

playtest rules module!

THE TYR COAST

rules for tabletop roleplaying and wargaming in
the war-scorched world of Athas

v.01

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Dark Sun™ was created by Tim Brown and Troy Denning.

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INTRO

the very basics

This rules module has been written as a guide for experienced (much of the game terminology used within is expected to be understood) dungeon masters and players to use when playing fifth edition Dungeons and Dragons games set in the Dark Sun campaign setting. The fifth edition Player's Handbook, Monsters Manual, and Dungeon Master's Guide are all still just as necessary with the use of this book, as few if any rules from those works are duplicated here. *Do not expect this work to maintain canon with previous Dark Sun products.*

Athas is a world of dust, depravity, and death. It sits squarely in the sword and sorcery genre, but this imagining of it includes planetary romance. Most characters will be geared towards violence, with some also leaning towards thievery. Magic is rare and reviled, but psychic talents are common. There are no gods in this world and alignment does not exist.

Athas is an entire planet, but the region being played in is called the Tyr Coast. Various city-states ruled by tyrants dot the blasted desert coast, and the ocean to the east is an ocean of dust. Out far beyond the volcanic islands that dot the coast rages a magical storm called the Eye of Tithian that bends time and space. From the coast you can see the great spire of eerie green fire and lighting twisting up into a swirling mass of dusty brown storm clouds. Far to the north are fiery lands of magma and glass. Far to the south are lands of shadow and death. To the west are mountains with jungle beyond them. No one knows what lies beyond this jungle.

Both rising and setting in the north, an enormous dim red sun in its death throes bathes Athas in radiation. Other stars glitter in the night sky, several other terrestrial bodies orbit the dying sun, and a ring of rocks orbits Athas as well as

two moons, one of which has an enormous visible volcanic crater on its surface.

The history of Athas is mostly apocryphal. The eras in order of occurrence are supposedly the Blue Age, the Rebirth, the Time of Magic, the Cleansing Wars, the Age of the Sorcerer Kings, the Prismatic Age, and Now. Most of that is ancient history, but we know that once upon a time the world was great, and magic screwed it up. The folks who screwed it up the most were in power for a long time, but eventually were overthrown or run into hiding. One of the more powerful ones escaped from his ancient prison but was destroyed by heroes, and his death tore a hole in time and space out in the sea. Folks thought maybe things were gonna get better. They didn't. Tyrants rule, wizards are hunted, and barbarians fight the system.

Character creation using this rules module is more or less the same as normal, but your options are significantly different. You'll want to choose species (see Chapter One) before you roll your ability scores as some of the species don't have some scores or have a pre-set starting score. Species in this rules module do not generally provide static bonuses to ability scores since you'll get that from your background and class. Some of the species are entirely new to 5e, some replace what was given in the other sources, and some modify what's been given in other sources.

At the end of Chapter One is a listing of mutations you can choose from if you like. These are completely optional and you can take as many as you like, but they generally have both pros and cons.

Ability scores should be rolled in order as 3d6, though the DM may decide that you can assign them where you like.

Don't worry too much about having high enough scores, or having some scores that are too low. Ability score modifiers in this module are completely different than standard 5e, and your species and class should sort you out for the scores that are critical to what you want to be a badass at. See the table below for the new ability score modifiers. In these rules there is no cap to ability score increases from levelling up or from feats. Exhaustion is handled differently in this module, note it down as your Charisma score + your Constitution score + number of bonus hit die from species.

ABILITY SCORE MODIFIERS

SCORE	MOD	SCORE	MOD
1-3	Auto-fail	14-15	+2
4-5	Disadvantage	16-17	+3
6-7	+0	18-19	+4
8-13	+1	20+	+5

Once you have your species and ability scores recorded it doesn't matter a whole lot what order you tackle the rest in. Chapter Two has backgrounds and classes, and be sure to check out Chapter Six for psychic techniques since all characters start with at least one. Chapter Three has guidance on goals, contacts, and vices which should all be determined during character creation. This module does not use alignment, inspiration, personality traits, ideals, bonds, or flaws. See Chapter Four for your gear, and you should be ready to play.

CHAPTER ONE

species and mutations

AARAKOCRA

Hit Die. You begin play with one bonus hit die of the same type as your hit die at 1st level. This is not maxxed out for determining hit points. Roll it like you would for levels beyond 1st.

Ability Score Increase. If your Dexterity or Wisdom score is not at least 13, it becomes 13.

Age. You mature by 3 and live to 25 or so.

Size. You are about 7-8 feet tall and weigh around 85-100 pounds. Your size is Medium.

Speed. Your base walking speed is 20 feet.

Flight. You have a flying speed of 60 feet.

Flyby. You do not provoke attacks of opportunity when flying out of an enemy's reach.

Keen Senses. You have proficiency in the Perception skill.

By Talon, Claw, and Beak. You are proficient with your unarmed strikes, which deal 1d4 slashing damage on a hit.

Languages. You can speak Tyrish, Aarakocra, and Birdspeak.

DROMITE

Dromites are odd little folk, hermaphroditic humanoids with an insectoid appearance who live in sealed-off hives deep underground. Their society is strangely both highly regimented and appreciative of personal freedoms.

Dromites are born with a strong genetic memory and within minutes of birth can walk, use psychic talents, and speak Drome, a simple language of tones, pheromones, and

body language (the written form is a variety of cuneiform). They are fully grown and physically mature by 2 years old, by which time their caste has already manifested itself. A dromite's caste influences their temperament as well as their role in dromite society. Each caste has an energy type associated with it that its members can manifest and have resistance to.

Zeal dromites are passionate and quick to emotional response. They're inclined towards martial pursuits, but like most dromites find a place in the arts as well. Their energy type is fire.

Voice dromites are subtle and complex in comparison to the zeal caste's emotions on their sleeves. They are known for being socially influential; either as artists, negotiators, demagogues, and/or spies. Their energy type is poison.

Glimmer dromites are fast, fast, fast. Always moving: physically, socially, and emotionally. They don't take much time to do anything and develop new tasks and goals for themselves constantly. Their energy type is lightning.

Crystal dromites are slow, steady, and thoughtful (at least compared to other dromites). They are inclined towards scholastic pursuits or anything requiring long and focused study. Their energy type is force.

The vast majority of dromites are hermaphroditic and cannot reproduce, but one out of ten thousand are born as Hive Consorts. Hive Consorts are 25' x 7' (at full maturity) worms that consume stone and vomit eggs which hatch into dromites. A Hive Consort will also usually consume any other Consorts who are born unless it's close to death or there is enough physical room in the hive for multiple. Consorts are highly territorial, aggressive, cannot communicate except by telepathy, and are usually insane.

The Consort has little role in ruling the hive and the rest of the hive even seeks to avoid the Consort having any power.

Dromite hives are sealed off completely from the surface, but some dromites use psionics to leave their hive for a time to explore the surface. This lifephase can last anywhere from 2 to 40 years or more, but rarely does an individual leave for good. A given city-state will usually have around 100-500 dromite expats.

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Charisma score is not at least 13, it becomes 13.

Age. You mature by 2 and can live nearly 120 years.

Size. You are about 3 feet tall and weigh around 30 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Blindsight. You have blindsight out to 10 feet.

Weak Build. If a weapon you wield does not have the light quality, you treat it as though it had the heavy quality. Wearing armor reduces your speed by 5 feet and gives you disadvantage on Dexterity checks and saves. Calculate your lifting and carrying capacities as though you were one size category smaller.

Compound Eyes. You have proficiency in the Perception skill.

Chitinous Hide. You have resistance to slashing, piercing, and bludgeoning damage.

Dromite Caste. Choose which dromite caste you belong to, as given on Table 1A: Dromite Castes.

TABLE 1A: DROMITE CASTES

Caste	Energy	Feature
Zeal	Fire	Proficiency with shields and proficiency with one martial weapon of your choice.
Voice	Poison	The pheromones feature and proficiency with an instrument of your choice
Glimmer	Lightning	The Swift Step feature
Crystal	Force	You gain proficiency in a psionic technique that you know

Mindblade. You learn the *Soulknife* psionic technique. Its energy type corresponds to the energy type of your caste.

Energy Resistance. You have resistance to the energy type of your caste.

Pheromones. If you are in the Voice Caste, at all times you exude an invisible cloud of mind-affecting chemicals which extends out in a 5 foot radius from your body. You have advantage on Persuasion checks against anyone within this radius, but suffer disadvantage on Deception checks against anyone in this radius as they have an instinctual understanding of your emotions.

Swift Step. If you are in the Glimmer Caste your base movement speed increases to 35 feet and you have advantage on initiative checks, but you lose the benefit of Compound Eyes and have disadvantage on any action which takes more than one round.

Languages. You can speak Tyrish and Drome.

DWARF

As written in the PHB, aside from the following adjustments:

Hit Die. You begin play with three bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Constitution score is not at least 13, it becomes 13. This replaces the ability score increase from the PHB.

Size. You stand about four and a half to a little over five feet tall and weigh around 230-260 pounds. Your size is Medium.

Dwarven Combat Training. You have proficiency with all hammers, axes, picks, and any other weapon types which can serve as tools of labor or craft.

Languages. You can speak Tyrish and Dwarvish.

Races. There are three races in the Dwarf species; desert dwarves, mountain dwarves, and city dwarves. Choose one of these races.

Mountain Dwarves (also known as Zarethgar) use the rules of hill dwarves from the PHB, but with the following adjustment:

Ability Score Increase. If your Wisdom score is not at least 13, it becomes 13. This replaces the ability score increase from the PHB.

Desert Dwarves (also known as Duergar) use the rules of Duergar from the Sword Coast Adventurer's Guide, with the following adjustments:

Ability Score Increase. If your Intelligence score is not at least 13, it becomes 13. This replaces the ability score increase from the SCAG.

Duergar Resilience. This replaces the trait of the same name in the SCAG. You have advantage on saving throws against mind-affecting psionic abilities.

Duergar Psionics. This replaces Duergar Magic. At 3rd level you learn the Grow psionic technique, and at 5th you learn the Chameleon psionic technique.

Languages. You can speak Chthonian in addition to Tyrish and Dwarvish.

City Dwarves (also known as Onolgar) use the rules of mountain dwarves from the PHB except for the following adjustment:

Ability Score Increase. If your Strength score is not at least 13, it becomes 13. This replaces the ability score increase from the PHB.

ELF

These rules fully replace those in the PHB:

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Dexterity or Charisma score is not at least 13, it becomes 13.

Age. You mature by 13 and rarely live past 120.

Size. You are around 7 foot tall give or take a few inches and weigh roughly 200-220 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Sandstrider. You can move at your dash speed for overland travel.

Superior Darkvision. You have darkvision out to 180 feet.

Hunter's Awareness. You have advantage on Perception checks to notice other creatures.

At Home. You have resistance to exhaustion damage from hunger, thirst, and weather effects.

Hit and Run. When you hit a target with an attack, you do not provoke attacks of opportunity from it for the rest of the round.

Weapon Training. You are proficient with finesse weapons and shortbows.

Languages. You can speak Elvish and Tyrish.

ELAN

DIHUOAHFDUISGH

GENASAI

DIHUOAHFDUISGH

GITH

DIHUOAHFDUISGH

HALF-GIANT

Hit Die. You begin play with three bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. Your Strength starts at 18; do not assign a rolled score to it. Only roll 5 scores during character generation.

Age. You mature by 12 and can live over two centuries.

Size. You are around twelve feet tall give or take a foot and weigh roughly 1600 pounds. Your size is Large.

Speed. Your base walking speed is 40 feet.

Born for Labor. You count as one size larger when determining carrying capacity and the weight that you can push, drag, or lift. The ranges of weapons you throw are tripled.

Hominids of Unusual Size. Goods that need to be properly sized for you, such as armor, weapons, jewelry, sleeping rolls, etc. all cost 10 times as much.

Hearty Appetite. You require five times the standard amount of food and water every day.

Wall Ripper. You deal twice the number of damage dice when damaging inanimate objects. Your unarmed strike does 1d6.

Languages. You can speak Tyrish and Giant.

HALF-ELF

These rules fully replace those in the PHB:

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. None.

Age. You mature by 20 and can live 30 or 40 years.

Size. You are a little over 6 foot tall on average and weigh roughly 110-130 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You have darkvision out to 60 feet.

Demented. You must choose three tics and one additional vice at 1st level. You have disadvantage on saves against gaining or resisting addictions, vices, and tics.

Mutation. You may select up to three mutations without suffering deformities.

In The Shadows. You are proficient in Stealth, and with the disguise kit.

Languages. You can speak Tyrish and Thieves' Cant.

HALFLING

These rules fully replace those in the PHB:

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If any of your ability scores are lower than 13, they increase to 13.

Age. You mature by 9 and can live nearly two centuries.

Size. You are around three and a half feet tall and weigh roughly 50 to 60 pounds. Your size is Small.

Speed. Your base walking and climbing speeds are 25 feet, but you do not take any penalty to movement from difficult terrain.

Ultravision. You can see into the ultraviolet spectrum. This allows you to see a great number of things you normally wouldn't such as territorial markings from animals.

Quick Learner. Downtime training only takes 120 days.

Unfazed. You have advantage on saving throws against being frightened or stunned.

Iron Guts. You have advantage on saving throws against poison and disease, and you have resistance against poison damage.

Weapon Training. You are proficient with throwing weapons and spears.

Languages. You can speak Tyrish, Asnam, and two other languages of your choice.

HUMAN

These rules fully replace those in the PHB:

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Intelligence or Charisma score is not at least 13, it becomes 13.

Age. You mature by 13 and can live nearly a century.

Size. You are a little over 6 foot tall on average and weigh roughly 200-220 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Demented. You must choose one tic and one additional vice at 1st level. You have disadvantage on saves against gaining or resisting addictions, vices, and tics.

Tool Mastery. You have proficiency with four craftsman's tools or musical instruments of your choice.

Slaver's Tongue. You have advantage on Charisma checks with non-human targets. Non-human targets of illusion and enchantment spells you cast have disadvantage on the saving throw.

Born in the Maze. You do not suffer any penalty to movement from crowds and you have advantage on Perception checks to navigate urban environments and mazes of all varieties.

Languages. You can speak Tyrish and three other languages of your choice.

KENKU

DIHUOAHFDUISGH

LIZARDFOLK

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Constitution score is not at least 13, it becomes 13.

Age. You mature by 6 and can live for centuries, though most die young.

Languages. You can speak Tyrish and Ssxssh.

Races. There are two races of Lizardfolk, Kobolds and Ssurans. Choose one.

Kobolds are a small crafty people who dwell in jungles, mountains, and cities:

Ability Score Increase. If your Dexterity score is not at least 13, it becomes 13.

Size. You are around two and a half to three feet tall and weigh roughly 30 to 40 pounds. Your size is Small.

Speed. Your base walking speed is 35 feet.

Superior Darkvision. You have darkvision out to 120 feet.

By Tooth and Claw. You are proficient with your natural bite and claws. They are light weapons which deal 1d4 slashing or piercing damage.

Pack Tactics. You have advantage on attacks against enemies when at least one ally of yours is adjacent to the enemy and is not incapacitated.

Weapon Training. You are proficient with throwing weapons and spears.

Mechanical Genius. You have proficiency with tinker's tools and thieves' tools.

Ssurans are a lumbering and heavy-jawed species who live in the mountains and deserts:

Ability Score Increase. If your Strength score is not at least 13, it becomes 13.

Size. You are around 6 and a half to 7 feet tall and weigh around 250 to 300 pounds.

Speed. Your base walking speed is 20 feet, but your Dash action is worth 50 feet.

Darkvision. You have darkvision out to 60 feet.

By Tooth and Claw. You are proficient with your natural bite and claws. Your claws are light weapons which deal 1d4 slashing damage, and your bite is not a light weapon and deals 1d6 piercing damage.

Sunbaked. You have advantage on saves against the effects of the sun. You cannot take any mutations at character creation.

Gut storage. Either as a 5'x30' line or as a ranged attack against an adjacent target, you can vomit the contents of your stomach. Each target must make a Dexterity saving throw, the DC being 8 + your Constitution modifier + your proficiency bonus. This deals 2d6 acid damage on a failed save and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. This ability can only be used if you've consumed the full amount of daily food and water that you need, and each time you use it you lose the benefits of having consumed that food and water.

MAENAD

DIHUOAHFDUISGH

MINOTAUR

Hit Die. You begin play with three bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Strength, Constitution, or Intelligence score is not at least 13, it becomes 13.

Age. You mature around six to seven months old and can live just barely over two decades.

Size. You are around 9 to 10 feet tall and weigh just shy of a ton. Your size is Large.

Speed. Your base walking speed is 35 feet, but your Dash action is worth 45 feet.

Charge. Any time you move at least 20 feet towards a creature and attack it immediately, you get a bonus 1d6 weapon damage on a successful hit.

Gore. You are proficient with your unarmed strikes, which deal 1d6 piercing damage on a hit, and grapple the target on a critical hit.

Languages. You can speak Tyrish and Cattlespeak.

MUL

Hit Die. You begin play with four bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Strength, Dexterity, or Constitution score is not at least 13, it becomes 13.

Age. You mature by 13 and can live over three centuries.

Size. You are a little under 6 foot tall on average and weigh roughly 280-350 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bred for Labor. You count as one size larger when determining carrying capacity and the weight that you can push, drag, or lift.

Coffin Nail. When you drop to 0 hit points you remain conscious. You still make death saving throws as normal.

Blood and Sand. You are proficient with light armor, shields, and one martial weapon of your choice.

Never Again. You have advantage on saves against being charmed.

Languages. You can speak Tyrish, Dwarven, Elven, and Giant.

NECROPOLITAN

DIHUOAHFDUISGH

PTERRAN

DIHUOAHFDUISGH

TIEFLING

DIHUOAHFDUISGH

THRI-KREEN

Hit Die. You begin play with two bonus hit die of the same type as your hit die at 1st level. These are not maxxed out for determining hit points. Roll them like you would for levels beyond 1st.

Ability Score Increase. If your Dexterity or Constitution score is not at least 13, it becomes 13.

Age. You mature before you're a year old and can live just barely over two decades.

Size. You are about 6'6" to 7' tall and weigh 160 to 180 pounds. Your size is Medium.

Speed. Your base walking speed is 50 feet.

Superior Darkvision. You have darkvision to a range of 180 feet.

Claws. Your unarmed damage is 1d4 slashing.

Chitinous Shell. If you are wearing no armor, your base AC equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

Unusual Shape. Any armor (except for shields) you wear must be designed for your body and costs five times as much.

Standing Leap. Your long jump is up to 30 feet and high jump is up to 15 feet, with or without a running start.

Sleepless. You do not sleep and can take a long rest while remaining alert and performing light tasks.

Extra Limbs. You may have a total of 4 hands worth of items readied at any one time.

Insect Digestion. You can store up to 10 gallons of excess water inside yourself, but unlike other species cannot store any excess food.

Weapon Proficiency. You have proficiency with the gythka and chatkcha.

Languages. You can speak Kreen and extremely broken Tyrish.

TSOCHAR

DIHUOAHFDUISGH

MUTATIONS

At character creation you may have as many mutations as you like, or none at all. Each time you take a mutation from Table 1B: Mutations, you must roll for increasingly more deformities on Table 1C: Deformities. Your first mutation gives you one deformity, your second gives you two more, your third gives you three more, and so on.

TABLE 1B: MUTATIONS

Feature
More arms! Add one arm to your number of arms. This can be taken multiple times.
Memetic hole! People have a hard time remembering you. You start with no contacts, and anyone separated from you for at least 5 minutes will need to make a DC 15 Intelligence check to remember who you are or forget everything they know about you.
Eyeful! Your face is covered in eyes. Any effect that would blind you must effect you twice to do so. This can be taken multiple times, increasing the number of times the effect needs to hit you.
Tough skin! Whether it's patches of chitin, scales, tumorous callouses, living stone/crystal, protrusions of bone, etc., you have resistance to a weapon damage type of your choice. This can be taken multiple times.

Claws! Whether it's feline claws, insectoid, reptilian, etc., you have claws that you are proficient with and deal 1d6 slashing.
Weird size! You are one size category smaller or larger than your species would dictate.
Psychic talent! You learn one new psychic talent. This can be taken multiple times.
Pouches! You have hidden folds and pockets in your body where you can hide objects or creatures no larger than two size categories smaller than you. It takes a DC 25 Investigate check to find an item hidden this way.
Wings! In place of arms you have feathered wings with three-fingered hands on them. You can glide as part of your movement, but always end on the ground or falling.
Detachable parts! As a free action you can cause a body part of your choice to fall off. This does no damage to you, and the body part regrows in a week.
Swarm! You are a mound of many much smaller things. You can send a chunk of your body up to 100 feet away and perceive through it, though you cannot take actions through it other than movement. Any damage they take is dealt to you as psychic damage. Any movement speed from your species is replaced with a walk and climb speed equal to your species' fastest speed.
Fast! Your base speed increases by 10 feet. This can be taken multiple times, giving you five fewer feet each time (minimum 1).
Arachnoid! You have the lower body and lower limbs of a spider, and four compound eyes. Your climb speed is equal to your base movement, and you can spin webs as though casting the Web spell at 2 nd level. Your web ability consumes one day's worth of food and water from your body each time it is used.
Vampire! If you are grappling or restraining a creature, as an action you may absorb 1d6 HP from the creature. This counts as necrotic damage.
Jelly! Your body is flexible. You can squeeze through any space your head can fit through, and you have advantage on checks made to escape a grapple.
Shapeshifter! You can change the appearance of your face as an action. To mimic a specific person, make a Charisma (disguise kit) check as usual.
Cantrip! You learn a cantrip. This can be taken multiple times.
Matter eater! You can consume anything that fits in your mouth, though when using this ability you do not gain any sustenance from it as the consumed item is destroyed utterly, gone from this world. If it is poisoned, diseased, radioactive, molten hot, freezing cold, etc., it

does no damage to you. If you consume a magic, psionic, or living thing with this ability, you must immediately make a death saving throw. On failure, you pop out of existence, dead forever. On success, you drop to 0 HP with two death save failures.

TABLE 1C: DEFORMITIES

d20	Feature
1	Huge tumorous growths cover your body. An ability score drops to 7 if it's above 7. Roll 1d6 to determine which one.
2	-1 to an ability score of your choosing.
3	You are hideous, physically and empathically. You give off a psychic aura of repulsion and distaste. All Charisma-based rolls you make are at disadvantage.
4	-1 to an ability score of your choosing.
5	You are hairless and your skin is totally translucent (just your skin, not your insides). Your max HP is reduced by 15.
6	-1 to an ability score of your choosing.
7	Your eyes are bulging, glassy, and totally white. You require twice the normal amount of rest.
8	-1 to an ability score of your choosing.
9	You are constantly sweating a bitter, non-nutritious, dark oil that smells acrid. You require twice the normal amount of food and drink.
10	-1 to an ability score of your choosing.
11	Your tongue, teeth, and lower jaw are missing, and you are permanently mute.
12	-1 to an ability score of your choosing.
13	You are missing a leg. Your speed is halved.
14	-1 to an ability score of your choosing.
15	Your heartbeat is as loud as a beating drum and can be heard from quite a distance.
16	-1 to an ability score of your choosing.
17	Your eye sockets are empty, and you are permanently blind.
18	You have no ears and are permanently deaf.
19	Your skin is cracked, crispy, and burnt. You take 1 fire damage every hour you spend in the sun.
20	You are missing an arm.

CHAPTER TWO

backgrounds and classes

BACKGROUNDS

For backgrounds chosen from the PHB, use as given (considering as you create your character how it fits into Athas) but also choose one ability score appropriate to the background to improve by 1. If your DM disagrees with your choice, they must provide at least 3 ability scores to choose from.

CLASSES

All information below is in addition to the standard class features as written in the PHB unless explicitly stated otherwise.

BARBARIAN

Ability score increase. Your Strength and Constitution scores both increase by 1.

BARD

Ability score increase. Your Dexterity and Charisma scores both increase by 1.

Tool proficiencies. Instead of choosing three musical instruments choose only one. You are also proficient with two of the following: disguise kit, forgery kit, poisoner's kit, or thieves' tools.

Spellcasting. You practice the little-known seventh psionic discipline of Somatics and are able to mimic arcane effects using psionic techniques. You learn and cast spells as described in the PHB but have a new spell list which can be found in Chapter Seven.

CLERIC

Ability score increase. Your Wisdom and Charisma scores both increase by 1.

Skill proficiencies. Religion is replaced by Deception and Intimidation on your list of skills to choose from.

Divine domain. You must choose the War domain. You do not have the domain spells class feature.

Spellcasting. Choose earth, fire, water, or wind. See Chapter Seven for your class spell list.

Incarnate. At 20th level you transform into an embodiment of your power source, stats for which can be found in Chapter Eight.

DRUID

Ability score increase. Your Intelligence and Wisdom scores both increase by 1.

Skill proficiencies. Religion is not on your list of available skills to choose from.

Nature Spirit. You have been chosen by and gain your powers from a powerful spirit, usually referred to as a Spirit of the Land. These used to be everywhere and would communicate freely with the world at large, but the few that still exist only physically manifest when the natural feature they inhabit is threatened. If you choose Circle of the Land, determine with your DM where physically in the world your spirit is located. Circle of the Moon is renamed "Circle of the Sun" in this ruleset, and if you choose it your "spirit" is the mindless and powerful spirit within the sun. It does not generally communicate with you, unlike Spirits of the Land with their Druids.

Spellcasting. Your spell list does not include any healing spells (spells that return the dead to life or increase the current/max HP of a creature) above 1st level.

FIGHTER

Ability score increase. Your Strength and Constitution scores both increase by 1.

Martial archetype. The eldritch knight archetype is not available.

MONK

Ability score increase. Your Strength and Dexterity scores both increase by 1.

Skill proficiencies. Psionics is an available skill to choose from.

Tool proficiencies. You must choose disguise kits, poisoner's kits, or thieves' tools as a tool proficiency instead of an artisan's tools or musical instrument.

Psionic. Monks' abilities are psionic in nature. Instead of ki points, they have psi points. The save DC for your psi abilities uses your Intelligence modifier rather than Wisdom. If a monk ability is normally based off of your character's Wisdom score, it is instead based off your Intelligence (including multiclassing requirements).

PALADIN

Ability score increase. Your Wisdom and Charisma scores both increase by 1.

Skill proficiencies. Religion is replaced by Deception on your list of skills to choose from.

Sorcerer-King patron. You channel your power from a Sorcerer-King. Choose one.

Divine sense. This class feature is removed from the Paladin class.

Lay on hands. You can use your Lay on Hands pool to draw HP out of a target as a touch attack and heal yourself. This replaces the standard Lay on Hands class feature.

Patron's fury. If a paladin class feature or spell mentions radiant damage, replace it with fire damage.

Sacred oath. The only sacred oaths available to choose from are Conquest, Treachery, and Vengeance.

Spellcasting. There are no healing spells on your spell list. If there is an Inflict equivalent, that spell replaces the healing spell.

PSION

Ability score increase. Your Intelligence and Wisdom scores both increase by 1.

Hit Dice. 1d6 per psion level.

Armor proficiencies. None.

Weapon proficiencies. Clubs, daggers, quarterstaves, whips.

Tool proficiencies. Choose one artisan's toolset, gaming set, or musical instrument.

Saving throw proficiencies. Intelligence, Wisdom.

Skill proficiencies. Choose any two.

Psionic discipline. At 1st level, choose a discipline: Kinetics, Navigation, Metabolics, Creativity, Clairsentience, or Telepathy.

Psionic techniques. At 1st level, you learn three psionic techniques, which all must be from your discipline. At every level thereafter, you learn another technique from any discipline of your choosing. See Chapter Eight for a listing of techniques.

Higher mysteries. At 5th, 10th, 15th, and 20th level, you learn a mystery from your discipline. See Chapter Eight for a listing of mysteries.

RANGER

Ability score increase. Your Strength and Dexterity scores both increase by 1.

Spellcasting. There are no healing spells on your spell list, nor is Detect Magic or Goodberry.

ROGUE

Ability score increase. Your Dexterity and Intelligence scores both increase by 1.

Arcane trickster. If you choose the arcane trickster archetype, see Chapter Seven for your spell list. Your spells are like the bard's in that they're psionic mimicry of arcane effects.

SORCERER

Ability score increase. Your Constitution and Charisma scores both increase by 1.

Skill proficiencies. Religion is replaced by Psionics on your list of skills to choose from.

Sorcerous origin. You must choose the Draconic sorcerous origin.

Spellcasting. As an arcane spellcaster, you are subject to the rules for Defiling and Preserving as given in Chapter Seven.

WARLOCK

Ability score increase. Your Wisdom and Charisma scores both increase by 1.

Skill proficiencies. Religion and Nature are removed from the list of available proficiencies, and added in their place is Psionics.

Otherworldly patron. Your patron is a Sorcerer-King. Choose from the patron archetypes in the PHB, or the Seeker archetype from UA: The Faithful. The archetypes correspond to the following Sorcerer-Kings:

The Archfey. Abalach-re, Lalali-Puy, Nibenay.

The Fiend. Abalach-re, Andropinis, Hamanu, Kalid-Ma, Tectuktitlay.

The Great Old One. Daskinor, Dregoth, Kalak, Rajaat, Tectuktitlay.

The Seeker. Dregoth, Oronis.

Pact boon. All pact boons act as a focus that your patron can perceive through and commune with you via. If you choose the Pact of the Tome, your grimoire takes the form of a small totem, figurine, or idol of your patron.

WIZARD

Ability score increase. Your Intelligence and Wisdom scores both increase by 1.

Skill proficiencies. Religion is replaced by Psionics on your list of skills to choose from.

Spellbook. You have a codex that you record your spells and cantrips on and although it is possible to use a book for this, most wizards use more complicated systems in order to hide the function of the item. Knotted rope, beaded necklaces, patterned quilts, carved bone staves, etc. are all potential mediums. See Chapter Seven for more details on casting and learning spells, as well as researching new ones.

Spellcasting. As an arcane spellcaster, you are subject to the rules for Defiling and Preserving as given in Chapter Seven.

CHAPTER THREE

customization options

All characters start with goals, contacts, and vices as described below. During play or due to other character options such as species, background, or class, you may gain or lose some of these, so be sure to note such adjustments. At the end of this chapter are described tics, which you may or may not start play with.

Goals include short term and long term goals for your character. All characters start with one constant goal, one short-term goal, one long-term goal, and one shared goal for the whole party. Figure out what these goals are during character creation, and note them on your character sheet.

Constant goals are relatively simple, and won't likely change much (if at all) over the course of a campaign. A constant goal is something your character generally strives to be doing on a regular basis. It's a good idea to keep this simple, and something you can demonstrate accomplishing at least once a session. *Examples include:* "showing my strength", "profiting from trade", "making friends", "exploring the wilderness", etc. **Short-term goals** will most likely change and be updated every few sessions, assuming you pursue them. Unlike constant goals, these aren't necessarily things that are core to your character's identity, but rather are as the name suggests; simply temporary personal goals, specific things your character wants to do and can reasonably expect to achieve within 3-5 sessions. Once accomplishing a short-term goal, you must decide on a new one. *Examples include:* "getting back at the merchant who swindled me", "finding a Veiled Alliance contact in Nibenay", "learn how to cast Fireball", "buy a better suit of armor", etc. **Long-term goals** on the other hand are personal goals for your character that might change only once or twice over the course of a whole campaign, and only then with hard work and sacrifice. These are major life goals for your character and while

they're something you're probably passionate about, the scope of them is such that they're probably not something you're working on 24/7. *Examples include:* "reach upper leadership in House Velith", "find my brother's killer", "become a dragon", "find a cure to old age", etc. **Shared goals** are goals that are shared by the whole party. These can be relatively short term, but should not by any means be trivial. A shared goal should be the aim of the entire party and be something that every character is invested in and dedicated to achieving. Players should have a discussion and put some thought into what this should be.

Contacts are your character's nodes in their social network. Contacts can be sources of information, gear, training, safety, favors, employment, etc. During character creation, you have a number of points equal to your Charisma score + your Wisdom score + your character level to spend on gaining contacts. Contacts have two scores associated with them: **power** and **relationship**. These scores are rated on roughly the same scale as ability scores; from 3 to 18, 10 being average. A contact's power is their influence, connection, and resources. It's how much they have at their disposal. Their relationship score on the other hand, is how good of terms you're on with them. From your pool of points that you have to spend on contacts, you can distribute them however you like. Come up with a name and profession of your contact, and note their power and relationship scores. These scores should be appropriate for their background/profession. At character creation, you must have at least one contact with a 12 or higher relationship. If you are an arcane spellcaster, one of your contacts should probably be a contact within a Veiled Alliance (the secret societies which protect Arcanists and promote the responsible use of

arcane magic). **Every time you gain a level, you may improve a contact's score in relationship by 1.**

Vices are not so much addictions as they are crutches that your character tends to fall back on when other things in their life are lacking. They can be a source of temptation for the character, and when times are tough they can be a support structure. At character creation, you must pick at least one vice, but it's recommended that you do not pick more than two. Any time you are confronted with a blatant opportunity or offer to partake in your vice you must make a Wisdom save or indulge, now or very soon. If you are under great distress or internal conflict (DM-player discretion), you have disadvantage on this save. Vices can be substances like alcohol or opium, activities like gambling or theft, or something more esoteric if the DM allows it. You have advantage on saves against addiction to your vice.

Tics are minor obsessions and psychological abnormalities that your character has developed. Characters do not generally start with them unless a species, background, or class feature says you do.

CHAPTER FOUR

equipment and economy

Currency along the Tyr Coast varies slightly from city to city, but by and large comes in the form of colored glass coins. These coins are colored copper, silver, and gold. Copper is useful for getting around a city and for day to day living; it is most frequently used by members of the labor caste. Silver is frequently a coinage of convenience; rarely used for serious trading or even spending, but is a common denomination to be paid in for day-to-day work. Gold is the currency of nobility, trading, and high-risk professions. Barter is also a common method of exchange and a list of trade goods with their values can be found below.

TABLE 4A: TRADE GOODS

FILLER	FILL	FILLER	FILL
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X
X	X	X	X

MATERIALS

Metal is scarce in Athas, to the point that there might be roughly a dozen or so metal items in a whole city-state. Finding such an item and/or looking for a buyer or seller can be an adventure in and of itself. Bone, chitin, ceramic, stone, leather, and glass are the most common materials you'll find gear made out of. These materials are prone to

breakage compared to their metal counterparts. All items have a quality rating; for weapons and armor typically (in the PHB) made from significant amounts of metal or wood that are not made from metal or wood, this rating is usually around 20. This can vary slightly from craftsman to craftsman. This rating represents the number of times it can be used before it drops in effectiveness. Make a tally mark each time you use it (in the case of weapons using them for an attack and in the case of armor, being attacked), like tracking ammunition. Once you hit your quality rating, erase your tallies and start again, knocking the damage die (in the case of weapons) or the AC bonus (in the case of armor) down by 1.

The quality of iron or wood items is usually around 100, and the quality of steel items (that typically use those materials) is around 500. You don't need to track the use of these, but certain effects used for damaging objects may come into play.

CHAPTER SIX

psionics

PSIONIC DISCIPLINES

KINETICS (STR)

Kinetics is the discipline of translating your thoughts into energy. Users of kinetics are called kineticists and they often show signs of the physical stress that their energies put on them. Bruised fingertips, hyper-vascularity, bloodshot eyes, frequent nosebleeds, and loose skin are all common.

Kinetics is based off of your Strength score; any attack rolls you make with kinetics use your Strength modifier, and the save DC for your techniques is 8 + your proficiency bonus + your Strength modifier.

TECHNIQUES

Move. *Reaching out with your palm extended like you're holding a platter, you lift an object near you and move it around.* As an action, you can lift and move an unattended 10 pound or lighter object within 30 feet of you that you can see anywhere else within 30 feet of you. If you lose line of sight with the object, it drops to the ground.

Propel. *With a shove, sweep, or yank of your hand, an object goes flying.* As an action, you can send a 1 pound or lighter object within 30 feet of you flying in a straight line to a spot within 30 feet of you. If it is in the possession of a creature, that creature may make a Strength save to prevent the movement. If something is in the path of the object, you may make an attack roll to strike it with the propelled object. On a hit, both the target and the object take 1d4 bludgeoning and the object drops to the ground.

Bullet. *You point a finger and with slight recoil, an invisible bullet fires from your finger and strikes the target.* As an

action, you can make a ranged attack against a target within 30 feet. On a hit, the target takes 1d4 piercing damage.

Improved Manipulation. Requires either the Move or Propel technique. When using the Move technique you can open doors, undo clasps, write with a quill, and perform other complex movements. When using the Propel technique to throw a weapon, you can have that weapon deal its weapon damage instead of 1d4 bludgeoning.

Improved Range. Requires at least two kinetic techniques. The range of Kinetic techniques you know is improved by your Strength score x 10 feet. For techniques with area effects, this improvement in range is how far from you the origin point of the effect can be. This technique can be taken multiple times.

Improved Power. Requires at least two kinetic techniques. If a Kinetic technique you know has a weight limit, that limit is increased by your Strength score x 10 pounds. If a kinetic technique does damage, its damage die improves by two steps (d12 maximum). This technique can be taken multiple times.

Blast. Requires at least three kinetic techniques. As an action, you create a wave of concussive force out from yourself. Each creature in a 15 foot sphere originating from you must make a Strength saving throw or take 1d4 bludgeoning damage. On a successful save, the creature takes half as much damage.

Knockdown. Requires at least four kinetic techniques. When you do damage with a kinetic technique, you can choose to knock creatures prone if they fail their saves.

Improved Area. Requires at least one kinetic technique with an area of effect. The area of effect for kinetic techniques you know is increased by 5 feet.

Improved Damage. Requires at least six kinetic techniques. Kinetic techniques you know that deal damage deal an additional die of damage.

MYSTERIES

Mystery of Heat. As an action, you can do 1d4 cold or fire damage to a target you can see within 30 feet of you. If the target is a creature, it can make a Strength save to halve this damage. When using kinetic techniques that deal damage, you can substitute the damage for cold or fire.

Mystery of Sound.

Mystery of Lightning.

Mystery of Entropy.

Mystery of Transmutation.

NAVIGATION (DEX)

Navigation is the discipline of folding space and time to your whim. Practitioners of this discipline are called Navigators.

Kinetics is based off of your Dexterity score; any attack rolls you make with kinetics use your Dexterity modifier, and the save DC for your techniques is 8 + your proficiency bonus + your Dexterity modifier.

TECHNIQUES

Step. As an action, up to 5 feet of your movement can be done in the form of teleportation. You must be able to see the space you are moving to and it must be unoccupied.

Object Projection. As an action, you may teleport an object weighing no more than 5 pounds that you're holding to a space you can see within 5 feet of you.

Eye of the Void. You can open your inner eye and expose the horror of space and time to all creatures that can see you.

MYSTERIES

Mystery of the Void.

METABOLICS (CON)

Metabolics is the discipline of altering your own body and manipulating your internal organs and humours. These are the Metabolic techniques and mysteries.

Boost. Your Dash speed is improved by 10 feet. This can be taken a second and third time for 5 bonus feet each time.

Grow. Requires at least three Metabolic techniques. As an action you can increase your size category by one. This does not stack with itself.

Chameleon. As a reaction, your skin mimics the colors of what's behind you. If naked and not carrying anything, you are considered heavily obscured for the purposes of using Stealth as long as you move no more than 5 feet a round.

CREATIVITY (INT)

Creativity is the discipline of forming your own thoughts into objects with mass and volume. These are the Creative techniques and mysteries.

Soulknife. As an action, you create a crystalline dagger in your hand. It can be used as a tool but if used to attack, it does damage as a dagger and is destroyed, disintegrating after it strikes. It also disintegrates instantly if it ever loses touch contact with your skin.

CLAIRSENTIENCE (WIS)

Clairsentience is the discipline of extending your senses out into the world beyond. These are the Clairsentient techniques and mysteries.

TELEPATHY (CHA)

Telepathy is the discipline of reaching into the minds of others and communicating your thoughts over distance. These are the Telepathic techniques and mysteries.

Empathy. As an action, you can read the emotions of a creature. You can attempt to read surface thoughts as well,

but you only get one word, whatever sums up its current thoughts.

Send. As an action, you can telepathically speak to a creature within 30 feet that you can see. It cannot communicate back, and must understand what language you're speaking.

Transmit. As an action, you can project an image into the mind of a creature within 30 feet that you can see.

SOMATICS

Somatics is the discipline of using performance, mnemonic gymnastics, and other blends of mental and physical artistry to mimic arcane effects. Somatics does not have techniques or mysteries, it has spells. Two classes learn Somatics: the bard and the arcane trickster rogue.

Arcane tricksters learn and cast their spells as described in the PHB, but their spell list and method of casting is very different. They use the psionic discipline of Somatics to mimic arcane effects.

CANTRIPS

Fire Bolt, Friends, Light, Mage Hand, Mending, Message, Minor Illusion, Prestidigitation, Vicious Mockery

FIRST LEVEL SPELLS

Alarm, Animal Friendship, Charm Person, Detect Magic, Detect Poison and Disease, Disguise Self, Expeditious Retreat (self), Floating Disk, Grease, Identify, Illusory Script, Jump (self), Silent Image, Speak with Animals, Unseen Servant

SECOND LEVEL SPELLS

Alter Self, Arcane Lock, Blur (self), Calm Emotions, Darkness, Darkvision (self), Detect Thoughts,Enlarge/Reduce (Reduce), Invisibility, Knock, Levitate, Locate Object, Mirror Image, Misty Step, Nystul's Magic Aura, Pass without Trace, Phantasmal Force, Rope Trick, See Invisibility, Silence, Spider Climb,

THIRD LEVEL SPELLS

Blink, Clairvoyance, Feign Death, Fly, Gaseous Form, Haste, Hypnotic Pattern, Major Image, Nondetection, Sending, Speak with Dead, Water Breathing, Water Walk

FOURTH LEVEL SPELLS

Arcane Eye, Confusion, Dimension Door, Freedom of Movement, Greater Invisibility, Hallucinatory Terrain, Leomund's Secret Chest, Locate Creature, Mordenkainen's Private Sanctum

Bards learn and cast their spells as described in the PHB, but the Bard spell list and method of casting is very different. They use the psionic discipline of Somatics to mimic arcane effects.

CANTRIPS

Friends, Message, Poison Spray, Shocking Grasp, True Strike, Vicious Mockery

FIRST LEVEL SPELLS

Charm Person, Command, Compelled Duel, Comprehend Languages, Detect Poison and Disease, Disguise Self, Ensnaring Strike, Expeditious Retreat (self), Feather Fall (self), Hex, Hunter's Mark, Illusory Script, Inflict Wounds, Jump (self), Longstrider (self), Sleep

SECOND LEVEL SPELLS

Absorb Weapon (self), Alter Self, Blindness/Deafness, Blur (self), Calm Emotions, Darkness, Darkvision (self), Detect Thoughts, Enhance Ability (self), Enthrall, Hold Person, Invisibility (self), Locate Object, Magic Weapon (self), Misty Step (self), Pass without Trace (self), Spider Climb (self), Suggestion, Zone of Truth

THIRD LEVEL SPELLS

Bestow Curse, Blink (self), Clairvoyance, Fear, Haste (self), Meld into Stone (self), Nondetection (self), Sending, Speak with Dead, Tongues (self),

FOURTH LEVEL SPELLS

Compulsion, Confusion, Dimension Door (self), Freedom of Movement (self), Greater Invisibility (self), Locate Creature, Phantasmal Killer, Polymorph (self)

FIFTH LEVEL SPELLS

Dominate Person, Geas, Legend Lore, Modify Memory, Scrying, Swift Quiver (self), Teleportation Circle,

SIXTH LEVEL SPELLS

Contingency, Drawmij's Instant Summons, Find the Path, Mass Suggestion, Otto's Irresistible Dance, True Seeing (self)

SEVENTH LEVEL SPELLS

Etherealness (self), Mordenkainen's Sword, Teleport (self)

EIGHTH LEVEL SPELLS

Feeblemind, Glibness (self), Mind Blank (self), Power Word Stun

NINTH LEVEL SPELLS

Foresight (self), Power Word Kill, True Polymorph (self)

CHAPTER SEVEN

magic

TYPES OF MAGIC

Psionics is not magic. Bards, Arcane Tricksters, Monks, and Psions use psionics. Magic comes in a two varieties: Arcane, Channeling, and Elemental. Clerics, Druids, and Rangers use elemental magic. Paladins and Warlocks use channeling. Sorcerers and Wizards use arcane. Arcane magic is subject to rules for defiling and preserving.

DEFILING AND PRESERVING

Sorcerers and Wizards have spell points that they spend to cast spells. They recharge these points by drawing the life force out of themselves or the world around them.

TABLE 7A: SPELL POINTS

LEVEL	POINTS
1	2
2	6
3	11
4	17
5	25
6	35
7	46
8	58
9	72
10	88
11	106
12	126

To recover spell points, an arcane caster must either destroy a half pound of food or a pint of water per point restored, ritually sacrifice (or have sacrificed in their name) a HD worth of creatures or plants per point, or take 2d4 exhaustion damage themselves for full points. All arcane casters can cast Destroy Water at will.

TABLE 7B: ARCANE SPELL COST

LEVEL	POINTS
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

CLERIC

Clerics prepare and cast their spells as described in the PHB, but the Cleric spell list is vastly different. Your spell list is dependent on your element. At 1st, 3rd, 5th, 7th, and 9th level you may choose a spell from another element's list, provided that it is of a level you can cast and is not from your opposing element. Fire and Water oppose each other, as do Earth and Wind.

EARTH CLERICS

CANTRIPS

Blade Ward, Magic Stone, Mending, Mold Earth.

FIRST LEVEL SPELLS

Absorb Elements (Any except thunder), Alarm, Detect Outsider, Earth Tremor, Protection from Outsiders, Sanctuary, Shield of Faith.

SECOND LEVEL SPELLS

Aid, Arcane Lock, Barkskin, Calm Emotions, Darkvision, Earthbind, Maximilian's Earthen Grasp, Find Traps, Gentle Repose, Hold Person, Shatter, Spider Climb, Spike Growth.

THIRD LEVEL SPELLS

Animate Dead, Elemental Weapon (Bludgeoning), Erupting Earth, Meld into Stone, Protection from Energy (All except thunder), Speak With Dead, Spirit Guardians, Wall of Sand.

FOURTH LEVEL SPELLS

Conjure Minor Elementals (Earth), Elemental Bane (Bludgeoning), Evard's Black Tentacles, Stone Shape, Stoneskin.

FIFTH LEVEL SPELLS

Conjure Elemental (Earth), Passwall, Transmute Rock, Wall of Stone.

SIXTH LEVEL SPELLS

Bones of the Earth, Create Undead, Flesh to Stone, Investiture of Stone, Move Earth.

SEVENTH LEVEL SPELLS

Conjure Celestial, Reverse Gravity.

EIGHTH LEVEL SPELLS

Earthquake.

NINTH LEVEL SPELLS

Imprisonment (Burial).

FIRE CLERICS**CANTRIPS**

Create Bonfire, Control Flames, Dancing Lights, Fire Bolt, Light, Produce Flame.

FIRST LEVEL SPELLS

Absorb Elements (Fire, Lightning), Bane, Burning Hands, Chromatic Orb (Fire), Destroy Water, Detect Outsider, Guiding Bolt, Hellish Rebuke, Inflict Wounds, Protection from Outsiders, Searing Smite.

SECOND LEVEL SPELLS

Aganazzar's Scorcher, Branding Smite, Cloud of Daggers, Continual Flame, Flame Blade, Flaming Sphere, Gentle Repose, Heat Metal, Melf's Acid Arrow, Pyrotechnics, Scorching Ray.

THIRD LEVEL SPELLS

Animate Dead, Bestow Curse, Blinding Smite, Daylight, Elemental Weapon (Fire), Fireball, Flame Arrows, Melf's Minute Meteor's, Protection from Energy (Cold, Fire) Speak with Dead, Spirit Guardians.

FOURTH LEVEL SPELLS

Elemental Bane (Fire), Conjure Minor Elementals, Fire Shield, Wall of Fire.

FIFTH LEVEL SPELLS

Conjure Elemental, Flame Strike, Immolation.

SIXTH LEVEL SPELLS

Create Undead, Investiture of Flame.

SEVENTH LEVEL SPELLS

Conjure Celestial, Delayed Blast Fireball, Fire Storm.

EIGHTH LEVEL SPELLS

Incendiary Cloud.

NINTH LEVEL SPELLS

Meteor Swarm.

WATER CLERICS**CANTRIPS**

Acid Splash, Friends, Frostbite, Shape Water, Spare the Dying.

FIRST LEVEL SPELLS

Absorb Elements (Acid, Cold, Lightning), Armor of Agathys, Bless, Chromatic Orb (Acid, Cold), Create Water, Cure Wounds, Detect Outsider, Detect Poison and Disease, Grease, Healing Word, Ice Knife, Protection from Outsiders.

SECOND LEVEL SPELLS

Alter Self, Knock, Gentle Repose, Levitate, Melf's Acid Arrow, Pass without Trace, Protection from Poison, Snilloc's Snowball Swarm.

THIRD LEVEL SPELLS

Animate Dead, Beacon of Hope, Elemental Weapon (Acid), Protection from Energy (Fire), Sleet Storm, Speak With Dead, Spirit Guardians, Tidal Wave, Wall of Water, Water Breathing, Water Walk.

FOURTH LEVEL SPELLS

Conjure Minor Elementals, Control Water, Elemental Bane (Acid, Cold), Evard's Black Tentacles, Freedom of Movement, Ice Storm, Vitriolic Sphere, Watery Sphere.

FIFTH LEVEL SPELLS

Conjure Elemental, Maelstrom.

SIXTH LEVEL SPELLS

Create Undead, Investiture of Ice, Otiluke's Freezing Sphere, Wall of Ice.

SEVENTH LEVEL SPELLS

Conjure Celestial.

EIGHTH LEVEL SPELLS

Control Weather, Tsunami.

NINTH LEVEL SPELLS

Storm of Vengeance.

WIND CLERICS**CANTRIPS**

Frostbite, Gust, Message, Minor Illusion, Ray of Frost, Thunderclap.

FIRST LEVEL SPELLS

Absorb Elements (Cold, Thunder), Alarm, Armor of Agathys, Chromatic Orb (Lightning, Thunder), Detect Outsider, Detect Poison and Disease, Feather Fall, Fog Cloud, Jump, Longstrider, Thunderous Smite, Thunderwave, Protection from Outsiders.

SECOND LEVEL SPELLS

Augury, Blur, Cloud of Daggers, Dust Devil, Gust of Wind, Invisibility, Knock, Levitate, Locate Object, Pass Without Trace, Silence, Skywrite, Snilloc's Snowball Swarm, Warding Wind.

THIRD LEVEL SPELLS

Animate Dead, Call Lightning, Clairvoyance, Elemental Weapon (Lightning, Thunder), Fly, Gaseous Form, Sleet Storm, Speak With Dead, Spirit Guardians, Stinking Cloud, Wind Wall.

FOURTH LEVEL SPELLS

Elemental Bane (Cold, Lightning, Thunder), Conjure Minor Elementals, Freedom of Movement, Ice Storm, Storm Sphere.

FIFTH LEVEL SPELLS

Cloudkill, Cone of Cold, Control Winds, Conjure Elemental.

SIXTH LEVEL SPELLS

Blade Barrier, Create Undead, Investiture of Wind, Wind Walk.

SEVENTH LEVEL SPELLS

Conjure Celestial, Whirlwind.

EIGHTH LEVEL SPELLS

Control Weather.

NINTH LEVEL SPELLS

Storm of Vengeance.

