

Microlite Dark Sun

This document provides conversions of material from the Dark Sun campaign setting into Microlite20 terms to allow Dark Sun campaigns to be run using the Microlite20 rules. It provides a ready list of conversions for previously-published material, making modifications where necessary.

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Welcome to Athas

Return now to Athas, the world of the Dark Sun. Face the perils and witness the savage beauty of this strange and deadly world of desert wastelands and mighty sorcerer-kings. Adventure awaits!

This document draws its content from both the original 2nd Edition Advanced Dungeons & Dragons campaign setting and the 3.5e update presented in *Dragon* and *Dungeon* magazines. It is a blend of both versions, and as such has its own unique presentation of some of the ideas.

To make the best use of *Microlite Dark Sun*, you will need access to either the original or revised 2e AD&D campaign setting box sets, or the *Dungeon* and *Dragon* issues with the 3.5e update. Material from both editions can be easily converted for further expansion; this document presents the basics of Dark Sun in Microlite20 format.

Character Creation

Athasian characters begin play at 3rd level instead of 1st. This means they may have three levels in one class, or two levels in one class and one level in another class (see Multiclassing). Their initial hit point totals are STR + 3d6.

Athasian characters roll 5d4 for stats instead of using the basic 4d6 drop-lowest method. This gives an average score of 12.5, with a minimum of 5 and a maximum of 20. The GM may wish to use the 4d6 method instead.

All characters that begin with classes which do not manifest psionic powers begin play with one 0-level power as a "wild talent" chosen from the Psion power list. Psions and Psychic Warriors do not get these "wild talent" powers. "Wild talent" powers cost 1 HP to use as normal.

Skills

The skills used in Microlite Dark Sun are Physical, Subterfuge, Knowledge, Communication, Survival*, and Concentration**

* - From *Microlite20 Expert*

** - From *Microlite20 Psionics*

Races of Athas

The races of Athas are not the same as other fantasy worlds. The available races and their stat modifiers are:

Humans get +1 to all skill rolls.

Dwarves get +2 STR.

Elves get +1 MIND and +1 DEX.

Halflings get +1 DEX and +2 Survival.

Half-elves get +1 DEX and +1 to any 2 Skills.

Half-giants get +4 STR and -2 DEX.

Muls get +1 STR, +1 Physical and +1 Survival.

Thri-kreen get +1 DEX, +1 Physical and +1 Survival.

Classes of Athas

The available classes in Microlite Dark Sun are as follows:

Fighters as in Microlite20. Athasian gladiators are represented by this class.

Rogues as in Microlite20.

Magi must be either *Preservers* or *Defilers* (q.v.).

Clerics as in Microlite 20, but they must choose an Element. They cast divine spells from the Cosmos List as well as those from the list of their chosen Element. They Turn Undead as in Microlite20, and may turn Elementals of the Element opposing theirs in the same way; Elementals are never destroyed. Turning an Elemental uses one of the cleric's Turn Undead attempts.

Rangers as in Microlite20 Expert.

Druids as in Microlite20 Expert.

Bards as in Microlite20 Expert, except they must choose *Illusionist* spells. Bards are automatically considered *Preservers* for the purpose of their arcane magic.

Psions as in Microlite20 Psionics.

Psychic Warriors as in Microlite20 Psionics.

Preservers are the same as Magi in Microlite20 and may use the magic enhancement rules from Microlite20 Expert.

Defilers are as Magi in Microlite20, except they *Defile* (see *Defiling*) to rip magical energy from living things around them, and use this extra energy to pay for magical enhancements as in Microlite20 Expert. Defilers *must* defile to use enhancements.

Templars can wear any kind of armor. They cast divine spells from the Templar Spell List, granted to them by the sorcerer-king they swore to serve and obey. Templars do not turn undead. They gain spells at the same rate as clerics.

Multiclassing

Characters may have up to two classes (for example, Fighter/Cleric, or Preserver/Rogue).

A multiclass character's Character Level is the sum of the levels in both her classes. For example, a Fighter 2 / Cleric 1 is a level 3 character. When a character earns the right to go up a level, the player chooses which class to advance. If the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions which reference "level" mean "caster level" for arcane and divine spells, and "manifestor level" for psionic powers.

A multiclass fighter's class-based combat bonus is based on his fighter class level.

Defiling

Athasian arcane magic uses life energy drawn from the mage's surroundings. Preservers are careful to use only what they need, to ensure that the lifeforms around them remain healthy. Defilers, on the other hand, rip this energy out of nearby living things without care, causing great damage.

Defiling destroys vegetation around the mage. The amount of destruction depends on how much energy the mage has drawn to cast the spell, and how much vegetation exists nearby,

by the following chart:

| Vegetation | Radius |
|-----------------------------|--------------------|
| Forest, garden | 1 foot x HP drawn |
| Grassland, farm, mud flat | 2 feet x HP drawn |
| Oasis, scrub, inactive farm | 10 feet x HP drawn |
| Badland, mountain | 20 feet x HP drawn |
| Barren, sand, salt flat | 30 feet x HP drawn |

Cleric Spell Lists

These spell lists include some spells from the d20 SRD, instead of or in addition to those used by the base Microlite20 rules.

Cosmos Spell List

Level 0

Create Element
Detect Magic
Guidance
Purify Food and Drink
Resistance
Virtue

Level 1

Bless
Cure Light Wounds
Divine Favor
Hide From Undead
Sanctuary
Shield of Faith

Level 2

Aid
Cure Moderate Wounds
Gentle Repose
Remove Paralysis
Restoration, Lesser
Spiritual Weapon

Level 3

Animate Dead
Cure Serious Wounds
Magic Vestment
Prayer
Remove Disease
Speak with Dead

Level 4

Cure Critical Wounds
Discern Lies
Dismissal
Freedom of Movement
Restoration
Tongues

Level 5

Atonement
Commune
Cure Light Wounds, Mass
Disrupting Weapon
Raise Dead
True Seeing

Level 6

Banishment
Blade Barrier
Cure Moderate Wounds, Mass
Find the Path
Harm
Heal

Level 7

Cure Serious Wounds, Mass
Destruction
Refuge
Regenerate
Restoration, Greater
Resurrection

Level 8

Antimagic Field
Cure Critical Wounds, Mass
Discern Location
Holy Aura
Phase Door
Power Word Stun

Level 9

Energy Drain
Foresight
Heal, Mass
Implosion
Soul Bind
True Resurrection

Air Spell List

0: Resistance
1: Obscuring Mist
2: Wind Wall
3: Gaseous Form
4: Air Walk
5: Control Winds
6: Chain Lightning
7: Control Weather
8: Whirlwind
9: Elemental Swarm (Air)

Earth Spell List

0: Mending
1: Magic Stone
2: Soften Earth and Stone
3: Stone Shape
4: Spike Stones

5: Wall of Stone

6: Stoneskin

7: Earthquake

8: Iron Body

9: Elemental Swarm (Earth)

Fire Spell List

0: Light

1: Burning Hands

2: Produce Flame

3: Resist Energy (Cold or Fire)

4: Wall of Fire

5: Fire Shield

6: Fire Seeds

7: Fire Storm

8: Incendiary Cloud

9: Elemental Swarm (Fire)

Water Spell List

0: Detect Poison

1: Obscuring Mist

2: Fog Cloud

3: Water Breathing

4: Control Weather

5: Ice Storm

6: Cone of Cold

7: Acid Fog

8: Horrid Wilting

9: Elemental Swarm (Water)

Templar Spell List

Level 0

Detect Magic
Detect Poison
Guidance
Read Magic
Resistance
Virtue

Level 1

Bane
Command
Divine Favor
Entropic Shield
Inflict Light Wounds
Magic Weapon

Level 2

Darkness
Death Knell
Hold Person
Inflict Moderate Wounds
Silence
Sound Burst

Level 3

Blindness/Deafness

Deeper Darkness
Inflict Serious Wounds
Invisibility Purge
Locate Object
Magic Vestment

Level 4

Discern Lies
Dismissal
Divination
Inflict Critical Wounds
Magic Weapon, Greater
Tongues

Level 5

Command, Greater
Scrying
Slay Living
Symbol of Pain
Symbol of Sleep
True Seeing

Level 6

Analyze Dweomer
Dispel Magic, Greater
Eyebite
Find the Path
Symbol of Fear
Symbol of Persuasion

Level 7

Destruction
Refuge
Repulsion
Scrying, Greater
Symbol of Stunning
Symbol of Weakness

Level 8

Antimagic Field
Discern Location
Earthquake
Fire Storm
Symbol of Death
Symbol of Insanity

Level 9

Energy Drain
Foresight
Implosion
Power Word Kill
Soul Bind
Storm of Vengeance

Currency

Metal coins are very rare on Athas. Instead,

Dark Sun campaigns use these pieces of currency:

Ceramic Piece: Same as 1 GP. Ceramic pieces can be broken into 10 individual "bits" for use as smaller denominations.

Bit: Same as 1 SP . 10 bits can be used together as one Ceramic Piece.

Weapon Materials

Bone weapons are crafted from the skeletons of large beasts. While dangerous, they are not as sturdy as metal weapons. Bone weapons are -2 to attack and damage (minimum 1).

Bronze weapons are sturdier than stone and bone, but the softer metal is still inferior to steel. Weapons of bronze are -1 to attack and damage (minimum 1). They cost 5 times the listed amount.

Stone weapons are -2 to attack and damage (minimum 1). Stone ammunition for slings has no penalty.

Wood bludgeoning weapons other than club, quarterstaff, sap, and great club are -3 to attack and damage.

Blood obsidian is a quasi-magical material created by volcanoes that arise from defiler magic. It has a +1 bonus to damage. This bonus does not stack with other bonuses. Blood obsidian weapons cost an extra 2000 more ceramic pieces than the listed price.

Weapon Equivalents

The following weapons unique to Athas use these listed stats from the d20 SRD.

Alhulak: heavy flail
Carrikal: battleaxe
Dragon's Paw: orc double axe
Puchik: punching dagger
Tortoise Blade: small shield with shield spike
Trikal: Halberd

Armor List

Light Armor

Padded: 5 cp, +1
Bark: 5 cp, +2
Cord: 15 cp, +2
Leather: 10 cp, +2

Bone: 20 cp, +3
Wood: 15 cp, +3
Studded leather: 125 cp, +3
Leather scale: 35 cp, +3

Medium Armor

Shell: 25 cp, +3
Hide: 15 cp, +3
Bronze breastplate: 200 cp, +4

Heavy Armor

Chitin: 100 cp, +5
Bronze half-plate: 600 cp, +6

Shields

Buckler: 15 cp, +1
Buckler, beetle*: 6,600 cp, +2
Light, wooden: 3 cp, +1
Light, bronze: 9 cp, +1
Heavy, wooden: 7 cp, +2
Heavy, bronze: 20 cp, +2
Tower: 30 cp, +4

* Command word makes beetle fly around owner, providing +3 AC against ranged attacks only while in flight. Buckler Beetle stats: HD 1d8 (4 hp), AC 24, Bite -1 (1d3-5)

Bestiary

Baazrag

HD 2d8+4 (13 hp), AC 17, Bite +2 (1d6+1, wounding)

Baazrag, Boneclaw

HD 6d8+18 (45 hp), AC 18, Bite +9 (1d8+8)

Belgoi

HD 4d8 (18 hp), AC 13, Claw +4 (1d4+1 plus 1d3 STR), psi-like abilities (manifest level 5th): at-will--mindlink; 1/day--ego whip, psionic blast

Cilops

HD 8d8+32 (68 hp), AC 17, Mandibles +11 (1d8+6 plus poison [STR+Phys DC 18, initial 1d4 DEX, secondary paralysis 2d4 minutes]), psi-like abilities (manifest level 3rd): at-will--detect psionics; 1/day--sensitivity to psychic impressions

Cinderbrute (Elemental)

HD 1d8+2 (6 hp), AC 14, Iron Warhammer +2 (1d6+1 and 1d4 fire)

Cloudscout (Elemental)

HD 1d8+1 (4 hp), AC 14, Iron dagger +1 melee (1d3) or +3 ranged (1d3)

Critic Lizard

HD 1/2 d8 (2 hp), AC 15, Bite +3 melee (1d4-3), psi-like abilities (manifest level 1st): 3/day--detect psionics

Crodlu

HD 4d8+16 (34 hp), AC 16, Claw +6 (1d6+4) or Bite +6 (1d6+2)

Crodlu (Heavy)

HD 6d8+30 (57 hp), AC 18, Claw +8 (1d6+5) or Bite +8 (1d8+2)

Dune Reaper (Drone)

HD 8d10+24 (68 hp), AC 17, Claw +15 (1d8+7)

Dune Reaper (Warrior)

HD 12d10+48 (114 hp), AC 23, Claw +20 (1d8+9), psi-like abilities (manifest level 11th): at-will--read thoughts; 3/day--ego whip; 1/day--mass cloud mind, psychic crush

Earthdelver (Elemental)

HD 1d8+2 (6 hp), AC 17, Claw +3 (1d2), +1 to attack & damage if both it and foe touch the ground

Erdlu

HD 3d8+6 (19 hp), AC 17, Beak +4 (1d6+2)

Firesnake (Elemental)

HD 1d8 (4 hp), AC 16, Bite +3 (1d3-1) or Burn (DEX+Phys DC 10 or catch fire for 1d4 rounds).

Floater

HD 1d10 (5 hp), AC 14, Tentacles +4 (1d3-3 plus poison [STR+Phys DC 10, initial 1d4 DEX, secondary paralysis 1d4x10 minutes]), psi-like abilities (manifest level 1st): 3/day--detect psionics, ego whip

Fordorran

HD 6d10+18 (51 hp), AC 17, Claw +8 (1d8+4), Stench (within 10 feet, STR+Phys DC 18 or sickened), psi-like abilities (manifest level 6th): 3/day--mind thrust, psionic blast, ego whip

Gaj

HD 11d8+77 (126 hp), AC 26, Mandibles +16 (2d6+13), Probe Drain (after successful grapple, as mind probe plus 1d4 MIND damage), psi-like abilities: at-will--detect psionics, mindlink, read thoughts, psionic blast; 3/day--control body, psychic crush

Gith

HD 1d8+1 (5 hp), AC 14, Bronze Carrikal +1 (1d8+1) or Claw +2 (1d4+2), psi-like abilities (manifest level 1st): 3/day--control object, precognition

Hurrum, Speckled

HD 1/2 d8+2 (4 hp), AC 15, Bite +2 (1d2-4)

Inix

HD 8d8+40 (76 hp), AC 16, Bite +13 (1d8+8) or Tail Slap +13 (1d6+4)

Jankx

HD 1/2 d8 (2 hp), AC 16, Claw +4 (1d2-3 plus poison [STR+Phys DC 10, initial & secondary paralysis 1d4 STR])

Jhakar

HD 3d8+15 (28 hp), AC 17, Bite +4 (1d6+2)

Kank

3d8+9 (22 hp), AC 15, Pincer +4 (1d6+4 plus poison [STR+Phys DC 13, initial & secondary paralysis 1d4 rounds])

Kes'trekel

HD 1d8 (4 hp), AC 16, Talon +5 (1d4-2)

Lirr

HD 5d10+10 (37 hp), AC 16, Bite +10 (1d8+5) or Roar (MIND+Concentration DC 14 or stunned 1 round; every 1d4+1 rounds)

Mastyrial

HD 12d8+48 (102 hp), AC 22, Claw +14 (1d8+6) or Tail +14 (1d6+3 plus poison [STR+Phys DC 20, initial & secondary 1d8 DEX])

Mekillot

HD 11d8+55 (104 hp), AC 18, Bite +16 (2d6+15) or Tongue +16 (1d8+15)

Mulworm

HD 1/4 d8 (1hp), AC 16, Bite +1 (1d2-5 plus disease [STR+Phys DC 10, incubation 1d3 days, damage 1d3 DEX, 1d3 Communication])

Pterrax

HD 6d8+18 (45 hp), AC 16, Bite +8 (1d6+4)

Rainrunner (Elemental)

HD 1d8+2, AC 15, Slam +1 (1d4+1) or Drench (quench nonmagical flame, or magical fire as dispel magic)

Ramphor

HD 1/4 d8 (2 hp), AC 15, Beak +4 (1d3-5)

Rasclinn

HD 3d10+9 (25 hp), AC 18, Bite +5 (1d6+3), psi-like abilities (manifest level 3rd): 3/day--ego whip, control object

Razorwing

HD 4d8+20 (38 hp), AC 17, Wing +5 (1d6+3), psi-like abilities (manifest level 4th): at-will--detect psionics

Sand Howler

HP 8d10+32 (76 hp), AC 17, Bite +15 (1d10+12) or Claw +15 (1d6+8)

Sandknight (Elemental)

HD 1d8+1 (5 hp), AC 18, Blood Obsidian Greatsword +4 (1d10+4)

Seskarran

HD 3d8+6 (19 hp), AC 18, Claw +3 (1d4+4)

Spinewyrm*Wyrmling*

HD 3d12 (19), AC 14, Bite +4 (1d6+3) or Spine Volley +4 (1d3 plus impale [DEX save DC 11 or -1 to attacks, saves and checks; stackable])

Young

HD 9d12+9 (67 hp), AC 19, Bite +13 (2d6+6) or Spine Volley +13 (2 spines, 1d6+2 plus impale [DEX save DC 15 or -1 to attacks, saves and checks; stackable] each)

Adult

HD 18d12+36 (153 hp), AC 28, Bite +25 (2d8+12) or Spine Volley +25 (3 spines, 1d8+4 plus impale [DEX save DC 21 or -1 to attacks, saves and checks; stackable] each) plus psionics (manifest level 3rd)

Very Old

HD 27d12+108 (283 hp), AC 35, Bite +33 (4d8+16) or Spine Volley +33 (4 spines, 2d8+5 plus impale [DEX save DC 26 or -1 to attacks, saves and checks; stackable] each) plus psionics (manifest level 9th)

Wyrm

HD 33d12+165 (379 hp), AC 42, Bite +41 (4d8+18) or Spine Volley +41 (5 spines, 2d8+6 plus impale [DEX save DC 30 or -1 to attacks, saves and checks; stackable]) plus psionics (manifest level level 13th)

Wavearcher (Elemental)

HD 1d8+1 (5 hp), AC 13, Composite Longbow +3 (1d6+2)

Windraptor (Elemental)

HD 1d8+1 (5 hp), AC 19, Talons +7 (1d4-2)

Yallix

HD 1d8+2 (6 hp), AC 14, Claw +3 (1d4)

Zhackal

HD 1d10+1 (6 hp), AC 15, Bite +7 (1d6+3), psi-like abilities (manifest level 3rd): 3/day--cloud mind; 1/day--ego whip

Z'tal

HD 1d8+2 (6 hp), AC 15, Scales +4 (1d4)

Recommended Material

Microlite20: What these conversions are based on.

Microlite20 Expert: For the Druid, Ranger, Bard and Illusionist classes and associated Survival skill and spells.

Microlite20 Psionics: For the Psion and Psychic Warrior classes and associated Concentration skill and powers.

Dark Sun Campaign Set: Either the original 2e AD&D box, or the 2e revised box. For all the necessary world fluff and further ideas.

Dragon Magazine: Issues 315, 319 and 339 for 3.5e d20 Dark Sun material (player's guide, classes, rules and additional material).

Dungeon Magazine: Issues 110 and 111 for the d20 Dark Sun bestiary.

Dark Sun Supplements: Adventures and further world development. Anything you've got or can find can easily convert.

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