

About the World

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, the dark sun setting has 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

Only one religion: The God-King has ruled for what he claims to be millennia and there is no knowledge that states otherwise.

(Player knowledge: The Gods have retreated deep into the astral plane and some have abandoned hope on humanity. Other Gods have been slain by the power the God-King has.)

Metal Scarcity: Because Metals are often rare in Dark sun 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.

Extinct Races: Most of the following races have been wiped out/exterminated:

Orcs, half orcs, ogres, kobolds, gnomes, dragonborn and tieflings. Giants are rumoured to be "extinct" but occasionally there are rumours of giants wandering.

However. You may private message me and ask to play one of the "extinct" races as a last of your kind type deal. In actuality, dragonborn and tieflings exist in secluded tribes and are typically powerful spellcasters so when playing one, be careful as you are openly magical.

Additional Races:

Highelves (subrace): Due to their inherent magical nature, when the sorcerer king first started taking over the land, he made sure to kill all mages that opposed him. Many high elves died during that war and as a result it is rare for them to exist. Most high elves live under the god king's rule, being his personal mages, however families of high elves still exist, forgotten and hiding their talent

Sand Elves (Subrace)

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 suffer 2 levels of exhaustion when your trance ends. Additionally, immediately after, you must eat and drink for half the days you have travelled (Rounding up). If you fail to do so, you must take another level of exhaustion.

Mul (half human, half dwarf) : Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force-breed humans and dwarves for profit. While mul-breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often

taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers

Traits:

Ability score increase: Your strength increases by 2 and your Constitution increases by 1

Age: You mature at the same rate as a human reaching adulthood at the age of 18. A Mul typically lives to be up to 200 years though because of their lifestyle, it is rare to meet a Mul that lives to be that old. Some Mul claim to have lived for 400 years.

Alignment: Due to their uprising, alignments are varied. However most Mul are neutral.

Size: Most Mul stand between 6 - 7 feet tall, dwarfing both of their parents. Average size is 250 pounds. Your size is medium.

Speed: Your base walking speed is 30 feet.

Low light Vision: You are accustomed to working in poor conditions and as such you can see in areas of dim light as if they were bright light within 60 feet. You can't discern colour, only shades of grey.

Languages: You can speak, read and write Common and Dwarfish.

Tireless: you may reduce your level of exhaustion by 1 to a minimum of 0 without suffering any adverse effects. You may only benefit from this trait once every 3 days.

Relentless Endurance: When you would be reduced to 0 hit points but not killed outright, you may instead reduce yourself to 1 hit point.

Goliaths (Half Giants)

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

Age. Goliaths have lifespans comparable to humans.

They enter adulthood in their late teens and usually live less than a century.

Alignment. Goliath society, with its clear roles and tasks, has a strong lawful bent. The goliath sense of fairness, balanced with an emphasis on self sufficiency and personal accountability, pushes them toward neutrality.

Size. Goliaths are between 7 and 8 feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Athlete. You have proficiency in the Athletics skill.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your constitution modifier to the roll and reduce the damage by to the total. You may only use this trait once and it recharges on a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Desert walker. You've acclimated to working under the sun for hours. You have naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide. Languages. You can speak, read, and write Common and Giant.

Thri-kreen:Thri-kreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thri-kreen are quick and agile and make fearsome fighters, feared throughout the wastes

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. Your size is medium.

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. They cannot be used to make attacks.

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 4 hour long period of light activity at the end of which you gain the same benefits a human does from sleeping. However, you may only benefit from one long rest in a 24 hour period.

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

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.

Hive mind: You are able to communicate telepathically with little effort to other Thri-Kreen, however you may communicate with a humanoid who shares a language with you by looking into their eyes. The range of this is 30 feet and you may only have a connection with one other person at a time. (Does not apply towards other Thri-Kreen. Are able to connect with them simultaneously.)

Class Changes(Also bit of knowledge):

Bards: Not many bards travel outwardly amongst the common folk, as their magic is sometimes mistaken for arcane energy and they are attacked. However bards still exist in plenty, masters of

vocal lore and tradition, and excellent entertainers. The God-King has allowed them to exist within his realms.

Barbarians: Due to it being difficult to tell their outward appearance from the next fighter, no outward discrimination is present. However when the froth at the mouths and scream bloody murder, it becomes apparent what they are. Typically, any traveller that meets a barbarian is wary as they are a bit difficult to deal with, however barbarians are one of the toughest fighters that they can ever meet.

The beast aspects "Bear", "Eagle" and "Wolf" in Path of the Totem Warrior are replaced with "Braxat", "Kes'trekel" and "Tembo".

Cleric: There are clerics amongst the world that are worshippers of the God-King. Through some strange means, he has granted them magic that functions similarly to divine magic. Outside of the God-King's realm, there are very very few who worship the planes of the elements(Fire, Earth, Air and water) and even less have knowledge of the old Gods.

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, possibly following the War or Light domains.

Druids: Are regularly hunted down by the templar order as they are able to pose a threat to the God-King. As a result, few exist within Regnum. However, there are many druids that exist outside of the God-King's capital, Bellum.

Fighters: Plentiful amongst all lands, they make up the brunt of the guard and the mercenaries. Very similar to normal settings.

Psion: It is strange, these people who were born with these abilities. They have the ability to interfere with one's mind and they are the ones who are called upon to solve problems that are beyond mundane means. A psion is highly paid to be a part of caravans and guarding settlements. The God-King has plenty of psions within his army.

Rangers: One of the most highly respected professions are rangers. A sizable amount of rangers exist within the world and they make decent fighters (Though not as good as actual fighters and barbarians), their most prized ability is the ability to track and hunt so easily within the desert. Many half elves and elves become rangers. It is rare for a ranger to meet another ranger as there is no organization.

Paladins: *See Clerics*

Sorcerer: Natural born humanoids with the ability to cast arcane magic. There are very few sorcerers within the world as they have been methodically hunted and killed, entire families slaughtered to eliminate a bloodline. However, despite this, sorcs occasionally slip past the trained templars that eagerly hunt them.

Warlock:

Wizard:

Backgrounds

1. Scribe

You were either born into slavery or captured at a very young age. Luckily for you, your fate wasn't to end up in the obsidian mines, but instead, to live a life of relative luxury. You could be owned by a merchant house, the templarate or a noble house. Recently, you either escaped, were released, or your merchant passed away, granting you freedom.

Skill Proficiencies: Persuasion, History

Languages: Read and Write Cavilish (merchant's tongue, a restructured gnomish language) and Common.

Equipment: A bottle of lead ink, a quill, a merchant's robes, and a belt pouch containing 15 Cp

Feature: As a former slave, you are easily overlooked. You are able to slip into crowds without notice unless you draw attention to yourself. You're also able to hide yourself in large groups of slaves with the masters being unaware and the slaves being disinclined to rat you out.

2. Gladiator

You were either born into slavery or more likely captured at a very young age. You were sold into the Arena where you've learned your whole life how to fight. You have been trained to go up against large dangerous beasts from the wilds as well as other slaves or even criminals.

Skill Proficiencies: Intimidate, Perception

Weapon Proficiencies: One type of martial weapon

Equipment: Tattered gladiator's robes, a chitin chip, a bottle of Tembo blood, and a leather sack containing 15 Cp

Feature: When in a settlement you are able to earn a small amount of coin using your fighting skills. You are either able to fight other creatures for sport or train others in how to fight. You gain enough coin to feed you and put you up somewhere marginally comfortable to sleep during the night. Additionally, soldiers and mercenaries might be willing to share information with you.

3. Untrained Escaped Slave

You were either a worker in the slave pits, worked in the fields or another labor intensive job. Your life has been hard and unforgiving with those all around you succumbing to disease and weakness while you struggled to survive until your recent escape or release.

Skill Proficiencies: Athletics, Medicine

Tool Proficiencies: One type of musical instrument

Equipment: Tattered robes, a chunk of obsidian, and a cloth bag containing 10 Cp

Feature: You can gain valuable information by speaking with slaves, who will be more than willing to help you in exchange for their freedom.

4. City-State Militia

You applied to join the militia and were accepted. You underwent the basic training and have been stationed in (insert city-state name) ever since. You walk a beat and have quickly learned a

few of the local undesirables, the smart ones give you regular payouts to look the other way while you get to shake those who aren't smart enough down for any contraband they might have.

Skill Proficiencies: Deception, Intimidation

Tool Proficiencies: Forgery kit, one type of artisan's tools

Equipment: An obsidian spear (functions like stone), loose guard robes, a pair of spiked gloves, and a belt pouch containing 20 Cp

Feature: You know the underground pretty well and have often had to frequent fencers in order to transform the stolen goods you receive into cold, hard coin. In cities or large towns you are able quickly to find a fencer and sell and buy goods that would otherwise be illegal. Such fencers may also be able to put you into contact with shady types for a price.

5. Caravan Guard

You decided that joining the caravan would be an easy way to get outside of the city, make a few coins, and be back by supper. Little did you know that the wastes were crawling with things that would make good of you as supper.

Skill Proficiencies: Animal Handling, Perception

Tool Proficiencies: Skilled in riding one animal of your choosing (Kank, Inix, Mekillot, etc)

Equipment: A bag of spice, robes with a veil, a rudimentary spyglass, and a belt pouch containing 20 Cp

Feature: You are skilled in desert travel and know where safe places to rest are. When travelling along a trade route you can find a cave, crevasse or otherwise sheltered area to rest within a day's travel.

6.Exile (Outlander)

You grew up alone in the wilds out of choice or by necessity, hunting and scavenging what you could, trying to find anything to help you survive. In this desolate world, the resources are few and far in between. The few resources that remain are heavily guarded and chances are you would not survive. Despite this, despite all the odds. You have.

Skill proficiencies: Athletics and Survival

Tool proficiencies: One musical instrument of your choice

Languages: Any language

Equipment: A staff, Travellers clothes, belt pouch containing 10 Cp, a hunting trophy and a bone trap. (functions like caltrops in PHB)

Feature: Against all odds you have survived. You may roll wisdom (survival) to find food and water for yourself for 1 day.

7.Acolyte (Templar order)

You are one of the elite, one of the chosen, the elite guard of the God-King. Either scouted at a young age or volunteering to join one of them. You act as a conduit of the God-King's will and your presence is feared by many, as you tirelessly hunt for magic.

Optionally: You have discovered a true deity through a dream or an artifact and are now connected to a sliver of their true power.

Skill Proficiencies: Insight, Religion

Languages: Two of your choice

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp

Feature: **Ruthless Tyrant:** Your group specializes in hunting down the defilers and your insignia is well known by many. 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. Additionally, the common folk will have a natural tendency to be intimidated by you.

Optional Feature: **True Faith:** Though you have lived a life of ignorance, worshipping the God-King and doing his will, through circumstances unique to you, you have had contact with a true God and you know that the God-King is not a true deity. (Intended for clerics/paladins.). You are now able to channel the powers of the deity though he may ask for a favour from you. Additionally, you can stay with those of your faith (shelter of the faithful) but finding an order that worships your religion is difficult.

Important: You may only benefit from one Feature at a time.

Money and Equipment:

Because metals are rare in the Dark Sun Setting, the primary currency is Ceramic Pieces. Conversion rates from normal settings are as listed in the following conversion table.

Dark Sun Currency	PHB Currency	Ceramic Pieces
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

Materials

Certain items are usually made out of metal in most D&D games, but in the dark sun setting 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.

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

Note: Metal weapons will not break fully and can be repaired at a high cost. (Though not as high as acquiring another metal weapon)

Armor Breaking

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 (Chance of 50 percent). 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.

Mechanic: Defiling

When an arcane spellcaster, such as a Sorcerer or Wizard, casts a spell they decide whether they are Defiling or Preserving. (This includes eldritch knights and arcane rogues)

Starting at level 2 for wizards and sorcs (Everything else when they can start spell casting), you may choose which path you are "dedicating" yourself to. You are not restricted to only preserving or defiling, however you must make an arcana check before being able to cast the opposite way. (DC increases longer you spell cast). At the DM's discretion, he may also switch you from the opposite path. (or claim that you can no longer use the other path).

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. Whenever a spell is cast on defiled land, the spell save DC and Spell attack bonus both have a -2 modifier.

Defilers: When a spellcaster shows no reverence for nature and defiles it excessively, they are labelled a defiler and lose the ability to Preserve. When a Defiler defiles, their spell attack and spell save DC for the spell may be increased depending on the terrain. Fertile land yields a +2 bonus, while normal land has no bonus. When casting on defiled land, a Defiler increases the radius of defilement by 5 feet per spell level instead of having a negative modifier applied to their spells.

Preserving

You cast spells normally.

Preservers: When a spellcaster has devoted much of their life to preserving the natural balance of the world, they are labelled a preserver. Preservers only have a -1 modifier when casting on defiled land, but can not defile.

Most people in the dark sun setting don't know the difference between Defilers and Preservers, and will turn hostile against any arcane spellcaster.

Feats for Psionics

Awakened mind

You have unlocked latent potential within your mind.

Choose a talent from list of talents for psionics.

Additionally, you have a well of 4 psi points (limit of spending 2 per turn) to draw from and you may choose a lesser discipline. However the passive of this discipline is not activated. Instead it now has a cost of 1 and a duration of 1 hour. You regain all spent psi points on a longrest.

If you later gain levels in the psionic class, you keep all of your skills and such but you only benefit from an additional 2 psi points.

Gameplay:

Default DC for foraging (survival wisdom check) is 20. However this may increase depending on the area you are in.