

HOUSE RULES : GWNWO DARK SUN

CAMPAIGN

Since Wizards of the Coast (WotC) has not released an official version of the Dark Sun Rules for use with 5e, the decision was to proceed with the "home brew" rules published in GM-Binder [Dark Sun Player's Guide 5th Edition D&D](#)

Unless otherwise noted, all of the standard rules listed in the Player's Guide will be in play.

However, only explicitly listed Optional rules or unlisted "home brew" rules are in use.

SOURCE MATERIAL

There isn't any "official" 5e material from WotC or other outlets at the time of the start of the campaign. Therefore, home-brew materials or previously published materials will be used and converted to 5e whenever possible.

PSIONICS

ADOPTED OPTIONAL RULES AND HOUSE RULES

BETTER CRITICAL HITS

The first weapon dice roll is always maximum. For example, a 4d8 monster bite will critical at (4x8) 32 + extra dice + modifiers. No other variables, such as sneak attack, are maximized in this way. In other words, on a critical hit roll your attack normally and then add the max damage dice of the weapon (no modifiers) for the bonus damage.

** From Dark Sun Player's Guide

20 ALWAYS SUCCEEDS

Regardless of the target, a 20 on an attack roll always hits. If an attempted action or attack is deemed impossible, the DM should state that prior to the attempt (not even allow the roll). This roll also supersedes disadvantage checks. In other words, if one of the rolls of a check disadvantage is "20", the attempt succeeds.

1 (ALMOST) ALWAYS FAILS

Conversely, a rolled "1" will (almost) always fail. If an attempted action or attack is deemed automatic, the DM should state that prior to the attempt (not require the roll). This roll also supersedes advantage checks. In other words, even if the player has advantage if one of the rolls is a "1", the roll should be considered failed. An exception for "20 always hits" rule, so if in a disadvantage check if the player rolls a "20" and a "1", it's still considered a success.

Psionics is an important addition to role playing in Athas. Wild Talents are described in the "Home brew" supplement, but a whole framework for psionics is needed. At the suggestion of the Dark Sun Player's Guide document referenced above, the decision was made to utilize the optional psionic rules "The Korranberg Chronicle Psion's Primer: A Complete Psionics System" available on [DMsGuild](#)

Approved classes are currently limited to *Psion* and *Empath*, with a review needed for the *Icon* classes. Most rules and "spells" may be used as is in the book. However there are special considerations for powers that deal with divination or elements as Athas is a world that has been forsaken by the Gods and seemingly cut off from the other realms.

DIAGONAL MOVEMENT

Game play will be displayed on a grid with vertical, horizontal and diagonal movement allowed. To simplify terrain calculations, breaking up moves and other modifiers, a 1-1-1 movement calculation has been adopted. Diagonal movement will be considered 1 unit and therefore equal to either horizontal or vertical movements. For example, on 5' grid map a player of movement 30' can perform a standard move action of 6 squares in any mix of horizontal, vertical or diagonal directions.

MILESTONES

Level progression will be handled via Milestones in lieu of experience points. This is mostly due to the experience point (XP) system being largely dependent on combat and not role-playing, skill-use or general problem solving. Milestone level progression is still new to the group, so this is still a bit experimental for the group. We may revert to the XP system at a later date.

HOLD/CHANGE INITIATIVE

PHB pg 193 outlines a "Ready" action which allows a PC to create a reaction for a defined circumstance. Additionally, a player may choose to "hold" and act on a different initiative number for a round. Holding is simply changing your initiative number for a single round, it does not have a reaction. Alternately, a player may elect to simply change their number (on their turn) to a lower initiative number. This change is permanent unless the player elects to lower their initiative number again.

PROVOKE (EXPERIMENTAL)

A provoke combat action attempts to influence which target combatants select in combat. Typically this is performed to protect allies from attack. On the player's action, they can opt to "Provoke" to enemy, selecting the number of enemies to be affected. The targets affected will begin with the closest enemies and continue outward until the number of targets is reached. Only targets that can see and attack the provoker and those equal or lower Hit Dice are affected. Targets affected will attack the provoker (moving to do so if necessary) on their round if they are able to do so.

On his or her action, the player makes a Charisma skill roll. For typical targets, the DC is 5 times the number of targets selected. When facing special foes the DC may be changed at the DM's discretion. If the provoke fails, it has no effect. Combatants affected by provoke will attack the provoker for three rounds, until damaged by another player, or until longer able to see or target the provoker.

PROVOKE DC

Difficulty	Targets	DC
Very Easy	1	5
Easy	2	10
Medium	3	15
Hard	4	20
Very Hard	5	25
Nearly Impossible	6	30

Note: The DM may rule that special targets are more difficult or are simply unaffected by the provoke skill. Alternatively they may be allowed to make an opposed action before being affected.