



Dark Sun OSR Hack

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Inspired by hack of Trent B

Item pricing (pg 3) taken from Zak S.
Vornheim

And

<http://dndwithpornstars.blogspot.com/2010/11/penny-nickel-dime-quarter-dollar.html>

Dark Sun OSR Hack

GM INFO

CHARACTER CREATION:

Roll 3d6 in order: Reroll one you feel sucks the most. Consult Modifiers table below

Modifiers- You Really Suck: 3= -3; **Plain Suck:** 4-5= -2; **Kinda Suck-** 6-8= -1; **Average-** 9-12= 0; **Kick Some Butt-** 13-15= +1; **Kick Butt-** 16-17= +2; **Kick Serious Ass-** 18= +3

RACE

Choose one and apply bonuses:

Dwarf- +2 to saves VS magic and survival. Immune to poison.

Elf- Can cast Prestidigitation and Ghost sounds with successful roll of 11 on d20 (add Int mod). Cast Daze 1x/day.

Dark Elf- Darkness 1x/day and Spider Climb 1x/day (as spell).

Githzerai- If Int is 15+, automatically Psionicist. If 9-14, choose one ability to use 1x/day.

Half Demon- Charm Person and Scare 1x/day (as spell).

Half Giant- Increase weapon damage 1 type (d10 for Fighter). +6 HP; +2 to Charge.

Halfling- Immune to all fear affects because Halflings are crazy and weird. When consuming flesh, gain back 1d4 HP.

Human- +1 Luck Point a session and Roll 1d3- 1) Small magical object (potion, scroll, etc); 2) +1 Skill Point; 3) +4HP.

Kenku- +2 against surprises and back attacks. Additional 10% chance to be Psionicist.

Lizardfolk- Gain Rage Fighter ability for free.

Mul- +2 Save VS Magic and survival. Roll 1d2- 1) +1 Skill point; 2) +4 HP.

Thri-Kreen- Has 4 arms. Claws as class weapon damage. Can 2h or dual wield if doesn't meet requirements (with claws as well).

Darkvision- Dwarves, Dark Elves, Half Demons, and Thri-Kreen- See 60ft in dark. Light cancels effect.

Low Light- Elf, Githzerai, and Kenku- See twice as far in low light as human.

Movement- 30ft; Elf 50; Half-Giant 45ft; Kenku- 40; Thri-Kreen 40 ft

Languages

Races speak their own language and common. Except: Half Demon, Half-Giant, and Human- Common

Additional Languages: A character's Intelligence modifier gives them an x in 6 chance to know another language at character creation. *IE- A character with a +3 in has a 3 in 6 chance to know another language.* They get an automatic language for having a +1, but no more for additional modifiers.

Languages: Abyssal, Common, Dwarven, Elven, Halfling, Gnome, Githzerai, Gnoll, Narrithian (Dark Elf), Thri-Kreen (understand), Kenku, Gith, Lizardfolk, and Yuan-Ti. To learn another language or read/write it, you must spend 1k exp. IE- to read and write and speak Gith, it would be 2k exp.

CLASS

Choose a class that your stats fit best: Fighter, Cleric, Sorcerer, Alchemist, or Druid.

MECHANICS

Saving Throws- Other bonuses and penalties may apply to various tasks. Saving Throws are (Half Attribute) + Level. Roll D20 equal/under.

Doing Stuff:

If it is reasonably achievable yet challenging for most humans: D20 under Attribute. If it would require specific training: D20 under Half Attribute.

If it is also a trained Skill of yours: + Level

If you have Double-Training: D20 under Full Attribute + Level. Natural 20 is always failure.

Initiative- Roll d20 + Dex Bonus. Rolled a 20- Act when you want, +2 on next roll.

Attacks: Attack Bonus plus Str bonus (melee) or Dex (ranged). Natural 20 on d20 is a critical.

Weapons: *Two handed weapons* (min Str 13)- Roll 2 of damage die, take higher of the two. *Dual Wielding* (min Dex 13)- +2 attack or +1 AC/rnd. *Unarmed-* Str modifier dmg only. Can do zero damage. *Improvised Weapons-* ½ class weapon damage and -2 to attack.

Ranged Weapons: Bows/slings- move and fire (120 ft range). If a character has a 13+ Str they treat using a bow as 2h weapon. Crossbows +2 hit/dmg- 1 round immobile to load. Firing into melee equals x in 6 chance to hit comrade. X= # of people, max of 5. 6 always hits enemy. Can *Aim-* Full action, but no friendly fire and +4 attack.

Shield: +1AC, May Be Sacrificed if a Normal DEX check is passed. If so, it is Splintered to ignore one physical attack. Shields are strapped to user's arm.

Cover Mechanics 25 % Cover +2 AC; 50% Cover +4 AC; 75% Cover +6 AC; 90% Cover +10 AC; If in cover you receive +2 to Dexterity saves.

Criticals- 20 on an attack roll- normal enemies and villains take double damage.

Mooks- Roll 1d6, that's how many just were killed. Burn a luck point to turn crit into legendary crit and roll 2d6. On villains or normal enemies add that 2d6 to damage (after doubling).

Bleeding Out- Bleeding out characters are dying and lose 1 HP per round until they reach their Con Score as a negative number (this can change due to temporary or permanent changes to the ability), at which point they die. A bleeding out character can attempt a Constitution based save each round at a -2 to stabilize.

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Sunder- Weapons/Shield/Armor- Roll characters attack VS defense- on successful hit roll 1d6. On a 5 or 6 you succeed in breaking the weapon. *Magical Weapons/Shield/Armor* can only be destroyed on a roll of 6 (get save). *Objects-* Roll of 4-6 will destroy most items. *Magical Objects-* Magical Objects can only be destroyed on a roll of 6 (get save). *Glass-* Roll of 2-6 glass is destroyed.

Surprise Attacks- When a character makes an attack against a target that is surprised there is a chance that the target can be knocked unconscious in one hit. The damage must exceed the targets Constitution Score + HD. Several characters can attack one surprised enemy at the same time to achieve this.

Back Attacks- +2 to attacks and damage is doubled. Enemy must be unaware of attack.

Defend- +4 AC, -2 Attack; **Charge-** +2 Hit, - 4 AC

Quick Draw- Player can attempt to draw light/small weapon by making a Dex check. Success it doesn't take up movement action.

Mounted Combat- All characters are capable of riding horses and functioning well enough in combat with them. If stationary both the mount and the rider may make an attack roll. If the mount moves then one or the other may attack. If there is a clear space between the target and the mount that is over 20 feet away the rider may choose to charge. With this both targets may attack the intended target only, but receive +2 to their attack. To do this the rider sacrifices his attention to defense and both he and the mount suffer -2 to AC. *If the mount is attacked the rider must make a Dexterity check to remain seated.*

Luck Points- Start with 3 LP each session (humans and a high Wisdom have chance for more) that they can use in the following:

- Catch your breath and regain ¼ of your total HP back.
- Re-roll a failed ability check (may not be used to reroll critical failures).
- Add 1d6 to a roll (must be declared BEFORE the initial roll).
- A successful attack can be turned into a critical. A natural critical can be turned into a legendary critical (see Crit rules).
You can also burn a point to NOT die. You may not end up in the most ideal situation, but thank fuck you're alive!

Item Costs

Penny- Common items- Cost up to 1 gp.

Nickel- Adventure gear- 5gp/syllable.

Dime- Specialist items including most animals- 10gp/syllable.

Quarter-Luxury items- 25gp/syllable.

Dollar- Highly dangerous/lethal, and highly trained or dangerous animals- 100gp/syllable

Weapons- Melee- Max weapon damage x2. Ranged- Max weapon damage x3.

Armor- AC bonus x 50gp (or 100gp if desire Armor to be more expensive)

Food Animals- 1gp per day of food they are.

Armor

Very Light Armor- +1 AC- Max Dex Bonus +5- Dex Skill Roll Penalties- 0
Example- Cloth

Light Armor- +2 AC- Max Dex Bonus +4- Dex Skill Roll Penalties-0
Example- Light Leather

Medium Armor- +3 AC- Max Dex Bonus +3- Dex Skill Roll Penalties-2
Example- Studded Leather, Chain Shirt

Heavy Armor- +4 AC- Max Dex Bonus +2- Dex Skill Roll Penalties-3
Example- Breatplate, Hide Mail, Half Plate, Chainmail

Very Heavy Armor- +6 AC- Max Dex Bonus +0- Dex Skill Roll Penalties- 5
Example- Full Plate

Experience- THE 2K STANDARD- Characters need 2000 XP for level 2, Doubled for each subsequent level. Once that number hits 128k (for lv8), just keep adding 128k for each subsequent level (256k lv9, 384k lv10 etc.)

Experience Guidelines

Enemies- Enemies give 100 xp per HD, +50 for weak special abilities, and +100 per beefy special abilities.

Gold- Each 1 gp found equals 1 experience point.

Magic Items- Magic items that are not used and sold are given an allotment of xp based on the gp value.

Experience Base- Each session the base amount of experience for playing is lvx100.

Role-playing/Creativity- Playing your character, less metagaming, and coming up with cool and creative ideas can grant bonus xp of 100.

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GM INFO

PSIONICS

PSIONICS

Every lvl 1 character with a high enough intelligence, wisdom, and/or charisma gets to roll to see if he possesses mind powers known as psionics. Consult the following table: The percentages from each attribute are cumulative.

Int, Wis, Chr Score- %

15- 1%; 16- 2%; 17- 3%; 18- 4%

A Psionist can use any of the 10 powers they choose, however only up to a limited number of times per day safely.

Level- x/day

1st-2nd- 1; 3rd-4th- 2; 5th-6th- 3; 7th-8th- 4; 9th+- 5

PSIONIC POWERS:

Clairaudience: As the magic spell (Wizard, lvl 3).

Clairvoyance: As the magic spell (Wizard, lvl 3).

Confusion: As the magic spell (Wizard, lvl 4), however must concentrate for duration.

Detect Thoughts: As the magic spell (Wizard, lvl 2).

Mental Blast: As Magic Missile (Wizard, lvl 1). This attack of pure mental energy causes 1d6/3 lvs damage. Creatures possessing psionic powers can make an Int save to avoid the damage.

Mind Control: As Charm Person spell (Wizard, lvl 1), but must concentrate for duration. Interruption allows for a new saving throw.

Precognition: As Augury spell (Cleric, lvl 2). This allows the user to tell what will happen only to himself if he were to do something. No more than 1 minute into the future can be seen.

Shield: As magic spell (Wizard, lvl 1).

Telekinesis: As the magic spell (Wizard, lvl 5).

Telepathy: As Telepathic Bond spell (Wizard, lvl 5).

Brain Push: A Psionist can push their mental abilities past normal endurance use their power past the additional times per day by rolling 11+ or higher on a D20 (Add Int Modifier). Subtract the spell level from the roll. Each daily attempt beyond the first carries a cumulative -5 penalty to the roll (increasing chance of taking extra damage as well). If you fail, the attempt backfires with inverse effect. If a 1 is rolled you fry your brain and are a drooling babbling feeble-minded vegetable forever.

DARK SUN INFO

Weapons- Made of bone, wood, stone, chitin. On a crit fail the weapon breaks. To make weapons must roll a check (Tinkering skill). Druids do not have to roll. Metal weapons exist and are highly prized.

Currency- Money is Ceramic Pieces- Count same as gold. Ceramic Slivers count as silver. Ceramic Bits count as copper. Actual metal coins are worth double value in ceramic currency.

Survival- The desert is a harsh. Rather than keeping track of number of water and rations per day just allocate an amount of ceramic pieces to represent that. Water and rations are 1 CP each and weigh 1 lbs each. *Example:* By allocating 10 CP that represents 5 days worth of food and water and weighs 10 lbs. Each day subtract two CP. When it runs out you must forage to survive.

Riding Animals- Kank- Large beetle type creatures that can be ridden. Can produce a honey type substance every other day that a character can live off of for a number of days equal to their Con score, after that they need real food. Can carry up to 400 lbs.

Inix- Large 4 legged reptile. Half giants can ride these creatures. Can carry up to 2k lbs.

Mekillot- Moody gigantic reptilian type creature known for eating its own handlers just because. Beast of burden. Slow moving. Can carry 8k lbs or pull 30k lbs.

Food Animals- Erdlus are flightless, featherless birds covered with flaky gray to red scales, weighing as much as a full-grown man and standing as high as a tall elf. The eggs are highly delicious and prized. Erdlus meat makes a fine stew. The beak and talons are used commonly in weapons.

Literacy- Reading and writing is illegal for all except for the Templars and Nobility. Anyone showing that they can read or write is imprisoned and may be executed. Only Sorcerers start out literate.

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FIGHTER

Weapon Damage	Luck Points	Experience	Level	Psionicist
D8				Y/N

Name: _____ Race: _____
 Age: _____ Sex: _____ Alignment: _____
 Height: _____ Weight: _____ Eyes: _____
 Skin: _____ Description: _____

ATTRIBUTES

	Score	Mod
STRENGTH		
<i>Melee Attack Bonus, Damage</i>		
DEXTERITY		
<i>AC, Initiative, Ranged Attack Bonus</i>		
CONSTITUTION		
<i>Bonus HP</i>		
INTELLIGENCE		
<i>Modifier for Skill points (any class); mod roll for extemporaneous-casting of Sorcerer; Mod for Brain Push for Psionics</i>		
WISDOM		
<i>13+ Get one additional luck point; mod roll for extemporaneous-shifting of Druid</i>		
CHARISMA		
<i>Reaction Adjustment, modifier for number of henchman; mod roll for Righteous Begging of Cleric</i>		

Full Attack Bonus	Armor Class	Touch AC	Flat-Footed AC

Armor Dex Mod-
Shield (+1 AC)- Splintered rule

Initiative Bonus	Hit Points	Currency	Movement

Race Abilities:

Weapons:

CLASS FEATURES

BAB +1 per Level; HD d8
Roid Rage- Kill an enemy and get a second attack (once per round).
Vital Strike- Damage from fighter can explode.

MARTIAL PROWESS

Choose Two

- Rapid Attack-** Get a second attack (melee/ranged) with movement (-5 mod).
- Rage-** +2 to Damage and +2 to saving throws against mind altering affects and fear. Ignore amount of damage equal to 1/2 level rounded down. Also incur -2 to AC and -2 to Intelligence checks. Rage lasts a number of rounds equal to 1/2 level rounded down +1 (min of 2 rounds at level 1). Rage Con bonus x/day (min 1). Can't cast spells or use abilities of concentration.
- Unarmed Fighting-** Treat hands as a deadly weapon and do 1/2 Fighter damage instead of pansy slapping of everyone else.
- Skills Package-** Gain an additional 4 Skill points.
- Blind Fighting-** Don't suffer the embarrassing -4 to swinging when can't see.
- Thick Skin-** Ignore two points of all damage.
- Improved Critical-** Score criticals on 19-20.
- Animal Companion-** You start with a cool faithful companion that is more epic than the normal version.
- Archer-** Aiming takes movement action instead of a full round.
- Poisoner-** You don't need to roll when putting poison on your blade. Can't poison yourself by accident.
- Imp Back Attack-** +4 to back attacks instead of +2.
- Shielded Knight-** Use shield as weapon. Do 1/2 Fighter weapon dmg and enemy must make Con SV or -1 rolls next rnd.
- Pit Fighter-** You no longer suffer the -2 to attack when using improvised weapons.

SKILLS

	1 or 2 points
1. Stealth	_____
2. Tinkering	_____
3. Murder	_____
4. Survival	_____
5. Lore/Occult	_____
6. Perception/Investigation	_____
7. Symbology/Cryptology	_____
8. Engineering/Stonework	_____
9. Therapy/Medicine	_____
10. Exploration/Spelunking	_____

LEVELS 5 AND 10

Choose One

- Second Wind-** When burning a LP to get back health you gain 1/2 instead of the normal 1/4.
- Fleet Footed-** Increase movement by 10ft.
- Quick Draw-** Fighter no longer needs to roll to draw weapons quickly.
- Imp Initiative-** +4 to initiative rolls.
- Armor Training-** Reduce Dex skill roll penalties by 1.
- Bravery-** +2 to Saves VS fear effects.
- Harsh Rager-** Increase Rage use 1x.
- Imp Shield Use-** +1 AC for Shield .

STARTING GEAR

Adventurer gear- Backpack, Bedroll, Torches x2, Rations x 5, Waterskinx2, Flint and Steel, 1 healing potion (1d8 HP), Hemp Rope (50ft), Adventurer's Clothing. All Characters start with 1d4x50 Ceramic Pieces.
Fighter- Heavy Armor, a Shield, and 3 weapons.
Gold- 3d10 x 10 gp.

Other Equipment

Modifiers- You Really Suck: 3=-3; Plain Suck: 4-5=-2; Kinda Suck- 6-8=-1; Average- 9-12=0; Kick Some Butt- 13-15=+1; Kick Butt- 16-17=+2; Kick Serious Ass- 18=+3

Level 1 Roll % for Psionics. Intelligence, wisdom, and/or charisma (cumulative %) Int. Wis. Chr. Score- % 15-1%; 16-2%; 17-3%; 18-4%

Every Third Level- +1 to an Attribute, +1 Damage, +1 Reaction/Morale (for followers) or +1 'Skill'

Dark Sun OSR Hack

Cleric

Weapon Damage	Luck Points	Experience	Level	Psionist
D6				Y/N

Name: _____ Race: _____
 Age: _____ Sex: _____ Alignment: _____
 Height: _____ Weight: _____ Eyes: _____
 Skin: _____ Description: _____

ATTRIBUTES

	Score	Mod
STRENGTH		
<i>Melee Attack Bonus, Damage</i>		
DEXTERITY		
<i>AC, Initiative, Ranged Attack Bonus</i>		
CONSTITUTION		
<i>Bonus HP</i>		
INTELLIGENCE		
<i>Modifier for Skill points (any class); mod roll for extemporaneous-casting of Sorcerer; Mod for Brain Push for Psionics</i>		
WISDOM		
<i>13+ Get one additional luck point; mod roll for extemporaneous-shifting of Druid</i>		
CHARISMA		
<i>Reaction Adjustment, modifier for number of henchman; mod roll for Righteous Begging of Cleric</i>		

Full Attack Bonus	Armor Class	Touch AC	Flat-Footed AC

Initiative Bonus

Armor Dex Mod-

Shield (+1 AC)- Splintered rule

Hit Points

Currency

Movement

SKILLS

	1 or 2 points
1. Stealth	_____
2. Tinkering	_____
3. Murder	_____
4. Survival	_____
5. Lore/Occult	_____
6. Perception/Investigation	_____
7. Symbology/Cryptology	_____
8. Engineering/Stonework	_____
9. Therapy/Medicine	_____
10. Exploration/Spelunking	_____

STARTING GEAR

Adventurer gear- Backpack, Bedroll, Torches x2, Rations x 5, Waterskinx2, Flint and Steel, 1 healing potion (1d8 HP), Hemp Rope (50ft), Adventurer's Clothing. All Characters start with 1d4x50 Ceramic Pieces.
Cleric- Holy Symbol, Vial of Holy Water, 2 weapons or 1 weapon and a shield, and Medium Armor.
Gold- 3d10 x 10 gp.

Other Equipment

Race Abilities:

Weapons:

CLASS FEATURES

BAB +1 per 2 levels; HD d6

Spells: Cast spells (see list below)- # spells equal to ½ lvl +2/day. Can cast any spell equal to ½ x level safely. Higher than that or extra spells see Righteous Begging below. Knows all spells because their god told them.

Channel Energy- Does 1d6 dmg/3 lvl (max 4d6) in a 30ft radius to undead. Can use this ability 3 times per day. Protection from Good will negate the effect of Channel Energy. Undead 2HD under the Cleric must make a Wisdom based save or cower in terror. Undead 4 HD under die instantly.

Righteous Begging- A Cleric can beseech his element for more power and may cast any spell from the list beyond normal spells/day, by rolling 11+ or higher on a D20 (add Chr Modifier). If the spell is higher level than you can normally cast, subtract the difference from the roll. Each daily attempt beyond the first carries a cumulative -5 penalty to the roll (increasing chance of taking extra damage as well). If you fail, the attempt backfires with inverse effect. If a 1 is rolled a rip in time and space opens up and the caster dies Raiders of the Lost Arc style.

BLESSINGS

Choose One

- Elemental Blessed Weapon-** Ritual takes 24 hours to complete. Weapon is +1 Attack and +1 damage. Only 1 weapon at a time.
- Divine Health-** Immune to diseases, whatever the origin.
- Righteous Channeling-** Channel energy also works on demons and devils, but banishes creature back to native plane.

Lay On Hands- Heal target for 2hp/level once per day.

Level 1 Roll % for Psionics. Intelligence, wisdom, and/or charisma (cumulative %) Int. Wis. Chr Score- % 15- 1%; 16- 2 %; 17- 3%; 18- 4%

Every 3rd Level- +1 to an Attribute, +1 Reaction/Morale, +1 Attack Bonus or +1 'Skill'.

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Cleric Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

0- Create Water-

C- 50ft- Perm- CT 1 rnd- SV no-
Create 2 gallons of water.

0- Detect Alignment-

C- 150x10 ft- 10 min/lvl- CT 1- SV no-
Concentrate for 1 round in direction and sense alignment specified in range.

0- Detect Magic-

C- 50x10-ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense magic in varying degrees of strength. Passes through thin barriers.

0- Detect Poison-

C- 50ft- 10 min/lvl- CT 1- SV no-
Detect whether one target has been poisoned/is poisonous.

0- Endure Elements-

C- Person- 24 hours- CT- 1 rnd- SV no-
Ignore intense weather conditions.

0- First Aid-

C- Touch- Perm- CT 1 rnd- SV no-
Stabilizes dying character.

0- Ghost Sounds-

C- 150 ft- 1 rnd/lvl- CT 1- SV Int neg-
Create any type of sound up no louder than 4 humans.

0- Light-

C- 150ft- 10 min/lvl- CT 1- SV no-
Light a 30ft radius.

0- Purify Food and Drink-

C- 10ft- Perm- CT 1 rnd- SV no-
Make food eatable.

1- Bless-

C- 50ft- 1 min/lvl- CT 1 rnd- SV no-
+1 hit/+1 save VS fear. Opposite is **Bane**.

1- Bless Water-

Touch- Perm- CT 1 min-
Create holy/unholy water.

1- Command-

C- 25ft- 1 rnd- CT 1 rnd- SV Chr neg-
One word command, 1 creature/2lvls. Can reverse magical effects like **Sleep**.

1- Cure Wounds-

C- Touch- Perm- CT 1 rnd- SV Wis ½ dmg-
Heal for 1d8/3 lvls (max 4d8). Hurt undead, get Wis save.

1- Detect Secret Doors-

C- 60ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense secret doors. Longer concentrate more info of doors gained. Passes through thin barriers.

1- Detect Undead-

C- 150ftx10ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense undead. Passes through thin barriers.

1- Invisibility to Ueand-

C- Touch- 10 min/lvl - CT 1 rnd- SV Int neg-
Invisible until ends/attack/cast buff/attack spell. Those attacking suffer - 8 at roll. Intelligent undead get save.

1- Obscuring Mist-

C- 1 min/lvl- CT 1 rnd- SV no-
Stationary mist 25x20x10 ft obscures vision up to 5 ft, including special vision. Strong wind disperses.

1- Protection From Alignment-

C- Touch- 3 rnd/lvl- CT 3 rnd/lvl- SV no-
+2 AC/Saves against chosen alignment. Protects against possession as well.

1- Remove Fear-

C- Touch- Special- CT 1 rnd- SV no-
+4 to save effects. If already Feared get another save at +1.

1- Resist Elements-

C- Touch- 1 min/lvl- CT 1 rnd- SV no-
+2 save against specified element.

1- Sanctuary-

C- Touch- 1rnd lvl- CT 1 rnd- SV special-
Warded character can't attack or cast offensive spells or ends. Attackers must make Wis save or can't attack warded char.

1- Sound Burst-

C- 50ft- Instant- CT 1 rnd- SV Wis-
20 ft radius take 1d8 dmg. Save or be stunned 1 rnd.

2- Aid-

C- Touch- 1 rnd/lvl- CT 1 rnd- SV no-
Target 1d8 temp HP, +1 hit/save VS fear.

2- Augerv-

C- Person- Instant- CT 1- SV no-
Find out if particular actions have good/bad consequences. 70 + 1%/lvl chance for answer. Events up to 30 min seen.

2- Consecrate-

C- 50ft- 2 hrs/lvl- CT 3- SV no-
Holy land- +3 Turn undead/+1 VS fear. Undead suffer -1 to all rolls. Opposite is **Bane**.

2- Darkness-

C- 50ft- 10 min/lvl- CT 1- SV no- 20 ft radius darkness.
Cancels out light spells of lower level. Special sight abilities don't work. Opposite is **Daylight**.

2- Delay Poison-

C- Touch- 1 hr/lvl- CT 1 rnd- SV Con neg-
Cannot be affected by poison during spell duration.

2- Detect Traps-

C- 50x10ft- 10 min/lvl- CT 1- SV no-
Either mundane/magical.

2- Hold Person-

C- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-
Hold person physically in place. Can do mental shit.

2- Locate Object-

C- 450 ft- 10 min/lvl- CT 1 rnd- SV no-
Locate object (direction) that caster has specified and seen before. Can be general terms (IE stairs, gold, etc).

2- Remove Paralysis-

C- Touch- Special- CT 1 rnd- SV no-
Removes magical or non magical paralysis.

2- Silence-

C- 450ft- 1 min/lvl- CT 1 rnd- SV Special-
15ft radius- all silent. Cast on target, moves with them- get Dex save- if successful spell casts right next to them.

2- Speak with Dead-

C- Touch- 1 min/lvl- Ct 10 min- SV no-
Speak with dead. Target can give answers to things it knew in life.

2- Spiritual Weapon-

C- 50ft- 1 rnd/lvl- CT 1 rnd- SV no-
Magical weapon of deity. Caster directed. Must stay in 50ft. Uses casters attack roll. 1d8 dmg. Can hit incorporeal or creatures only damaged by magical weapons.

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Cleric Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

3- Animate Dead-

C- 50ft- Perm- 25ft radius- CT- 1 rnd- SV No-
Animate 2HD/lvl undead (Skeleton/Zombie). **Preserve Dead** is opposite.

3- Create Food/Water-

C- 50ft- Perm- CT 10 min- SV no-
Food for 3 people/1 horse for 1 day/lvl. Opposite is **Spoil Food/Water**.

3- Dispel Magic-

C- 150ft- 1d6 rnd- CT 1 rnd- SV no-
Suppresses magic for 1d6 rounds in 60ft radius.

3- Prayer-

C- 50ft radius- 1 rnd/lvl- CT 1 rnd- SV no-
+1 to all rolls. Enemies suffer -1.

3- Remove Blindness/Deafness/Curse/Disease-

C- Touch- Perm- CT 1 rnd- SV no-
Specify which one you are removing. One effect per casting.

4- Air/Water Walk-

C- Touch- 10 min/lvl- CT 1- SV- Wis neg-
Air- ½ move, climb at ¼ move. Water- At normal speed, 1 inch above water.

4- Command Water-

C- 450ft- 10 min/lvl- CT 1 rnd- SV no-
Raise/lower water 2ft/lvl. Up to 10ft long/lvl. Can create a whirlpool in large bodies of water.

4- Discern Lies-

C- 50ft- 1 rnd/lvl- CT 1 rnd- SV Chr neg-
Concentrate for 1 rnd and know if someone is lying. Does not reveal the truth, evasions, or unintentional inaccuracies.

4- Dismissal-

C- 50ft- Instant- CT 1- SV Chr neg-
Force creature back to home plane of existence.

4- Divination-

C- Unlimited- Instant- CT 10 min- SV no-
Ask a question about a specific event to deity. Answer can be simple phrase, few words, to cryptic.

4- Freedom of Movement-

C- Touch- 10 min/lvl- CT 1 rnd- SV no-
Unhindered by magical/nonmagical stuff including water/fluids. Move as norm.

4- Hallow-

C- Touch- 1 year- CT 1 day- SV no- 150ft radius-
+3AC/saves against evil. +3 to turn undead checks. Bodies in area cannot be turned into undead.

4- Healing Circle-

C- 20ft sphere- Perm- CT 1 rnd- SV special-
2d8 HP regained in area. Opposite is **Harming Sphere**- successful Wis save neg.

4- Neutralize Poison-

C- Touch- Perm- CT 1 rnd- SV Con neg-
Stops poison and temp effects (but not ones that have already happened). Can be used on poisonous creatures.

4- Restoration-

C- Touch- Perm- CT 1 hour- SV no-
Restores 1 level lost by level drain (not death). Restores ability scores affected by temporary drain, but not perm.

4- Tongues-

C- Touch- 1 min/lvl- CT 1 rnd- SV no-
When you speak all understand you, regardless of language. You understand all languages in return.

5- Atonement-

C- Touch- CT 1 hr + 1hr/lvl- SV no-
Repent for terrible deed done unknowingly/compulsed. Can be used on willfully evil chars. Get save and both gods become involved. Nasty.

5- Commune-

C- Unlimited- Special- CT 10 min- SV no-
Contact deity and ask yes/no question/lvl. Use too much and piss of diety.

5- Death Ward-

C- Touch- 10 min/lvl- CT 1 rnd- SV no-
Immune to death spells.

5- Dispel Alignment-

C- Touch- 1 rnd/lvl- CT 1- SV no-
+4 AC against specified alignment. Successful touch attack on extraplanar/summoned dismisses.

5- Ethereal Jaunt-

C- Personal- 1 rnd/lvl- CT 1 rnd- SV no-
Enter ethereal plane. Pass through solid objects of physical world. World is shades of grey. Nasty shit here.

5- Flame Strike-

C- 150ft- Instant- CT 1 rnd- SV Dex half-
Holy fire- no resistances. 1d6 dmg/lvl in 10ft radius.

5- Insect Plague-

C- 450ft- 1 min/lvl- CT 1 rnd- SV special-
180ft thick cloud of insects. While in area take 1 dmg. 2 HD or less make Wis save or flee in absolute terror.

5- Raise Dead-

C- Touch- Perm- CT 1 min- SV no-
Bring humanoid back to life if raised within 1day/lvl of death. Raised target loses 1 Con perm. Suffer death sickness, 12 hr.

5- Serving-

C- Unlimited- 1 rnd/lvl- CT 10 min- SV no-
You think hard about someone and can watch them as if there. Pervert. They may notice your presence. Not good.

5- True Seeing-

C- Touch- 1 rnd/lvl- CT 1 rnd- SV no-
See things as truly are.

6- Banishment-

C- 50ft- Perm- CT 1 rnd- SV- Chr neg-
25ft radius. Forces creatures back to home plane. 2HD/lvl affected. Creature save -2.

6- Blade Barrier-

150ft- 3 rnd/lvl- CT 1 rnd- SV Dex neg (initial)-
30x60x5ft wall of blades. 12d6 dmg to those passing through. Dex avoids damage when first appears.

6- Create Undead-

C- 50ft- Perm- CT 1 hr- SV no-
Create one undead. Not immediately under control. Roll d12- 1-5) ghoul; 6-8) shadow; 9-10) ghost; 11) wraith; 12) wraith.

6- Find the Path-

C- Touch- 10 min/lvl- CT 3 rnd- SV no-
Find the most direct route in area to specified location. May take through difficult terrain.

6- Geas-

C- 10ft- Special- CT 1 rnd- SV Chr neg-
Give target a task. If they are hindered/stop working towards all stats are halved until they start again. Lasts until task is completed or dispelled with Remove Curse.

6- Heal-

C- Touch- Perm- CT 1 rnd- SV no-
Heals target of bad stuff except level drain and perm ability drain.

7- Control Weather-

C- 2 miles- 4d12 hours- CT 10 min- SV no-
Change/alter weather. Appropriate to region. Double all info for druids.

Dark Sun OSR Hack

Cleric Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

7- Greater Restoration-

C- Touch- Perm- CT 1 rnd- SV no-

Restores lost ability scores and levels. Removes curses and other bad shit. Does not restore levels lost to death.

7- Regenerate-

C- Touch- Perm- CT 3 rnds- SV no-

Regrow lost limbs and broken bones in 2d10 minutes. Also cures 1d8+1/lvl HP.

7- Resurrection-

C- Touch- Perm- CT 1 hr- SV no-

As Raise dead, but no ill effects.

8- Create Greater Undead-

C- 50ft- Perm- CT 1 hr- SV no-

Create one higher undead. Not immediately under control. Roll d10- 1-5) mummy; 6-8; specter; 9) vampire; 10) ghost.

8- Discern Location-

C- Unlimited- Instant- CT 10 min- SV no-

Know exactly where someone is. Circumvents normal protection from scrying. Opposite is **Hide Location**.

8- Earthquake-

C- 450 ft- 1 rnd- CT 10 min- SV-

50ft area suffers violent shakes. Dex save or fall down. -10 to all actions if successful. ½ movement. Fissures open up. Dex save or fall in (1-6 chance die). Buildings break and collapse (8d6 dmg).

8- Fire Storm-

C- 150ft- Instant- CT 1 rnd- SV Dex half- 10ft cubes/lvl-

1d6 dmg/lvl- Doesn't hurt natural vegetation, ground, or plant creatures unless so desired.

8- Holy Aura-

C- Touch- 1 rnd/lvl- CT 1 rnd- Save special-

Target blinds evil creatures in 25 radius (Wis save), +4 AC, and immune to possession mind spells.

8- Mass Heal-

C- 50ft- CT 1 rnd- SV no-

As heal but in 25ft radius.

9- Antipathy-

C- 50ft- 2 hr/lvl- CT 1 hr- SV Chr neg-

Repel specific type of creature (IE- Zombie, Trolls, etc). **Sympathy** is opposite.

9- Astral Projection-

C- Touch- Until canceled- CT 30 min- SV no-

Bodies helpless in suspended animation. Must stay w/ caster or become lost. If body killed- dead. Astrally killed, wake up in body, take 3d6 dmg.

9- Gate-

C- 50ft- Special- CT 2 rnd- SV no-

Call forth a powerful entity or travel to their domain. 5% chance creature says fuck you. 5% chance wrong thing comes out. Not necessarily friendly, may squash you.

9- Mind Blank-

C- 25ft- 1 day- CT 1 rnd- SV no--

Protects against all forms of scrying.

9- Word of Recall-

C- Unlimited- Instant- CT 1 rnd- SV no-

Teleport to designated sanctuary without error. Can also transport objects and add people 50 lbs/lvl

Level 1 Roll % for Psionics. Intelligence, wisdom, and/or charisma (cumulative %) Int. Wis. Chr. Score- % 15- 1%; 16- 2 %; 17- 3%; 18- 4%

Dark Sun OSR Hack

Sorcerer

Weapon Damage D4	Luck Points	Experience	Level	Psionics Y / N
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Name: _____ Race: _____
 Age: _____ Sex: _____ Alignment: _____
 Height: _____ Weight: _____ Eyes: _____
 Skin: _____ Description: _____

ATTRIBUTES

	Score	Mod
STRENGTH	<input type="text"/>	<input type="text"/>
<i>Melee Attack Bonus, Damage</i>		
DEXTERITY	<input type="text"/>	<input type="text"/>
<i>AC, Initiative, Ranged Attack Bonus</i>		
CONSTITUTION	<input type="text"/>	<input type="text"/>
<i>Bonus HP</i>		
INTELLIGENCE	<input type="text"/>	<input type="text"/>
<i>Modifier for Skill points (any class); mod roll for extemporaneous-casting of Sorcerer; Mod for Brain Push for Psionics</i>		
WISDOM	<input type="text"/>	<input type="text"/>
<i>13+ Get one additional luck point; mod roll for extemporaneous-shifting of Druid</i>		
CHARISMA	<input type="text"/>	<input type="text"/>
<i>Reaction Adjustment, modifier for number of henchman; mod roll for Righteous Begging of Cleric</i>		

Full Attack Bonus	<input type="text"/>	Armor Class	<input type="text"/>	Touch AC	<input type="text"/>	Flat-Footed AC	<input type="text"/>
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Armor Dex Mod-
Shield (+1 AC)- Splintered rule

Initiative Bonus

Hit Points	<input type="text"/>	Currency	<input type="text"/>	Movement	<input type="text"/>
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SKILLS

- | | |
|-----------------------------|---------------|
| | 1 or 2 points |
| 1. Stealth | _____ |
| 2. Tinkering | _____ |
| 3. Murder | _____ |
| 4. Survival | _____ |
| 5. Lore/Occult | _____ |
| 6. Perception/Investigation | _____ |
| 7. Symbology/Cryptology | _____ |
| 8. Engineering/Stonework | _____ |
| 9. Therapy/Medicine | _____ |
| 10. Exploration/Spelunking | _____ |

Race Abilities:

Weapons:

CLASS FEATURES

BAB +1 per 3 levels; HD d6; Quarterstaff damage d6

Can Read & Detect Magic within 2 yards, after 1 round concentrating.

Summon Familiar- As per GM decision. Should be natural animal. Grants +2 HP to caster and allows caster to deliver touch spells through creature. If killed Sorcerer takes 3d6 dmg.

Scroll: Must know spell to write. 100gp x spell level. Time to scribe- 1 day x spell level.

Spells: Cast spells (see list below)- # spells equal to lvl +2/day. Can cast any spells equal to 1/2 x level safely. Higher than that or extra spells see Extemporaneous-Channeling below. Starts with 1d3 lvl 0, 1d2 lvl 1, and roll d4- 1 of spell of that level.

Extemporaneous-Channeling: A character may cast any spell from the list, beyond normal spells/day, by rolling 11+ or higher on a D20 (Add Int Modifier). If the spell is higher level than you can normally cast, subtract the difference from the roll. Each daily attempt beyond the first carries a cumulative -5 penalty to the roll (increasing chance of taking extra damage as well). If you fail, the attempt backfires with inverse effect. If a 1 is rolled a rip in time and space opens up and the caster dies Raiders of the Lost Arc style.

Defiling- Roll Int Save to successfully defile- lvl spell in yard radius, plant life dies. Creatures in radius make Con SV or take 1d6+spell lvl dmg. Defiling still consumes spells per day or Extemporaneous- Casting, but increases caster level by 1d4.

STARTING GEAR

Adventurer gear- Backpack, Bedroll, Torches x2, Rations x 5, Waterskinx2, Flint and Steel, 1 healing potion (1d8 HP), Hemp Rope (50ft), Adventurer's Clothing. All Characters start with 1d4x50 Ceramic Pieces.

Sorcerer- Spellbook, Staff, 1 other weapon, and Cloth Armor.

Gold- 3d10 x 10 gp.

Other Equipment

Every 3rd Level- +1 to an Attribute, +1 Reaction/Morale, +1 Attack Bonus or +1 'Skill'.

Dark Sun OSR Hack

Sorcerer Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

0- Arcane Mark-

W- Touch- Perm- CT 1 rnd- SV no-
Leave visible/invisible message up to lvl x2 characters.

0- Detect Magic-

W- 50x10-ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to sense magic in varying degrees of strength. Passes through thin barriers.

0- Detect Poison-

W- 50ft- 10 min/lvl- CT 1- SV no-
Detect whether one target has been poisoned/is poisonous.

0- Endure Elements-

W- Person- 24 hours- CT- 1 rnd- SV no-
Ignore intense weather conditions.

0- Light-

W- 150ft- 10 min/lvl- CT 1- SV no-
Light a 30ft radius.

0- Mage Hand-

W- 25 ft- Concentration- CT- 1 rnd- SV no-
Lift something 5 lbs 15 ft any direction/rnd.

0- Mending-

W- Touch- Perm- CT 1 rnd- SV no-
Able to fix breaks in mundane non-complex items.

0- Message-

W- 25ft- CT 1 rnd- SV no-
Caster can whisper to target in sight as if at ear.

0- Prestidigitation-

W- 10ft- 1 hr (if alteration)- CT 1 rnd- SV no-
Do cool little creative stuff.

0- Ray of Frost-

W- 25ft- Instant- CT 1 rnd- SV Dex neg move-
1d3 dmg. Save or ½ movement.

1- Alter Size-

W- 50ft- 1 min/lvl- CT 1 rnd- SV Con neg-
Change creature 50%. Items change too (incl. dmg).

1- Burning Hands-

W- 5ft- Inst- CT 1 rnd- SV no-
5x10ft cone flames. 1d4+1/lvl dmg.

1- Change Self-

W- Personal- 10 min/lvl- CT 1 rnd- SV Int neg-
1ft taller/shorter- No race change- doesn't alter touch/sound.

1- Charm Person-

W- 50ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-
Makes target enamored with caster. Will not harm self.

1- Comprehend Languages-

W- 10 min/lvl- CT 1- SV no-
Can read/understand language but not speak/write or know slang/ references.

1- Dancing Lights-

W- 150ft- 1 min- CT 1 rnd- SV no-
Create up to for lights, move 100ft. Keep 20ft of one another or disappear.

1- Daze-

W- 25ft- 1 rnd- CT 1 rnd- SV Int neg-
Creature with 4HD/less take no actions for 1 rnd.

1- Erase-

W- 50ft- Perm- CT 1 rnd- SV no-
Mundane writing automatically erased. Magical must make Int check to be erased. Up to 1 magical scroll or 2 pages in book.

1- Feather Fall-

W- 150ft- 1 rnd/lvl- CT 1 rnd- SV no- 50ft area.
Creatures fall 50ft/rnd. Take no falling damage if land before spell ends. If land after, dmg for distance after.

1- Floating Disk-

W- 10ft- 1 hr/lvl- CT 1 rnd- SV no-
3 ft in diameter disk, always level w/ ground, 3 ft above. Moves as caster. Holds up to 1,000 lbs or 2 ft liquid. 50ft away from caster, vanishes.

1- Hold Portal-

W- 50ft- Till opened- CT 1- SV no-
As if locked- knock spell or battering will open.

1- Identify-

W- 5ft- 1 rnd/lvl- CT 10 min- SV no-
One feature of magic object revealed per round.

1- Jump-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-
Double your jumping ability.

1- Magic Missile-

W- 150ft- Instant- CT 1 rnd- SV no-
1d4+1 dmg, extra missile every 3 level.

1- Protection From Alignment-

W- Touch- 3 rnd/lvl- CT 3 rnd/lvl- SV no-
+2 AC/Saves against chosen alignment. Protects against possession as well.

1- Read Magic-

W- Personal- 10 min/lvl- CT 1 rnd- SV no-
Able to read magical writing.

1- Shield-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-
+4 AC, immune to Magic Missile.

1- Shocking Grasp-

W- Touch- Instant- CT 1 rnd- SV no-
1d8 +1/level dmg.

1- Sleep-

W- 150ft, 30ft radius- 1 min/lvl- CT 1 rnd- SV no-
2d4 HD creatures affected. 5HD+ not affected.

1- Spider Climb-

W- Touch- 2 rnd/lvl- CT 1 rnd- SV no-
Climb like spider. Hands and feet must be uncovered.

1- Summon-

W- 50 ft- 2 rnds/lvl- CT 2 rnds- SV no-
Roll Int save to successfully summon creature. Roll of 1- Caster and it merge to form terrible monster. Form strange and weird, be creative. Roll: **d4**- # attacks; **d6**- Add # to 11= AC; **d8** bonus to attack/saves; **d10** Form- 1) Giant Eyeball; 2) Orc; 3) Giant Rat; 4) Ball of puss; 5) Gnoll; 6) Bugbear; 7) Ghoul; 8) Harpy; 9) Werewolf; 10) Horse turned inside out; **d12** Add # + 10 for HP; **d20** If rolls is 15 higher- has special ability. Make it up.

2- Acid Arrow-

W- 450ft- 1+1 rnd/lvl- CT 1 rnd- SV no-
Roll hit, 2d4 damage. Unless neutralized extra dmg.

2- Alter Self-

W- Personal- 10 min/lvl- CT 1 rnd- SV no-
As Change Self, but gain race special abilities. No supernatural ones.

2- Blur-

W- Touch- 1 min/lvl- CT 1 rnd-
Become out of focus- +2 AC.

2- Continual Flame-

W- 5ft- Perm- CT 1- SV no-
Heatless torch. Need stick. Can be covered/hidden.

2- Darkness-

W- 50ft- 10 min/lvl- CT 1 rnd- SV no-
20 ft radius darkness. Cancels out light spells of lower level. Special sight abilities don't work. Opposite is **Daylight**.

Dark Sun OSR Hack

Sorcerer Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

2- Detect Thoughts-

W- 50x10ft 10 min/lvl- CT 1 rnd- SV no-

Concentrate for 1 round in direction to sense thoughts/absence of. Second rnd detect intelligence. Passes through thin barriers.

2- Enhance Attribute-

W- Touch- 1 hr/lvl- CT 1 rnd- SV- Con neg-

Add +4 to attribute. Opposite is **Weaken Attribute**.

2- Fog Cloud-

W- 150ft- 10 min/lvl- CT 1 rnd- SV no-

50x20x20 fog. Conceals anyone further than 5ft.

2- Invisibility-

W- Touch- Permanent- CT 1 rnd- SV no-

Invisible until attack/cast buff/attack spell. Those attacking suffer -8 at roll.

2- Knock-

W- 50ft- Permanent- CT 1 rnd- SV no-

Unlocks even magical doors. Up to two types of prevention. Opposite is **Lock**.

2- Levitate-

W- 50ft- 10 min/lvl- CT 1 rnd- SV no-

Able to float vertical 20 ft/rnd.

2- Locate Object-

W- 450 ft- 10 min/lvl- CT 1 rnd- SV no-

Locate object (direction) that caster has specified and seen before. Can be general terms (IE stairs, gold, etc).

2- Magic Mouth-

W- Touch- Perm- CT 1 rnd- SV no-

Detailed or general command. When fulfilled mouth opens on object and speaks up to 30 words.

2- Mirror Image-

W- 5ft around caster- 3 rnd/lvl- CT 1 rnd- SV no-

1d4+1 exact copies. Roll random for hit.

2- Protection from Arrows-

W- Touch- 10 min/lvl- CT 1 rnd- SV no-

Ignore normal arrows. Large missiles are still a danger.

2- Pyrotechnics- W- 150ft- CT 1 rd- SV no-

Turn fire into fireworks (blinds for 1d4 rnds) or choking smoke until out of it.

2- Rope Trick-

W- Touch- 1 hr + 1 min/lvl- CT 1 rnd- SV no-

Rope slithers into air. Up to three targets can climb up into a small safe pocket dimension. Rope can be pulled up.

2- Scare-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV Chr neg-

5HD or less roll save or flee in terror. Success -1 to all rolls.

2- See Invisibility-

W- As norm vision- 10 min/lvl- CT 1 rnd- SV no-

You see invisible things.

2- Shatter-

W- 50ft- Instant- CT 1 rnd- SV Con neg-

Glass and brittle objects of up to 1lbs must make save or shatter in 25 ft radius. Glass creatures take 1d6 dmg.

2- Web-

W- 50 ft- Perm- CT 1 rnd- SV Dex-

20x20x10 area- Roll dex. Fail -2 to attacks, -4 dex. Success ½ move.

3- Blink-

W- 1 rnd/lvl- CT 1 rnd-

Attackers -10, target spells (and caster) 50% fail. Caster -2 attacks.

3- Clairaudience/Clairvoyance-

W- Place known- 1 min/lvl- CT 1 rnd- SV no-

Can hear/see area. 10ft see in natural dark. Can't penetrate magical dark. Spell can be blocked.

3- Dispel Magic-

W- 150 ft- 1d6 rnd- CT 1 rnd- SV no-

Suppresses magic for 1d6 rounds in 60ft radius.

3- Explosive Runes-

W- Touch- Perm until triggered- CT 1 min- SV- Special-

Scribe runes on object, when read explode for 6d6 dmg. No save. In 10ft radius, dex save for ½ dmg. Caster read- no worries. Object fine after explosion.

3- Fireball-

W- 450ft- Instant- CT 1 rnd- SV Dex half-

Fire blast 1d6 dmg/lvl.

3- Fly-

W- Touch- 10 min/lvl- CT 1 rnd- SV no-

Ascend 45ft, Dive 180 ft, and move 90ft rnd.

3- Gaseous Form-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-

Turn into fog- immune to nonmagical attacks- move 10ft rnd- Can be blown about by stiff winds.

3- Gust of Wind-

W- 150 ft- 1 rnd- CT 1 rnd- SV Str neg-

Snuff small/fan large flames, knock over small creatures.

3- Hallucinatory Terrain-

W- 150ft- Special- CT 10 min- SV In neg-

Change terrain to what caster desires in 10x10ft radius/lvl. Persists till successful save.

3- Haste-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV Con-

Double movement/attacks/rnd- Con save or age 1 year. Opposite is **Slow**.

3- Hold Person-

W- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-

Hold person physically in place. Can do mental shit.

3- Invisibility Sphere-

W- Touch- Permanent- CT 1 rnd- SV no-

All in 10ft radius invisible until attack/cast buff/attack spell. Those attacking suffer -8 at roll.

3- Lightning Bolt-

W- 100ft 5x60ft- Instant- CT 1 rnd- SV- Dex half-

D1d6 dmg/lvl.

3- Stinking Cloud-

W- 30ft- 1 rnd/lvl- CT 1 rnd- SV Con neg-

20x20x20 cloud- fail save sickened 1d4 rnds.

3- Suggestion-

W- 50ft 1 hr/lvl- CT 1 rnd- SV Chr neg-

Suggest something reasonable for target to do. Out of character/dangerous automatically breaks spell.

3- Tongues-

W- Touch- 1 min/lvl- CT 1 rnd- SV no-

When you speak all understand you, regardless of language. You understand all languages in return.

3- Water Breathing-

W- Touch- 2 hrs/lvl- CT 1 rnd- SV no-

Any # creatures touched- duration divided evenly.

4- Arcane Eye-

W- Unlimited- 1 min/lvl- CT 1 min- SV no-

Invisible eye sends caster info. Move 30 ft round.

4- Charm Monster-

W- 50ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-

Makes target enamored with caster. Will not harm self.

4- Confusion-

W- 150 ft- 1 rnd/lvl- CT 1 rnd- VS Wis neg-

1) Do nothing; 2) Attack self; 3) Attack friend; 4) Normal

Dark Sun OSR Hack

Sorcerer Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

4- Detect Scrying-

W- Unlimited- 1 day- CT 1- SV no-

Detect if someone is spying and being a pervert through magical means on you or other.

4- Dimension Door-

W- 450ft- Instant- CT 1 rnd- SV no-

Caster is transported up to 450ft. Cannot act till next round.

4- Fear-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV Chr neg-

25 ft radius. Flee in terror and cower. -2 to all actions.

4- Fire Shield-

W- Touch- 1 rnd/lvl- CT 1 rnd- SV no-

Targets that hit char do normal damage but also take 1d6 +1/lvl dmg. Gives off light of torch. Opposite is **Chill Shield**.

4- Ice Storm-

W- 150ft- 1 rnd/lvl- CT 1- SV no-

50x10ft line- 5d6 damage, ½ movement while in area.

4- Minor Globe of Invulnerability-

W- Personal- 1/rnd lvl- CT 1 rnd- SV no-

1-3 spells not effective. Can cast own.

4- Phantasmal Killer-

W- 1 rnd/lvl/Target save or dead- CT 1 rnd- SV Wis neg-

Caster summons terrible horror of target. When touched target must make Wis save or die.

4- Polymorph-

W- 50ft- 10 min/lvl or perm- CT 1rnd- SV Wis neg-

Transform into natural creatures up to size categories larger/smaller. Gain special abilities.

4- Scrying-

W- Unlimited- 1 rnd/lvl- CT 10 min- SV no-

You think hard about someone and can watch them as if there. Pervert. They may notice your presence. Not good.

4- Wall of Fire-

W- 50ft- 1 rnd/lvl- CT 1 rnd- SV no-

Line or around caster. 2d4 dmg (10ft), 3d4 when going through.

4- Wall of Ice-

W- 50ft- 1 rnd/lvl CT 1 rnd- SV no-

Line or around caster. No vision. 1d6 dmg through. Str check -2 to break.

5- Animate Dead-

W- 50 ft- Perm- 25ft radius- CT- 1 rnd- SV no-

Animate 2HD/lvl undead (Skeleton/Zombie). **Preserve Dead** is opposite.

5- Bind Elemental-

W- 50 ft- 10min/lvl- CT 10 min- SV no-

Summon elemental, 1d12 HD) to caster to do bidding. Caster must concentrate, if fail/lost Elemental throttles caster.

5- Cloudkill-

W- 150ft- 1 min/lvl- CT 1 rnd SV- Con (special)-

20x30x20- 3HD/less dead. 4-5 save or die. 6+ save or 1d10 dmg.

5- Cone of Cold-

W- 5x50ft cone- Instant- CT 1 rnd- SV Dex half-

1d6/lvl ice damage.

5- Faithful Hound-

W- 50ft- 1 hr/lvl- CT 2 rnd- SV no-

Guards and paces- howls in alarm- -2 attack/morale. Bite is magical- 3d6 dmg. AC 18. Once howls- 1 rnd/lvl.

5- Feeblemind-

W- 150 ft- Perm until dispelled- CT 1 rnd- SV Chr neg-

Reduce character to blathering idiot. Int becomes is now a 1d4.

5- Hold Monster-

W- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-

Hold monster physically in place. Can do mental shit.

5- Passwall-

W- 50ft- 1 hr/lvl- CT 1 rnd- SV no-

Pass through wall 5ft wide, 8ft tall, 10ft deep.

5- Permanency-

W- Touch- Perm- CT 2+Spell lvl/days- SV no--

Make spell effect on item permanent. Use GM discretion on what spells can be made perm.

5- Telekinesis-

W- 100 ft- 1 rnd/lvl- CT 1 rnd- SV special-

Lift 25lbs/lvl at 20ft rnd- Creatures make Chr save -4 to avoid.

5- Telepathic Bond-

W- 30ft- 1 hr- CT 1 rnd- SV no-

1 target every 3/lvl. Must all be in range.

5- Transmute Mud and Rock-

W- 150ft- Instant- CT 1 rnd- SV special-

Can alter mud/rock in a 10x10x10ft area. Cannot alter extensively worked rock (structures/some walls, etc) If used on roof, causes 8d6 dmg- Dex SV half.

5- Wall of Stone-

W- 50ft- Perm- CT 1 rnd- SV no-

Adjoin to other stone- 2ft thick- 1000 square feet to change.

6- Antimagic Shell-

W- Person- 1 min/lvl- CT 1 rnd- SV no-

20ft mobile sphere nullifies magic. Magical creatures lose magical/supernatural abilities, but still function.

6- Chain Lightning-

W- 450ft- Instant- CT 1 rnd- SV Dex half-

1d6/lvl dmg- Arcs to target in 50ft. Each target 1 die dmg less until 0. Target can be hit more than once.

6- Control Weather-

W- 2 miles- 4d12 hours- CT 10 min- SV no-

Change/alter weather. Appropriate to region. Double all info for druids.

6- Disintegrate-

W- 150ft- Instant- CT 1 rnd- SV Chr partial-

Make save or die leaving inorganic matter only. Successful save take 5d6 dmg.

6- Geas-

W- 10 ft- Special- CT 1 rnd- SV Chr neg-

Give target a task. If they are hindered/stop working towards all stats are halved until they start again. Lasts until task is completed or dispelled with Remove Curse.

6- Globe of Invulnerability-

W- Personal- 1 rnd/lvl- CT 1 rnd- SV no-

1-4 spells not affective against caster. Can cast own spells through globe.

6- Mass Suggestion-

W- 50 ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-

As suggestion but all in 25ft radius.

6- Teleport-

Touch- Instant- CT 1 rnd- SV no-

Teleport self, objects and add people 50 lbs/lvl to location that one concentrates hard on. Roll d6 1-6 chance for mishap. Reroll, if 1 again bad mishap.

7- Finger of Death-

W- 50ft- Perm- CT 1 rnd- SV Chr partial-

Target pointed at dies horrible. Successful save 3d6 +1/lvl dmg.

Dark Sun OSR Hack

Sorcerer Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

7- Mass Invisibility-

W- 50ft- Perm until dispelled- CT 1- SV no-

As Invisibility but 50ft radius. Breaks if individual moves more than 180ft from group.

7- Power Word, Stun-

W- 50ft- Special- CT 1 rnd- SV none-

25ft radius- 35 HP or less stunned for 2d4 rnds, 36-70 HP 1d4 rnds.

7- Vanish-

W- Touch- Instant- CT 1 rnd- SV no-

As teleport, but only objects.

8- Antipathy-

W- 50ft- 2 hr/lvl- CT 1 hr- SV Chr neg-

Repel specific type of creature (IE- Zombie, Trolls, etc). **Sympathy** is opposite.

8- Binding-

W- 50ft- Perm- CT 1 min- SV Chr neg (mod x2 for each HD above caster)-

Bound in **Anipathy** (spell) chains. Each assistant (up to 4) gives +1 to roll.

8- Clone-

W- Touch- Perm- CT- 1 hour (special)- SV no-

5,000 gp in materials needed and skin of creature. 2d4 months grown in vat. Stats as creature at time skin taken.

8- Incendiary Cloud-

W- 150ft- 1 rnd/2 lvl- CT 1 rnd- SV Dex half-

Cloud of smoke w/ white hot embers fills a 20x30x30ft area. 3d6 dmg/rnd. Vision obscured past 5ft.

8- Mass Charm Person-

W- 50ft- 1 day/lvl- CT 1 rnd- SV Chr neg-

As Charm person but up to 2x caster HD targets in 50ft radius.

8- Mind Blank-

W- 25ft- 1 day- CT 1 rnd- SV no--

Protects against all forms of scrying.

8- Power Word, Blind-

W- 50ft- special- CT 1 rnd- SV no-- Targets 40 HP/under blind 2d

days; 50-80 HP blind 1d4 days. Higher not affected.

9- Astral Projection-

W- Touch- Until canceled- CT 30 min- SV no-

Bodies helpless in suspended animation. Must stay w/ caster or become lost. If body killed- dead. Astrally killed, wake up in body, take 3d6 dmg.

9- Disjunction-

W- 50ft- Instant- CT 1- SV special- Ends 25x25ft area.

Magic items get save or destroyed. Artifacts have a 1%/lvl to be destroyed (destruction attracts attention of higher entity).

9- Gate-

W- 50ft- Special- CT 2 rnd- SV no-

Call forth a powerful entity or travel to their domain. 5% chance creature says fuck you. 5% chance wrong thing comes out. Not necessarily friendly, may squash you.

9- Meteor Swarm-

W- 450ft- Instant- CT 1 rnd- SV Dex half-

Small meteors fly at target from caster. Can do 4 for 10d6 dmg or 8 for 5d6 and explode in 10ft radius.

9- Power Word, Kill-

W- 50ft- Instant- CT 1 rnd- SV no-

Target one creature. 50 HP or less, dies instantly. Over 50 HP not affected.

9- Shape Change-

W- Personal- 10 Min/lvl- CT 1 rnd- SV no-

Caster can assume the shape of any creature the caster knows. From a gnat to a dragon, etc.

9- Wish-

W- Unlimited- Instant- CT 1 rnd-

Make up something good. Don't be greedy. When done roll Con save, fail- cannot cast spells again for 2d4 weeks. Success 1d4 weeks.

Dark Sun OSR Hack

Alchemist

<u>Weapon Damage</u> D4	<u>Luck Points</u>	<u>Experience</u>	<u>Level</u>	<u>Psionist</u> Y/N
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Name: _____ Race: _____
 Age: _____ Sex: _____ Alignment: _____
 Height: _____ Weight: _____ Eyes: _____
 Skin: _____ Description: _____

ATTRIBUTES

	Score	Mod
STRENGTH	<input type="text"/>	<input type="text"/>
<i>Melee Attack Bonus, Damage</i>		
DEXTERITY	<input type="text"/>	<input type="text"/>
<i>AC, Initiative, Ranged Attack Bonus</i>		
CONSTITUTION	<input type="text"/>	<input type="text"/>
<i>Bonus HP</i>		
INTELLIGENCE	<input type="text"/>	<input type="text"/>
<i>Modifier for Skill points (any class); mod roll for extemporaneous-casting of Sorcerer; Mod for Brain Push for Psionics</i>		
WISDOM	<input type="text"/>	<input type="text"/>
<i>13+ Get one additional luck point; mod roll for extemporaneous-shifting of Druid</i>		
CHARISMA	<input type="text"/>	<input type="text"/>
<i>Reaction Adjustment, modifier for number of henchman; mod roll for Righteous Begging of Cleric</i>		

<u>Full Attack Bonus</u>	<u>Armor Class</u>	<u>Touch AC</u>	<u>Flat-Footed AC</u>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Armor Dex Mod-
Shield (+1 AC)- Splintered rule

Initiative Bonus

Hit Points Currency Movement

SKILLS

	1 or 2 points
1. Stealth	_____
2. Tinkering	_____
3. Murder	_____
4. Survival	_____
5. Lore/Occult	_____
6. Perception/Investigation	_____
7. Symbology/Cryptology	_____
8. Engineering/Stonework	_____
9. Therapy/Medicine	_____
10. Exploration/Spelunking	_____

Race Abilities:

Weapons:

CLASS FEATURES

BAB +1 per 3 levels; HD d6;
Bomb- # of bombs equal to lvl/day. Damage: Lvl 1-3 1d4; 4-6 1d6; 7-10 1d8; 11+ 1d8 as 2h weapon dmg.
Mutagen- Must brew for one hour. Turns Alchemist into Mr. Fucking Hyde. Painful transformation that takes 1 rnd. Treat as Rage and up damage to Fighter type. This transformation lasts 10 minutes and cannot be ended prematurely.
Extracts- Extracts are quick potions that an Alchemist can whip up in one minute. # of extracts equal to their lvl +2/day. Can create any spells effect equal to 1/2 x level safely. Extracts are unstable and go inert if not used by the end of the day. By throwing random ingredients together an Alchemist is able to make potions with spell-like effects from the three spell lists (Cleric, Druid, and Wizard) so long as it *makes sense* that it would be in a potion form. Also can identify any potion if held in hand for 1 min.

Brew Potion: Must be able to safely make extract to make into a permanent potion. 100gp x spell level. Time to brew- 1 hour x spell level. Poisons also count as potions.

Stand Back I'm About to Attempt Science! Can attempt to create any extract from the spell list, beyond normal spells/day, by rolling 11+ or higher on a D20 (Add Int Modifier). If the spell is higher level than you can normally cast, subtract the difference from the roll. Each daily attempt beyond the first carries a cumulative -5 penalty to the roll (increasing chance of taking extra damage as well). If you fail, the attempt backfires with inverse effect. If he rolls a one on the roll bad shit happens. The potion explodes in a 25ft blast radius and does the spell level/d6 damage.

STARTING GEAR

Adventurer gear- Backpack, Bedroll, Torches x2, Rations x 5, Waterskinx2, Flint and Steel, 1 healing potion (1d8 HP), Hemp Rope (50ft), Adventurer's Clothing. All Characters start with 1d4x50 Ceramic Pieces.
Alchemist- Portable Alchemist Lab, Light armor, and 1 weapon.
Gold- 3d10 x 10 gp.

Other Equipment

Modifiers- You Really Suck: 3=-3; Plain Suck: 4-5=-2; Kinda Suck- 6-8=-1; Average- 9-12=0; Kick Some Butt- 13-15=+1; Kick Butt- 16-17=+2; Kick Serious Ass- 18=+3

Level 1 Roll % for Psionics. Intelligence, wisdom, and/or charisma (cumulative %). Int. Wis. Chr. Score- % 15-1%; 16-2%; 17-3%; 18-4%

Every 3rd Level- +1 to an Attribute, +1 Reaction/Morale, +1 Attack Bonus or +1 Skill.

Dark Sun OSR Hack

Druid

Weapon Damage	Luck Points	Experience	Level	Psionist
D6				Y/N

Name: _____ Race: _____
 Age: _____ Sex: _____ Alignment: _____
 Height: _____ Weight: _____ Eyes: _____
 Skin: _____ Description: _____

ATTRIBUTES

	Score	Mod
STRENGTH		
<i>Melee Attack Bonus, Damage</i>		
DEXTERITY		
<i>AC, Initiative, Ranged Attack Bonus</i>		
CONSTITUTION		
<i>Bonus HP</i>		
INTELLIGENCE		
<i>Modifier for Skill points (any class); mod roll for extemporaneous-casting of Sorcerer; Mod for Brain Push for Psionics</i>		
WISDOM		
<i>13+ Get one additional luck point; mod roll for extemporaneous-shifting of Druid</i>		
CHARISMA		
<i>Reaction Adjustment, modifier for number of henchman; mod roll for Righteous Begging of Cleric</i>		

Full Attack Bonus	Armor Class	Touch AC	Flat-Footed AC

Initiative Bonus

Armor Dex Mod-

Shield (+1 AC)- Splintered rule

Hit Points

Currency

Movement

SKILLS

	1 or 2 points
1. Stealth	_____
2. Tinkering	_____
3. Murder	_____
4. Survival	_____
5. Lore/Occult	_____
6. Perception/Investigation	_____
7. Symbology/Cryptology	_____
8. Engineering/Stonework	_____
9. Therapy/Medicine	_____
10. Exploration/Spelunking	_____

ABILITIES

Choose One

- Animal Companion-** You start with a cool faithful companion that is more epic than the normal version.
- Battle Hardened-** Add +1 to dmg or +1 to AC when fighting.
- Way of the Animal-** Use Wild Shape 1 additional x/day.

STARTING GEAR

Adventurer gear- Backpack, Bedroll, Torches x2, Rations x 5, Waterskinx2, Flint and Steel, 1 healing potion (1d8 HP), Hemp Rope (50ft), Adventurer's Clothing. All Characters start with 1d4x50 Ceramic Pieces.
Druid- Medium armor, 1 melee and 1 ranged weapon.
Gold- 3d10 x 10 gp.

Other Equipment

Race Abilities:

Weapons:

CLASS FEATURES

BAB +1 per 2 levels; HD d6;

Wild Shape- Able turn into a small or medium sized animal. This operates like the Polymorph Self spell. The druid chooses the animal upon gaining this ability. Once the selection is made it cannot be undone. A druid can change into wild shape 1x/day. Every 3rd lvl a new Wild Shape is chosen as well as using Wild Shape another time per day. At level 10 the druid is able to take the shape of a large version of one of animals. This can be used in lieu of one of the standard Wild Shape. Max of 3 shapes and x/day (unless chose Way of the Animal).

Extemporaneous-Shifting- A Druid can attempt to use Wild Shape beyond normal times/day or transform into a shape she doesn't know by rolling 11+ or higher on a D20 (Add Wis Modifier). Each daily attempt beyond the first carries a cumulative -5 penalty to the roll. If a 1 is rolled you still transform into the animal but are stuck in that form permanently and in 1d4 days all that is you is lost forever as you truly become the animal.

Natural Digs- Druids know how to make weapons of stone, wood, and bone with ease, should they have the materials available. Also knows how to make light leather armor.

Woodland Stride- A Druid is able to move through obstructions like thorns, brambles, roots, thick branches, and the like as if they were water. A Druid will suffer no damage from troubles like Thorns. A Druid also leaves no tracks when walking in nature.

Spells- Cast spells (see list below)- # spells equal to lvl +2/day. Can cast any spell equal to 1/2 x level safely. Knows all spells because they hugged a tree.

All Natural- If a Druid uses any metal weapons or armor they are unable to cast spells for 24 hours.

Every 3rd Level- +1 to an Attribute, +1 Reaction/Morale, +1 Attack Bonus or +1 Skill.

Level 1 Roll % for Psionics. Intelligence, wisdom, and/or charisma (cumulative %) Int. Wis. Chr. Score- % 15- 1%; 16- 2 %; 17- 3%; 18- 4%

Modifiers- You Really Suck: 3= -3; Plain Suck: 4-5= -2; Kinda Suck- 6-8= -1; Average- 9-12= 0; Kick Some Butt- 13-15= +1; Kick Butt- 16-17= +2; Kick Serious Ass- 18= +3

Dark Sun OSR Hack

Druid Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

0- Create Water-

D- 50ft- Perm- CT 1 rnd- SV no-
Create 2 gallons of water.

0- Detect Animals/Nature-

D- 150x10ft- 1 min/lvl- CT 1 rnd- SV no-
Concentrate for 1 round in direction to natural animals/nature in varying degrees of strength. Passes through thin barriers.

0- Endure Elements-

D- Person- 24 hours- CT- 1 rnd- SV no-
Ignore intense weather conditions.

0- First Aid-

D- Touch- Perm- CT 1 rnd- SV no-
Stabilizes dying character.

0- Ghost Sounds-

D- 150 ft- 1 rnd/lvl- CT 1- SV Int neg-
Create any type of sound up no louder than 4 humans.

0- Know Direction-

D- Instant- CT 1 rnd- SV no-
Immediately know where North is.

0- Light-

D- 150ft- 10 min/lvl- CT 1- SV no-
Light a 30ft radius.

0- Purify Food and Drink-

D- 10 ft- Perm- CT 1 rnd- SV no-
Make food eatable.

1- Alarm-

D- 50ft- 2 hrs/lvl- CT- 1 rnd- SV No-
Small creature warns caster of stuff, mentally or audibly.

1- Animal Friendship-

D- 50ft- Perm (exceptions)- CT 1 min- SV Chr neg-
Loyal companion, knows 1d6 tricks. Will leave if mistreated/away from home too long.

1- Calm Animals-

D- 50ft- 1 min/lvl- CT 1 rnd- SV Chr neg-
25ft radius, 2d4+ caster lvl HD creatures affected. Normal first- no save. Magical gets save. Become docile. Threat ends.

1- Detect Pits and Snares-

D- 50x10ft- 10 min/lvl- CT 1- SV no-
Concentrate for 1 round in direction to sense pits, snares, primitive traps w/ natural materials.

1- Entangle-

D- 450ft- 1 min/lvl- CT 1 rnd- SV Dex neg-
25ft radius- Each round creature must make dex save or become entangled by plants. -2 attack/-4 dex no move if fail. Break free w/ Str check.

1- Faerie Fire-

D- 150ft- 1 min/lvl- CT 1 rnd- 10x10ft area-
Outlines invisible/blurred targets. +1 to attack against them.

1- Good Berries-

D- Touch- 1 day/lvl- CT 1 rnd- SV no-
2d4 berries enhanced. When eaten as if was full meal. Also heals 1d4 HP. Can't eat more than 4 berries a day.

1- Invisibility to Animals-

D- Touch- 10 min/lvl- CT 1 rnd- SV Int neg-
Invisible until ends/attack/cast buff/attack spell. Those attacking suffer -8 at roll.

1- Magic Stones-

D- Touch- CT 1 rnd- SV no-
Up to 3 stones- +1 attack- 1d6+1 dmg. Against undead doubled.

1- Pass Without a Trace-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Target leaves no trace when walking in nature. Non-magical tracking impossible.

2- Animal Messenger-

D- 50ft- 1 day/lvl- CT 1 rnd- SV no-
Acts like messenger. Tamed animals immune.

2- Barkskin-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Either +4 AC (skin turns to bark) or turn into a tree (give off magical presence).

2- Charm Animal-

D- 50ft- 1 hr/lvl- CT 1 rnd- SV Chr neg-
Makes target enamored with caster. Will not harm self.

2- Delay Poison-

D- Touch- 1 hr/lvl- CT 1 rnd- SV Con neg-
Cannot be affected by poison during spell duration.

2- Heat Metal-

D- 50ft- 7 rnd- CT 1 rnd- SV none-
Heats metal in 20ft radius. Holding metal causes agony and 2d4 dmg each round held/worn. Opposite is **Chill Metal**.

2- Hold Animal-

D- 50ft- 1rnd/lvl- CT- 1- SV Wis neg-
Hold animal physically in place. Can do mental shit.

2- Produce Flame-

D- Personal- 1 min/lvl- CT 1 rnd- SV no--
Appears in casters hand, no harm. Light as torch. Used as weapon- 1d4+1 dmg. Can be thrown 50ft.

2- Speak with Animals-

D- Personal- 1 min/lvl- Ct 1 rnd- SV no-
Speak with animals.

2- Warp Wood-

D- 50 ft- Perm- CT 1 rnd- SV- no-
1x1x1ft can be affected. Warps and weakens. Weapons are useless. Magical wood/weapons not affected. Opposite is **Strengthen Wood**.

3- Call Lightning-

D- 450ft- 10 min/lvl- CT 10 min- SV Dex half- In cloudy area.
Roll Wisdom to succeed- each bolt (1/lvl) 1d10 dmg. Can do other things between bolts.

3- Meld Into Stone-

D- Personal- 10 min/lvl- CT 1 rnd- SV no-
Melds into stone to hide. Can cast personal spells and is aware of time. If stone badly damaged caster takes 5d6 dmg.

3- Neutralize Poison-

D- Touch- Perm- CT 1 rnd- SV Con neg-
Stops poison and temp effects (but not ones that have already happened). Can be used on poisonous creatures.

3- Plant Growth-

D- 450ft- CT 3 rnds- SV no-
Plants grow and thicken in 100ft radius, reduce movement to 10ft.

3- Protection From Elements-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Specify elemental type, absorbs 12 dmg/lvl from that type. Only absorbs damage, not other affects.

3- Pyrotechnics-

D- 150ft- CT 1 rd- SV no-
Turn fire into fireworks (blinds for 1d4 rnds) or choking smoke until out of it.

3- Shape Stone/Wood-

D- Touch- 1 rnd/cubic foot- CT rnd- SV no-
10ft x 1ft/lvl area. Shape as Druid sees fit.

3- Speak With Plants-

D- Personal- 1 min/lvl- CT 1 rnd- SV no-
Get feelings and speak in primal way with plants.

Dark Sun OSR Hack

Druid Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

3- Water Breathing-

D- Touch- 2 hrs/lvl- CT 1 rnd- SV no-
Any # creatures touched- duration divided evenly.

4- Antiplant Shell-

D- Person- 1 min/lvl- CT 1 rnd- SV no-
Mobile 20ft sphere repels plant creatures and animated plants.

4- Control Plants-

D- 50ft- 1 min/lvl- CT 1- SV Chr neg-
Basic control over plants. Plant creatures get save.

4- Dispel Magic-

D- 150 ft- 1d6 rnd- CT 1 rnd- SV no-
Suppresses magic for 1d6 rounds in 60ft radius.

4- Freedom of Movement-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Unhindered by magical/nonmagical stuff including water/fluids.
Move as norm.

4- Quench-

D- 150ft- Special- CT 1 rnd- SV special-
Extinguish nonmagical fire in 50x50ft. Magical fire effects get
save. Fail suppressed 1d4 rnds.

4- Repel Vermin-

D- 20ft sphere- 10 min/lvl- CT 1 rnd- SV special-
Vermin with ¼ HD of caster flee from effect. +¼ to ½ make Wis
save and take 1d6 dmg.

4- Sleet Storm-

D- 450ft- 1 rnd/lvl- CT 1 rnd- SV Dex-
Heavy sleet and ice pelt 50x50x20ft area. Obscures vision. Must
make save or move ½.

4- Summon Animals-

D- 50ft- 1 rnd/lvl- CT 1 rnd- SV no-
Summon animal equal to HD of caster. (IE Caster 6HD- 1 6 HD
creature or 6 1 HD creatures, etc).

5- Animal Growth-

D- 150ft- 1 min/lvl- CT 1 rnd- SV no-
Max 8 animals in 25ft radius doubles in size, HD, attack, save, up
dmg die one type.

5- Awaken-

D- Touch- Perm- CT 1 day- SV Wis neg-
Gives tree/animal human-like sentience. Wis based roll for ani-
mals- HD as mod.

5- Commune w/ Nature-

D- CT 10 min-
Nature gives you three facts in 100ft radius.

5- Control Wind-

D- 50ft- 10 min/lvl- CT 1 rnd- SV no-
100ft sphere. Change direction or force. Discuss with GM.

5- Death Ward-

D- Touch- 10 min/lvl- CT 1 rnd- SV no-
Immune to death spells.

5- Ice Storm-

D- 150ft- 1 rnd/lvl- CT 1- SV no-
50x10ft line- 5d6 damage, ½ movement while in area.

5- Insect Plague-

D- 450ft- 1 min/lvl- CT 1 rnd- SV special-
180ft thick cloud of insects. While in area take 1 dmg. 2 HD or less
make Wis save or flee in absolute terror.

5- Transmute Mud and Rock-

W- 150ft- Instant- CT 1 rnd- SV special-
Can alter mud/rock in a 10x10x10ft area. Cannot alter extensively
worked rock (structures/some walls, etc) If used on roof, causes 8d6
dmg- Dex SV half.

5- Wall of Fire-

D- 50 ft- 1 rnd/lvl- CT 1 rnd- SV no-
10ft thick x 10ft/lvl long- Those in when cast take immediate 25 dmg.
Going through, Dex sv or 2d6 dmg. Move ¼.

5- Wall of Thorns-

D- 150 ft- 10 min/lvl- CT 1 rnd- SV no-
Line or around caster. 2d4 dmg (10ft), 3d4 when going through.

6- Antilife Shell-

D- Person- 1 min/lvl- CT 1 rnd- SV no-
Mobile 20ft sphere that keeps out living things.

6- Fire Seeds-

D- Special- 1 min/lvl or used- CT 1 rnd per seed- SV Dex half-
Up to four acorns altered- thrown at target in 50ft- 4d8 fire dmg (ignites
combustibles) or Eight Holly Berries- Must be placed on ground- ignite
for 2d8 dmg in 5ft radius. Must be in 200 ft to command to burst (ignites
combustibles).

6- Repel Wood-

D- 150x120x10ft- 1 rnd/lvl- CT 1 rnd- SV no-
Wood that is not fixed down or weighs more than 500 lbs is pushed along
path of spell. Move 40ft/rnd.

6- Summon Elemental-

D- 50ft- 10 min /lvl- CT 10 min- SV no-
A 12 HD Elemental appears and obeys caster.

6- Wall of Stone-

D- 50ft- Perm- CT 1 rnd- SV no-
Adjoin to other stone- 2ft thick- 1000 square feet to change.

7- Change Staff-

D- Touch- 1 hr/lvl- CT 1 min- SV no-
Special staff change into Treant-like creature. If killed, staff destroyed.
Otherwise can be used again.

7- Creeping Doom-

D- 150 ft- 1 min/lvl- CT 1 rnd- SV no-
25x25 square. Creepy crawlies move and bite for 1hp dmg, then die. If in
area you are killed. That many die. Move 10ft. More 150ft away from
origin, disappear.

7- Fire Storm-

D- 150ft- Instant- CT 1 rnd- SV Dex half-
10ft cubes/lvl- 1d6 dmg/lvl- Doesn't hurt natural vegetation, ground, or
plant creatures unless so desired.

7- Control Weather-

D- 2 miles- 4d12 hours- CT 10 min- SV no-
Change/alter weather. Appropriate to region. Double all info for druids.

8- Animal Shapes-

D- 50ft- 1 hr/lvl- CT 1 rnd- SV no-
1 willing creature/lvl in 25ft radius change to small/med creature. Gear
melds, dmg changes, gain natural abilities. Keep ability scores.

8- Command Plants-

D- 150ft- 2d6/lvl min- CT 1 rnd- SV Wis neg (Magical only)-
Command plants in 50ft radius to do something for you in epic fashion.

8- Finger of Death-

D- 50ft- Perm- CT 1 rnd- SV Chr partial-
Target pointed at dies horrible. Successful save 3d6 +1/lvl dmg.

8- Repel Metal/Stone- D- 150x120x10ft- 1 rnd/lvl- CT 1 rnd- SV no- Metal
and rock that is not fixed down or weighs more than 500 lbs is pushed along
path of spell. Move 40ft/rnd

8- Sunburst-

D- 50 ft- Instant- CT 1 rnd- SV Dex-
3d6 dmg and blinded for 1d4 min. Dex save not blinded and ½ dmg. Crea-
tures that take dmg from sun, dmg doubled. Undead extra d6 dmg

Dark Sun OSR Hack

Druid Spell List

Level- Spell- Class- Range- Duration- Cast Time- Save- Effect

9- Antipathy-

D- 50ft- 2 hr/lvl- CT 1 hr- SV Chr neg-

Repel specific type of creature (IE- Zombie, Trolls, etc). **Sympathy** is opposite.

9- Earthquake-

D- 450 ft- 1 rnd- CT 10 min- SV-

50ft area suffers violent shakes. Dex save or fall down. -10 to all actions if successful. ½ movement. Fissures open up. Dex save or fall in (1-6 chance die). Buildings break and collapse (8d6 dmg).

9- Heal-

D- Touch- Perm- CT 1 rnd- SV no-

Heals target of bad stuff except level drain and perm ability drain.

9- Shape Change-

D- Personal- 10 Min/lvl- CT 1 rnd- SV no-

Caster can assume the shape of any creature the caster knows. From a gnat to a dragon, etc.

9- Storm of Vengeance-

D- 450ft- Up to 10 rnds- CT 2 rnds- SV special-

750ft radius, 300ft tall. Druid must concentrate each round or spell ends. Targets Con sv or become deafened (1d4 min). *Rnd 2-* Acid rain, 1d6 dmg, no save. *Rnd 3-* Call 6 bolts lightning- one or multiple targets. 10d6 dmg (Dex save ½ dmg)- *Rnd 4-* Hailstones in area- 5d6 dmg- no save- *Rnd 5-10-* Violent rain/wind- move ¼- no missile weapons, no spells cast.