchants regularly cross between outposts, villages, and larger cities. You may begin with one of these caravans, or alone on a dusty path.
7	**Wilderness**	Throw a dart at the map. You'll land somewhere with no sign of civilization. Better find shelter, water, and your bearings fast.
8	**Free Choice**	Choose from above, or roll on one of the Appendix lists, if you'd like.

Races

Humans, elves, halflings, and the other races are but savage descendants of worthier beings. The ten races available to players are: aarakocra, dwarf, elf, half-elf, half-giant, halfling, human, mul, pterran, and thri-kreen. Pick any of these to be.



Human	One of the more populous races, after the cleansing wars. *Humans can be found at all levels of society. Extremely adaptable and usually highly tolerant of the differences that drive other races to war* with one another.
Half-Elf	*Humans have no faith in a half-elf's elven side, and elves likewise distrust the human in them. They go through life as outsiders and loners, developing high levels of self-reliance to survive,* often finding family among other races.
Half-Giant	*The result of magical experiments conducted by sorcerer-kings to create warriors and laborers of gigantic proportions.* They have a giants' size and strength (10-to-12 feet tall), but a low intelligence. Their human curiosity, kindness, cooperation, and interest in communication means half-giants tend to be friendly, eager to please, and malleable – adopting charismatic allies' lifestyles, skills, and values quickly.
Mul	Bred for purpose and profit, *born to the slave pens, the taskmaster's whip takes the place of loving parents.* Muls combine human size and adaptability with dwarven durability, bulk, and raw strength. Able to work for days at a time without rest, muls are prized slaves, either as gladiators or laborers. *Muls look like large humans with a few obvious differences: prominent eye ridges, pointed ears, and no body hair.*
Elf	Tall, rugged, *long-limbed sprinters who lead lives of thievery, raiding, trading, and warfare. Tireless wanderers forged in the endless desert.* Any outside the tribe (even other elves) are potential enemies. *Elves are seen as lazy and deceitful, and in most ways they are. They detest hard labor, but spend hours on end haggling with potential customers.* Elves can run for days at a time across the desert, making for successful traders and herders. However, elves' idle wanderlust makes them poor druids, who are tied to the land.

Dwarf	*Short and powerful, dwarves stand between 4½ and 5 feet tall, in the vicinity of 200 pounds. Life in the Athasian wastes makes them rugged, tanned, and callused. They devote their very beings to a task, laboring for years to the exclusion of other endeavors. Dwarves who die before completing their focus haunt their unfinished works. Nonmagical by nature, dwarves can't use wizard magic of any sort.* Unlike dwarves in other settings, Athasian dwarves lack any facial hair, and are often completely hairless.
Halfling	*Once masters of an advanced society, today they are feral, savage creatures as wild as the arid winds – more willing to eat a stranger than welcome him.* Half the height and weight of a grown man, *they have wise, childlike faces. Halflings strongly believe in racial unity,* and violence between them is almost unheard of. *They have little concept of conquest or monetary wealth, and may have difficulty adjusting to others' customs and points of view.*
Thri-Kreen	*The least "human" of the intelligent races of Athas. Seven feet tall and 11 feet from end to end, they have six limbs, sandy-yellow exoskeletons, and large, multifaceted eyes.* Extremely pack-oriented, groups roam the wastes hunting. *Thri-Kreen have little understanding of society, don't sleep, don't collect possessions, and sometimes eat other intelligent creatures.* Without knowledge of arcane magic, they tend to be warriors or psions.
Pterran	West of the Ringing Mountains hails a race of *reptiloids with light brown, scaly skin, three talon fingers and an opposable thumb, and three-toed feet. Short tails and two stubs at their shoulder blades are evidence of wings that vanished many generations ago. Adult pterrans follow one of three "Life Paths"— Warrior, Druid, or Psionicist—as part of their normal society.*
Aarakocra	From the village of Winter's Nest, high in the mountains, these 7½ foot tall bird-people have wingspans of 20 feet, gray beaks, black eyes, and plumage ranging from pure silver white to pale blue, which distinguishes them from the feral bird-people of the deep desert. Their ability to fly requires light and fragile bones, but the sharp talons on their wing-arms are a fine defense. Aarakocra have a great love of freedom., but their love of the sky leads to claustrophobia, and makes them wither in captivity and cities – never has one been a gladiator or bard. To a one, they are adventurous, seeking higher purpose and a way to help the beleaguered world.

There are many other races on Athas, such as the small magic-item-loving Jozhal raptors, the primitive and blue-skinned Belgoi, Tarek (the closest thing to an orc on Athas), lizardfolk Ssurran, and degenerated Gith descended from ancient Githyanki. If, for some reason, you want to be one of these, look in the Drawbacks.

Background

Choose your age and gender freely – these matter little, on the harsh world of Athas. *All of Tyr's people fall into seven types: city dwellers, villagers, merchant house dynasties, herders, raiders, hunter-gatherers, and hermits*. You will need to find a place among them.

Background Discounts are half off, unless it says otherwise. Yes, even for 100 CP options.

Warrior	*There are three different types of **Warrior** on Athas: The Fighter is a skilled warrior, trained for individual combat and military formations. The Gladiator is forged in the arenas of the city-states, trained in many obscure weapons and combat techniques. Rangers are knowledgeable in the ways of the wild, and surviving the rigors of the wild.*
Rogue	*Athas is a world of intrigue and treachery, of shady deals and secretive organizations – a **Rogue's** paradise. Within the walls of the city-states, thieves and bards are pawns of the wealthy, deployed in deadly games between noble families, merchant houses, and other sorcerer-kings.*
Trader	*The **Trader** is a rogue who specializes in commerce and mercantile endeavors. Hagglers of great skill and procurers of fertile imagination, traders are welcome throughout Athas by ordinary citizens for the goods they deal in.* If not welcome, they're at least tolerated for their ability to acquire the otherwise unobtainable.
Preserver	*The **Preserver** learns to tap – rather than destroy. They take great care to balance their gain of magic against the cost of life, careful not to take so much that* nature *can't recover. Preservers take only enough to produce a spell effect, in concert with the environment, balancing his quest for power with in-depth study.*
Defiler	***Defilers**, on the other hand, care only for power. Nearby plants whither and die when a defiler draws power for his spells, and the fertile soil surrounding him turns to sterile ash. With the casting of each spell, a defiler destroys a portion of the world. This method requires little study, and so defilers advance levels relatively quickly.*
Elemental Cleric	***Clerics** worship one of the four elements: earth, air, fire, or water. Neither benevolent nor malevolent, the* elements *care only that their natural forms be preserved. As long as an elemental cleric keeps the pact he made, he receives spells. Outside city-states, away from the bureaucracy of the sorcerer-kings, elemental clerics have no hierarchy, great temples,* or *holy books. They tend to be loners and wanderers who travel the world in the service of the elements they revere.*

Druid	***Druids*** *are priests who serve nature and the ecological balance. Throughout Athas, unique geographical features are guarded by spirits of the land. Every oasis, rock formation, stretch of desert, and mountain has a spirit. A druid allies with a particular spirit, gaining powers from the elemental planes through these guardians. A young druid learns about the world, the balance of nature, and creatures. After his time of wandering comes to an end, the druid must spend half of his time on his lands, watching over them and protecting them.*
Templar	*Dedicated to a single sorcerer-king,* ***Templars*** *receive their power from the same place all priestly power on Athas does: the elemental planes. The sorcerer-kings can't use this magic themselves, but they bestow spellcasting abilities on their most loyal servants.* You begin in the service of a sorcerer-king (random, or 50CP to choose), and +400 CP.
Psion	*A* ***Psionicist*** *works to perfect mind, body, and spirit into a unified, powerful whole. With an internal strength that comes from deep inside, a psionicist gives form and purpose to his will. Unlike magic, psionics is an accepted part of life on Athas. Most living things on Athas possess some psionic ability. In many ways, psionics has become the edge needed in this unforgiving and dangerous world.*
Drop-In	*Athas consists of small, isolated pockets of life separated by vast stretches devoid of a drop of water or a blade of grass. This makes the inhabitants of a given area close-knit and dependent upon each other, while strangers are viewed with suspicion and sometimes greeted with hostility.* You are even more odd than most strangers, an outsider to Athas who seeks to claim its power and secrets for your own.



Perks

Private Burden (50)

Athas is a cruel world, where apathy to others' plights is natural. Those who feel often suffer in their compassion. Empathy is weakness, but can be a source of strength, as well.

Smooth (50)



It must hold some advantage, because so many races and individuals are lacking body (or any) hair. Like dwarves, muls, and elves, you now share the dubiously helpful trait of total or neck-down alopecia.

Something Sincere (50)

The harshness of Athas conditions its inhabitants to always present a callous face. However, sometimes one must grasp what moments they can, to share camaraderie or affection. You never know when your last chance will pass in regretted silence.

Literacy (50)

This skill is illegal in any place ruled by a Sorcerer-King, and in others looked poorly upon – downright unnatural, like wizardry, it is. Still useful for learning things written down long ago, or passing messages. This also allows you to learn new scripts faster.

More To Life (50)

Living on Athas is more a matter of survival, than fulfillment... for most. You have the satisfaction of knowing that you've done all you could, living your life to the utmost, and without regret. You will not be content scraping by, or listlessly going through the motions.

Spiritual Freedom (50)

Every man is born with a desire for freedom. This may be a poor substitute for real liberty, but despite being in physical bondage, and under threat and violence, you will retain your dignity, hope, control over your mind and emotions.



Seductive (150)

Good looks combined with a charming demeanor can get you far. Not merely for romance – knowing how to accommodate various personalities, appeal to their instincts, and using what others want or expect, will let you fulfill your own desires.

Undaunted By Failure (150)

Whether it's learning the mysteries of the druids, or practicing fighting moves, you can fail over and over, and be ready to try again without being discouraged.

Subtly Wrong (150)

Athas is full of psionics, mind-effecting magic, and regular traitors. You can tell when those you are close to (or yourself) are behaving strangely, or acting normal. Emphasis on acting. Whether possessed, hypnotized, or shape-shifter, you'll notice something is wrong.

Read the (Monster) Manual (150)

Athas is filled with monsters and undead abominations, many of which have unique abilities or psychic powers. With this, wherever you are, you can identify even the rarest monsters, and their strengths and weaknesses, at a glance.

Elven Market (150)

In these bazaars, anything can be acquired – even questionable or illicit spell components – as long as you have coin to spend, and beware thieves. This perk helps you find similar markets in any setting, navigate them more safely, and leave without getting scammed.

Friendship (150)

Somehow, you can make a team of the most different people imaginable work towards a common goal. Disagreements and personality clashes will occur, but will never lead to inevitable failure.



Inspirational Figure (150)

Your actions ripple through the world. Each of your heroic (or villainous) acts echoes across the land, becoming famous rumors discussed by all, and inspiring hope (or fear) in the common man.

No Blind Spot (150)

Rather than pine after the impossible, you have an awareness of what your own abilities allow you to accomplish. Not playing the game by the game's terms – you might not have an elf's grace or dwarf's strength, but can succeed with what you have, in your own way.

Debt of Honor (150)

Those whom you lend your aid to, tend to help you in return, often in surprising ways. Some might need convincing, but most will eagerly repay their benefactor proportionally. This doesn't have to be immediately – feel free to call in the debt later.

Listening to Steel (250)

Metal is rare, and those who can forge it are uncommon. Truly excellent smiths like yourself are vanishingly rare. The metal almost whispers secrets to you, revealing it's past, guiding your forging, and any metal equipment you make suits the intended wielder well.

Do We Know Someone Like That? (250)

Need a person with a specific, or unique skillset? A metal-dowser? A champion gladiator? Or a druid, to craft an impossible weapon? The only alchemist with a stock of medicine? You know where to find them, but they might need convincing to go along with your plans.

Superior (Free All Except Drop-In) (250)

Athas has produced beings that are generally superior, with greater abilities than elsewhere. If you are to flourish here, all your physical and mental capabilities will need to be increased, to bring you up to par with the rest of Athas. (Generally about 110% of the average of other planes.)



Warrior Perks

Strength (100) (Warrior)

A true warrior's strength comes from their muscles. Your body is covered in mighty thews, steely thews, and rippling thews. Thews for days. Your strength is such that it takes multiple men to overpower you. Warriors can purchase this, at a discount, four times.



Tolerance for Suffering (200) (Warrior)

Rarely does any battle end without the victor's blood being spilled. Blades are not the greatest of agonies – barbs, poisons, needles, caustic acids, and even psionic tortures are aplenty on Athas. However, no pain gives you pause.

Together (200) (Warrior)

Gladiators often fight as matched pairs. These teams can develop uncanny understanding and preternatural teamwork. You have such a bond with one of your companions. Purchasing this a second time (undiscounted) grants you this coordination with all your companions.

Gladiator (300) (Warrior)

Skilled in the use of many obscure weapons and combat techniques, forged in the blood and excitement of the arenas of the city-states, trained to fight and kill for the enjoyment of others. Deadlier in a one-on-one fight than any other, you don't just make killing look easy – you make it look good.

Fighter (300) (Warrior)

To be a true fighter, one must be *a skilled warrior, trained for both individual combat and warfare in military formations*. In battles pitted outside the arena, leadership, preparation, tactics, and strategy play more important roles in determining victor and victim than skill or strength alone.

Ranger (300) (Warrior)

Athas calls for skilled and capable people to master its ways. The ranger is a warrior knowledgeable in surviving the wilderness. You do not fear the wilds, and able to live outside civilization. You are even capable of befriending the most savage of wild animals.

Challenge (400) (Warrior)

Single combat between two champions, with the weapons of warriors. Once accepted, the combat is to the death. The loser's forces leave the field. Violating the challenge through cowardice or deception (or magic or psionics) *has dire consequences – even templars allow the wanton killing of challenge violators. A warrior's followers may see him as a coward if he declines a challenge. Of course, a warrior who wins a challenge gains tremendous respect from his followers.* You can issue a Challenge, to resolve conflicts of violence, on Athas and other worlds.



No-One and Nothing (500) (Warrior)

Before you beckons an endless abyss without possibility of return. But you are not yet dead. Who or what is to stop you from simply… turning around, and walking back? Once a decade, you can survive a mortal injury that is not immediately fatal – but which would surely kill any other person in a matter of minutes. Also works against instant death effects.



Rogue Perks

Bard (100) (Rogue)

Having a reason to enter the homes of the wealthy and powerful is surely a coincidence. Whether an instrument, singing, juggling, or story-telling, you are skilled in a performance art of your choice. This can be taken multiple times (Rogues get discounts on each).

Sneak (200) (Rogue)

Other jobs require others never knowing you were ever there at all. Disguises, moving silently, avoiding attracting attention, surprise attacks, and hiding in plain sight are all skills that come naturally to you.

Perfect Actor (200) (Rogue)

Even your closest companions could not tell your lies from truth. The difference between a perfect actor, and a stalwart ally is that they'll never see your betrayal coming, while they blame their true friends for all the misfortune you deliver, and apologize for doubting you.

Poisons (200) (Rogue)

Bards on Athas have a reputation for poison. Maybe it's a fair attribution, since you know how to mix and use poisons, how to use them with your weapons – or deploy them in more subtle ways to avoid taking the blame.

Dig Tunnel (200) (Rogue)

As a part of his career, a thief can learn the fine art of tunnelling. Dig through 10 feet of loose soil in as little as 5 hours, or solid rock in 30. There's no reinforced concrete on Athas. Thick walls and war guards outside make it a question of when, not if, you'll get in.

Thief (300) (Rogue)

Anyone can sneak about, but few can get into where they're truly unwanted, and plunder every treasure within. Pick-pocketing, lock-picking, trap-disarming, wall-climbing, using rope, and finding hidden caches and secret passages are all skills you've mastered.

Detect Weirdness (300) (Rogue

You're no mage, but you've seen enough strangeness that you can tell in a few seconds of examination if something is enchanted, cursed, or merely an illusion. You might not know the details, but you'll know it's unnatural.

A Bit of Everything (400) (Rogue)

You never know when being a jack of all trades will help in selling a performance or completing a job. You easily acquire and apply skills from unlikely places. **For instance, you can discount one perk purchase from another background in this jump.**



Trader Perks

Trade Language (100) (Trader)

Each intelligent race (with the exception of half-elves, half-giants, and muls) has its own language. There is a standard language used throughout the Tyr Region, called the trade tongue. Not only are you fluent in this language, but you'll know a similar language that facilitates trade in future jumps.



Merchants' Code (100) (Trader)

All merchant houses follow a strict code of behavior known as the Merchants' Code. Anyone wishing to join a merchant house must agree to abide by this code. You have an awareness of similar guild laws in other settings, and whether your actions would violate an oath you've taken, or sworn business agreement.

Make a Deal (200) (Trader)

A trader develops a natural ability to fast-talk through situations. Fast-talking is the verbal equivalent of slight of hand, the art of distraction and misdirection. This is more than getting a better deal than you should. You can talk down raiders intent on killing you and taking your stuff, delaying your death now, to turn the tables on them later.

Beyond Reproach (200) (Trader)

While some merchant houses have a reputation for decadent behavior, swindling, and corruption, members of your own group are more highly regarded – trusted by the lower-classes, as well as nobles and local law enforcement. As long as you and your household do not abuse your position, none will doubt your honor, word, courage, or loyalty.



A Place of Business (300) (Trader)

Athas can be a violent place, where the legitimate authorities are murderous psychopaths or life-draining evil wizards. There's still business that needs doing, and profits to make. Vandals and violence will avoid you, as long as your trading posts, market stalls, shops, or other storefronts are dedicated solely to buying, selling, or trading legal goods or services.

Find (and Sell) the Impossible (500) (Trader)

People tolerate merchants for their ability to find the what they need. You and your agents exemplify this. You might not be sure some treasure even exists, but you can be assured your agents can deliver it into your hands. Which happens more often than you'd think. You'll even get a fair price when selling or trading miraculous one-of-a-kind treasures!

Prophetic Dreams (600) (Trader)

Occasionally, you have dreams that relate to your immediate future, and even detail what course of action you should take. You can't control them, but they will reliably lead you to avoid danger, or make decisions that end up being extremely profitable. Foresight might not be as clear as hindsight, but it is certainly more useful.



Preserver and Defiler Perks

Defilers, as their name implies, corrupt the source they draw energy from, while preservers keep the source safe and relatively unchanged. This difference in methods is reflected in each wizard type's philosophy and manner.

Wizardly Magic (200) (Free Preserver and Defiler)

Magic draws energy directly from the environment, destroying life there. A wizard is able to capture and master these energies. Wizardly magic is the cause of most of Athas's problems. Wizards are almost universally feared and shunned.

You are now burdened with the basic knowledge of how to harvest life energy, and shaping it for ephemeral purposes, to the eternal detriment of the world around you. You have the ability to read magic, sense magic, and two first level spells. You'll need a lot of practice and a few more spells, before you're the equal of a sorcerer-king, or even a member of the veiled alliance.

Patience (100) (Preserver)

Preservers cast spells in harmony with nature, subtly using their magic to return to the land what they have taken from it. Your is not the careless wrenching of power for selfish and petty personal convenience that defilers revel in. You have the patience and willpower to avoid immediate gratification, cast only when you must, and wait until magic is truly needed.



The Long View (100) (Preserver)

This is not acceptance, but recognition that life is full of highs and lows. Bad events can lead to good outcomes, and this helps you realize that. You won't get blinded by immediate circumstances, which lets you plan and act wisely, take advantage of opportunities, and generally retain some measure of hope.

Sensory Alteration (300) (Preserver, Defiler)

Flashes of frost! Thunder! Streaks of purple sparks! Magic is obvious. *In more lenient campaign worlds, mayors, city guards, and nobles rarely tolerate such displays. On Athas, they're just plain suicidal. With this proficiency, you can increase or decrease the sensory effects of casting by lengthening the casting time of the spell.* You can use this to cast more stealthily, or improvise a magical flash bang with your casting.

Alternative Energies (400) (Preserver, Defiler)

Finding a supply of energy is an ongoing problem for most wizards, and the more spellcasters there are in an area, the worse the problem becomes. Though rare, there are Athasian wizards who draw magical energy from special sources, though they all fall under the category of either defiler or preserver. Each source of power has benefits and risks. You can choose one of these to fuel your magic. However, defilers still exude that signature aura – especially when preparing or casting their spells.

Shadow Wizard

Shadow wizards live in two worlds, and must struggle to remain in this one. They can draw energy normally, or from the Black. Their ties to this plane lets them speak with shadow creatures, and grants a chill touch ability. However, drawing from the Black requires shadows, and doing so can be dangerous, chilling the mind and body. As they grow in power, more of the Shadow Wizard's body is sacrificed to the Black, becoming living shadow.



Cerulean Wizard

Specializing in powerful and destructive elemental spells, Cerulean Wizards draw their energy from Tyr storms. Ceruleans require only one spell component or foci – the lens crafted to channel the power of the storm. When doing magic, they are surrounded by a crackling blue aura obvious to all. Ceruleans may deplete Tyr Storms prematurely – but their presence can also cause such storms to spontaneously manifest.



Necromancer

A Necromancer concerns themselves with death and the undead, often in an attempt to reach immortality. They draw death energy from The Gray, and this connection lets them speak with intelligent undead, and control unintelligent ones. Drawing energy from the local afterlife is not safe. *Necromancers have the look of death about them. It hangs like a dark aura, growing stronger as they advance in level.*



Ruthless (100) (Defiler)

Defilers require less time to learn their spells each day, as they don't care what happens to the source they draw from. Like other defilers, you don't care about the cost of power, as long as you're not the one paying it – any magic or ability that demands a price from you can instead be paid with stolen life energy or other sacrifice, and requires less preparation.

Consequences? (200) (Defiler)

Defilers tend not to be long-term thinkers, either blind or uncaring of the damage they do to Athas with their magic. You are particularly good at avoiding the consequences of your greed and impulsivity. This won't prevent immediate retaliation from others, but as long as the cost for your actions isn't paid up front, you'll likely avoid any negative repercussions.

The Road Back (300) (Defiler)

There's a saying on Athas: "Once a defiler, always a defiler." It's a popular sentiment among preservers, especially those of the Veiled Alliance, but it's not entirely true. Preservers can use defiling techniques in a limited manner without crossing the line, or they can embrace defilement and step away from the dark pit and return to the preserving path if they have the will and desire to do so. Redemption will always be a possibility for you, no matter the sins you've committed, as long as you truly wish to return to a more harmonious path.



Grand Defiler (500) (Defiler)

When a defiler draws energy, he pulls the life force from plants in the area. Although he can't actually harm creatures, living beings in the area feel pain. The sorcerer-kings are defilers of the highest order, and can draw the energy for spells from not only plants, but all living things. While you might not have their experience with defiling magic, your defiling does not just cause pain, but draws from the life force of nearby people. While it starts off indiscriminate, with a great deal of practice you may be able to direct what you drain to fuel your arcane workings.

Templar Perks

Shake Down (100) (Templar)

Templars are nearly universally despised for taking advantage of their authority for their own purposes. You are no exception, and have a talent for getting bribes and information through intimidation and inconvenience. Knowing what to say to weaken a victim's resolve, and how much you can extract from them before they're willing to resist.

Kiss Up (100) (Templar,)

Templars, for all their bullying, serve a far more terrifying entity. The sorcerer-kings are ancient, cruel, powerful, and usually insane. A vital skill is knowing how to avoid pissing off their superiors, and flattering their ego – so when the templar inevitably falls short of impossible expectations, they aren't mind-flayed as an example to the others. You could give a masterclass in bootlicking and self-serving aggrandizement of your superiors.

Call for Aid (100) (Templar)

Templars can cast elemental spells akin to clerics: an ability granted by their sorcerer-king. Unlike the templar's other privileges, this is rarely abused more than once, as sorcerer-kings can refuse or punish requests to access these powers. Whether it's praying for a fireball or just backup on a case, you tend to get the help you need, when you ask for it.

Hard to Recognize (200) (Templar)

Despite what should be remarkable or distinctive features, you can somehow avoid being recognized. Practically a different person if you grow some stubble, change your attire, and adopt new mannerisms. Good trait to have, should you decide to betray your Sorcerer-King, or survive in the aftermath of their death.

Marshal Confidence (200) (Templar)

When the tides of battle turn, and defeat seems sure, and you can rouse your allies, and return strength to their limbs. Through word or deed, you restore their will to continue, and even turn the tide of battle.

They Feed on Their Own (300) (Templar)

Whether you're in the Templarate, the Order, or the Veiled Alliance, organizations on Athas seem predisposed to self-destruction, and fostering a sense of paranoia rather than camaraderie within their ranks. You can navigate these political deathtraps, excel within them, and possibly even begin the process of reforming their ways.

Loyal Service (300) (Templar)

Sorcerer-kings tend to be temperamental, at best. They rule though fear of violence and uncertainty of reward or punishment for their servants. You have a guarantee that many do not: as long as you serve faithfully, even if you are a renegade to your peers, your honest intentions will shine through to your ultimate master. As long as they know of your efforts, you will be rewarded – or at least, not punished – for your loyal service.



Sudden, Yet Inevitable (300) (Templar)

One of the key figures in destroying the Sorcerer-King of Tyr was one of his own templars, who, when it was revealed the plot to consume the life force of everyone in the city included all his templars, became less than loyal,. Which, perhaps, the Sorcerer-King should have seen coming. Somehow, those who should never see *your* betrayal coming. Even when obvious, in retrospect.

No Hard Feelings (300) (Templar)

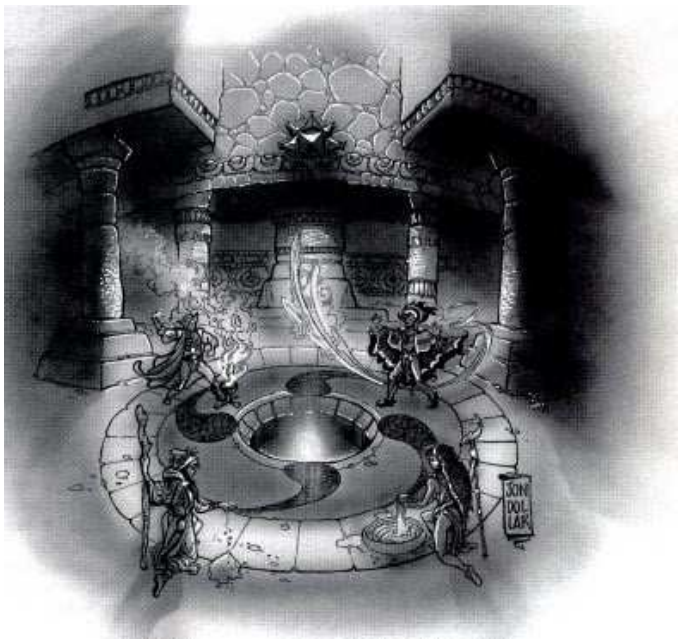
Once your service has ended (one way or another), you'll need to find new employment. Fortunately, people seem willing to overlook the years you've spent serving an inhuman monster, as well as your more petty and banal evil actions. It's not quite a fresh start, but it's better than being torn apart by a mob, or killed by a passing hero or ex-slave with a grudge.

Transferable Skills (400) (Templar)

Your time as a templar has taught you well – cut off from higher source of power, you can still apply what you know to new avenues. Besides that, once your sorcerer-king dies, you'll find opportunities to apply what you've learned in new, and hopefully less evil, ways! Channeling elemental magic via a sorcerer-king can lead you to discovering how to be a druid, beating up slaves can be a stepping stone to becoming a true warrior.

Druid and Cleric Perks

Pact (200) (Free for Druid, Cleric)



Elemental clerics pay homage to one of the four elemental forces: earth, air, fire, or water... As long as the cleric keeps the pact, he'll continue to receive spells to use in that element's service. They tend to be loners and wanderers who travel the world in the service of the elements they revere.
Druids are a special class of priest who… serve nature and the ecological balance, selecting a particular natural feature of Athas to bind with, unique geographical features guarded by spirits of the land. Druids serve these spirits, gaining powers through these supernatural guardians. They must spend a significant amount of time tending their chosen land.

You can form pacts with elemental and natural forces in this manner, carrying the powers and obligations forward with you into future jumps.

- **Clerics** start with major access to spells associated with one elemental plane, and minor access to the more generalist sphere of cosmos.
- **Druids** have major access to the sphere of cosmos, as well as major access to one element, and minor access to another element which reflect the druid's lands.

Quasi- and Para- Elements (300) (Cleric)

Upon reaching the 20th level, elemental clerics can begin branching out into elemental planes connected to their main elemental devotion, as shown below.

Elemental Plane	Connected Paraelemental Planes	Connected Quasielemental Planes
Earth	Magma and Silt	Minerals and Dust
Air	Sun and Rain	Lightning and Vacuum
Fire	Sun and Magma	Radiance and Ash
Water	Rain and Silt	Steam and Salt

Not only have you established such a connection early, you can more easily make similar shifts with your other elemental powers. The newly available elements must be connected to those you've gained naturally, or through perks. If you start with a Water devotion, you can learn to access Silt, but that won't allow you to then make the leap to Earth.

Elemental Friends (300) (Cleric)

Elemental priests can summon elementals from the plane they're connected to. Normally, these summons naturally return, or break loose of their summoner's control and run amok. You have a knack for summoning, and keeping bound on this plane, elemental entities. Should they become unbound, they're also less likely to attack you. Should you encounter other elementals, they will are more likely to engage in conversation instead of violence.

Holy Element (400) (Cleric)

Elemental priests may imbue regular elements with holy attributes, to cause damage to incorporeal, undead, and other beings normally immune to physical attacks or elements. This damage can't be regenerated, and must be healed normally. Now, you can apply the same hallowed traits to any of your elemental abilities.

Elemental Adaptation (500) (Cleric)

Rather than an ability you can use limited number of times a day, as is norm for elemental clerics, this is a permanent feature of your being. You cannot be harmed or obstructed by the element of your choice, passing through it without trouble. Fire will not burn you, water will not drown you, wind will not stymie you, and earth will not bar your path.



Herbalism (100) (Druid)

Druids are connected to the land, and many are adept in using what the land provides to create herbal medicine like Ral's breath, for bruises, cracked bones, minor lacerations. You are adept at evaluating and creating natural remedies from plants.

A Guardian (300) (Druid)

Not all spirits exist in the wilderness. You can connect to and communicate with any genius Loci, not just ones of nature. Should their opinion of you be positive, they may choose to aid you in subtle ways, or even choose you as their champion.

Hidden Lands (500) (Druid)

Most druids can remain hidden while in their grove. However, it takes a special one (with 26 levels) to hide the grove itself. You can invite others in via gentle breeze, or other subtle sign. Powerful magic or psionic powers, on the level of the sorcerer-kings, would be needed to pierce this veil.

Miraculous Herbology (600) (Druid)

Many of Athas' treasures are not forged – they are grown. Instead of potions, Athas has enchanted fruit. One of the few weapons capable of slaying sorcerer-kings is the heartwood spear, plucked from a tree by a halfling. Trees of Life are bastions of life energy that protect areas against corruption and draining. With time and effort, you can grow similar miracles, even in other settings.

Psion Perks



Will & Way (200) (Free Psion)

Free for Psions and Discounted to All Others, Except Drop-In.

On Athas, nearly all are Wild Talents (those with an ability, without training)*, but rarely move beyond the single ability nature has provided them. The study of psionics and the refinement of psionic ability is called "the Way." While the Will makes the use of psionics possible, only through the Way can a person truly master the powers of his mind.*

This perk gives you the Will, making you a Wild Talent. If you're not a psion, you can roll on the appendix, or pay to choose. Psions instead get to choose 1 Science and 3 Devotions from any one Discipline. With training and practice, you can go even further along the Way.

Extreme Meditation (200) (Psion)

Rather than distracting you, unbearable torment and unimaginable pleasure alike will only help hone your efforts to bring your body, mind, and spirit into one. You find it easier to tolerate discomfort and distraction, and more likely to experience enlightenment during moments of exhaustion or terrible distress.

Student-Teacher of the Way (300) (Psion)

Athas is defined, past and present, by psionics. But the Way is not just the potential that most beings have, but the training and practice necessary to bring out the full potential. Fortunately, it's easy for you to find teachers. Moreover, if you find those with potential, you find it easy to instruct them to their full esoteric potential.

To Deserve The Way (400) (Psion)

As long as your mind, body, and spirit are in harmony, time and practice will see all your powers grow. Living a life of service, dedication, and commitment to your principles, whatever they are, will see your powers always grow stronger. However, turning your back on your ideals will see your powers falter and fail.

Beast Mastery (400) (Psion)

This is no mere beast handling skill. *Available only to psionicists above level 20, this telepathic devotion allows a psion to gain control over and share an empathic link with psionic beasts of a low intelligence (1-7 Int),* // although control over the creature requires constant upkeep, with practice it's possible to master multiple creatures. Should your control lapse, whether due to psionic exhaustion or moving more than 300 yards away, the creature will wander back to it's natural habitat. *If a controlled creature is slain, the psionicist suffers its loss severely*, taking damage and possibly catatonic for a time.

Drop-In Perks

Adaptive (100) (Drop-In, Human)

Like Nibenay, despite thousands of years of stagnation, you can adopt new strategies, adapting to a changing world. While others remain stuck in their mindset, deny, double down, and die for their thick-headed adherence to outdated ways, you will not. You can tell when change requires change from you.

Nothing to Fear but Your King (200) (Drop-In)

Machiavelli said it best, but Tectuktitlay exemplifies it. If you are your citizens' greatest fear, no outside threats can shake them. You know that survival matters more than occasional cruelties, and are willing and recognized for the cruelties you can inflict – although your subjects can feel safe knowing your enemies should fear you most of all.

Fearsome Aspect (300) (Drop-In)

All sorcerer-kings are in the process of transforming into a dragon. As a result, they hide their true appearance behind illusions whenever in public. Some lean into this, projecting an inhuman appearance like Hamanu's lion-headed avatar. You can project an alternate form that others will perceive instead of your true nature.

A Living Vortex (500) (Drop-In)

When Rajaat's Champions combined their magic with the Dark Lens to become the sorcerer-kings, the resulting storm of energy connected them to elemental planes – magical conduits through which elemental priest magic could be drawn. The sorcerer-kings couldn't use this magic themselves, but they could bestow spellcasting abilities on their most loyal servants. Like templar, your companions and followers may pray to you to receive priestly spells, depending on your alignment and elemental affinities.



Advanced Being (600) (Drop-In)

On Athas, not everyone can advance beyond the 20th level. Like the sorcerer-kings, when you reach the threshold of possibility, you begin a gradual transformation into a higher form of life (traditionally, but not necessarily a dragon). Through mastery of esoteric arts, you can become functionally immortal, and immensely powerful, through an immense undertaking. As part of this process, you'll always be able to improve your abilities.

Items

Companion (50)

Few are those who can survive alone on Athas. Even if you could, who would want to? Recruit, import, or create a companion with a race, background, and 600 CP to spend.



Handful of Glass and Clay (50)

Today, the main source of metal is the debris of ancient ruins... the inhabitants of Athas have improvised. The economy of Athas runs largely on barter, gemstones, and ceramic bits cast by established powers. Each day, this pouch is filled with a day's worth of living expenses. This can be purchased multiple times, but traders get two for each purchase.

Rod of Divining (150)

This Y-shaped stick dowses for more nearby water – invaluable as that might be on Athas. This rod can find any vital, yet rare, resource within 1000 yards. You must have a particular resource in mind, and each use consumes one of 12 charges, which refresh daily.

Clearstone (150)

This small round pebble is clear as glass – put it in a shallow bowl of water: the surface will reflect an image of a person you know well, and ripple in their direction. This magic will work for any of your companions, followers, or family.

Ring of Life (250)

This jewelry heals the wearer a small amount each day (approximately 3 HP, one might say). Perhaps more importantly, it also prevents their life force from being stolen by defilers. Post-jump, this protection works on any sort of life drain.

Warrior Items

Wearing the Armory (100) (Warrior)

As many mundane, non-metal weapons as you can carry. Wooden swords, obsidian axes, and drake fang daggers. See the dumb athas weapons appendix for more exotic examples.

Armor to Wear (100) (Warrior)

With Athas' brutal climate (and scarcity of metal), nobody is running about in full plate. Release your inner leatherman with a full set of leather, bone, scale, and chitin armor.



War Band (300) (Warrior)

Strong warriors tend to attract followers, and you are no different. Each purchase gives you ~100 lv 3 fighters, rangers, and other warrior-types. Some might hope for martial instruction, others glory, but most will be content with gold. Warriors can purchase this with discounts up to three times. Note, these warriors will expect you to provide for them.

Iconic Equipment (400) (Warrior)

There are many enchanted items that have made their mark on Athas. Those wielded by Rajaat's champions in he Cleansing Wars, or the Heartwood Spear, are chief among them. You have one such piece of equipment, with powerful magic that protects you, expands your perception, increases your capabilities in combat, and is imbued with a deadly ability.

Rogue Items

Instrument (100) (Rogue)

Everybody likes the guy with the music! Especially on Athas, where entertainment that isn't fights to the death are rare. This stringed instrument, erdlu-bone pipes, drums, or other musical mainstay will get you into a lot of places. It helps if you have some skill with producing sounds pleasing to the ear, but bluffing can also work. Even if you can't play it, it's a masterfully crafted and beautiful work of art.

Tools of the Trade (200) (Rogue)

Rogues are called to do a wide variety of tasks, and their tools are just as diverse. You have a set of lockpicks, poison, needles, grappling hooks, entrenching tool, candles, chalk, and any other mundane and relatively inexpensive equipment helpful in breaking and entering or causing mayhem once inside. Updates in each jump.

Hole in the Wall (300) (Rogue)

A small, forgotten safe room hidden from prying eyes with a cot, a few days' worth of food – a good place to lay low for a while until the heat dies down. You can find such a convenient room to hide out in five minutes away, no matter what city you're in.

Patron of the Arts (300) (Rogue)

After a certain point, rogues' skills can fetch high salaries. It's no longer worth their time to commit petty thefts. But how can a low-life rogue line up jobs that both require their skillset, and can pay a fair price for their talents? High level rogues often attract a patron, like this one. A person of high status who passes along lucrative jobs, and works behind the scenes in case you do get captured (although you may have to do a few free jobs in return). They will expect you to do their personal dirty work, but the lifestyle is worth it.



Trader Items

Bizarre Caravan (Variable) (Trader)

Can be purchased multiple times, comes with saddles, howdahs, carts, or carriages. Traders may make purchases at half price, or get TWO purchase equivalents for free with each purchase. E.G.: Buy Kanks for 50, get Crodlu worth 100 for free.

50 CP will purchase a pair of kanks. ***Kanks*** *are large docile insects often used as mounts. They weigh as much as 400 pounds, 4 feet tall, and 8 feet long. They can travel a full day, carrying a 400 pounds. Kanks can digest almost anything organic, and require less water than* other beasts of burden. The honey kanks produce can be fermented, or eaten.

100 CP will pay for either four Erdlu, two Crodlu, or an Inix.

- ***Erdlu*** are *flightless birds covered with flaky scales that range in color. At 200 lbs, and a height of 7 feet, erdlus are too skittish for war mounts, but ideal herd animals, because of their temperaments, and ability to survive on a variety of foods. Erdlu eggs are an excellent source of nutrition.*
- ***Crodlu*** are similar to Erdlu, but larger, with *clawed forelimbs used to manipulate small objects. A tough and aggressive hunter that makes an excellent war mount.*
- ***Inix*** are *lizards that weigh two tons with a length of 16 feet, protected by a thick shell. They can move at a steady pace for a full day and night without rest, carrying 750 pounds. The drawback is the amount of vegetation needed to maintain their strength and docility.*

200 CP gets you a pair of ***Mekillots*** *– mighty lizards weighing up to six tons, with mound-shaped bodies up to 30 feet long. A thick shell covers the back and head. Mekillots have savage dispositions, but their size and great strength make them excellent caravan beasts noted for eating unwary handlers. They can carry 8,000 lbs, or pull 40,000 lbs behind them.*



Outpost (200) (Trader)

The great trader houses accrue stuff, and lots of it. This fortified warehouse between major trade destinations is a safe place to store all that stuff, to profit from, later. Even better, perishables tend to last longer than they should while stored here. Sure, you might have a cosmic warehouse, but this outpost can act as an inventory for all your followers and companions – a third party accessible add-on to your own cosmic warehouse. Generally hidden and staffed with a handful of competent and loyal guards.

Storefront (200) (Trader)

The other half of the equation is exchanging stuff for currency (or more valuable stuff). That's what this modest building, located in a major metropolitan area, is for. Whether wholesale, botique, or restaurant – this business brings modest revenue. With more exotic goods, brought in from a caravan or outpost, the profit margins will be even higher.

Agents (300) (Trader)

Traveling through the wastelands of Athas can be extremely boring, or far too exciting. Money is nice, but who wants to spend all day manning a stall and haggling with elves? Wouldn't it be nice if you had *individual followers of exceptional ability* you could trust to run your business ventures? Each purchase of Agents gets you a half-dozen competent and loyal business associates who will take the initiative to earn you a profit.



Preserver and Defiler Items

Spellbook (100) (Preserver, Defiler)

In this world, a wizard's spell book is very rare – perhaps found only as an artifact. Instead of a "book" made with pages bound between heavy covers, Athasian wizards write their spells on scrolls, weave them into small tapestries or the fringes of their robes, and carve them into bone staves or stone tablets. All of these collections function as "spell books". You have your own such unorthodox "spellbook", which updates itself with spells you learn, and returns to you if lost or destroyed.

Familiar (100) (Preserver, Defiler)

Athasian wizards prefer to maintain anonymity, so use of familiars is quite common. Additionally, so many nonwizards travel with animal companionship on Athas that the practice draws little attention. As long as you don't showcase some unusual ability, this small creature you're bonded with will draw little attention from the uninitiated.

Veiled Contact (200) (Preserver)



The veiled alliance has no single leader or strict hierarchy. The cells of each city operate largely independently, and are only vaguely aligned. Despite this, they tend to be helpful to those who align with their goals: fuck defilers, get spell components. As long as you're willing to aid them in rooting out those who corrupt the world, this contact will always be able to share news of law enforcement activity that might impact you, sell you some less-than-legal goods, provide a place to lay low, or even smuggle you out of town, if needed.

Bonsai Tree of Life (200) (Defiler)

Not all defilers are idiots. Most are, but some take care to cover their tracks, and even minimize their effects on the world. While the sorcerer-kings can afford private groves of Trees of Life to fuel their magic, you have this… tiny potted tree. Like other trees of life, it can act as a renewable source of life energy to fuel your spells, and is very hardy.

Hideaway (300) (Preserver, Defiler)

In public, Athasian wizards are careful not to draw attention. But wizards do lead different lives, of intense and often secretive study. A wizard's hideaway, or secret place of study, is usually warded magically, or physically hidden, and visited in secret. Any wizard's hideaway is filled with books, scrolls, parchments, and all the material elements crucial to his craft. You have your own hidden sanctum, a room to conduct your magical experiments, and store your knowledge, and common spell components, once stored within, will endlessly restock. You will find this hidden room, completely soundproof, appears anywhere you find yourself living for a time.

Wizard Scrolls (300) (Preserver, Defiler)

There are no specialist wizards on Athas. The study of magic has been so restricted over the centuries that wizards have a hard enough time learning spells, let alone specializing in a specific field of study. Somehow, you seem to have no trouble stumbling across and deciphering scrolls (or tablets, murals, carvings, etc.) with novel spells of possible interest. In ancient ruins, the elf market, even rubbish piles; you seem to find hints of magic whenever you're ready to learn a new spell.



Templar Items

Steel (100) (Templar)

With the scarcity of metal on Athas, most weapons and armor is made of stone, bone, wood, or other natural materials – effective, perhaps, but not very durable. This is something far better. A work of art that blends practicality, durability, and beauty. A reliable status symbol, as deadly as it is valuable. This masterwork weapon or armor was made for you, will always find its way back to your hands, and never require maintenance or repair.



Medallion (200) (Free Templar, Discount Drop-In)

You always have one ready, of a design of your choice, always know where it is, use it as a religious symbol to connect and commune with any higher power you are associated with. If you ARE the higher power, you can hear your supplicants' prayers through copies.

Cheers (300) (Templar)

Templars are hated by just about everyone, but even they need a place to relax with a cold brew at the end of a long shift. This bar will always be full of corrupt cops and government officials – it doesn't generate you any revenue, but you can drink for free here, and it makes building connections and finding morally flexible contacts easy.

What You Could Have Had (400) (Templar)

Many high ranking templars come from noble families. They either give up a life of luxury for authority and magical powers, or are pressured into service to tie the family to a sorcerer-king, or to give the family an edge in politics. Templars from more luxurious backgrounds may resent giving up such a life, in exchange for austerity and violence. However, this sprawling estate, with a well, gardens, and half dozen slaves, is more than a reminder of what you've lost: this reward for loyal service is a home and source of income.

Druid and Cleric Items

Grove (Variable) (Cleric, Druid)



Every druid serves a guardian spirit embodying a specific area of Athas, such as this one. This territory is the druid's domain, where their powers are strongest, and the main focus of their efforts in Athas – protecting it from the likes of defilers.

Elemental clerics tend to be hermits in such places as these, where they can focus on their connection to the elemental realms, and experience their element in nature.

Each purchase increases the size of this land that will follow you to later jumps:
For **100 CP**, you get a tiny patch, perhaps an acre or two with a striking feature to define it.
For **300 CP**, you can get a small, self-sustained ecosystem – an oasis, or mountain stream.
For **500 CP,** you'll receive an entire region of wilderness stretching dozens of square miles.



Holy Symbol (100) (Cleric, Druid)

To cast elemental cleric spells, whether enabled by a spirit of the land or powerful elemental, one needs a foci, a symbol. That's what this is. Impossible to lose, the materials and design suit your background on Athas, but after this jump can change to suit your style. If you have other abilities that require a holy symbol, this can fulfill such a requirement.

Appropriate Weapon (50) (Free Cleric)

An elemental cleric's weapons must be an expression of the element they revere. For example, earth clerics might wield stone axes or clubs, while those aligned with air favor projectiles. Clerics of fire may use obsidian (or anything on fire). Water clerics may wield anything crafted of bone or wood: living things that required water to grow. When it breaks or is lost, you will find another in your hands shortly thereafter.

Psion Items

Amulet of Psionic Interference (100) (Psion)

This device creates a magical field around the wearer's mind that does not eliminate or prevent the recovery of psionic strength points, but interferes with them in such a way that they cannot be called upon for power checks. If placed by another, the wearer cannot remove it without a remove curse or wish spell. This one has a variable setting that can be used for training your psi, like resistance training. Only you and companions can remove it.



Psionocus (200) (Psion)

Similar to a wizard's familiar, psions craft a psionocus with clay, their own blood, and a large gem. They typically have sharp claws and fangs with soporific venom. You have one, with the knowledge of how to remake it, should it be destroyed. Crafting more than one will see them fight each other to the death.

Staff of Nok (300) (Psion)

Psionics can do just about anything magic can – for everything else, there's this. The staff of Nok (much like the more canonical cane) is a gnarled branch growing around several small obsidian orbs. Choose three level 1-3 spells – this staff can convert your own life force into arcane spells, effectively defiling yourself to cast a small selection of magic.

Empty Orb (400) (Psion)

This safety net is prepared similarly to the ones housing the secret mind-lords of Saragar. This bowling-ball sized orb of obsidian activates should you die with it on your person, transferring your consciousness to it – congratulations, you're a mind in an orb. The orb is not indestructible, and unless you can perform magic without verbal, somatic, or material components (or have some more exotic abilities to leverage), you will be limited to your psionic abilities, when it comes to interacting with the world.

School for Gifted Psions (600)

You don't need to be bald to be a psychic with a school. This hidden university is located in some remote wilderness, with powerful wards that prevent others from finding it. There is room for several dozen students and teachers, as well as training rooms that can withstand powerful psionic emanations. In this jump, and others, those with abilities in need of a teacher will find their way to its gates – and a powerful crystal scrying orb that can locate those with slumbering potential.

Drop-In Items

Helm of Anti-Psi (300) (Drop-In)

This metal helmet stops any telepathic attacks from effecting you, akin to a permanently closed mind. However, it won't protect against non-telepathic psionic abilities, and completely prevents the use of any psionic abilities you might have.

Ruins of Your Own (300) (Drop-In)

Athas is littered with remnants of the past, which hold forgotten secrets and treasures. Dangers also lurk within, and it will take time and blood to explore this ancient necropolis. You can choose whether the layout, threats, and treasures reset and change each time you enter, or if this mega-dungeon, even partially cleared, will be used as a base of operations.

Another Alliance (400) (Drop-In)

Modeled after the one dedicated to aiding preservers – with its own aims and methods. Wherever you go, you'll find small, secretive groups of normal people, loosely connected, with aims similar to your own, and able to support your activities as a Jumper. They aren't subordinate to you, but since you know the secret handshakes and signs, they will trust and be willing to work with you. You'll be able to trust and work with them, in turn.



Horrible Tutors (400) (Drop-In)

This pair of dessicated heads can teach you a sorcerer-king's knowledge of Psionics and Sorcery. However, they are endlessly insulting, give terrible advice outside of magic or psionics, and thirst for blood. Perhaps they are lying about expanding lessons to include exotic skills, should you feed them the blood of sorcerers and psychics from other settings.

Dim Lens (600) (Drop-In)

This dark gem, the size of a man's head, is a powerful focus and battery for psionics and magic. With the right preparation and execution, it could literally change the world. However, it will wreak havoc on user not trained in psionics – and without arcane expertise, it can act as a supplement to your willpower, but its deeper mysteries will elude you.

Drawbacks

Greetings, Traveler... (+100)

Every time. Every time! You go talk to somebody, maybe to ask for directions, or see if they have work, and what a surprise! It's another monologue about their tragic past, evil plan to acquire ultimate power, or disturbing relic's ancient history. And how you can help.

... You Must Be... (+100)

Everyone recognizes you from rumors, and your every action attributed to heroic inclination, or part of a Veiled Alliance plan. You don't know anyone in the Alliance! Trying to use this to your advantage will see *real* Veiled Alliance members take action against you.

... I have a Quest (+100)

Whenever you want something, it's never as simple as exchanging ceramic coins for thing. No, you have to do some fetch quest, or pass on a message, or do some other dumb job – and half the time, they try to kill or cheat you after doing their stupid quest, anyway!

Slave State (+150)

You are a slave being worked to death. It wasn't always like this – you had a warehouse, and companions. Now, you're stuck wearing a collar, and that asshole keeps whipping you! Access to anything from previous jumps, and items from this jump, first require escaping.

Are You Not Entertained? (+150)

You awaken in the gladiator pen of a great arena, where warriors and wretches die for the pleasure of bloodthirsty crowds. You'll have to fight slaves that attempted to escape, captured raiders, horrific beasts, and champion gladiators, to earn freedom. Or escape.

Wanted (+150)

Perhaps for escaping captivity, there are depictions of your face plastered in every major city-state and village. Rewards are great, and you'll have to consider whether everyone you meet is going to turn you in, until you manage to clear your name or kill those responsible.



Less Civilized (+150)

You're a member of a less sophisticated species – perhaps a Ssurran or Tarek. There may be some advantages, like being able to eat raw meat, wicked claws, or the strength of three men – the reduced intelligence and potential lack of opposable thumbs outweigh those benefits. You'll be viewed with suspicion and disdain by all but the most welcoming.

Albino (+150)

Even the most hardy and resistant individuals find refuge from the sun's burning hate during the height of the day. Your skin is far from suited to Athas – pale as a bloodless corpse, and burns quicker than kindling. Seek shade, or scorch and suffer greatly.

Untrusting (+150)

For you, it doesn't matter whether hands are outstretched in cherity or anger. Even when you *should*, your trust cannot be given. There will always be a part of you that believes the worst of those around you, and prevents you from benefiting from charity or friendship.

Alien Ant Farm (+200)



The rift created by the Great Earthquake has opened a path beyond the natural boundary formed by the Jagged Cliffs. The vast armies of the Kreen Empire are waiting on the other side, to dominate the Tyr Region. Prepare to re-enact Starship Troopers, or seek some diplomatic resolution, as the chitin tide approaches.



Sand Trap (+200)

The jump doesn't end after 10 years. Instead, you have to find your own way out of Athas, in order to begin your next jump. There are a few canonical possibilities, but you'll have to find them yourself. It might take a while, but you have time.

Not in the Bestiary (+200)

Athas is full of deadly abominations. Pakubrazi? Dagorran? Brohg? Wrab? Gaj? Mastryial? Forget "how do I kill it" – how do I *pronounce* it? Most have psychic powers in addition to posing a physical threat. Monsters you encounter will be totally alien and unknown to you.

Involved (+300)

In the Forgotten Realms campaign setting, a wizard might go from 20th to 30th level and hardly be noticed – in the DARK SUN world, no one gains fantastic levels anonymously. High-level characters find themselves victims of their own success: dragons and avangions have nothing but enemies, and psionicists must join an exclusive organization or be hunted. The negative attention you garner is proportional to your personal power and experience.

Planar Isolation (+300)

No spelljammer can breach Athas' crystal sphere, and dimensional travel is rare. You too are denied the benefits of the wider multiverse… including all previous perks and items. Also applies to any companions you import. Can't be taken if this is your first jump.

Sorcerer King's Wisdom (+300)

Hold them tight or set them free, they always slip away. Should any of your imported companions die, you will never get them back. You must have at least one imported companion, and may choose to import all your companions, with 0 CP to spend.

Outback (+0)

Why does everyone have an accent? Is that a magpie? Did that guy just call me a cunt? Is this even Athas? Yeah, nah – this is Athaustralia, mate. The Aussie flora and fauna fit right in among the native Athasian wildlife and horrors. Besides the accent and slang, you'll encounter sausage sizzles, bevvies, and colorful language. Otherwise, pretty canonical.



Notes

Questions & Answers

Q: What's with all the 50, 150, 250 CP stuff?
A: have you looked at a 2E D&D player's guide? I can't make it that fiddly, but I can try.

Q: Why can't I be a dragon, or a beautiful butterfly?
A: You can, but you'll have to work for it.

Q: Why are some things in italics?
A: Quotes (direct, or paraphrased) taken from Dark Sun Campaign Setting books, or novels.

Changelog

1.0	4/28/2025	First draft finally completed.
1.1	5/5/2025	Clarified wizard, psion, and druid/cleric starting perks. Clarified Advanced Being as uncapper with built in transformation. Fixed Grove pricing. General proofreading. How did I forget an entire item entry? Added Ruins of Your Own.

Appendix: Locations

Once you roll (or pay) for a starting location type, you may roll on the appropriate table, or pay an additional 50 CP to choose an entry from that category.

Cities

1. Tyr
2. Urik
3. Raam
4. Draj
5. Nibenay
6. Gulg
7. Balc
8. Kurn
9. Eldaarich
10. Saragar
11. Thamasku
12. Celik

Village

1. Altaruk
2. Cromlin
3. Hidden Village
4. North and South Ledopolus
5. Ogo
6. Salt View
7. Walis
8. Winter Nest (free Aarakocra)
9. Ket
10. Pterran Vale/Lost Scale
11. Bandit States of the Barrier Wastes
12. Nexus

Oasis

1. Silver Springs
2. Grak's Pool
3. Dragon's Bowl
4. Pyreen Grove
5. Shault
6. Vanishing Lake
7. Durg's Puddle
8. Last Drink

Ruins

1. Kalidnay
2. Bodach
3. Giustenal Ruins
4. Godshold
5. Small Home
6. City of a Thousand Dead

Peril

1. Forked Tongue Estuary Islands
2. The Pristine Tower
3. Blacksand Region
4. Si'jidzak/Great Rift/Kreen Empire
5. Road of Fire
6. Mountains of the Sun
7. Valley of the Cerulean Storm
8. The Dead Land

Appendix: Wild Talents

You can roll for a Wild Talent, pay 50 CP to choose a Devotion, or 100 to choose a Science.

Clairsentient Devotions	
1-2	All-Round Vision
3	Combat Mind
4-5	Danger Sense
6-7	Feel Light
8	Feel Sound
9	Hear Light
10	Know Direction
11-12	Know Location
13	Poison Sense
14-15	Radial Navigation
16-17	See Sound
18	Spirit Sense
Psychokinetic Devotions	
19-20	Animate Shadow
21-22	Control Light
23-24	Control Sound
25	Molecular Agitation
26-27	Soften
Psychometabolic Devotions	
28-29	Absorb Disease
30-31	Adrenaline Control
32	Aging
33-34	Biofeedback
35	Body Control
36	Body Equilibrium
37-38	Body Weaponry
39-40	Catfall
41	Cause Decay
42-43	Cell Adjustment
44-45	Chameleon Power
46	Chemical Simulation
47	Displacement
48-49	Double Pain
50	Ectoplasmic Form
51-52	Enhanced Strength
53	Expansion
54-55	Flesh Armor
56	Graft Weapon
57-59	Heightened Senses
59	Immovability
60-61	Lend Health
62-63	Mind Over Body
64-65	Reduction
66-67	Share Strength
68-70	Suspend Animation
Psychoportive Devotions	
71-72	Astral Projection
73-74	Dimensional Door
75-77	Dimension Walk
78-79	Dream Travel
80-81	Phase
Telepathic Devotions	
82-84	Conceal Thoughts
85-87	Empathy
88-89	ESP
90-91	Life Detection
92-93	Psychic Messenger
94-96	Send Thoughts
97-98	Roll two devotions
99	Roll one science
100	Roll 1 devotion 1 science

Clairsentient Sciences	
1-6	Aura Sight
7-14	Clairaudience
15-22	Clairvoyance
23-27	Object Reading
28-32	Precognition
33-36	Sensitivity to Psychic Impressions
Psychokinetic Science	
37-44	Telekinesis
Psychometabolic Sciences	
45-49	Animal Affinity
50-53	Complete Healing
54-55	Death Field
56-61	Energy Containment
62-63	Life Draining
64-72	Metamorphosis
72-80	Shadowform
Psychoportive Sciences	
81-83	Probability Travel
84-86	Teleport
Telepathic Science	
87-82	Mindlink
93-95	No Science Gained
96-100	Roll 2 Sciences

Table taken from "Way of the Psionicist" Dark Sun Campaign Setting.

Details for each entry can be found here.

Appendix: Dumb Athas Weapons



Alhulak: a 5-foot length of rope with a four-bladed grappling hook on one end, commonly carved from mekillot bone. This is secured to a 2-foot-long handle of wood or bone.



Bard's Friend: Several blades and prongs carved from obsidian, wood, or fangs, mounted to a wooden grip with finger holes or leather straps. Bards normally coat the blades with poison.



Cahulaks: A pair of hafts with four-bladed heads, tied together by a 12-foot length of rope. The blades are carved bone, usually, mekillot, while the hafts are solid lengths of wood or sturdy bone.



Carrikal: A length of mekillot bone lashed to the sharpened jawbone of any sharp-toothed creature, to make a kind of battle axe with two heads oriented in the same direction. Sharp ridges of teeth run down half the length of the bone handle.



Chatkcha: This thri-kreen throwing weapon is common among the steppes tribes. A crystal wedge that can be thrown and, due to its spin and effect upon the air, returns to the thrower if it misses the target.



Crusher: A spiked stone (rarely, metal) ball at the end of a 20- to 25-foot-long flexible pole. The user plants the end of the pole into the ground, then whips the weighted end back and forth until it nearly strikes the ground in front and behind. Difficult to use individualy, but formidable in troop battle.



Datchi club: Made for the arena. A 4- to 5-foot-long head made of either dried insect hive or roots is attached to a 3-foot-long wood or bone handle. Teeth, claws, or (rarely) metal razors are embedded into the head, to inflict horrible wounds.



Dragon's paw: Made popular in the arenas of Tyr and Urik, this weapon has two blades fashioned from any suitable material, each attached to either end of a 5- to 6-foot-long wood shaft. A centrally located curved bar or basket protects the wielder's hand, with a blade that juts perpendicular to the shaft.



Forearm axe: This weapon consists of a pair of large blades resembling a double-axe on a bracer, strapped to the forearm like a buckler, with a spike protruding forward from the upper sheath.



Gouge: A wide bone, obsidian, or chitin blade is mounted on a 3-foot-long wood shaft. The weapon requires a two-handed grip: a small handle bar that protrudes from the shaft, behind the blade, and a grip at the rear of the shaft. Wait, isn't this just an angry shovel?

Gythka: A thri-kreen polearm with wicked blades at either end. The weapon's thick shaft allows it to be used like a quarterstaff.





Impaler: A weapon developed for arena combat, with a single shaft about 4 feet long topped by a pair of long pointed blades, splitting to each side and forming a deadly "T". The weapon can be swung horizontally or vertically over the head.

Lotulis: Crescent blades with barbed spikes near the points and mounted at either end of a long shaft.





Master's whip: Used by task masters and arena guards, a carved bone or ivory handle used to direct a whip fashioned from leather or giant's hair. A bone head sports five separate hollow-tipped barbs.

Puchik: Designed for punching and parrying in close-quarter fighting, this 2-foot-long dagger features hand guards and a grip positioned perpendicularly to the length of the blade.





Quabone: Four identical shanks of bone, lashed together to form a radially symmetrical, sword-length rod. Light and crudely sharpened, the quabone was made to draw out fights in the arena.

Singing sticks: Used in pairs, one wielded in each hand. Made from a springy, straight wood, 1 inch in diameter and 2½ feet long. The ends are slightly wider than the center. When twirled, the sticks produce whistling and moaning sounds, thus the name.





Tortoise blade: Basically a small shield with a blade. The protective shell can be carved from bone or chitin, or fashioned from hardened leather. The blade, made from stone, bone, or sometimes metal, is mounted to the underside of the shell, and the entire ensemble is worn on the forearm.



Trikal: A 6-foot-long, mostly wood shaft, the uppermost 12 inches of which consist of three blades projecting from a central shaft. Beneath the blades is a series of serrations, generally extremely sharp. The other end of the shaft is weighted.



Weighted pike: This weapon combines a pike with the impact damage of a mace. The 8-foot-long shaft has a blade of bone or fang at one end and a weighted, spiked bail at the other, usually made of baked ceramic.



Widow's knife: Similar to a harvesting tool from the verdant belts, this wide blade is set on a wood or ivory handle. Two spring-loaded prongs activated by a thumb latch are hidden in the handle.



Wrist razor: A trio of blades protruding from a heavy arm band. The razors project out over the back of the hand, are extremely sharp, and can be up to 6 inches long.