

Chapter Seven: Equipment

Equipping a Character

Most of this process resembles that of the *PHB*. However, there are some important differences, as Athas is very different from most other worlds. These are detailed below.

Équipement a la Carte

As *PHB*, but the free outfit is limited to noble's, peasant's or slave's, but use the following table to determine the base amount of money characters receive to purchase their equipment.

Table 7-1: Random Starting Ceramics

Class	Amount (cp)	Class	Amount (cp)
Barbarian	4d4	Psion	3d4
Bard	4d4	Psiwarrior	6d4
Cleric	5d4	Ranger	5d4
Druid	2d4	Rogue	5d4
Fighter	6d4	Sensei	5d4
Gladiator	4d4	Wizard	3d4

This total is multiplied by a special multiplier which depends on character level. For each character level, the character gains (5 x his current character level) times the Starting Ceramics amount. For ease of reference, the following table provides accurate modifiers for each character level.

Table 7-2: Starting Ceramics Multiplier

Character Level	Multiplier	Character Level	Multiplier	Character Level	Multiplier	Character Level	Multiplier
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

As one can see, the acquisition of wealth and possessions is much more harder for adventurers under the dark sun. This table supersedes that of the *DMG* for determining starting money and equipment for PCs of higher level.

Availability and Price

Unlike most other settings, availability is a big issue on Athas. Ordinary items can be purchased in most civilised areas, and the City-States can provide almost anything to anyone, provided one knows its dark alleys. That said, the size of the locale determines the maximum price limit of any items, expressed in cp instead of gp, but otherwise functioning according to the *DMG*.

Ordinary items can be purchased at 1% of the given price of the *PHB*.

Metal items are a special case however, as metal it is an extremely rare commodity on Athas. Any items made of metal can be purchased at 100% of its price in the *PHB*. (This effectively makes metal items 100 times more expensive)

Special items are rare on the athasian markets, most often found in the bard's quarter or the elven markets. Non metal special items can be purchased at 1% of the given price of the *PHB*.

Magic items are extremely rare, and very few individual get see any in their lifetime, much less possess one. Most of these are the spellcasters who crafted them, and seldom do they part with them, or at least, not willingly. Magic items cost 1% of the price listed in the *DMG*, but the metal components of such items, if any, cost 100% of their own price, or take up the appropriate part of the cost of crafting a magic item. Also, it is extremely unlikely that a character could buy one of these items on the common markets.

Finally, psionic items are slightly more common, or at least more openly acknowledged, though few psions choose to devote themselves to their craft, unless the items are made especially for them. Also, few have the resources necessary to craft such items, and fewer have those needed to purchase them for open trade of psionic items to be made. Psionic items also cost 1% of the price listed in the *PsiHB*, but metal components of psionic items cost 100% of their own price.

Wealth and Money

The monetary system of Athas is quite different than that from other worlds.

Coins

The scarcity of metal on Athas as required the use of other materials to mint coins. Though gold and silver coins still exist, the average athasian will never get to hold one in his hands.

The standard coin for all trade is the ceramic piece (cp), minted by the Sorcerer Kings and some important trading houses. A ceramic piece has roughly the same purchasing power as a gold piece in other campaigns.

Each ceramic piece can be broken off into 10 separate and triangular pieces commonly referred to as bits. As such, 10 bits are worth 1 cp.

Silver and gold coins are worth 10 cp and 100 cp, respectively. However, only the wealthy make use of these coins.

Table 7-3: Coins

	Bit	Exchange Value		
		CP	SP	GP
Bit (bit)	1	1/10	1/100	1/1000
Ceramic (cp)	10	1	1/10	1/100
Silver (sp)	100	10	1	1/10
Gold (gp)	1000	100	10	1

Gems

Though precious metals are rare, gems are not less common than the average campaign world. Each gem is worth 1% of the value it is given in the *DMG*.

Weapons

Weapons function as described in the *PHB*, but have additional qualities.

Weapon Materials

Since Athas is a metal poor world, many weapons must be constructed of other materials of lesser quality, such as wood, bone, obsidian, flint or stone. These materials have the following qualities.

Hardness: As *PHB*.

Hit Points: As *PHB*.

Weight Modifier: Multiply the weight of the weapon by this number in order to get the weight of a weapon made of the given material. If the head is the only part of the weapon which is made of the material, only half of the weight of the weapon is multiplied by this factor.

Special: Some materials have special qualities.

Table 7-4: Weapon Materials

Material	Hardness	Hit Points	Weight	Special
Wood	5	10/inch	x0.2	Cannot make Slashing weapons.
Bone	6	5/inch	x0.2	
Obsidian	8	3/inch	x0.5	Cannot make medium-sized or larger weapons
Flint	8	3/inch	x0.5	As Obsidian (but considered stone for clerics)
Stone	8	15/inch	x0.75	Cannot make Slashing weapons.
Agafari	9	10/inch	x0.2	As Wood, but costs 500% of wooden price.
Dasl	9	15/inch	x0.5	As Obsidian, but costs 500% of obsidian price.
Iron	10	30/inch	x1	
Steel	12	25/inch	x1	As Iron, but costs 110% of iron price.

Weapon Qualities

Cost: Cost is determined by the type of material used. Iron weapons are always at full cost. Steel weapons, which are rare, cost 110% of the listed price. Weapons made out of substitute materials cost 1% of their given price. Finally, weapons made out of inferior materials cost only 0.5% of their listed price. Also, wooden weapons made of agafari wood or weapons made of dasl cost 50 times the price of their respective type of material.

Material: There are 3 types of materials which can be used to fashion weapons.

Optimal: This describes the materials of which the weapon is best suited for, or the only viable materials to fashion the weapon with. Optimal materials entail no special adjustment to the weapon's qualities.

Substitute: This describes the materials the weapon is most commonly made of when metal is not available. Substitute materials grant a -1 penalty to all attack and damage rolls made with the weapon.

Inferior: This describes the materials which are unsuitable for the construction of the weapon. All materials which are not optimal or substitute for a given weapon are considered inferior for that weapon. Inferior materials grant a -2 penalty to all attack and damage rolls made with the weapon.

Weapon Descriptions

The following table lists the weapons which can be found on Athas. This table supersedes the one found in the *PHB* or in other D&D or d20 sourcebooks, and contain the entire list of weapons available in the DARK SUN setting.

Kreen Weapons

Kreen weapons are considered exotic weapons to all races except the thri-kreen, namely the jeral and the to'ksa. These races consider these weapons martial weapons. However, all other martial weapons are exotic to the thri-kreen.

Table 7-5: Weapons

Weapon	Cost	Damage	Critical	Range	Weight	Type	Weapon Material Optimal	Substitute
Simple Weapons – Melee								
Unarmed Attacks								
Gauntlet	2 gp	*	*	-	2 lb.	B	Iron	-
Strike, unarmed								
Small size	-	1d2 S	x2	-	-	B	-	-
Medium size	-	1d3 S	x2	-	-	B	-	-
Large size	-	1d4 S	x2	-	-	B	-	-
Tiny								
Bard's friend	10gp	1d4	19-20/x2	-	1 lb.	P/S	Iron	Bone, Obsidian
Dagger	2 gp	1d4	19-20/x2	10 ft.	1 lb.	P/S	Iron	Bone, Obsidian
Gauntlet, spiked	5 gp	1d4	x2	-	2 lb.	P	Iron	Bone, Obsidian
Puchik	2 gp	1d4	x3	-	2 lb.	P	Iron	Bone, Obsidian
Small								
Mace, light	5 gp	1d6	x2	-	6 lb.	B	Iron	Stone
Sickle	6 gp	1d6	x2	-	3 lb.	S	Iron	Bone
Medium								
Club	2 cp	1d6	x2	10 ft.	3 lb.*	B	Bone, Wood	-
Halfspear ^a	1 gp	1d6	x3	20 ft.	3 lb.	P	Iron	Obsidian
Mace, medium	12gp	1d8	x2	-	12 lb.	B	Iron	Stone
Morningstar	8 gp	1d8	x2	-	8 lb.	B+P	Iron	-
Quabone	3 cp	1d4	x2	-	4 lb.*	B+P+S	Bone	-
Large								
Quarterstaff	2 cp	1d6/1d6	x2	-	4 lb.*	B	Bone, Wood	-
Shortspear ^a	2 gp	1d8	x3	20 ft.	5 lb.	P	Iron	Obsidian
Simple Weapons – Ranged								
Small								
Crossbow, light	35cp	1d8	19-20/x2	80 ft.	6 lb.	P	Wood	-
Bolts (10)	1 gp	-	-	-	1lb.	-	Iron	Bone, Obsidian
Dart	5 sp	1d4	x2	20 ft.	½ lb.	P	Iron	Obsidian
Sling	5 bits	1d4	x2	50 ft.	-	B	(leather)	-
Bullet (10)	1 sp	-	-	-	-	-	Iron	Stone
Medium								
Crossbow, heavy	50cp	1d10	19-20/x2	120 ft.	9 lb.	P	Wood	-
Bolts (10)	1 gp	-	-	-	1lb.	-	Iron	Bone, Obsidian
Javelin	1 gp	1d6	x2	30 ft.	2 lb.	P	Iron	Bone, Obsidian

* The weight of this item corresponds to its optimal material

** The weight of this item does not change

^a This weapon can be set against a charge

^r This weapon has reach

Martial Weapons – Melee

Small

Alak	6 gp	1d6	x3	-	5 lb.	P	Iron	Bone
Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb.	S	Iron	Obsidian
Hammer, light	1 gp	1d6	x2	20 ft.	2 lb.	B	Iron	Stone
Handaxe	6 gp	1d6	x3	-	5 lb.	S	Iron	Obsidian
Lance, light	6 gp	1d6	x3	-	5 lb.	P	Iron	Wood
Macahuitl, light	8 gp	1d6	x2	-	2 lb.**	P+S	Iron	Obsidian
Pick, light	4 gp	1d4	x4	-	4 lb.	P	Iron	Bone, Obsidian
Sap	1 gp	1d6 S	x2	-	3 lb.*	B	(leather)	-
Sword, short	10 gp	1d6	19-20/x2	-	3 lb.	S/P	Iron	Bone, Obsidian

Medium

Battleaxe	10 gp	1d8	x3	-	7 lb.	S	Iron	Obsidian
Carrikal	9 gp	2d4	x2	-	8 lb.	S	Iron	Bone
Flail, light	8 gp	1d8	19-20/x2	-	5 lb.	B	Iron	Stone
Impaler	8 gp	1d8	x3	-	5 lb.	P	Iron	Bone
Lance, heavy ^r	10 gp	1d8	x3	-	10 lb.	P	Iron	Wood
Longsword	15 gp	1d8	19-20/x2	-	4 lb.	S/P	Iron	Bone
Macahuitl, heavy	12 gp	1d8	x2	-	5 lb.**	P+S	Iron	Obsidian
Pick, heavy	8 gp	1d6	x4	-	6 lb.	P	Iron	Bone, Obsidian
Rapier	20 gp	1d6	18-20/x2	-	7 lb.	S/P	Iron	-
Scimitar	15 gp	1d6	18-20/x2	-	4 lb.	S	Iron	Bone
Trident	15 gp	1d8	x2	10 ft.	5 lb.	P	Iron	Obsidian
Warhammer	12 gp	1d8	x3	-	8 lb.	B	Iron	Stone

Large

Carrikal, great	20 gp	2d6	x2	-	8 lb.	S	Iron	Bone
Club, datchiⁱ	5 cp	1d8	x3	-	10 lb.**	B+P	Iron	Bone, Obsidian
Falchion	75 gp	2d4	18-20/x2	-	16 lb.	S	Iron	Bone
Flail, heavy	15 gp	1d10	19-20/x2	-	20 lb.	B	Iron	Stone
Glaive	8 gp	1d10	x3	-	15 lb.	S	Iron	Bone, Obsidian
Gouge	20 gp	1d10	x3	-	20 lb.	S	Iron	Bone, Obsidian
Greataxe	20 gp	1d12	x3	-	20 lb.	S	Iron	Bone, Obsidian
Greatclub	5 cp	1d10	x2	-	10 lb.*	B	Wood, Bone	-
Greatsword	50 gp	2d6	19-20/x2	-	15 lb.	S	Iron	Bone
Guisarme ^r	9 gp	2d4	x3	-	15 lb.	S	Iron	Bone
Halberd ^a	10 gp	1d10	x3	-	15 lb.	P/S	Iron	Bone, Obsidian
Longspear ^{a r}	5 gp	1d8	x3	-	9 lb.	P	Iron	Obsidian
Maul	15 gp	1d10	x3	-	20 lb.	B	Iron	Stone
Ranseur ^r	10 gp	2d4	x3	-	15 lb.	P	Iron	Bone
Scythe	18 gp	2d4	x4	-	12 lb.	P+S	Iron	Bone
Trikal	10 gp	1d10	x2	-	10 lb.	B+P+S	Iron	Bone

Martial Weapons – Ranged

Medium

Shortbow	30 cp	1d6	x3	60 ft.	2 lb.*	P	Wood	-
Shortbow, composite	75 cp	1d6	x3	70 ft.	2 lb.*	P	Wood	-
Arrows (20)	1 gp	-	-		3 lb.	-	Iron	Bone, Obsidian

Large

Longbow	75 cp	1d8	x3	100 ft.	3 lb.*	P	Wood	-
Longbow, composite	100 cp	1d8	x3	110 ft.	3 lb.*	P	Wood	-
Arrows (20)	1 gp	-	-		3 lb.	-	Iron	Bone, Obsidian

* The weight of this item corresponds to its optimal material

** The weight of this item does not change

^a This weapon can be set against a charge

^r This weapon has reach

Exotic Weapons – Melee

Tiny								
Widow's knife	50 gp	1d4	19-20/x2	-	2 lb.	S/P	Iron	Bone
Wrist razor	15 gp	1d6	19-20/x2	-	3 lb.	S	Iron	Bone
Small								
Axe, forearm	30 gp	1d6	x2	-	6 lb.	S	Iron	Bone
Singing Stick	25 cp	1d6	x2	-	1 lb.*	B	(special wood)	-
Tortoise Blade	20 gp	1d4	x2	-	3 lb.	P	Iron	Bone
Medium								
Alhulak ^r	20 gp	1d6	x2	-	9 lb.	P	Iron	Bone
Slodak	50 cp	1d8	x2	-	4 lb.*	P/S	(special wood)	-
Sword, bastard	35 gp	1d10	19-20/x2	-	10 lb.	P/S	Iron	Bone
Waraxe	30 gp	1d10	x3	-	15 lb.	S	Iron	Bone, Obsidian
Large								
Cahulak ^r	40 gp	1d6/1d6	x2	-	9 lb.	P	Iron	Bone
Crusher ^r	25 gp	1d8	x4	-	15 lb.	B	Iron	Stone
Dragon's Paw	20 gp	1d6/1d6	x3	-	9 lb.	P/S	Iron	Bone, Obsidian
Lotulis	60 gp	1d10/1d10	x2	-	15 lb.	B	Iron	Stone
Thanak	20 gp	2d6	x3	-	10 lb.	P+S	Iron	Bone
Weighted Pike	15 gp	1d6/1d8	x3/x2	-	15 lb.	P/B	Iron	Obsidian/Stone

Exotic Weapons – Ranged

Tiny								
Crossbow, hand	100cp	1d4	19-20/x2	30 ft.	3 lb.	P	Wood	-
Small								
Blowgun	1 cp	1	x2	10 ft.	2 lb.*	P	Wood	-
Needle (20)	1 gp	-	-	-	-	-	Iron	Bone
Bola	10 cp	1d4	x3	10 ft.	3 lb.*	B	(leather)	-
Dejada	20 cp	1d6	x2	30 ft.	2 lb.*	B+P	Wood	-
Pelota (1)	2 cp	-	-	-	1 lb.**	-	(lead + obsidian)	-
Whip	1 cp	1d2 S	x2	15 ft.	2 lb.*	S	(leather, rope)	-
Whip, master's	25 cp	1d3	x2	10 ft.	2 lb.*	S	(leather, rope)	-
Medium								
Atlatl	25 cp	1d6	19-20/x2	40 ft.	6 lb.	P	Wood	-
Net	20 cp	-	-	10 ft.	10 lb.	-	(rope)	-

Kreen Weapons – Melee

Tiny								
Ko*	2 gp	1d4	x2	-	3 lb.	P	Iron	Obsidian
Small								
Lajav	8 gp	1d4	x2	-	8 lb.	B	Iron	Bone, Wood
Large								
Gythka	60 gp	1d8/1d8	19-20/x2	-	12 lb.	S	Iron	Obsidian

Kreen Weapons – Ranged

Tiny								
Chatkcha	20 gp	1d6	18-20/x2	20 ft.	3 lb.	S	Iron	Obsidian
Medium								
Zerka	20 gp	1d8	18-20/x2	20 ft.	3 lb.	S	Iron	Obsidian

* The weight of this item corresponds to its optimal material

** The weight of this item does not change

^a This weapon can be set against a charge

^r This weapon has reach

Alak: An alak consists of a 2 foot long haft with four serrated bones set at one end to create a grappling hook looking weapon, which is swung like a pick.

Alhulak: This weapon is simply an alak tied to a five foot rope which is tied to a bone or wooden handle which is used to parry blows. As such, this weapon has reach.

You can also attempt to trip an opponent using an alhulak. If you are tripped during a trip attempt with an alhulak, you can simply drop the alhulak instead.

Also, you receive a +2 bonus to all disarm checks with an alhulak.

You can use an alhulak with Weapon Finesse.

Atlatl: Also called "staff-sling", an atlatl is a simple device which allows the user to throw a javelin at a greater range with better accuracy.

Bard's Friend: A weapon made out of a wooden or bone grip with finger holes and studded with small bones prongs or obsidian shards. Two small blades are set at either ends of the grip. This small weapon is easily concealed and is popular amongst the balican bards who gave it its name.

The grip grants you a +5 bonus to disarm checks to avoid being disarmed of a bard's friend.

Bola: A bola is made of 2 to 3 heavy leather or wooden balls linked by three lengths of rope.

The weapon can be used to trip or even grapple opponents instead of dealing damage. When used in this fashion, the wielder must make a range touch attack against the opponent, and a trip or grapple check (without any strength modifier) against the opponent.

If grappled, the opponent can break the grapple without any check, but must still use a standard action to do so.

Cahulaks: This weapon is a combination of alhulaks, with two alaks joined by a 5 foot rope. Instead of a handle, the wielder simply holds one of both of the alaks.

The weapon functions exactly as an alhulak, but it can also be used as a double weapon. However, when used as such, it cannot benefit from its reach.

Carrikal: A weapon similar to a battleaxe, but with two frontal blades instead of one. This is often accomplished by lashing the jawbone of an animal to a wooden haft, and sharpening the bones edges. The second axe head does deal some more damage, but lessens the penetration capability of the weapon.

Chatkcha: A chatkcha is a three-bladed throwing wedge which makes a circular movement and returns to the thrower if it misses its target. A hole in the middle facilitates the catching of the weapon and provides a means of storing them more easily.

Catching a chatkcha is a move equivalent action and requires an attack roll with the same attack bonus of the attack against an AC of 10. If the roll misses, or if the thrower does not attempt to catch the chatkcha, it falls 10 feet behind the thrower. If the roll misses by 5 or more, the thrower risks injuring himself. Make an unmodified attack roll against his own flat footed AC. If the attack is successful, unmodified damage is dealt to the thrower, and the weapon falls in her space.

Crusher: Used by some specialized infantry units, the crusher is a polearm consisting a large stone or metal ball fixed to a 15 foot pole made of springy wood to avoid breakage. One end of the weapon is fixed to the ground and the other end is swung vertically. This weapon has reach, but cannot be used against an adjacent foe.

Club, Datchi: This crude arena weapon is most often made of a 4 to five foot long dried insect hive or tree roots attached to a 3 foot long haft. Obsidian shards, bone prongs and even metal blades are inserted in the head of the weapon which inflict worsen the wounds inflicted by the weapon. This weapon has reach and can be used against an adjacent foe.

Dejada: This gulgan weapon became increasingly popular in arena games. A dejada is a basket-like throwing device which allows the user to throw small projectiles called pelota, which is essentially a lead sphere in which obsidian shards are often inserted. A pelota can also be thrown by hand, but only deals 1d4 points of damage and has a 10 ft. range increment when used in that fashion.

Dragon's Paw: This weapon consists of a 5 to 6 foot long staff with bladed head on either ends. A small leather basket from which a blade is affixed also protects the wielder's hands. This weapon can be used as a double weapon.

Also, the protective basket grants the wielder of the weapon a +2 bonus to disarm checks to avoid being disarmed.

Forearm Axe: Strapped on the forearm like a buckler, this weapon is made of a two-bladed axe attached to a leather bracer. The arm of the wielder acts as the haft of the axe, and his hand is kept free. However, you cannot attack with both the forearm axe and a weapon in that arm's hand on the same round. You also suffer a -1 circumstance penalty to attack rolls with weapons used with the hand of the arm your forearm axe is affixed to.

You cannot be disarmed of a forearm axe.

Gouge: Used by most of the nibenese infantry, this polearm weapon consists of a shoulder strapped 3 foot long haft on which is mounted a long bone, obsidian or metal blade.

The shoulder strap grants you a +5 bonus to disarm checks to avoid being disarmed.

Gythka: This trademark weapon of the thri-kreen is made of a 6 foot long pole to which are affixed three-pronged blades, or even two chatkcha, one on either end. This weapon is a double weapon.

Impaler: Like many other athasian weapons, the impaler originated in the arenas and is consists of two pointed blades mounted perpendicularly to a 4 foot long shaft, forming a deadly "T".

Ko*: The Ko* is a kreen weapon designed to perforate to hard shells of other creatures with exoskeletons. A simple rounded stone which is either carved to create a jagged blade on one side, or coated with dasl to the same effect, the ko*'s smooth side is held in the palm of the hand. Often used in pairs, this weapon allows the wielder to puncture the hard exoskeletons of giant insects or other kreen.

Against targets of the kreen subtype, the vermin type, or magical beasts with exoskeletons, the Ko* grants the wielder a +1 circumstance bonus to attack rolls.

Lajav: A kreen weapon, the lajav is usually made of 2 reinforced lengths of bone or wood joined on one end by a small cord. The lajav can simply be used to flail an opponent, but it is truly dangerous when using both hands to try to catch and crush an opponent's limb.

When your second hand is free, you may attempt to start a grapple after a successful attack with a lajav if your opponent is medium-size or smaller. However, this does draw an attack of opportunity from your opponent. If your grapple attempt is successful, you deal additional damage from your weapon equalling $1d4+1\frac{1}{2}$ Str bonus. Your opponent is then considered grappled, but not towards you, and she can attack you normally. However, if you maintain the grapple, you can deal additional grapple damage each round.

Lotulis: Made of a crescent blade on either end of a long wooden haft, this weapon was popular in the arenas of Tyr until recently. This weapon is a double weapon.

Macahuitl: A macahuitl (ma-ca-WHEET-luh) is a draji weapon which resemble a wooden sword in which small shards of obsidian, or metal blades, are inserted along the front and back edges of the wooden core of the weapon. Almost exclusively used by the warriors of Draj, this weapon is often called the Draj Sword.

Master's Whip: This weapon resembles a normal whip, but is somewhat sturdier, shorter and ends with a barbed tip of bone or obsidian. It functions as a normal whip, but deals normal damage instead, and has a range of only 10 feet.

Puchik: A puchik is the athasian equivalent of a punching dagger.

Quabone: A light weapon usually made of 4 shanks of serrated bone lashed together to form a crude weapon which deal nasty looking wounds, but is fairly ineffective to deal serious damage. As such, it is meant for drawn out arena combat.

Singing Stick: You can wield a singing stick as a simple weapon, much as you would wield a club. However, trained characters wield these weapons in pairs and rely more on agility than force to strike at their targets. A character with the Exotic Weapon proficiency with the singing stick can wield those weapons as though she had the Ambidexterity, Two-Weapon Fighting and Weapon Finesse feats, even if she would normally not meet the prerequisites for those feats.

Slodak: Resembling a wooden sword, pterrans carve this weapon from hardwood and treat it with a special mixture of sap and id fiend blood. The weapon's thin and hard edge and fine point allows it to be used as a slashing weapon with efficiency. A slodak is treated as though it was made out of agafari wood for purposes of damaging or breaking the weapon.

Thanak: A pterranean weapon, the thanak consists of saw-like blade, usually made from the teeth row of a pterrax, caught between to long strips of hardwood.

Trikal: Three blades project radially from one end of a six foot long haft, under each of which are a series of serrated edges lining the upper shaft. The opposite end is weighted to balance the weapon.

The curved blades of the weapon allow for the wielder to use the weapon to make a trip attempt. If you are tripped during a trip attempt with a trikal, you can simply drop the trikal instead.

Tortoise Blade: This weapon is essentially a buckler usually made from an animal shell from which a foot long blade juts out in front of the weapon. As such, it can either be used to attack or gain a +1 shield bonus to AC. The weapon also confers a -1 armor check penalty and a 5% arcane spell failure chance. A masterwork version of this weapon can apply to either the blade or the shield, or both for twice the masterwork cost.

Weighted Pike: A solid head, usually made of stone, is affixed to the bottom end of a spear or a pike to form this weapon. The is a double weapon.

Widow's Knife: Named after a similar looking farming tool, the widow's knife is a short grip topped by a wide, almost semi-circular blade.

Also, two long prongs are hidden in the hilt of the weapon. These can be released at the right time as a free action when striking an opponent. This increases the threat range of the attack to 17-20/x2 for that attack, and deals piercing damage. Once the prongs are released, they can be used to deal piercing damage, but the threat range of the weapon reverts to 19-20/x2. Reloading the prongs is a standard action that does not draw an attack of opportunity.

Wrist Razor: A popular gladiator weapon, the wrist razors, sometimes called claw bracers, are made of 3 extremely sharp blades which are affixed to the back hand and wrist of the wielder by a gauntlet or leather straps. You can still use your hand to hold or carry something, but you cannot wield another weapon with the same hand or strap on a shield.

You cannot be disarmed of a wrist razor.

Zerka: This Kreen weapon is essentially a harpoon, resembling a heavy javelin with a barbed tip which extends for more than one feet from the top of the weapon 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 of the weapon.

If you score a critical hit, the weapon lodges itself in your target. The target is then considered entangled, which confers her a -2 penalty to attack rolls and a -4 penalty to effective dexterity. The target can only move at half speed, and cannot run or charge. Also, to cast a spell, 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 and a standard action. If she succeeds, the target pulls you with her and can move 5 feet +1 feet per point by which she defeated you. On your turn, you may also take a standard action to draw your target closer, making another opposed strength check.

You may also attempt to trip an entangled opponent with your weapon. Your opponent can attempt to trip you back if you fail, but at a -4 circumstance penalty. If you are tripped during a trip attempt, you can simply let go of the rope instead.

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

Attacking a Weapon

The following table lists the hit points totals of the different weapons and weapon parts. Note that the hardness of a weapon or a weapon type is strictly determined by material and is unaffected by the size or type of the weapon. See *PHB* p. 135-136 for more details on attacking weapons.

Table 7-6: Weapon HP total

Weapon	Wood	Bone	Obsidian	Flint	Stone	Agafari	Dasl	Iron	Steel
Blade									
Diminutive	-	1	1	1	-	-	-	1	1
Tiny	-	1	1	1	-	-	-	1	1
Small	-	2	2	2	-	-	-	2	2
Medium	-	5	-	-	-	-	-	5	5
Large	-	5	-	-	-	-	-	10	10
Huge	-	10	-	-	-	-	-	20	15
Point head									
Diminutive	1	1	1	1	2	1	2	2	2
Tiny	2	1	1	1	5	2	5	5	5
Small	5	2	2	2	10	5	10	10	10
Medium	10	5	5	5	15	10	15	20	15
Large	15	10	10	10	20	15	20	30	25
Blunt head									
Tiny	10	5	5	5	15	10	15	30	25
Small	20	10	10	10	30	20	30	45	35
Medium	40	20	15	15	60	40	60	90	75
Large	80	40	30	30	120	80	120	180	150
Haft									
Tiny	1	1	-	-	-	1	-	5	5
Small	2	1	-	-	-	2	-	10	10
Medium	5	2	-	-	-	5	-	25	20
Large	10	5	-	-	-	10	-	50	40
Huge	15	10	-	-	-	15	-	75	60

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 weapons 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 that applies to damage with that weapon.

For weapons hafted weapons, you roll twice for breakage. Once for the head, and once for the haft. However, unless you hit with the haft itself, the second roll is at a -10 circumstance penalty. 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.

Table 7-7: DCs to Break Weapons

Weapon	Wood	Bone	Obsidian	Flint	Stone	Agafari	Dasl	Iron	Steel
Blade									
Diminutive	-	10	18	18	-	-	20	22	24
Tiny	-	10	16	16	-	-	18	23	25
Small	-	11	13	13	-	-	15	24	26
Medium	-	11	-	-	-	-	-	25	27
Large	-	12	-	-	-	-	-	26	28
Huge	-	12	-	-	-	-	-	27	29
Point head									
Diminutive	11	10	16	16	18	19	22	23	25
Tiny	12	11	17	17	19	20	23	24	26
Small	13	12	18	18	20	21	24	25	27
Medium	14	13	19	19	21	22	25	26	28
Large	15	14	20	20	22	23	26	27	29
Blunt head									
Tiny	25	23	25	25	28	33	32	36	38
Small	26	24	26	26	30	34	33	37	39
Medium	27	25	27	27	32	35	34	38	40
Large	28	26	28	28	34	36	35	39	41
Haft									
Tiny	11	10	-	-	-	19	-	23	25
Small	12	11	-	-	-	20	-	24	26
Medium	13	12	-	-	-	21	-	25	27
Large	14	13	-	-	-	22	-	26	28
Huge	15	14	-	-	-	23	-	27	29

Armor

All types of armor presented in the *PHB* can be found on Athas, but metal armors are quite rare. Instead, athasian armorers have learned to craft armors using the natural armors of other creatures.

Brigandine: This armor is made of leather plates into which are inserted thin pieces of chitin. It is a lighter form of splint mail which does not require metal to be effective.

Scale mail: This armor is made of superposed real scales attached to a leather garment.

Shell Armor: Shell armor is made by using choice plates from shelled creatures to cover vital areas and linking them with leather bands or giant hair.

Shield, Shell: Carapaces are sometimes used as shields.

Table 7-8: Athasian Armor

Armor	Price	Armor Bonus	Maximum Dex Bonus	Check Penalty	Arcane Spell Failure	Type	Weight
Shell armor	300 cp	+6	+1	-8	40%	Heavy	40 lb.
Buckler, shell	15 cp	+1	-	-1	5%	Shield	3 lb.
Shield, small, shell	6 cp	+1	-	-1	5%	Shield	5 lb.
Shield, large, shell	15 cp	+2	-	-2	10%	Shield	10 lb.

Table 7-9: Armor Material

Material	Hardness	Hit Points
Shell	7	5/inch

Variant: Piecemeal Armor

Athasians seldom get to wear a lot of armor under the Dark Sun. Also, it is not rare that they have to scavenge for good pieces of good armor on the bodies of the fallen.

The standard *PHB* has descriptions of partial or complete armor to describe each of the individual suits of armor characters may acquire. Here, a complete list of athasian armor is given for each piece of armor the character may wear.

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 shell 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.

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 this 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.

Table 7-10: Piecemeal Armor

Armor	Price	Armor Bonus	Maximum Dex Bonus	Check Penalty	Arcane Spell Failure	Type	Weight
Suit							
Padded armor	5 cp	+1	+8	0	5%	Light	10 lb.
Chainmail (metal)	150 gp	+5	+2	-5	30%	Medium	40 lb.
Full plate (metal)	1500gp	+8	+1	-6	40%	Heavy	50 lb.
Breastplate							
Leather	6 cp	+1	+7	0	10%	Light	10 lb.
Chain Shirt (metal)	100 gp	+3	+4	-2	20%	Light	25 lb.
Hide	10 cp	+2	+5	-4	20%	Medium	20 lb.
Brigandine	20 cp	+3	+3	-4	25%	Medium	25 lb.
Scale	30 cp	+3	+4	-3	20%	Medium	20 lb.
Shell	150 cp	+4	+3	-5	30%	Medium	25 lb.
Plate (metal)	300 gp	+5	+3	-4	25%	Medium	25 lb.
Guards							
Leather or Hide (2)	2 cp	+0**	-0**	0	0**	Light	2 lb.
Brigandine or Scale (2)	10 cp	+0***	-0**	-0**	0**	Light	3 lb.
Shell (2)	75 cp	+1	-1**	-1**	5%	+1 Type	4 lb.
Plate (metal) (2)	50 gp	+1*	-1**	-1	5%	+1 Type	6 lb.
Helm							
Partial helm, leather	5 cp	+0*	-	0	5%	Helm	2 lb.
Partial helm, shell	10 cp	+0*	-	0	5%	Helm	3 lb.
Partial helm, metal	10 gp	+0*	-	0	5%	Helm	6 lb.
Great helm, metal	30 gp	+0**	-	-1	10%	Helm	10 lb.
Shield							
Buckler, shell	15 cp	+1	-	-1	5%	Shield	3 lb.
Buckler, metal	15 gp	+1	-	-1	5%	Shield	5 lb.
Small, wooden	3 cp	+1	-	-1	5%	Shield	5 lb.
Small, shell	6 cp	+1	-	-1	5%	Shield	5 lb.
Small, metal	9 gp	+1	-	-1	5%	Shield	6 lb.
Large, wooden	7 cp	+2	-	-2	10%	Shield	10 lb.
Large, shell	15 cp	+2	-	-2	10%	Shield	10 lb.
Large, metal	20 gp	+2	-	-2	10%	Shield	15 lb.
Tower, wooden	30 cp	Cover	-	-2	10%	Shield	10 lb.
Tower, shell	50 cp	Cover	-	-2	10%	Shield	10 lb.
Extras							
Breastplate spikes, bone	+30 cp	-	-	-	-	-	+1 lb.
Breastplate spikes, metal	+30 gp	-	-	-	-	-	+5 lb.
Guards spikes, bone	+10 cp	-	-	-	-	-	+1 lb.
Guards spikes, metal	+10 gp	-	-	-	-	-	+2 lb.
Shield spikes, bone	+10 cp	-	-	-	-	-	+1 lb.
Shield spikes, metal	+10 gp	-	-	-	-	-	+5 lb.
Studding, breastplate	+6 cp	+0**	-0**	-0**	-0**	-	+2 lb.
Studding, guards	+4 cp	+0*	-0*	-0*	-0*	-	+1 lb.

X* : This equals an additional one quarter (¼) of a point or of a 5% chance of arcane spell failure.

X** : This equals an additional one half (½) of a point or of a 5% chance of arcane spell failure.

X***: This equals an additional three quarters (¾) of a point or of a 5% chance of arcane spell failure.

Piecemeal Armor Descriptions

Helm, partial: This armor piece offers protection to the top and back of the head. It is made of either boiled leather, carved shell or more rarely, metal.

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, breastplate: These spikes only allow the wearer to deal damage when grappling.

Spikes, guards: These spikes only allow the wearer to make a melee attack with her spikes.

Spikes, bone: Bone spikes are considered to be substitute material, and therefore suffer a -1 penalty to attack and damage rolls. You cannot add bone spikes to metal armor.

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

Getting into and out of Armor

The following table describes the amount of time which is required to put on or remove armor. Rules on donning armor are given on p.105 of the *PHB*.

Table 7-11: Donning Armor

Armor Type	Don	Don Hastly	Remove
Leather or Hide guards (2), Scale or Brigandine guards (2), Helm (any) Shield (any)	1 round	1 round	1 round
Padded armor, Leather breastplate, Hide breastplate, Chain shirt, Shell guards, Plate guards	1 minute	5 rounds	1 minute*
Shell armor, Chainmail Brigandine breastplate, Scale breastplate, banded breastplate Splint breastplate	4 minutes*	1 minute	1 minute*
Full plate	4 minutes**	4 minutes*	1d4+1 minutes*

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

Table 7-12: Goods and Services

Adventuring Goods

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

Clothing

Item	Cost	Weight	Item	Cost	Weight
Desert Outfit	3 cp	4 lb.	Templar's Vestments	20 cp	5 lb.
Slave's Outfit	1 bit	1 lb.			

Food, Drink and Lodging

Item	Cost	Weight	Item	Cost	Weight
Ale, mug	1 bit	1 lb.	Honey, kank, per globule	4 bits	½ lb.
Ale, gallon	5 bits	8 lb.	Meal, good	1 cp	-
Beer, mug	2 bits	1 lb.	Meal, common	3 bits	-
Beer, gallon	1 cp	8 lb.	Meal, poor	1 bit	-
Berries, handful	1 bits	*	Meat, common, chunk of	3 bits	½ lb.
Berries, 1 lb.	1 cp	1 lb.	Nut, handful	2 bit	*
Bread, per bundle	1 bit	½ lb.	Nut, 1 lb.	3 cp	1lb.
Broy, gallon	1 cp	8 lb.	Rations, trail, per day	5 bits	1 lb.
Broy, mug	2 bits	1 lb.	Water, tankard	1 bit	1 lb.
Broy, gallon	1 cp	8 lb.	Water, gallon	2 bits	8 lb.
Cheese, hunk of	2 bits	½ lb.	Wine, common, pitcher	5 bits	4 lb.
Egg, erdlu, per egg	3 bits	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.	Mekillot	20 sp	-
Crodlu, light, riding or pack	10 sp	-	Kank, riding or pack	5 sp	-
Crodlu, light, war	20 sp	-	Kank, war	10 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 bits	20 lb.	Kank	1 cp	-
Inix	16 bits	80 lb.	Mekillot	15 cp	-
Kank	1 bit	5 lb.	Wagon		
Mekillot	64 bits	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 bits	32 lb.
Mekillot, riding	2 sp	100 lb.	Inix	16 bits	64 lb.
Mekillot, pack	20 sp	500 lb.	Mekillot	32 bits	128 lb.
Mekillot, war	50 sp	1000 lb.	Kank	2 bits	8 lb.

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 penalty or -2 penalty to the attack roll, respectively.

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, weighing 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 must be made entirely of metal. As such, locksmithing is an especially rare craft, and locks or not at all common on doors (which explains why guards are, on the other hand)

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.

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, locksmithing 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: This item must have some metal components. Since locks are uncommon on Athas, most rogues use improvised tools instead.

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 also along with a face cloth 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

Broy: This drink is in fact a liquor made of fermented kank honey, often spiced. It is also 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.

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 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 the agafari nut) 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 peacmeal 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.

Cart: A cart most often uses a crodlu as beast of burden.

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.

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 claws 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 howdah's are slightly bigger than the inix's

An inix's war howdah is longer then the normal howdah and can hold 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 to long.

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.

Kank: These large insectoids serve both as herd animals and beast of burden. As riding animals, they provide a comfortable mount to any small or medium-sized humanoid. They are quite gentle and do not require a lot of food or water to subsist. Also, kanks who eat twice as much food as they need in a given day produce one kank honey globule which provide roughly 1 gallon of water and enough food to sustain one medium size character for one day. A character living strictly on a kank honey diet can avoid making starvation checks for a number of days equal to her constitution score. Kanks can be trained as riding or pack animals, or warbeasts. However, they are considered exotic mounts for the purpose of barding and saddles.

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 and Superior 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*.

Masterwork armor or weapon: On Athas, most labor work is not rewarded as handsomely as in other settings. As it is the labor, and not the material, which entails the added costs, masterwork items can be purchased at 1% of their listed price in the *PHB*. Additionally, masterwork versions of non-metal armor and weapons cost only half of that price, being 150 cp for a masterwork non-metal weapon and 75 cp for a masterwork non-metal armor.

Silvered weapons: There are no lycanthropes on Athas, and so these items have no function other than being decorative, and expensive.

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

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 those costs.

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