

# DYING STAR CAMPAIGN WORLDS

Version 1.1

[PDF Link](#), v1.2 [here](#).

## Introduction

This supplement is designed to be used in conjunction with D&D 5th Edition. As such, many of the rules presented will be written in the spirit of inclusion. Dying Star Worlds represent a type of fantasy realm in which the world was previously ruined by the misuse of Arcane magic. Deserts and Wastelands are common in Dying Star Worlds, as are towns and cities in or around such terrain. One may notice that Dying Star has many similarities with already established themes in the genre, and this is intentional. Dying Star was designed for 2 purposes: to establish a useable and cohesive version of the *Dark Sun* campaign setting (owned by Wizards of the Coast and Athas.org) for D&D 5e without encroaching on *Athas* itself, and to present a new format for designing worlds to play in using the D&D rules: the **Campaign Archetype**. This format, instead of establishing a distinct game world, instead presents the rules and information regarding game worlds that fit into the greater classification of a Campaign Archetype. As such, *Athas* is merely one of many Dying Star worlds, which encompasses the *Dark Sun* setting and many more that have yet to be written. If there is any confusion, then just know this: *Dark Sun* is one of many worlds with similar physics and themes within them, and Dying Star represents those rules.

Written by JamesMusicus

Edited by EM

Made with review and input from the /r/DnD community

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# PART I: PLAYER INFORMATION

## Races

There are no limitations on what races you can use in your Dying Star world. Below are recommended races for a setting such as *Dark Sun*. Included are Homebrewed versions of many races not present in the 5e Player's Handbook or ruleset. The traits listed below are purely for mechanical use, as culture and attitudes of races should depend on Setting.

All races in this supplement are drawn from the JamesMusicus [Guide to Homebrewing Races](#) and [Race Catalogue](#).

You may also choose to include races from the PHB in your setting.

### Ability Summary

<b>Strength</b>	Genasi (Stormsoul) (+1), Half-Giants (+2), Minotaurs (+2)
<b>Dexterity</b>	Aarakocra (+2), Genasi (Windsoul) (+1), Thri-Kreen (+2)
<b>Constitution</b>	Elves (Sand) (+1), Genasi (Earthsoul) (+1), Half-Giants (+2), Minotaurs (+1), Muls (+2)
<b>Intelligence</b>	Genasi (Firesoul) (+1)
<b>Wisdom</b>	Aarakocra (+1), Genasi (Watersoul) (+1), Pterrans (+2), Thri-Kreen (+1)
<b>Charisma</b>	Genasi (+2), Pterrans (+1)
<b>Any 2</b>	Muls (Half-Dwarves)

## **Common Races**

The history and disposition of these races is up to you, but this section details the traits of common races in Dying Star worlds.

### **Dwarves**

When playing a Dwarf, simply use the traits present in the 5e Player's Handbook.

**[Optional Rule: Dwarven Focus]** Dwarves must have a Focus. A Focus is some task (such as crafting a weapon or besieging a fortress) that the Dwarf holds paramount over everything else in their life, and is complex enough to require at least a week to complete. For every week a Dwarf fails to make progress towards their Focus, they gain a level of exhaustion as their will to live withers away. This exhaustion cannot be removed unless progress is made toward completing the focus. Once per short rest, you may grant yourself advantage on one ability check directly related to completing your focus. Additionally, if your focus is crafting an complex or expensive item, you make progress towards completion of the object twice as quickly as normal.

### **Elves**

When playing an Elf, simply use the traits present in the 5e Player's Handbook. The Sand Elf subrace is also present in Dying Star Worlds.

#### **Sand Elves**

***Ability Score Increase.*** Your Constitution Score increases by 1.

***Desert Camouflage.*** You may attempt to hide when only lightly obscured by natural phenomena in a desert.

***Dune Runner.*** When you travel on foot, you and anyone traveling with you ignore difficult terrain caused by sandy environments.

***Running Trance.*** When you travel, you may enter a special form of trance. When you do so, you may continue running for a number of days equal to 3 plus your Constitution modifier at no deficit to yourself before you need to take any form of rest. You must take a long rest before you can do this again once the trance ends.

## Half-Giant Traits

Usually only the Hill Giant Subrace of Half-Giants is present in Dying Star worlds, though you might also include the other Elemental Half-Giants included in the Race Catalogue linked above. As an alternative to the traits below, you may use the Half-Orc traits present in the 5e Player's Handbook.

**Ability Score Increase.** Your Strength and Constitution scores each increase by 2.

**Age.** Half-Giants have similar life spans to humans, but live slightly shorter lives. They reach adulthood around age 17 and can live until age 70-80.

**Size.** Half-Giants stand at an impressive 7 to 8 ½ feet tall, weighing anywhere between 270 and 350 pounds. You are a medium creature.

**Speed.** Your base movement speed is 30 feet.

**Brutality.** Once per long rest, you may turn any melee weapon attack that hits into a crit. You may continue to use this ability, but additional uses after the first incur one level of exhaustion.

**Half-Giant Toughness.** Your hit point maximum increases by 1, and it increases by 1 again every time you gain a level.

**Languages.** You can speak, read, and write Common and Giant.

## Thri-Kreen Traits

**Ability Score Increase.** Your Dexterity score increases by 2 and your Wisdom score increases by 1.

**Age.** Thri-Kreen have short, productive lives. They reach adulthood around age 6 and only live 30-40 years.

**Size.** Thri-Kreen stand around 6 feet tall and weigh between 160 and 190 pounds.

**Speed.** Your base movement speed is 40 feet.

**Darkvision.** You have darkvision out to a range of 60 feet.

**Natural Camouflage.** You have proficiency in Dexterity (Stealth) checks.

**Secondary Arms.** The Thri-Kreen have a secondary set of weaker arms located along their torso beneath their regular ones. These arms can be used to hold additional light items or equipment and you may perform an additional object interaction on your turn if either hand is empty.

**Sleepless.** You do not require sleep to function. You are immune to magical effects that would put you to sleep. Instead of sleeping, you enter a 6 hour long period of light activity at the end of which you gain the same benefits a human does from sleeping.

**Standing Leap.** You are always considered to have a running start when jumping.

**Thri-Kreen Weapon Proficiency.** Thri-Kreen are proficient in the use of the Gythka and Chatchka.

**Languages.** You can speak, read, and write Kreen, but can also understand and write Common. Due to your physiology, you cannot speak any language other than kreen.

## **Uncommon Races**

The history and disposition of these races is up to you, but this section details the traits of some uncommon races in Dying Star worlds.

### **Aarakocra Traits**

**Ability Score Increase.** Your Dexterity score increases by 2 and your Wisdom score increases by 1.

**Age.** Aarakocra have relatively short lifespan, considered young until age 7 and living 25-30 years.

**Size.** Most Aarakocra stand 6 ½ to 8 feet tall, with a wingspan of around 15 feet. They typically weigh around 100 pounds due to their light frame. Your size is medium.

**Speed.** Your base walking speed is 20 feet. You also have a fly speed of 50 feet, subject to limitations of the *Wings* trait.

**Dive Attack.** When you fly 30 feet downwards towards a target, your next melee attack against that target deals an additional 1d8 damage.

**Talons.** Your talons are a natural weapon which you are proficient in. They deal 1d4 slashing damage.

**Wings.** Though you can fly using your wings, there are several conditions related to flying.

You must be in a space wide enough to accommodate your wingspan to fly. Your wingspan is equal to twice your height. If you are wearing armor you are not proficient in, or any Medium or Heavy armor, you may not fly. Also, you may not fly in normal backpacks or armor. The cost to alter your gear to be suitable for flight is equal to half the cost of the gear.

When you take damage while flying, make a Constitution save with a DC equal to 10 or half the damage taken, whichever is higher. If you fail the saving throw, you fall to the ground.

**Languages.** You can speak, read, and write Common and Primordial (Auran). Any other languages you learn to speak are tinted with an accent learned from speaking Auran.

### **Genasi Traits**

**Ability Score Increase.** Your Charisma score increases by 2.

**Age.** Genasi live similar life spans to humans.

**Size.** Genasi range from 5 ½ to 6 feet tall and can weigh anywhere between 140 and 240 pounds depending on their build. Your size is medium.

**Speed.** Your base movement speed is 30 feet.

**Darkvision.** You have darkvision out to a range of 60 feet.

**Genasi Resilience.** You have resistance to poison damage and advantage on saving throws against poison.

**Languages.** You can speak, read, and write Common and Primordial. When speaking primordial, you speak a dialect specific to your subrace. Terran for Earthsouls, Auran for Stormsouls and Windsouls, Aquan for Watersouls, and Ignan for Firesouls.

**Subrace.** Genasi belong to 5 subraces, defining their elemental ancestry or origin. Earthsoul, Firesoul, Stormsoul, Watersoul, and Windsoul.

### **Earthsoul**

**Ability Score Increase.** Your Constitution score increases by 1.

**Determined Plod.** Your base movement is reduced to 25 feet, and your speed is not reduced by wearing heavy armor. You can reduce the effect of any forced movement by up to 10 feet.

**Stoneflesh.** You have resistance to slashing damage from non-magical weapons.

### **Firesoul**

**Ability Score Increase.** Your Intelligence score increases by 1.

**Firesoul Resilience.** You have resistance to fire damage and advantage on saves against fire effects and spells. When a fire effect normally requires an action to put out the fire, you may put it out as a bonus action or as a reaction to being set ablaze.

### **Stormsoul**

**Ability Score Increase.** Your Strength score increases by 1.

**Stormsoul Resilience.** You have resistance against lightning and thunder damage and advantage on saves against lightning and thunder effects and spells.

### **Watersoul**

**Ability Score Increase.** Your Wisdom score increases by 1.

**Water Affinity.** You have a swim speed equal to your normal land speed.

**Watersoul Resilience.** You have resistance against acid damage and advantage on saves against acid effects and spells.

### **Windsoul**

**Ability Score Increase.** Your Dexterity score increases by 1.

**Windsoul Resilience.** You have resistance to cold damage and advantage on saves against cold effects and spells.

**Windsprint.** Your walking speed increases to 35 feet.

## **Minotaur Traits**

Only the Plains Minotaur Subrace is present in Dying Star Worlds.

**Ability Score Increase.** Your Strength score increases by 2 and your Constitution score increases by 1.

**Age.** Minotaurs live shorter lives than humans, reaching adulthood between the ages of 13 and 15 and living up to 70 years.

**Size.** Standing between 7 and 8 feet tall and weighing around 300 pounds, Minotaurs are one of the largest races. Your size is medium.

**Speed.** Your base movement speed is 40 feet.

**Darkvision.** You have darkvision out to a range of 60 feet.

**Gore.** When you move 10 feet directly towards an enemy, you may replace your first attack against that enemy with a special goring melee weapon attack that deals 2d6 piercing damage, which you are proficient in. This attack can only be used once per round.

**Keen Senses.** You have proficiency in the Wisdom (Perception) skill.

**Languages.** You can speak, read, and write Common and Giant.

### **Mul [Half-Dwarf] Traits**

**Ability Score Increase.** Your Constitution score increases by 2 and two other ability scores of your choice both increase by 1.

**Age.** Mul live similar lifespans to dwarves, reaching relative maturity in their 20s, being considered adults around age 100 and living around 400 years.

**Size.** Taller than either parent, Mul reach a towering 7 feet tall and weigh up to 260 pounds. Your Size is Medium.

**Speed.** Your base movement speed is 30 feet. Your movement is not slowed by heavy armor.

**Darkvision.** You have darkvision out to a range of 60 feet.

**Mul Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Tireless.** You only need to sleep for 6 hours once every three days, instead of once every 24 hours. You also have advantage on Constitution saves against exhaustion.

**Languages.** You can speak, read, and write Common and Dwarvish.

### **Pterrann Traits**

**Ability Score Increase.** Your Wisdom score increases by 2 and your Charisma score increases by 1.

**Age.** Pterranns are considered adults at age 13 and live up to 40 years.

**Size.** Pterranns are 5 to 6 ½ feet tall and weigh between 180 and 220 pounds. Your Size is Medium.

**Speed.** Your base movement speed is 30 feet.

**Claws.** You have a natural weapon in the form of your Claws, which you are proficient in. This weapon deals 1d4 slashing damage and is considered a light weapon.

**Gliding Wings.** When falling from heights greater than 50 feet, you may use your reaction to halve the damage you take from falling.

**Natural Telepathy.** You know the *message* cantrip.

**Languages.** You can speak, read, and write Common and Saurian.

## Classes

Most classes can be used as-is, but some also have **Psionic Options** detailed here:

[https://drive.google.com/file/d/0B\\_X4huywieFnRjMyQ1JlUEXiZjA/view?usp=sharing](https://drive.google.com/file/d/0B_X4huywieFnRjMyQ1JlUEXiZjA/view?usp=sharing)

These **Psionic Class Options** come from the following site:

<http://boldpueblo.com/downloads/5e/5e-house-rule-psionic-classes.pdf>

### **Barbarian**

Barbarians can be used as-is.

### **Bard**

Bards can be used as-is, or you may remove the Bard class and replace it with a Roguish Archetype.

Bards may also use the **Ardent** option.

### **Cleric**

Because Dying Star worlds often lack gods, Clerics must resort to drawing their power from other places and can instead choose to follow the Elements. Clerics that follow the way of Earth may take the War or Nature Domains, while those that walk the path of Air might choose the Tempest or Trickery Domains. While the different elements often align with various Cleric Domains, it is possible to make an argument for strange combinations, for instance a Cleric of Water could have the light domain with the proper explanation.

#### **Recommended Domains by Element:**

**Air:** Tempest, Trickery

**Earth:** Nature, War

**Fire:** Life, Light, War

**Water:** Knowledge, Life, Tempest

Alternatively, a Cleric could worship a Sorcerer King as a Templar.

### **Druid**

Druids can be used as-is.

### **Fighter**

Fighters can be used as-is.

Eldritch Knights may use the **Psychic Warrior** option.

### **Monk**

Monks may be used as-is.

### **Paladin**

Paladins may be used as-is, though they are not commonly found. There's no space for holy warriors in a world without gods, and as such the only Paladins are those driven by their own personal conviction.

Alternatively, a Paladin could worship a Sorcerer King as a Templar.



## **Ranger**

Rangers can be used as-is.

## **Rogue**

Rogues can be used as-is.

Arcane Tricksters may use the **Psionic Lurk** option.

Rogues may choose the [Roguish Archetype: Bard](#) if the class was removed.

## **Sorcerer**

Sorcerers can be used as-is.

Sorcerers may also use the **Mind Sorcerer** option.

Wild Magic Sorcerers are subject to Defiling rules.

## **Warlock**

Warlocks can be used as-is, except their Patron may be replaced with a Sorcerer King, making them a Templar.

Warlocks may also use the **Soulknife** option.

## **Wizard**

Wizards can be used as-is.

Wizards may also use the **Psion** option.

Wizards are subject to Defiling rules.

# New Character Options

## **Backgrounds**

Below are some options with which you may replace the feature normally granted by your background.

### **Templar's Trust**

You are considered a trusted member of the Templars (or any organization that seeks to eradicate defilers). Other Templars will accept your words at face value assuming you have provided proof of your membership to them and not provided them any reason to be hostile towards you.

### **Dunerunner**

You are familiar with a tribe of Sand Elves or Thri-Kreen that will help you and your companions through the desert if they find you. You are also familiar with the customs of the desert, and can always secure at least one safe night's rest and 1 day's worth of food and water for every member of your group when meeting with any desert tribe that is not hostile to you.

## **Feats**

Below are additional feats that players may choose from. See page 165 of the PHB for rules on feats.

### **Wild Talent**

You learn two cantrips of your choice from the psionic spell list. In addition, choose one 1st level spell from the psionic spell list; you learn that spell and can cast it at its lowest level once per long rest. Choose Charisma, Intelligence, or Wisdom as your spellcasting ability.

### **Diehard**

Your will to live strengthens your body itself. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have a +5 bonus to Death Saving throws.
- When you would die instantly from taking massive damage, you are instead reduced to 0 hit points.

### **Raze**

*Prerequisite: The ability to defile when casting spells*

Your disregard for the natural world allows you to hone your skill with defiling. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When defiling to cast a spell with a cast time of 1 action, you may spend a bonus action to increase the effective spell level of the spell by 1.
- When you defile, creatures caught within the defiled area must make a DC 10 Constitution saving throw. If they fail, they become poisoned until the end of their next turn.

## **Spells**

Below are some additional spells that players may choose from. For rules on spellcasting, see page 201 of the PHB.

### **Force Spear**

*2nd-level evocation*

Casting Time: 1 Action

Range: 30 feet

Components: S

Duration: Instantaneous

You pierce a target's body with an invisible spear. Make a melee spell attack against the target. If the attack hits, the target takes 4d8 force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d8 for each level above 2nd.

(This spell is added to the psionic spell list)

### **Psychic Spike**

*Enchantment cantrip*

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Instantaneous

You lash at a target's mind with a psychic spike. The target makes an intelligence save. If they fail the save, they take 1d6 psychic damage.

This spells damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

(This spell is added to the psionic spell list)

### **Preserver's Restoration**

*9th-level abjuration*

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (diamond dust worth 2000 gp, which the spell consumes)

Duration: Instantaneous

Restores a 100 foot radius area around a point you can see within range, removing the defiled status from that area. Young grass immediately takes root in the area and it can not be defiled for 10 days.

All creatures within the area that you choose are cleansed of 1 effect each from the following effects:

- Exhaustion
- Any 1 Status effect
- One curse, including the target's attunement to a cursed magic item
- Any reduction of one of the target's ability scores
- One effect reducing the target's hit point maximum

(This spell is added to the Druid and Cleric spell lists, and is also available to any Preserver.)

## Equipment

### **Variant Rule: Low-Metal Currency**

Because metals are rare in Dying Star Worlds, the primary currency is Ceramic Pieces. Conversion rates from normal settings are as listed in the following conversion table.

<b>Dying Star Currency</b>	<b>PHB Currency</b>	<b>Ceramic Pieces</b>
1 Lead bead (bd)	1 Copper Piece (cp)	1/100
1 Ceramic bit (bt)	1 Silver Piece (sp)	1/10
1 Ceramic Piece (Cp)	1 Gold Piece (gp)	1
1 Silver Piece (sp)	1 Platinum Piece (pp)	10
1 Gold Piece (gp)	--	100

### **Variant Rule: Low-Metal Equipment Materials**

Certain items are usually made out of metal in most D&D games, but in Dying Star worlds metal is very rare, so more common materials are listed below. Weapons that have had their metal components replaced with the following materials are subject to the listed properties.

#### **Weapon Materials**

- Metal - x10 cost
- Stone - x2 cost, 3/4 weight
- Bone - listed cost, 1/2 weight
- Wood - 1/2 cost, 1/2 weight, 1/2 damage

#### **Armor Materials**

All armors are as normal except they are made out of local materials such as animal hides, scales, bones, and shells or natural armor plates. Armors expressly made out of metal have x100 the cost.

### **Variant Rule: Weapon Breakage**

When you roll a natural 1 on your attack roll with a weapon, make another d20 roll to determine if your weapon breaks. If the roll meets or exceeds the DC on the table below, the weapon stays intact, but if it fails to meet the DC, the weapon breaks.

#### **DC Weapon Material**

1	Metal
5	Stone
10	Bone
15	Wood

### **Variant Rule: Armor Breakage**

When you are wearing non-metal armor that would normally be made of metal and are struck by a critical hit, your Armor's AC is reduced by 1. If your armor's AC is reduced to 10, it breaks. Armor can be repaired by 1 AC per hour at a cost of 1/10th the normal armor cost, rounded up, by anyone proficient with the tools required to craft the armor.

## **Weapons**

Dying Star Worlds include all [standard D&D weapons](#) (PHB pg. 149) as well as the weapons listed below. The weapons included in Dying Star settings may be considered exotic in most worlds, but within such a world they are common enough that anyone may train with them.

### **NEW WEAPON PROPERTIES**

Many weapons have special properties related to their use, as shown in the Weapons table.

**Defensive.** As a reaction to being attacked, you may use your weapon defensively, giving you +1 AC until the start of your next turn.

**Double Weapon.** Counts as 2 weapons for the purposes of two-weapon fighting when wielding the weapon in both hands.

**Returning.** After making an attack with this weapon, it returns to your hand at the end of your turn if you are proficient in its use.

### **SPECIAL WEAPONS**

Weapons with special rules are described here.

**Dejada.** This weapon can be used to throw Alchemical flasks and other items. If the attack with such an item misses, it lands in a random square adjacent to the one targeted.

**Gouge.** While wearing the harness for this weapon, you cannot be disarmed of it. Donning or doffing the weapon's harness requires an action. You cannot wield anything other than the Gouge while the harness is on.

## **Simple Weapons**

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Wrist Razors	1 gp	1d4 slashing	2 lb.	Light, Finesse
Tortoise Blade	10 gp	1d4 piercing	3 lb.	Defensive
<i>Simple Ranged Weapons</i>				
Boomerang	3 gp	1d4 bludgeoning	1 lb.	Returning, Thrown (range 20/60)
Dejada	5 gp	1d4 bludgeoning	2 lb.	Ammunition (range 30/120), Loading, Special

## **Martial Weapons**

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Dragon Paw	35 gp	1d8 piercing	10 lb.	Double Weapon
Gauntlet Axe	25 gp	1d6 slashing	5 lb.	Defensive
Gouge	30 gp	1d10 piercing	10 lb.	Heavy, Special, Two-Handed
Gythka	40 gp	1d8 slashing	8 lb.	Double Weapon
Lotulis	25 gp	1d6 slashing	6 lb.	Double Weapon, Light
<i>Martial Ranged Weapons</i>				
Chatkcha	10 gp	1d6 slashing	1 lb.	Light, Returning, Thrown (range 20/60)

## **Gear**

***Clothes, Desert*** - 100 gp, 5 lb. - These light clothes preserve your body's water and keep you cool. Your water requirement is reduced to half, and you have advantage on saves against heat effects from the sun.

***Goggles*** - 20 gp - This headwear protects your eyes from harsh weather. Dust storms and similar effects cannot blind you, though your visibility may be greatly reduced.

***Sun Balm*** - 3 gp - This alchemical invention protects your flesh from the harsh sun. You have advantage on saves against heat effects from the sun for 2 hours (one use).

## **Tools**

***Distillation Kit*** - 20 gp, 10 lb. - This kit can be used by a proficient person to produce 1 gallon of water for every 2 hours of use. Requires other waste liquids that contain water to distill.

## **Mounts/Vehicles**

Many mounts and vehicles in Dying Sun worlds are very similar to those in other worlds, but with certain things changed to match the setting better and allow easier use. The Dying Sun version of a Horse, for instance, may be a bipedal drake-like creature resembling an ostrich with large, flat feet. This creature would have all the same statistics of a horse, along with the ability to ignore difficult terrain caused by desert sands.

You may do similar things with vehicles, designing a ship that can sail the dunes, for instance. Sample vehicles are included in the Travel section of the DM information.

## PART 2: ARCHETYPE INFORMATION

### Magic and Psionics

#### **Optional Rule: Defiling and Preserving**

When a Sorcerer or Wizard casts a spell they decide whether they are Defiling or Preserving.

**Defiling:** When you cast a spell, you defile a radius around you equal to 5 feet for each level of the spell slot used, dealing 1d4 necrotic damage per spell level to all plant life in the defiled area. Cantrips are treated as 1st level spells for the purposes of defiling. A defiled area cannot support life and nothing will grow there for years.

**Preserving:** When you cast a spell, you take 1d4 psychic damage per spell level.

**Defilers and Preservers:** When a spellcaster has devoted much of their life to preserving the natural balance of the world, they are labelled a preserver. Preservers take half damage from preserving but lose the ability to Defile.

Similarly, when a spellcaster shows no reverence for nature and defiles it excessively, they are labelled a defiler. Most people in Dying Star worlds don't know the difference between the two, and will turn hostile against any arcane spellcaster.

#### **Psionics**

Psionics can use Intelligence, Wisdom, or Charisma as their casting abilities, based on the source of their psionic abilities or how they are honed. Psionics require no material components. Innate Psionics have a save DC of 8 plus Proficiency plus your spellcasting ability modifier and a Spell Attack bonus equal to your Proficiency bonus plus your spellcasting ability modifier. Many spells, when cast using psionics can only be cast on one's self, such as spells like plane shift or nondetection. Some spells that would normally be perceivable when cast using arcane magic are invisible when using psionics, like mage hand.

## Psionic Spell List

<b><u>Cantrips</u></b> Blade Ward Dancing Lights Friends Light Mage Hand Mending Message Minor Illusion Psychic Spike True Strike	Force Spear Hold Person Knock Levitate Locate Object Mirror Image Misty Step Phantasmal Force See Invisibility Suggestion	Dream Geas Hold Monster Modify Memory Rary's Telepathic Bond Scrying Seeming Telekinesis Wall of Force
<b><u>1st Level</u></b> Animal Friendship Charm Person Command Cure Wounds Detect Evil and Good Detect Poison and Disease Disguise Self Feather Fall Heroism Healing Word Jump Mage Armor Magic Missile Shield Silent Image Sleep Speak with Animals Tasha's Hideous Laughter Tenser's Floating Disk Unseen Servant	<b><u>3rd Level</u></b> Blink Clairvoyance Daylight Fear Fly Haste Hypnotic Pattern Major Image Mass Healing Word Nondetection Sending Slow Tongues	<b><u>6th Level</u></b> Find the Path Magic Jar Mass Suggestion Otto's Irresistible Dance Programmed Illusion Teleport True Seeing
<b><u>2nd Level</u></b> Augury Beast Sense Blindness/Deafness Calm Emotions Darkness Detect Thoughts Enthrall Find Traps	<b><u>4th Level</u></b> Arcane Eye Compulsion Confusion Dimension Door Dominate Beast Fabricate Hallucinatory Terrain Locate Creature Otiluke's Resilient Sphere Phantasmal Killer	<b><u>7th Level</u></b> Forcecage Mirage Arcane Mordenkainen's Sword Project Image Regenerate Reverse Gravity
	<b><u>5th Level</u></b> Bigby's Hand Contact Other Plane Creation Dominate Person	<b><u>8th Level</u></b> Antipathy/Sympathy Dominate Monster Feeblemind Mind Blank Power Word Stun Telepathy
		<b><u>9th Level</u></b> Astral Projection Foresight Power Word Kill Time Stop Weird Wish



## Life in a Dying Star World

Everyday life in a Dying Star world is brutal and unforgiving. With the entire world ruined, many things people need in their everyday lives, such as water, are scarce. Otherwise civil people will fight like savages to protect their own and get the things they need to survive, and even close friends cannot be trusted when they have an empty waterskin and a rumbling belly.

### About the Worlds

**Arcane Defiling:** Defilers ruined the world, and the world remembers. People will almost always be innately hostile towards defilers. The only people who wouldn't necessarily hate defilers are other defilers, and even then relations tend to be shaky if they feel threatened at all.

**Desert Planets:** Due to the ravaging of the world by Defilers, Dying Star worlds have extremely sparse vegetation, causing them to be largely, if not entirely, desert. Water, food, and shelter are rare in the vast wastelands, and survival should always be at the front of one's mind, lest they wither away.

**Forgotten by the Gods:** The Gods have given up on Dying Star worlds. The souls of the dead simply dissipate without a destination, and because of this, the living hopelessly cling to whatever kind of life they can live.

**Metal Scarcity:** Because Metals are often scarce in Dying Star worlds, anything that requires metal will be prohibitively expensive. Only the richest of people, such as Sorcerer Kings or Dragons, can afford to furnish Metal equipment or build structures out of Metal.

**Mutated Monsters:** The harsh radiation of the Dying Sun transforms creatures into twisted, cruel versions of their former selves. The deepest wastelands of the world serve to house these creatures far from civilization, but wanderers are common, and nobody truly thinks they are safe from the horrors of the desert.

**Savage Wilds:** The harsh climate and oppressing circumstances drive even the best of people to savagery, and the animals and monsters are even worse. Many people and monsters will continue to fight even when they know they cannot win because retreat means starvation.

## PART 3: DUNGEON MASTER INFORMATION

### Player Rewards

Below are various rewards you may decide to give your players. Such rewards should be rare, if they exist at all. Blessings have not been included due to the lack of Gods or other divine entities in Dying Star Worlds. You may find more rewards on pages 150-232 of the DMG.

### Magic Items

Below are some Magic Items you may decide to incorporate into your campaign.

#### **Worm Rider's Hooks**

*Weapon (any sword), rare*

When you are wielding these hooks in both hands, you may run up the side of any Huge or larger worm when using the Dash action. When standing on top of such a worm, you may use the hooks to control the Worm's movement. You have advantage on checks made to ride and control the worm, as well as on checks made to stay on the worm.

#### **Tarrasque Plate Armor**

*Armor (plate), legendary*

You have a +2 bonus to AC while wearing this armor. When you start your turn with at least 1 hit point, you regain 10 hit points. When you are targeted by a *magic missile* spell, a line spell, or any spell that requires a ranged attack roll, roll a d6. On a 1 to 4 you are hit normally, on a 5 you are unaffected, and on a 6 the effect is reflected back at the caster as though it had originated from you, turning the caster into the target.

### Charms

Below are some minor magical Charms you may decide to incorporate into your campaign.

#### **Charm of Air**

You have blindsense out to a range of 10 feet when you are not deafened.

#### **Charm of Earth**

You can sense the presence of anything within 30 feet of you as long as you are touching a common solid surface.

#### **Charm of Fire**

You gain resistance to fire damage. If you already have resistance to fire damage, you gain immunity, and if you already have immunity, you are healed for half the damage dealt whenever you take fire damage. You also learn the *Fire Bolt* cantrip.

#### **Charm of Water**

You can breath underwater. You gain a swim speed equal to your walking speed.

## **Epic Boons**

Below are some Epic Boons you may decide to incorporate into your campaign.

### **Boon of the Air Soul**

You gain a fly speed of 60 and have blindsense out to a range of 30 feet when you are not deafened.

### **Boon of the Defiler**

When you defile to cast a spell, enemies you choose within the radius of your defiling take 1d4 necrotic damage per spell level.

### **Boon of the Desert Mouse**

You are not slowed by difficult terrain in desert environments and you make no sound when moving across sand. You have advantage on Dexterity (Stealth) checks made in sandy environments.

### **Boon of the Earth Soul**

You can sense the presence of anything within 60 feet of you as long as you are touching a common solid surface. You also gain a burrow speed equal to your walking speed.

### **Boon of the Preserver**

You take no damage from Preserving. You learn the *Lesser Restoration* spell and can cast it at will without consuming a spell slot or material components.

### **Boon of the Water Soul**

You can breath underwater. You gain a swim speed equal to your walking speed and can use all weapons normally when underwater. Additionally, whenever you start your turn fully submerged in water, you regain 5 hit points.

## Running Games in Dying Star Worlds

Miscellaneous information you might need while running games in a Dying Star world.

### **Creatures of Dying Star Worlds**

Oftentimes the creatures that populate Dying Star worlds are mutated by the arcane energies that defiled the land. Some appropriate base creatures are listed below, but you should feel free to modify them with mutations (for instance, giving a Rust Monster the Breath Weapon from a Young Green Dragon) or flavor them to fit your Dying Star world. All of the below monsters can be found in the Monster Manual.

<ul style="list-style-type: none"><li>• Aarakocra</li><li>• Aboleth</li><li>• Animated Objects</li><li>• Ankheg</li><li>• Azer</li><li>• Banshee</li><li>• Basilisk</li><li>• Behir</li><li>• Bugbear</li><li>• Bulette</li><li>• Carrion Crawler</li><li>• Chimera</li><li>• Chuul</li><li>• Cockatrice</li><li>• Crawling Claw</li><li>• Darkmantle</li><li>• Death Knight</li><li>• Demilich</li><li>• Dracolich</li><li>• Dragons</li><li>• Elementals</li><li>• Ettercap</li><li>• Ettin</li><li>• Flameskull</li><li>• Fomorian</li><li>• Fungi</li></ul>	<ul style="list-style-type: none"><li>• Galeb Duhr</li><li>• Genies</li><li>• Ghost</li><li>• Ghouls</li><li>• Giants</li><li>• Gibbering Mouther</li><li>• Goblin</li><li>• Golems</li><li>• Hags</li><li>• Hell Hound</li><li>• Helmed Horror</li><li>• Hobgoblins</li><li>• Hook Horror</li><li>• Hydra</li><li>• Intellect Devourer</li><li>• Invisible Stalker</li><li>• Lich</li><li>• Lizardfolk</li><li>• Magmin</li><li>• Manticore</li><li>• Mephits</li><li>• Minotaur</li><li>• Mummies</li><li>• Myconids</li><li>• Nagas</li><li>• Nothic</li></ul>	<ul style="list-style-type: none"><li>• Ogres</li><li>• Oozes</li><li>• Orcs</li><li>• Otyugh</li><li>• Piercer</li><li>• Purple Worm</li><li>• Revenant</li><li>• Roper</li><li>• Rust Monster</li><li>• Salamanders</li><li>• Shadow</li><li>• Shield Guardian</li><li>• Skeletons</li><li>• Specter</li><li>• Tarrasque</li><li>• Thri-Kreen</li><li>• Troglodyte</li><li>• Troll</li><li>• Umber Hulk</li><li>• Vampires</li><li>• Water Weird</li><li>• Wight</li><li>• Wraith</li><li>• Wyvern</li><li>• Xorn</li><li>• Zombies</li></ul>
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## **Travel**

Travel in Dying Star worlds is particularly difficult due to the lack of readily available supplies and water. It is rare to have a vehicle, and those that do guard them jealously. Below are some options you may include in your campaign to enhance the Players' experience of the Desert Wastes.

### **Vehicles (More information on vehicles on DMG pg. 119)**

Common desert vehicles include the Sand Skiff and the Silt Skimmer, detailed below:

**Sand Skiff:** Cost: 7000 gp, Speed 4 mph, Crew: 1, Passengers: 6, Cargo (tons): --, AC: 12, HP: 100, Damage Threshold: 5

**Silt Skimmer:** Cost: 50,000 gp, Speed: 6 mph, Crew: 4, Passengers: 20, Cargo (tons): 30, AC: 15, HP: 250, Damage Threshold: 10

### **Weather**

If you choose to randomize your weather, you may use the following tables.

#### **d20      Temperature**

1-11	Normal temperature (110°F)
12-14	2d6 x 2 degrees colder than normal
15-20	2d6 x 2 degrees hotter than normal

#### **d20      Wind**

1-10	None
11-16	Light
17-20	Strong

#### **d100      Precipitation**

1-94	None
95-99	Light rain
100	Heavy rain

### **Extreme Temperatures**

During the day, you may decide to use the Extreme Heat variant rule from page 110 of the DMG. At night, you may use the Extreme Cold rule from the same page.

### **Strong Wind**

You may use the Strong Wind rule from page 110 of the DMG in appropriate circumstances. This rule includes the rules for Sandstorms.

Extremely strong sandstorms cause creatures within them to make a DC 10 Constitution saving throw. If they fail, creatures take 1 slashing damage.

### **Desecrated Grounds**

You may decide that some areas are not only Defiled, but Desecrated. Desecration rules are on page 110 of the DMG.

### **Quicksand**

Quicksand is only one of many hazards from travelling in the desert. Rules on quicksand can be found on page 110 of the DMG.

## Foraging

The DC for foraging using Wisdom (Survival) in deserts is 20.

## Food and Water

Creatures suffering the extreme heat of the desert must drink an extra gallon of water every day.

## Random Encounters in the Deserts

If you decide to use random encounters in the deserts of your Dying Star world, you may use the random encounter table below. Random encounters happen as often as you like, or you could roll a d20 during a day of travel. On a 16 or higher, roll on the random encounter table.

d12+d8	Encounter
2	A plain skull which turns out to be a <b>Demilich</b> if touched
3	A barbarian tribe (5d4 <b>barbarians</b> of any race) crests a dune 500 feet away
4	1 random <b>Elemental</b>
5	A huge skeleton protruding from the sands
6	1d4 <b>Bulettes</b>
7-8	2d4 random <b>Mephits</b>
9-10	2d4 <b>Lizardmen</b>
11-13	A tribe of 3d4 <b>Thri-Kreen</b> , which are not hostile unless attacked
14	2d4 <b>Aarakocra</b>
15	1d4 <b>Rust Monsters</b>
16	A sinkhole appears, leading into Ettercap warrens containing 1d4 <b>Ettercaps</b> and 3d6 <b>Giant Spiders</b>
17	1 <b>Nothic</b>
18	A sunken statue from a forgotten time has been revealed by the winds
19	1 random <b>Golem</b>
20	A random <b>Dragon</b> appears on the horizon