

Chapter Seven

Equipment

On Athas, resources are often scarce, and the value of basic necessities are often more important than what are traditionally called valuables. Water is treasured, much like those who hold metal items, almost never willing to part with them. Gold and silver are worth a fortune, and the coinage of the Tyr Region is made of ceramic pieces. Armor and weapons are rarely made out of metal, and athasian use substitute materials, such as bone, obsidian to fashion them. Magic is rare, and magic items are rarer. Psionics are more readily available, but their sale is closely guarded, and available only to the wealthy and the psionically gifted.

As such, athasian equipment is very much different from that of the standard D&D campaign settings. The following chapter details the rules concerning equipment available on Athas.

Equipping a Character

As PHB, except where noted below.

Equipment a la Carte

Athasian characters usually start out with less funds available to them than characters from other settings, simply because the harsher conditions of Athas do not lend itself well to the accumulation of wealth, since characters must often use their resources simply to survive.

Athasian characters may select a free peasant's outfit at character creation. If they have the Slave flaw, this outfit is replaced by a slave's outfit. If they have the Noble feat, this outfit is replaced by a noble's outfit.

Table 7-1: Random Starting Ceramics determines how many ceramics worth of equipment your character possesses at character creation, depending on her class.

This amount is then multiplied by a special modifier, depending on her character level. This modifier is determined on Table 7-2: Starting Ceramics Multiplier.

For example, standard athasian characters are third level characters, and their starting ceramics amount is multiplied by 30 at character creation.

TABLE 7-1: RANDOM STARTING CERAMICS

Class	Amount (cp)	Class	Amount (cp)
Barbarian	4d4	Psychic Warrior	5d4
Bard	5d4	Ranger	5d4
Cleric	4d4	Rogue	5d4
Druid	2d2	Templar	6d4
Fighter	6d4	Trader ²	6d4
Gladiator	4d4	Wilder	4d4
Monk ¹	5d4	Wizard	3d4
Psion	3d4		

1 Monks do not receive any level multiplier for equipment.

2 Traders receive additional starting funds equal to 50cp per point of Charisma bonus. However, this additional money is not multiplied.

TABLE 7-2: STARTING CERAMICS MULTIPLIER

Level	cp	Level	cp	Level	cp	Level	cp
1	x5	6	x105	11	x330	16	x680
2	x15	7	x140	12	x390	17	x765
3	x30	8	x180	13	x455	18	x855
4	x50	9	x225	14	x525	19	x950
5	x75	10	x275	15	x600	20	x1050

Availability and Price

In a DARK SUN campaign, availability is often an issue. Characters starting in a City-State region may purchase any item of up to 2000cp in price at character creation. However, those who hail from different regions may only purchase items worth up to 500cp.

During the campaign, however, characters will have a harder time finding some items than usual, and the prices may be different from the PHB in some respects.

First of all, all athasian prices are expressed in ceramic pieces (cp) instead of (gp).

Standard items which are not made of metal are readily available. These cost their listed PHB price.

Standard items which are metallic cost 100 times of their PHB prices. However, many items which are usually made out of metal can be made out of other materials on Athas. See the individual item's description for details.

Masterwork items, however, are easier to purchase on Athas, simply because crafting wages are lowered in the Tyr Region by slavery and overall poverty. Masterwork items cost 25 additional cps, masterwork armors cost 50 additional cps and masterwork weapons cost 75 additional

cps. However, masterwork metal items cost their PHB price (50 for item, 150 for armor and 300 for weapons), because metalworkers are rare and prized.

Special items are rarer on Athas, and often sold only in disreputable quarters by exceptional individuals. As such, any special substance or item costs twice its listed PHB or DMG price.

Magic items are very hard to purchase, and those who have them would rarely part with them willingly. They are never sold openly in the city-states, and almost never crafted for this purpose. Magic items cost twice their listed DMG price. However, crafting a magic item does not have an increased cost for the purpose of calculating raw materials and XP costs.

Psionic items are more readily available, but they are usually sold only in the psionic schools and academies of the city-states, and useful only to those who can manifest psionic powers, and who are wealthy enough to afford them. Psionic items cost twice their XPH listed price.

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.

Coins

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.

TABLE 7-3: ATHASIAN COINS

Coin	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.

TABLE 7-4: 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)
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

As PHB, except where noted below.

Weapon Categories

As PHB, but the weapons are also classified into weapon groups.

Weapon Groups: Each weapon is classified into a weapon group, which allows characters proficient with that weapon group to wield all weapons which are part of it at no penalty. Characters with the appropriate exotic weapon group proficiency are also proficient in all the exotic weapons which are part of that group.

Simple weapons: Characters who are not proficient with simple weapons only suffer a -2 penalty on attack rolls made with them.

Weapon Materials

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.

Weapon Qualities

Athasian weapons have the same qualities as PHB weapons, except where noted below.

Cost: The cost of each weapon is expressed in ceramic pieces (cp) or bits (bt). Weapons which are made out of iron, however, cost the same price in gold pieces (gp) or silver (sp), respectively. This means that metal weapons are effectively 100 times more expensive on Athas. See the different weapon material definitions to see how they affect weapon costs.

Damage: As PHB, but weapons made out of substitute materials have a -1 penalty to damage. See the different weapon material definitions to see how they affect weapon damage

Weapon Definitions

Table 7-5: Weapons lists all weapons available in a DARK SUN campaign. The following sections describes all new athasian weapons and their special abilities. Standard weapons are as described in the PHB, unless otherwise noted here.

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.

Atlal: Also called staff-sling, this device allows you to throw javelins with better range and accuracy. You must use javelins as ammunition for an atlal, 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.

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.

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 welder 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 or the wound is tended with a Heal check DC 15. 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 1d4 points of damage (Crit 19-20x2).

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.

TABLE 7-5: WEAPONS

Weapon	Cost	Damage	Critical	Type	Range	Categories		Weight
<i>Basic Weapons</i>								
Unarmed Strike	-	1d3	x2	B	-	Simple	Melee	Light
Club* ²	1 bt	1d6	x2	B	10 ft.	Simple	Melee	One-handed
Dagger*	2 cp	1d4	19x2	P/S	10 ft.	Simple	Melee	Light
Gauntlet ¹	2 gp	1d3	x2	B	-	Simple	Melee	Light
Quarterstaff ^{2,5}	2 bt	1d6/1d6	x2	B	-	Simple	Melee	Two-handed
<i>Axes</i>								
Battleaxe	10 cp	1d8	x3	S	-	Martial	Melee	One-handed
Carrikal	8 cp	2d4	x2	S	-	Martial	Melee	One-handed
Carrikal, greater	16 cp	2d6	x2	S	-	Martial	Melee	Two-handed
Forearm axe	20 cp	1d6	x2	S	-	Exotic	Melee	One-handed
Greataxe	20 cp	1d12	x3	S	-	Martial	Melee	Two-handed
Handaxe	6 cp	1d6	x3	S	-	Martial	Melee	One-handed
Throwing axe*	8 cp	1d6	x2	S	10 ft.	Martial	Melee	One-handed
Waraxe	30 cp	1d10	x3	S	-	Exotic	Melee	One-handed
<i>Bows</i>								
Longbow ²	75 cp	1d8	x2	P	100 ft.	Martial	Ranged	Two-handed
Longbow, composite ²	100 cp	1d8	x2	P	110 ft.	Martial	Ranged	Two-handed
Shortbow ²	30 cp	1d6	x2	P	60 ft.	Martial	Ranged	Two-handed
Shortbow, composite ²	75 cp	1d6	x2	P	70 ft.	Martial	Ranged	Two-handed
Arrows (20)	1 cp							
<i>Claws and Gauntlets</i>								
Dragon's Paw** ³	30 cp	1d6/1d6	x3	P	-	Exotic	Melee	Two-handed
Gauntlet, spiked	5 cp	1d4	x2	B+P	-	Martial	Melee	Light
Handfork	20 cp	2d3	x2	P	-	Exotic	Melee	Light
Ko•	2 cp	1d4	x2	P	-	Exotic	Melee	Light
Puchik	2 cp	1d4	x3	P	-	Simple	Melee	Light
Talid	20 cp	1d6	x2	P+S	-	Exotic	Melee	Light
Tortoise blade	20 cp	1d4	x2	P/S	-	Exotic	Melee	Light
Wrist razor	15 cp	1d4	18x2	P/S	-	Exotic	Melee	Light
<i>Crossbows</i>								
Crossbow, hand ²	100 cp	1d4	19x2	P	30 ft.	Exotic	Ranged	One-handed
Crossbow, heavy ²	50 cp	1d10	19x2	P	120 ft.	Simple	Ranged	Two-handed
Crossbow, light ²	35 cp	1d8	19x2	P	80 ft.	Simple	Ranged	Two-handed
Crossbow, heavy repeating ²	400 cp	1d10	19x2	P	120 ft.	Exotic	Ranged	Two-handed
Crossbow, light repeating ²	250 cp	1d8	19x2	P	80 ft.	Exotic	Ranged	Two-handed
Bolts (10)	1 cp							
<i>Flails and Whips</i>								
Alhulak** ⁴	20 cp	1d6	x3	P	-	Exotic	Melee	One-handed
Cahulak** ^{4,5}	40 cp	1d6/1d6	x3	P	-	Exotic	Melee	Two-handed
Flail, light	8 cp	1d8	x3	B	-	Martial	Melee	One-handed
Flail, heavy	15 cp	1d10	x3	B	-	Martial	Melee	Two-handed
Lajav	8 cp	1d6	x2	B	-	Exotic	Melee	Two-handed
Master's whip ^{2,4}	6 cp	1d4 ³	19x2	S	-	Exotic	Melee	One-handed
Whip ^{2,4}	1 cp	1d3 ³	x2	S	-	Martial	Melee	One-handed
<i>Heavy Blades</i>								
Bastard sword	35 cp	1d10	19x2	P/S	-	Exotic	Melee	One-handed
Falchion	75 cp	2d4	18x2	S	-	Martial	Melee	Two-handed
Greatsword	50 cp	2d6	19x2	P/S	-	Martial	Melee	Two-handed
Longsword	15 cp	1d8	19x2	P/S	-	Martial	Melee	One-handed
Macahuitl, heavy ²	35 cp	1d10	x2	S	-	Martial	Melee	One-handed
Scimitar	15 cp	1d6	18x2	S	-	Martial	Melee	One-handed
<i>Light Blades</i>								
Dagger*	2 cp	1d4	19x2	P/S	10 ft.	Simple	Melee	Light
Macahuitl, light ²	20 cp	1d8	x2	S	-	Martial	Melee	Light
Shortsword	10 cp	1d6	19x2	P/S	-	Martial	Melee	Light
Slodak ²	50 cp	1d8	x2	P/S	-	Martial	Melee	One-handed
Widow's knife	5 cp	1d6	x2	P/S	-	Simple	Melee	Light

Maces and Clubs

Club*	1 bt	1d6	x2	B	10 ft.	Simple	Melee	One-handed
Datchi club ⁴	12 cp	1d10	x3	B+P+S	-	Exotic	Melee	Two-handed
Greatclub	5 cp	1d10	x2	B	-	Simple	Melee	Two-handed
Mace, heavy	8 cp	1d8	x2	B	-	Simple	Melee	One-handed
Mace, light	5 cp	1d6	x2	B	-	Simple	Melee	Light
Morningstar	12 cp	1d8	x2	B+P	-	Simple	Melee	One-handed
Quabone ²	3 cp	1d4	x2	B+S	-	Simple	Melee	Light
Quarterstaff ²	2 bt	1d6/1d6	x2	B	-	Simple	Melee	Two-handed
Sap ²	1 cp	1d6 ³	x2	B	-	Martial	Melee	Light
Singing stick ²	25 cp	1d6	18x2	B	-	Exotic	Melee	Light
Weighted Pike** ⁵	25 cp	1d8/1d10	x3/x2	P/B	-	Exotic	Melee	Two-handed

Picks and Hammers

Alak	8 cp	1d6	x3	P	-	Martial	Melee	Light
Alhulak**	20 cp	1d6	x3	P	-	Exotic	Melee	One-handed
Cahulak** ⁵	40 cp	1d6/1d6	x3	P	-	Exotic	Melee	Two-handed
Hammer, light*	1 cp	1d4	x2	B	20 ft.	Martial	Melee	Light
Heartpick	9 cp	1d6	x4	P	-	Martial	Melee	One-handed
Impaler	6 cp	1d8	x3	P	-	Martial	Melee	One-handed
Maul	25 cp	1d10	x3	B	-	Exotic	Melee	One-handed
Pick, heavy	15 cp	1d8	x4	P	-	Martial	Melee	Two-handed
Pick, light	4 cp	1d4	x4	P	-	Martial	Melee	Light
Scythe	18 cp	2d4	x4	S	-	Martial	Melee	Two-handed
Trikal	10 cp	1d10	x3	B+P	-	Martial	Melee	Two-handed
Warhammer	12 cp	1d8	x3	B	-	Martial	Melee	One-handed

Polearm

Crusher ⁴	25 cp	1d8	x4	B	-	Exotic	Melee	Two-handed
Glaive ⁴	8 cp	1d10	x3	S	-	Martial	Melee	Two-handed
Gouge	6 cp	1d12	x3	P/S	-	Martial	Melee	Two-handed
Guisarme ⁴	9 cp	2d4	x3	S	-	Martial	Melee	Two-handed
Gythka ⁵	50 cp	1d8/1d8	19x2	S	-	Exotic	Melee	Two-handed
Halberd	10 cp	1d10	x3	S	-	Martial	Melee	Two-handed
Lotulis ⁵	60 cp	1d10/1d10	x2	S	-	Exotic	Melee	Two-handed
Ranseur ⁴	10 cp	2d4	x3	P	-	Martial	Melee	Two-handed
Thanak	20 cp	2d6	x3	P+S	-	Exotic	Melee	Two-handed

Thrown Weapons

Atlatl ²	25 cp	1d6	19x2	P	40 ft.	Exotic	Ranged	One-handed
Javelin	1 cp	1d6	x2	P	30 ft.	Simple	Ranged	One-handed
Blowgun ²	3 cp	1	x2	P	10 ft.	Exotic	Ranged	Two-handed
Needles (20)	1 cp							
Bola ²	5 cp	1d4 ³	x2	B	10 ft.	Exotic	Ranged	One-handed
Chatkcha	20 cp	1d6	18x2	S	20 ft.	Exotic	Ranged	Light
Club* ²	1 bt	1d6	x2	B	10 ft.	Simple	Ranged	One-handed
Dagger*	2 cp	1d4	19x2	P/S	10 ft.	Simple	Ranged	Light
Dart	5 bt	1d4	x2	P	20 ft.	Simple	Ranged	Light
Dejada ²	20 cp	1d6	x2	B+P	20 ft.	Exotic	Ranged	One-handed
Pelota (1) ¹	2 bt	1d4	x2	B+P	10 ft.			
Shortspear*	1 cp	1d6	x3	P	20 ft.	Simple	Ranged	One-handed
Sling ²	2 bt	1d4	x2	B	50 ft.	Martial	Ranged	One-handed
Bullets (10) ¹	1 cp							
Spear*	2 cp	1d8	x3	P	10 ft.	Martial	Ranged	Two-handed
Trident*	15 cp	2d4	x2	P	10 ft.	Martial	Ranged	One-handed
Zerka*	20 cp	1d8	x2	P	20 ft.	Exotic	Ranged	One-handed

Spears

Dragon's Paw** ⁵	30 cp	1d6/1d6	x3	P	-	Exotic	Melee	Two-handed
Lance ⁴	10 cp	1d8	x3	P	-	Martial	Melee	Two-handed
Longspear ⁴	5 cp	1d8	x3	P	-	Martial	Melee	Two-handed
Shortspear*	1 cp	1d6	x3	P	20 ft.	Simple	Melee	One-handed
Spear*	2 cp	1d8	x3	P	10 ft.	Martial	Melee	Two-handed
Trident*	15 cp	2d4	x2	P	10 ft.	Martial	Melee	One-handed
Weighted Pike** ⁵	25 cp	1d8/1d10	x3/x2	P/B	-	Exotic	Melee	Two-handed
Zerka*	20 cp	1d8	x2	P	20 ft.	Exotic	Melee	One-handed

* This weapon requires the Thrown Weapon group proficiency to throw effectively.

** This weapon require two weapon groups.

1 This weapon can only be effectively made out of metal.

2 This weapon cannot be effectively made out of metal.

3 This weapon deals nonlethal damage

4 This weapon has reach

5 Double weapon

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.

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. Dejas 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.

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.

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.

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.

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.

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.

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".

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.

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.

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.

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.

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.

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 pterran 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.

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.

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 Kreen 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 effective Dexterity. The target can only move at half speed, and cannot run or charge. Also, to cast or manifest, she must succeed at a Concentration check DC 15.

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. If she succeeds, the target pulls you with her and can move 5 feet +1 feet per point by which she defeated you. However, on your turn, you may take a standard action to draw the target closer using the same checks.

A zerka can be extracted as a standard action, but this inflicts an additional 1d8 points of damage to the target. To avoid damage, a character must take 1 minute and succeed at a Heal check DC 15 to remove the weapon.

Masterwork Weapons

As PHB, but the cost of crafting masterwork weapons depends on the type of materials used. A masterwork component of a Craft(weaponsmithing) check costs 300 cp, but masterwork weapons made out of non-metal materials, which require Craft(weaponcarving) or Craft (flintknapping) checks, cost only 75cp more.

Sundering a Weapon

Since athasian weapons come in a wide variety of materials, the hardness and hit points of weapons vary accordingly. Hardness is determined strictly by material, while hit points vary depending not only on the material but the kind and size of the weapon. The following table lists all weapon hit points for the purpose of sundering.

TABLE 7-6: WEAPON HIT POINTS¹

Weapon	Agafari Wood	Bone	Flint Obsidian	Dasl Stone	Bronze	Iron	Steel
Light blade	1	1	1	2	2	2	2
One-handed blade	3	2	-	-	4	5	4
Two-handed blade	5	3	-	-	8	10	9
Light haft	2	1	-	-	8	10	9
One-handed haft	5	3	-	-	15	20	18
Two-handed haft	10	5	-	-	-	-	-

¹ These values are for medium-size weapons. Halve or double the weapon's hit points for each size category smaller or larger, respectively.

Variant: Weapon Breakage

In most cases, Athasians wield weapons that are made out of less than ideal materials. This sometimes causes weapons to break on impact when the weapon hits the target with too much force, especially with wooden or bone weapons.

When a character rolls a natural 20 on her attack roll, but misses on her critical roll, the weapon has a chance of breaking because of the impact.

Characters must make a Strength check against the weapon's Break DC or break their weapon, rendering it useless. If the weapon is a ranged weapon, apply only the strength modifier if it applies to damage.

For hafted weapons, you roll the breakage chance for the head of the weapon as well as the haft. However, unless you strike with the haft itself, the haft only breaks if you exceed the break DC by 5 or more. Note that the head of a hafted weapon is not the same size as the weapon itself, and is normally one or two sizes smaller.

The following table details the break DCs of all types of weapons and weapons parts depending on their size and material.

Also note that Masterwork weapons are better made to sustain impacts and have break DCs increased by 2.

TABLE 7-7: WEAPON BREAK DIFFICULTY CLASS

Weapon	Agafari	Bone	Bronze	Dasl	Flint	Iron	Obsidian	Steel	Stone	Wood
Blade										
Tiny	14	10	20	18	16	22	16	24	-	10
Small	15	11	21	15	-	23	13	25	-	11
Medium	16	12	22	-	-	24	-	26	-	12
Large	17	13	23	-	-	25	-	27	-	13
Huge	18	14	24	-	-	26	-	28	-	14
Point										
Diminutive	18	12	22	18	16	23	16	24	-	11
Tiny	19	13	23	19	17	24	17	25	-	12
Small	20	14	24	-	-	25	18	26	-	13
Medium	21	15	25	-	-	26	-	27	-	14
Large	22	16	26	-	-	27	-	28	-	15
Blunt										
Tiny	32	24	34	30	26	36	26	38	28	24
Small	34	26	36	-	28	38	28	40	30	26
Medium	36	28	38	-	30	40	30	42	32	28
Large	38	30	40	-	32	42	32	44	34	30
Haft										
Tiny	18	10	22	-	-	24	-	26	-	10
Small	19	11	23	-	-	25	-	26	-	11
Medium	20	12	24	-	-	26	-	27	-	12
Large	21	13	25	-	-	27	-	28	-	13
Huge	22	14	26	-	-	28	-	29	-	14

Armor

As PHB, except where noted below.

Armor Materials

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.

Chitin: 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. Chitin has a hardness of 5 and 5 hit points per inch of thickness.

Shell: 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 has a hardness of 7 and 5 hit points per inch of thickness, and its many shapes can be used to form effective breastplates and body guards.

Armor Definitions

Table 7-8: Armors lists all armors available in a DARK SUN campaign. The following sections describes all new athasian armors. Standard armors are as described in the PHB, unless otherwise noted here.

TABLE 7-8: ARMORS

Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Spell Failure	20ft	Speed 30ft	40ft	Weight
<i>Light Armor</i>									
Padded	5 cp	+1	+8	0	5%	-	-	-	10 lb.
Leather	10 cp	+2	+6	0	10%	-	-	-	15 lb.
Studded leather	25 cp	+3	+5	-1	15%	-	-	-	20 lb.
Leather scale	35 cp	+3	+6	-2	15%	-	-	-	20 lb.
Chain shirt ¹	100 gp	+4	+4	-2	20%	-	-	-	25 lb.
<i>Medium Armor</i>									
Hide	15 cp	+3	+4	-3	20%	15ft	20ft	30ft	25 lb.
Shell armor	75 cp	+4	+3	-4	25%	15ft	20ft	30ft	30 lb.
Bronze breastplate ¹	20 gp	+4	+4	-4	25%	15ft	20ft	30ft	30 lb.
Chainmail ¹	150 gp	+5	+2	-5	30%	15ft	20ft	30ft	40 lb.
Breastplate ¹	200 gp	+5	+3	-4	25%	15ft	20ft	30ft	30 lb.
<i>Heavy Armor</i>									
Chitin armor	250 cp	+5	+2	-6	35%	15ft x3	20ft x3	30ft x3	35 lb.
Bronze half-plate ¹	60 gp	+6	+1	-7	40%	15ft x3	20ft x3	30ft x3	50 lb.
Half-plate ¹	600 gp	+7	+0	-7	40%	15ft x3	20ft x3	30ft x3	50 lb.
Full plate ¹	1500 gp	+8	+1	-6	35%	15ft x3	20ft x3	30ft x3	50 lb.
<i>Shields²</i>									
Buckler	15 cp	+1	-	-1	5%	-	-	-	5 lb.
Shield, light	9 cp	+1	-	-1	5%	-	-	-	6 lb.
Shield, heavy	20 cp	+2	-	-2	15%	-	-	-	15 lb.
Shield, tower	30 cp	+4	-	-10	50%	-	-	-	45lb.
<i>Extras</i>									
Spikes, armor ³	+50 cp	-	-	-	-	-	-	-	+10 lb.
Spikes, shield ³	+10 cp	-	-	-	-	-	-	-	+5 lb.

¹ These types of armor can only be made out of metal.

² Shields vary in cost and weight according to their material. See Weapon Materials for more detail.

³ Spikes for metallic armors or shields must be made out of metal as well.

Bronze breastplate and bronze half-plate: These armor are the equivalent of their iron or steel counterparts, except that they are slightly less sturdy than them, but offer greater malleability in design. Nobles especially like to show off their wealth by displaying elaborately carved bronze breastplates when they go to war.

Chitin armor: This heavy armor is made out of large pieces of insectoid exoskeleton linked together with leather strips to cover most of the body of the wielder. It is relatively cumbersome, but light enough to allow relatively easy movement for a heavy armor.

Leather scale: Metallic scale mails are usually not manufactured on athas, but similar armor are fashioned out of pieces of cured leather or actual scaly hides taken from large reptilian creatures. The resulting armor is much lighter than the metallic version, but offers slightly less hardy protection.

Shell armor: A common form of armor, shell armor is made out of the carapace of reptilian creatures which are treated to make them more supple in order to avoid breakage on impact and facilitate movement. Athasian shell armor is slightly heavier, and covers most of the body of the wearer, with large shells to cover the torso and smaller ones to act as arm, shoulder and leg guards.

Getting Into and Out of Armor

As PHB, but use the following table.

TABLE 7-9: DONNING ARMOR

Armor	Don	Don Hastly	Remove
Shield (any)	move action	-	move action ¹
Padded, leather, studded leather, leather scale, chain shirt, hide	1 minute	5 rounds	1 minute ¹
Shell, chainmail, bronze breastplate, breastplate, chitin	4 minutes ¹	1 minute	1 minute ¹
Bronze half-plate, half-plate, full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the character has help, cut this time in half.

² The wearer must have help to don this armor. Without help, it can only be donned hastily.

Masterwork Armor

As PHB, but the cost of crafting masterwork armor depends on the type of materials used. A masterwork component of a Craft(armorsmithing) check costs 150 cp, but masterwork armors made out of non-metal materials, which require Craft(armorcrafting) checks, cost only 50cp more.

Variant: Piecemeal Armor

Athasians rarely get to wear a lot of armor under the crimson sun, and it is not rare that they are left to scavenge pieces of good armor off the bodies of the fallen to complete their own suits of armor.

The PHB presumes that a character always has a matching suit of the same type of armor worn, but the following details the rules and benefits of each individual piece of armor.

Piecemeal Armor Categories

Suit: Some armors come in specific suits which cover the entire body of the wearer. As such, she cannot wear an additional breastplate or guard. A full plate also comes with a great helm. However, wearing a suit of armor does not prevent you from wearing and benefiting from a helmet (for chain mail and padded armor) or a shield.

Breastplate: The core of any armor, the breastplate covers the torso of the character. It often has shoulder plates and a protective skirt to cover the lower abdomen.

Guard: This includes all types of protection which can be set on the arms or the legs of the character, such as armbands, elbow guards or leg greaves. A character may wear the equivalent of one guard on each arm and each leg. Guards are usually sold in pairs. If you wear only one guard, divide the benefits listed in its entry by 2, rounding down.

Also, for the same price and attributes, you can wear a chest guard instead of a breastplate, or in addition to a light breastplate. Athasians often have similar guards of superposed plates of chitin or even metal which they wear as protective skirts attached to a leather girdle.

Helm: A very important piece of armor, the helmet covers the head of a character.

Shield: As *PHB*.

Extra: As *PHB*.

Piecemeal Armor Qualities

Armor Bonus: You cannot add other armor bonuses to a suit of armor, but you may add shield bonuses to armor bonuses. Some armor parts provide

only partial protection. Only full armor bonus points count. All fractions are rounded down.

Maximum Dexterity Bonus: When a negative figure is provided, add that number to the Maximum Dex Bonus of your breastplate, or to +10 if you have none. Only full numbers are subtracted. All fractions are rounded down.

Check Penalty: Some armor parts grant only partial check penalty. Only full check penalty points count when calculating your check penalty.

Arcane Spell failure: Some armor parts grant only partial arcane spell failure chance. Only full penalties count, which result in an added 5% chance of arcane spell failure.

Type: Some armor pieces increase the type of your armor. +1 Type means that it increases the armor type you are wearing by one category (Light if you have no armor, Medium if you wear light armor, and Heavy if you wear Medium or Heavy armor). Only the worst armor type is factored in. Wearing two or more armor pieces of the same type does not affect your armor type.

Piecemeal Armor Descriptions

Helm, partial: This armor piece offers protection to the top and back of the head. Light helms are made out of cured leather or thick hide, and heavy helms are carved out of shells or chitin pieces.

Helm, Great: This helmet is designed to protect the entire head and face of the wearer. It does limit the field of vision however and hinders you somewhat on certain tasks, which has warriors wear it only when in battle. It can only effectively be made of metal.

Spikes: You can add spikes to any part of your armor or shield. However, metallic armor can only bear spikes of the appropriate material. Breastplate spikes allow you to inflict damage when grappling, and guard spikes allow you to inflict damage by attacking your opponent. See PHB for more detail.

Note that organic spikes suffer a -1 penalty on attack and damage rolls with the spikes, while bronze spikes suffer a -1 penalty to attack rolls.

Studding: You may add bone or chitin studding to leather or hide armor. The adjustments stack with the listed adjustment of the armor piece they are added to.

TABLE 7-8: PIECEMEAL ARMOR

Armor	Cost	Armor Bonus	Max Dex Bonus	Check Penalty	Spell Failure	Type	Weight
<i>Suit</i>							
Padded	5 cp	+1	+8	0	5%	Light	10 lb.
Chainmail	150 gp					Medium	40 lb.
Full Plate ¹	1500 gp					Heavy	50 lb.
<i>Breastplate</i>							
Leather	6 cp	+1	+7	0	5%	Light	10 lb.
Leather scale	30 cp	+2	+7	-2	10%	Light	15 lb.
Hide	10 cp	+2	+6	-3	15%	Medium	20 lb.
Shell	45 cp	+3	+5	-3	20%	Light	25 lb.
Chitin	220 cp	+4	+3	-5	25%	Medium	30 lb.
Chain shirt ¹	100 gp	+4	+4	-2	20%	Light	25 lb.
Bronze ¹	30 gp	+4	+4	-4	25%	Medium	30 lb.
Plate ¹	300 gp	+5	+3	-4	25%	Medium	30 lb.
<i>Guards (pair or chest guard)</i>							
Leather or hide or scale	2 cp	+½	-½	0	+½	Light	2 lb.
Shell or chitin	15 cp	+¾	-½	-½	+½	+1 type	3 lb.
Bronze ¹	10 gp	+1	-1½	-1½	+1	+1 type	7 lb.
Plate ¹	100 gp	+1¼	-1½	-1½	+1	+1 type	6 lb.
<i>Helm</i>							
Partial, light	5 cp	+¼	-	0	5%	-	3 lb.
Partial, heavy	12 cp	+¼	-	0	5%	-	6 lb.
Great helm ²	15 sp	+½	-	-1	10%	-	10 lb.
<i>Extras</i>							
Breastplate spikes, organic	+30 cp	-	-	-	-	-	+2 lb.
Breastplate spikes, metallic ²	+30 sp	-	-	-	-	-	+5 lb.
Guard spikes, organic	+10 cp	-	-	-	-	-	+1 lb.
Guard spikes, metallic ²	+10 sp	-	-	-	-	-	+2 lb.
Shield spikes, bone	+10 cp	-	-	-	-	-	+1 lb.
Shield spikes, metallic ²	+10 sp	-	-	-	-	-	+4 lb.
Studding, breastplate	+7 cp	+½	-½	+½	+½	-	+3 lb.
Studding, guard	+3 cp	+¼	-¼	+¼	+¼	-	+1 lb.

¹ This item must be made out of metal.

² Bronze item. Multiply the price by 10 for iron.

Goods and Services

Most of the goods and services described in the PHB are available on Athas. Items not made out of metal cost 1% of their listed price, but metal items cost their full price.

Here is a list of some items which are adjusted from the list provided on p.107-113 of the PHB.

Adventuring Gear

Blanket: Though winter is unknown to the inhabitants of the Tyr region, blankets are very common on the cold nights of the desert.

Caltrop: Caltrop can be made out of obsidian shards, or even serrated bones, but these suffer a -1 on attack rolls, and bones caltrops are destroyed after a successful hit.

Fire kit: This small kit consisting of a small bow and a wooden stick is used to start a fire without metal. It takes 1 minute to start a fire using a fire kit.

Flint and Steel: As metal is very rare on Athas, fire kits are sold instead. (see Fire kit)

Grappling Hook: This item can simply be made out of hard wood, weighting only 2 lb. However, it might be less effective when used on hard surfaces.

Hammer, Sledge, Spade or Shovel: Most athasian tools are made out of hard wood or have stone heads.

Ink or Inkpen: It is illegal for most people of the Tyr region to purchase these items, as reading and writing are skills which are restricted.

Lantern, common or bull's eye: These items are very rare, as they must be made out of metal.

Locks, any: All locks can be effectively made out of wood, but their DCs are decreased by 2 when built in this fashion.

Mirror, small steel: Mirrors are rarely set in metal frames on Athas.

Rations, trail: These rations consist mainly of bread and sun dried meat.

Sewing needle: This item is commonly made out of bone.

Wineskin: Athasian wineskins are somewhat bigger and sturdier, and carry 1 gallon of liquid instead of ½ gallon.

TABLE 7-9: GOODS AND SERVICES**Adventuring Goods**

Item	Cost	Weight	Item	Cost	Weight
Blanket	5 bt	3 lb.	Inkpen	1 bt	-
Caltrop, bone	5 bt	½ lb.	Mirror, small	10 cp	½ lb.
Caltrop, obsidian	1 cp	1 lb.	Rations, trail (per day)	5 bt	1 lb.
Fire kit	2 bt	½ lb.	Sewing needle	5 bt	-
Grappling hook, bone	1 cp	2 lb.	Sledge, stone	1 cp	8 lb.
Hammer, stone	5 bt	1 lb.	Spade or Shovel, wooden	2 cp	5 lb.
Ink (1 oz. vial)	8 cp	-			

Clothing

Item	Cost	Weight	Item	Cost	Weight
Desert outfit	3cp	4 lb.	Templar's vestments	20 cp	5 lb.
Slave's outfit	2bt	1 lb.			

Food, Drink and Lodging

Item	Cost	Weight	Item	Cost	Weight
Ale, mug	1 bt	1 lb.	Honey, kank, per globule	4 bt	½ lb.
Ale, gallon	5 bt	8 lb.	Meal, good	1 cp	-
Beer, mug	2 bt	1 lb.	Meal, common	3 bt	-
Beer, gallon	1 cp	8 lb.	Meal, poor	1 bt	-
Berries, handful	1 bt	-	Meat, common, chunk of	3 bt	½ lb.
Berries, 1 lb.	1 cp	1 lb.	Nut, handful	2 bt	-
Bread, per bundle	1 bit	½ lb.	Nut, 1 lb.	3 cp	1 lb.
Broy, gallon	1 cp	8 lb.	Rations, trail, per day	5 bt	1 lb.
Broy, mug	2 bt	1 lb.	Water, tankard	1 bt	1 lb.
Broy, gallon	1 cp	8 lb.	Water, gallon	2 bt	8 lb.
Cheese, hunk of	2 bt	½ lb.	Wine, common, pitcher	5 bt	4 lb.
Egg, erdlu, per egg	3 bt	1 lb.	Wine, fine, bottle	1 sp	1½ lb.

Mounts and Related Gear

Item	Cost	Weight	Item	Cost	Weight
Barding, exotic	x1,5	x1	Inix, riding or pack	10 sp	-
Chariot, light	25 sp	150 lb.	Inix, war	20 sp	-
Chariot, heavy	60 sp	400 lb.	Kank, riding or pack	5 sp	-
Crodlu, light, riding or pack	10 sp	-	Kank, war	10 sp	-
Crodlu, light, war	20 sp	-	Mekillot	20 sp	-
Crodlu, heavy, riding / pack	15 sp	-	Stabling (per day)		
Crodlu, heavy, war	30 sp	-	Crodlu	2 cp	-
Feed (per day)			Inix	4 cp	-
Crodlu	4 bt	20 lb.	Kank	1 cp	-
Inix	16 bt	80 lb.	Mekillot	15 cp	-
Kank	1 bt	5 lb.	Wagon		
Mekillot	64 bt	320 lb.	1 ton capacity	20 cp	250 lb.
Howdah			2 ton capacity	35 cp	400 lb.
Inix, riding	1 sp	50 lb.	5 ton capacity	60 cp	800 lb.
Inix, pack	2 sp	100 lb.	Water		
Inix, war	10 sp	150 lb.	Crodlu	8 bt	32 lb.
Mekillot, riding	2 sp	100 lb.	Inix	16 bt	64 lb.
Mekillot, pack	20 sp	500 lb.	Mekillot	32 bt	128 lb.
Mekillot, war	50 sp	1000 lb.	Kank	2 bt	8 lb.

Special Substances and Items

Item	Cost	Weight	Item	Cost	Weight
Antidote (vial)	varies	-	Esperweed	10 sp	-

Spellcasting and Services

Item	Cost	Weight	Item	Cost	Weight
Hireling, trained	3 bt per day	-	Hireling, untrained	1 bt per day	-

Class Tools and Skill Kits

Alchemist's lab: Having an alchemist's lab is not a requirement for Craft(alchemy) checks, but it adds a +2 circumstance bonus to your check. Athasian alchemist's labs have no metal components.

Artisan's Tools: As *PHB*, and can also be bought for Craft(alchemy) checks. Tools used for Craft(armorsmithing, blacksmithing, gemcutting or weaponsmithing) must have metal components, and cost 100% of the price listed in the *PHB*.

Holly and Mistletoe: Athasian druids do not use these plants as divine focuses, unless they are native to the druid's guarded lands.

Holy Symbol, any: Athasian clerics do not have Holy symbols per say. They use a small portion of their patron element as divine focus.

Spell component pouch: This item is unavailable on Athas, for obvious reasons. Wizards may purchase pouches to store their material components, but they must purchase each component separately.

Spellbook: This item can still be purchased as a common blank book, but only sold to those who can legally read and write, except on the black markets.

Thieves' tools: These items may be fashioned out of thin bones, but are less efficient, and grant a -1 circumstance penalty to the user.

Clothing

Cleric's Vestments: There are no official ecclesiastical clothes for clerics or druids on Athas. However, the Templars do wear official garbs. (see Templar's vestments)

Cold Weather Outfit: This item is not only rare, but unnecessary in the Tyr Region.

Courtier's or Noble's Outfit: Note that most Athasian jewelry is made out of bone or exotic woods. Only the very wealthy and very powerful wear precious metal as jewellery. Wealthy merchant's wear courtier's outfits.

Desert Outfit: This outfit is made of light cloaks and garbs which allow the body to perspire and the air to pass through. A hood, head cloth or large hat is included along with a face cloth to allow breathing in sandstorms. Characters wearing a desert outfit benefit from a +2 circumstance bonus to Fortitude saving throws against exposure to heat and hot weather. Characters wearing armor heavier than light do not receive this bonus.

Explorer's Outfit: This item is not available on Athas. Exploration is not a very popular venture for most inhabitants of the Tyr Region. Explorer's normally wear whatever clothes they had on their backs and a desert outfit.

Slave's Outfit: This includes nothing more than a breechcloth with a top for female slaves.

Traveler's Outfit: Those who travel most commonly wear desert's outfits. Heavier travelling gear are rare on Athas.

Templar's Vestments: The official garb of the templar caste, which varies from city to city, but is always made of the finest materials and often decorated.

Food, Drink and Lodging

Ale: In the Tyr region, ale is commonly made with the fruits of the grall cactus, also called blue cactus.

Beer: Cheap, often cut, fermented grain beer is commonly served on Athas.

Berries: Small berries are a welcome addition to any meals or a popular snack.

Bread: Athasian bread is commonly made of grain, faro flour, water and kank honey. The small, sweet, unleavened loaves are sold in a bundle

Broj: This drink is in fact a liquor made of fermented kank honey, often spiced. It is quite commonly served in the taverns of the City-States.

Egg, erdlu: One erdlu egg provides a solid meal for one person.

Honey, kank: Kanks secrete small globules of green honey which are easy to collect and are quite popular among the cultures of the Tyr Region, as it provides enough water and nutritive value by itself to keep someone alive for several days. A character living strictly on a kank honey diet can avoid making starvation checks for a number of days equal to her constitution score.

Meals: Poor meals are usually composed of unsweetened bread and a very thin jankz or t'liz meat brew. Common meals are made of erdlu meat skewers accompanied by unleavened bread and a cup of water. Good meals can offer an inix steak, some cheese, bread and a vegetables stew, and a tankard of water.

Meat: The most common meat of the Tyr Region markets is erdlu meat, but jankx, kip, t'liz, inix or even more exotic meats can be purchased.

Nut: Collected mostly from the crescent forest, nuts (the most common being agafari nuts) are a potent protein source and can be quite useful on long trips.

Water: Water is seldom free on Athas. Most of the time, when water is provided by the city or an establishment, it is accompanied by these prices.

Wine, common: Bulis wine is the most common wine and inexpensive of the Tyr region, and is affordable to the working class of Athas.

Wine, fine: These expensive wines are almost exclusively purchased by the nobility.

Mounts and Related Gear

Barding: Given the outdoor conditions and the particular mounts of Athas, barding is rarely used in the Tyr Region, but it still can be. Barding is always sold in full suits (with the attributes of a breastplate and 4 guards, for piecemeal armor).

Bit and bridle: This riding equipment is commonly only used with crodlus. Kanks are guided by gently tapping or grabbing their antennae. However, some inix-riding half-giants use bits and bridles with their mounts.

Chariot, light: This cart is designed for war and made to carry 2 passengers, one of which is the driver and the other the warrior. Firing from a moving chariot incurs half the penalties from firing from a moving mount, meaning you suffer a -2 penalty when moving at a double move or -4 when moving at running speed. Passengers in a chariot benefit from $\frac{1}{2}$ cover from the front and sides of the chariot and $\frac{1}{4}$ cover from behind it. A light chariot requires 2 crodlus.

Chariot, heavy: This war vehicle is a four wheeled and covered wagon, complete with windows from which to fire at opponents. It offers $\frac{1}{2}$ cover from all sides and can carry up to six warriors. It requires 4 crodlus or 2 heavy crodlus.

Crodlu, light: These large reptilian beasts, which resemble large scaled ostriches, are the fastest mounts available on land for most species of the Tyr Region. They are ideal mounts for all medium-size humanoids except the dwarves. They can be trained as riding or pack animals, or warbeasts, but crodlus can only carry a limited amount of weight on them.

Crodlu, heavy: This much larger subspecies of crodlu is commonly found in the City-States, where they are bred as beasts of burden and war, able to carry far more impressive loads of cargo. Their greater strength and large clawed paws also make them much more formidable as warbeasts.

Dog, donkey, mule or horse (any): These animals do not exist on Athas.

Feed: Athasian beasts of burden need varying amounts of food and water to sustain themselves. Feed is typically composed of wheat and varying grains. The amounts given for each animals comprise one full day of nourishment without grazing.

Howdah: A howdah is essentially a small cabin which is set on the back of a large beast of burden, such as an inix or a mekillot. A typical howdah features one seat for the driver and room to carry some cargo or passengers. Mekillot howdahs are slightly bigger than the inix's.

An inix's war howdah is longer than the normal howdah and can hold 4 medium size humanoids. All of these passengers benefit from $\frac{1}{2}$ cover.

A mekillot's war howdah is much more elaborate, consisting of 2 levels and 3 sections, with one section on either side of the beast linked to one large section at the top. The top section can hold 8 medium-size humanoids and each side sections can hold 4. Occupants of the side sections can only fire on opponents which face their side of the mekillot. The driver stands in the top section. Passengers of the side sections are 10 ft. off the ground, and those on the top section are 15 feet high on the back of the beast. Rope ladders link each sections together and to the ground, and can be retracted when in battle.

Pack howdahs allow the beast to carry as much cargo as it can carry.

Pack and war howdahs prevent a mekillot from pulling an armored caravan.

Inix: These large reptiles are ferocious in combat, but can be trained to carry a rider or a howdah. Only half-giants can use these animals as mounts. Others must ride it in a howdah and use the Handle Animal skill. An inix can be trained to be a riding or pack animal, or a warbeast, but it cannot pull a cart, chariot or a wagon, as its tail is far too long.

Kank: These large insectoids serve both as herd animals and beast of burden. They provide comfortable mounts to small or medium-sized humanoids. Kanks come in two subspecies, which are trained as pack and riding beasts or warbeasts, respectively. Kanks are considered exotic mounts.

Food producer kanks are quite gentle. Also, riding or pack kanks who eat twice as much food as they need in a given day produce one kank honey globule which provides roughly 1 gallon of water and enough food to sustain one medium size character for one day.

Soldier kanks, however, do not produce honey, though they are faster and have larger mandibles than food producers. These kanks are trained as war beasts.

Mekillot: This enormous creature is used as a beast of burden. It can carry or pull tremendous amounts of cargo, but is quite difficult to control without the use of psionics. Mekillots can never truly be trained, though they are used as riding and pack animals, as well as war beasts. Notorious for straying off their path or suddenly grabbing handlers or caravan guards with their long tongues and swallowing them whole, they can still be quite valuable for their sheer size and power when under control.

Sled: This item is not used in the wastes of Athas.

Stabling: Includes feed, water and tending of the animal for one day.

Wagon: Wagons are usually pulled by kanks. They come in 1 ton, 2 ton and 5 ton variety, requiring 1, 2 or 4 kanks to pull, respectively. Also, you may also cover a wagon, providing shade to its passengers.

Water: As feed, this gives the amount and price of water needed for athasian beasts of burden each day.

Special Substances and Items

Most special and superior items are available in athasian markets. However, many of them are only available in the dark corners of the elven markets or the bard's quarters. Non-metal special items cost 1% of their listed price in the *PHB*, but all special item prices are doubled (which means non-metal special items effectively cost 2% of the *PHB* price, and metal special items cost twice their listed *PHB* price)

Antidote: You may purchase an antidote for any one type of poison for the same price as one dose of that poison. A dose of antidote acts as a *neutralize poison* spell on the drinker, but only for the specified type of poison.

Esperweed: A rare and exotic plant, the roots of this bright tropical flower can be used to augment psionic abilities.

When eaten within one week of being picked, a psionic character's effective manifester level is increased by 1 for the purposes of determining the effect of powers and the number of power points that can be used to augment powers. Also, the character receives temporary power points equal to his manifester level. Finally, the DC of all powers used by the manifester is increased by 1. All these effects last for only 1 minute.

However, this potent plant can prove to be dangerous if used abusively. Each additional time the character uses this plant during the same 10 day period, you effectively gain one negative manifester level after having gained the benefits of the plant. This negative level acts much like a full negative level, but only for psionic powers and abilities. 24 hours later, you must succeed at a Will save DC 18 or this loss is permanent, and can only be restored in the same way negative levels are restored.

Holy water: This item is not commonly sold on the markets. Clerics can enchant small quantities of their elements using the *Holy element* spell.

Masterwork Items: Athasian labor prices being considerably lower because of slavery and general poverty, masterwork non-metal tools cost only 25cp. Masterwork metallic items cost 50cp more.

Silvered and Cold Iron weapons: There are no lycanthropes, devils or demons on Athas, so these items have no use other than being decorative, and expensive.

Spellcasting and Services

Spells: Spells cannot commonly be purchased anywhere in the city-states. However, some villages of the wastes or slave tribes will have a druid, a cleric or even a wizard which might be convinced to cast spell at twice those costs, expressed in cp.

Special Materials

There are many different materials which are used to craft weapons and armor on athas, and some of them bear particular mention. Note that the special materials provided in the *DMG* are not available on Athas and are replaced by the following.

Steel: Though mundane in nature, steel has particular significance on Athas because it is considered a lost secret, known to very few blacksmiths, and most steel items today are found rather than made. None but the richest people of the Tyr region could afford to purchase steel armor, and a steel full plate is the stuff of legends on athas.

Steel weapons always receive a masterwork +1 adjustment to attack rolls. A steel weapon costs 600cp more than the standard iron price of the weapon. Also, steel overcomes the damage reduction of several athasian creatures.

Steel armor is very rare, but offers some of the best protection available to their wearer. A steel breastplate costs an extra 300cp more than the iron price of the armor. Steel armor always gains the masterwork reduction of one to its check penalty. Also, a full suit of steel armor grants an additional +1 to the wearer's AC.

Steel has a hardness of 12 and 25 hit points per inch of thickness.

Drake Hide: Drake hide is a very prized material as it is very difficult to obtain. However, the material is very resistant and the scales of the beast are quite sturdy, allowing expert craftsmen to use the hide to make several types of armor.

Drake hide follows the same rules as Dragon Hide as presented in the *DMG* p.283-284. However, as a special item, the selling price of drake hide armor is doubled again, meaning it costs 4 times the price of a masterwork armor of the equivalent type.

Drake Ivory: Also very prized, the teeth and claws of drakes offer some of the best material for crafting weapons. Though a very long and difficult process, the exceptionally strong ivory can be fashioned along its natural edges into slashing or piercing weapons of very good quality.

Such weapons are always considered masterwork, and receive a +1 enhancement bonus on attack rolls. Also, they do not receive the damage penalty of normal bone weapons. (but do not gain any damage bonus either). Drake ivory has a hardness of 9 and 10 hit points per inch of thickness.

Weapons made out of drake ivory cost an additional 1000cp to craft.

Slaves

An integral part of athasian life, slaves are very common throughout the Tyr Region, and in fact, comprise the majority of the population of many of the city-states. Costs vary greatly depending on the race, gender and attributes of each slaves, and depend on the type of work the slave is intended for.

The following sections and tables detail the different costs of slaves.

Untrained Slaves

The most basic kind of slave, those slaves are mostly composed of young adult prisoners who were recently sold into slavery. They are used for a great number of mundane and menial tasks to aid their masters.

TABLE 7-10: Untrained Slave Prices

Factor	Price
Base cost	10 cp per class level
Total Str, Dex and Con modifiers	
Negative	-25%
+1 to +3	+10%
+4 to +6	+25%
+7 to +9	+50%
+10 or more	+100%
Age	
Young	$x\frac{1}{2}$
Adult	x1
Middle aged	$x\frac{3}{4}$
Old	$x\frac{1}{2}$
Venerable	$x\frac{1}{4}$
Race	
Aarakocra	$x\frac{1}{4}$
Dwarf	x2
Elf	$x\frac{1}{2}$
Half-elf	x1
Half-giant	x4
Halfling	$x\frac{1}{4}$
Human	x1
Mul	x3
Pterran	x1
Thri-kreen	$x\frac{1}{4}$

Laborer Slaves

Slaves are mostly used as laborers, and skilled laborers fetch a good price on the slave markets.

The following factors are added to determine the prices of laborer slaves.

TABLE 7-11: Laborer Slave Prices

Factor	Price
Base cost	25 cp
Any Profession skill rank	+5 cp per rank
Female slave	-25%

Craftsman Slaves

Rarer than laborer slaves, craftsman slaves are greatly valued for their ability to generate wealth to their masters.

The following factors are added to determine the prices of craftsman slaves.

TABLE 7-12: Craftsman Slave Prices

Factor	Price
Base cost	50 cp
Any Craft skill rank	+10 cp per rank
Total Int modifier	
Negative	-25%
+1 to +3	+10%
+4 or more	+20%

Concubine Slaves

A common use of slaves for the nobles, concubines are amongst the most refined and desired slaves, and their services are greatly in demand.

Since they are special slaves, concubines have different factors which determine their prices.

TABLE 7-13: Concubine Slave Prices

Factor	Price
Base cost	75 cp
Any Perform skill rank	+5 cp per rank
Total Cha and Con modifiers	
Negative	-50%
Any bonus	+10% per bonus point
Age	
Young	$x\frac{3}{4}$
Adult	x1
Middle aged	$x\frac{1}{2}$
Old	-
Venerable	-
Race	
Aarakocra	-
Dwarf	$x\frac{1}{2}$
Elf	x2
Half-elf	$x1\frac{1}{2}$
Half-giant	-
Halfling	$x\frac{1}{2}$
Human	x1
Mul	$x\frac{1}{2}$
Pterran	-
Thri-kreen	-
Male	-25%

Scholar Slaves

More rarely, slaves are used as scribes and scholars. However, such use of slaves is very restricted, since these slaves must be literate.

Since they are special slaves, scholar slaves have different factors which determine their prices.

TABLE 7-14: Scholar Slave Prices

Factor	Price
Base cost	75 cp
Any Knowledge skill rank	+5 cp per rank
Total Int modifiers	
Negative	-50%
Any bonus	+10% per bonus point
Age	
Young	x $\frac{1}{4}$
Adult	x1
Middle aged	x1
Old	x1
Venerable	x1
Race	
Aarakocra	x $\frac{1}{2}$
Dwarf	x1
Elf	x $\frac{1}{4}$
Half-elf	x1
Half-giant	-
Halfling	x $\frac{1}{2}$
Human	x1
Mul	x $\frac{1}{2}$
Pterran	x1
Thri-kreen	x $\frac{1}{4}$

Gladiator Slaves

The most expensive and most prized of all slaves, gladiators have a special place on the slave market, because of the special skills they possess.

Since they are special slaves, gladiators have different factors which determine their prices.

TABLE 7-13: Gladiator Slave Prices

Factor	Price
Base cost	50 cp per Gladiator level
Base Attack Bonus	+50 cp per point
Total Str, Dex or Con modifiers	
Negative	-25%
+1 to +3	+10%
+4 to +6	+25%
+7 to +9	+50%
+10 or more	+100%
Female	-25%
Age	
Young	x $\frac{3}{4}$
Adult	x1
Middle aged	x $\frac{1}{2}$
Old	-
Venerable	-
Race	
Aarakocra	x $\frac{1}{2}$
Dwarf	x1
Elf	x $\frac{3}{4}$
Half-elf	x1
Half-giant	x4
Halfling	x2
Human	x1
Mul	x3
Pterran	x2
Thri-kreen	x3

Psionic or Spellcasting Slaves

Though not a category of slaves themselves, slaves who have psionic abilities or are able to cast spells have very different value to the eyes of their masters.

Abilities which help the slave in its task add to its price, but abilities who can aid in its escape can reduce its value to its master. As such, slaves with these abilities vary greatly in prices.

As a general rule, add 25% to the value of the slave if it is able to cast spells or manifest psionic power. However, note that known arcane spellcasters are usually executed, and not sold into slavery.

Add another 10% to its value for every useful spell or power she can cast or manifest.

Finally subtract 20% of the price for each spell or power she could plausibly use to escape slavery. If a given slave has so many magical or psionic abilities that it is almost impossible to conserve her captive, then it is possible that the slave isn't worth anything.

The DM may use these guidelines as she sees fit when determining the prices of slaves.

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