

Duneright

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TL;DR: Some Key Differences

Assuming you are familiar with Birthright, here are some key differences between the domain rules as laid out in the Birthright Boxed Set, and as implemented in Duneright.

1) No blood score. You are not a divinely ordained scion of a dead god; you are an ex-gladiator trying to survive in a desert. Your Regency doesn't come from your blood, but from your blood, sweat, and tears, and from your time and treasure.

2) "Gold Bars" don't make sense as a currency for Dark Sun. They are instead slightly abstracted into "Trade Units", or TU. All references to GB should be in TU. For the purposes of the Finances action, 1 TU is equal to 2000cp, just as 1 GB is equal to 2000gp.

3) No Temple holdings. Dark Sun priestly magic doesn't work off belief, so being able to muster a lot of people praying doesn't aid one magically. Priests and wizards both make use of Source holdings.

4) Subsistence ratings. In Dark Sun, there's no guarantee that your province will be able to support the number of people you have on the land. Not having total Subsistence ratings equal to your Province level will cost TU or RP.

5) No limit to how many people can control holdings of a certain type in a province. Your level 3 province may have three different level 1 Guild Holdings, and several 0 level Guild Holdings that are contesting those.

Of Provinces and Poverty

Regency Points And Gold Bars

Athasian regents are not scions, in the Birthright sense; their regency is determined by their Domain Power, only. Likewise, however, there is no need for investiture. When an Athasian regent controls a holding, they control a holding, and it

counts towards their Domain Power.

"Gold Bars" as a currency don't make sense in on Athas. Instead, regent finances are rated in "Trade Units", which might contain a mixture of ceramic pieces and goods. All references to GB should be in TU. For the purposes of the Finances action, 1 TU is equal to 2000cp, just as 1 GB is equal to 2000gp.

As with Birthright, only certain classes are able to collect Regency from different types of holdings. With the addition of psionicists, and some changes to the system, these differ slightly from Birthright. They are:

Law: Warrior, Templar, Cleric*, Rogue*, Psionicist*

Guild: Templar, Thief, Warrior*, Psionicist*

Source: Wizard, Priest

Templars can obviously gain an incredible amount of regency; however, they are also under extremely heavy requirements to provide their Sorcerer-Monarch regency; they turn all their Regency over to the Sorcerer-Monarch, and request back what they need.

Domain Design

Unlike Cerillia, Athas does not have a series of relatively well-defined, relatively contiguous, domains. Instead, there are many small domains, separated often by large expanses of desert. Most domains are what Cerillia would consider the "free city" level... one or two provinces, and very small, at that. Domains are not the business of scions of noble blood, but individuals with the power to hold what they claim. As such, the Domain Design points of a newly created domain are equal to the character's level, plus the average of their attributes (round down).

So, a 10th level fighter with a 18 Strength, 15 Dexterity, 16 Constitution, 12 Intelligence, 14 Wisdom, and 14 Charisma will have $10 + (18+15+16+12+14+14)/6$, or 24 Domain Points. Fortunately, as a high-level fighter, they won't need to go looking for armies.

Province levels are seldom higher than 3; provinces that are level 4 and higher are rivals to the sorcerer kings (and even the largest provinces of the Sorcerer-Kings are seldom higher than level 6). As usual, the total of any type of holding cannot exceed the Province level, but any number of regents can control holdings in a province; Altaruk might have three level 1 Guild Holdings, representing the houses Wavir, Rees, and Tomblador, but its law holdings likely include at least a rating 2 (or maybe 3) for Arisphistaneles.

Table 26 in the Birthright Rule Book (page 95) is modified for domain design. Athas does not have "Temple" holdings; but, it does have "Subsistence" rating; how viable the land is for survival. In Birthright, domain design is used to generate those provinces that might not be detailed. In Dark Sun, domain design is a question of what you can muster at the outset of creating your domain. Table 28 in the Birthright Rule Book (page 96) is unchanged, however.

Province: 2/level (1/level for fighters and gladiators)

Law: 2/level (1/level for warriors and templars)

Guild: 2/level (1/level for rogues)

Source: 3/level (2/level for preservers, clerics, and druids)

Subsistence: Varies by land type; Druids attached to the local spirit of the land require 1 less point.

- *Stony Barrens 6/level

- *Sandy Wastes 7/level

- *Mountains 5/level

- *Scrub Plains 3/level

- *Rocky Badlands 5/level

- *Salt Flats 8/level

- *Forest or Verdant Belts 2/level

Subsistence Ratings

Subsistence ratings represent the ability of a province to sustain itself; to produce sufficient food and water to not starve. Subsistence ratings cannot exceed the Province level; there simply are not enough people to work the land. Commercial farming (growing cash crops, or crops for export) are considered Guild holdings.

The difference between the Province Level and the contributing Subsistence ratings of the province must be paid in TU each domain turn. If it cannot be paid in TU, each TU not paid costs 5 RP. Failure to pay in TU or RP reduces the Province level to the Subsistence rating total; people leave the land, or starve. Anyone with holdings in a province may pay the TU or RP; refusal to pay is given first to the province's ruler, those with law holdings, those with guild holdings, and then those with source holdings. Reduction in Province level also reduces all holdings to the new maximum, starting with the highest level; if you have Law 3 holdings in a suddenly level 2 province, you lose your top level, even if there was a level 1 Law in the previously level 4 Province.

Increasing the rating of Law, Guild, and Source holdings functions as in the Birthright rulebook. However, Subsistence ratings are substantially harder, and more expensive, to improve. Improving a Subsistence rating is a Rule action that costs RP and TU equal to the target holding rating OR the minimum cost for that land type, whichever is more. So, improving a Subsistence 1 to Subsistence 2 in a Sandy Waste will cost 7 RP and TU; the regent must expend significant amounts of effort and capital to make the province more livable. Additionally, the total value of a province's (Subsistence Level) * (Cost of a subsistence level for that land type) cannot exceed 20.

The discount a druid linked to a local spirit of the land receives applies here; improving a Sandy Waste domain with the participation of the local druid will only require 6 RP and TU; if a regent is trying to improve an adjacent Sandy Waste province, without the participation of the local Spirit of the Land, they will pay 7 RP and TU. A non-Druid regent can still gain the advantage of this bonus, with the participation of the druid. "Participation", in this case, requires their consent and that they be present for the duration of the Rule action. If the druid withdraws their consent, the rating will not fall UNLESS it would cross the 20 point limit; the aforementioned Sandy Waste with the Subsistence rating of 3 would fall, 3×7 is above 21. A rating 3 Rocky Badlands would not fall, as 3×5 is only 15.

Of Magic Most Magnificent

Realm Magic

"Realm Magic" is a collection of powerful spells that draw upon the vast power of the land. While a preserver or defiler might draw upon the life force of a few yards during normal spellcasting, a realm spell draws upon the strength of the entire province, drawing power from life, the primal elements, and even the Spirit of the Land itself, over the course of a month-long casting time.

Unlike Birthright, there are no "Temple" holdings; belief and faith have no power under the Dark Sun. Rather, Preservers, elemental Clerics, Druids, and Templars (when acting as regent under their sorcerer-king) all use the Source attribute for their realm spells. Defilers, para-elemental clerics, and special source wizards (Ceruleans, Shadow Mages, and Necromancers) also use Source, but have special relationships with it, beyond what a cleric, druid, or preserver might use.

The power for Realm Magic most often comes from an attribute of the province called "Source", which represents the wild vitality of the land. The maximum Source

attribute is most often inversely proportionate to the Province level; a heavily populated province cannot maintain a high Source. However, the Source attribute is also limited by the vitality of the land itself... for all that a Salt Flat is an interesting ecosystem, it does not have the magical strength inherent to the mass of life that is a forest, the depths of water in a deep lake, or the masses of earth that form a mountain. Thus, a province will have a maximum Source attribute, usually in line with its predominant land type. The vast majority of Athas has a source potential of 3; scrub plains and mountains reach the heights of 5, and forests will reach 7. In rare circumstances, a province might have a higher Source potential than one might expect; this section of stony badlands might have a complex and vibrant underground ecosystem. However, it should be emphasized that most stony badlands will have that maximum of 3 Source.

As outlined in the Birthright rulebook, Realm spells require a certain level of Source to cast. High-source areas may be connected to more settled provinces by ley lines, allowing a regent to use their magic from home, rather than a hut in the middle of a salt flat. A Druid regent whose guarded lands are within the province enjoys a +1 bonus on the effective Source rating; they have the consent and cooperation of the Spirit of the Land in ways others cannot. This bonus applies whenever the druid is physically present on their guarded lands. If the guarded lands (source 4) are linked by a ley line to another province (source 6), in the second province they will only have a Source of 6 to work with; if present in their guarded lands, they will have a Source of 7.

The lack of Temple holdings requires a slight alteration to two spells, "Bless Land" and "Blight"; instead of comparing Temple holdings to province level, compare their Subsistence ratings; a hungry province provides less power than one that is fat and happy (or at least "not starving"). This general rule should be applied any time a spell references Temple holdings.

Defilers, Para-elemental Priests, and Special Source Wizards

Defilers and Para-elemental priests default to the normal rules of realm magic; their maximum spell level is determined by the province's Source attribute, or whatever is available from a ley line. However, they also have a more drastic option, destroying Subsistence to gain RP for the casting. If they have a ley line, they may sacrifice Subsistence from any province along that line, whether they control it or not. When destroying a level of Subsistence, the Defiler or Para-elemental Cleric gains RP equal to twice that level; reducing Subsistence 4 to Subsistence 3 will provide 8 RP. Only a single level of Subsistence may be destroyed for a Realm spell. Death Plague, Mass Destruction, and Raze are particular specialties of defilers, combining magical devastation with the destruction of Subsistence. There is a reason that crusades are

raised against defiler-kings and para-elemental clerics.

The destruction of Subsistence can be mitigated by the presence of Trees of Life. Because Realm Magic takes an entire month to cast, the drain on the life force of the Tree of Life is constant, but not crippling. Each level destroyed from a Tree of Life provides 1 RP, and the defiler can draw upon a number of trees at a time equal to the Source value being used; those Trees must be in a province in which the defiler controls a Source holding, and is connected to their current province by a ley line. However, the damage is extensive, and life levels so drained return at the rate of one per month (three per domain turn), rather than one per hour. If multiple Trees are present in a province, the damage may be spread among them; three Trees may each take a level of damage, and will each recover their single lost level after a domain action has passed.

Cerulean Wizards draw their might from the Cerulean Storm. They normally cast as preservers or defilers, depending on their own class, but should a Tyr-Storm come to their area (indicated by a Natural Event random event, and a disaster roll of 3 or 4), the Cerulean Wizard may harness that power for Realm Magic. For the duration of a Tyr-Storm (one domain turn), the province's Source is effectively 5 higher, or the storm may be harvested for 5 RP per domain action to be used in Realm Spells. However, should they fail their saving throw v. spell to control the might of the storm (per the kit), all effects from the storm are increased by one category... a small problem becomes a major problem, and a major problem becomes a catastrophe. Para-elemental clerics of Rain may also make use of a Cerulean Storm, but to a far lesser extent; they gain 2 RP to be used for Realm Magic for the duration of the storm (and those RP may be used for all three domain actions if the cleric chooses, but only 2 per action), but they also do not run the risk of increasing the damage of the event.

Other Para-elemental clerics may be able to develop extremely high Source ratings, unavailable to other regents, if their domain contains a large source of their para-element. While it is difficult for Rain to maintain a significantly large permanent Source, Magma and Silt can do so by colonizing places near a caldera or the Silt Sea. Sun Clerics can do so with domains with little shade, such as salt flats and sandy wastes. These alternative Sources DO limit the maximum province level, as standard sources do; you cannot have a thriving community in the midst of the Sea of Silt without compromising the devouring nature of the silt, nor can most people live in the caldera of a volcano. These Source holdings contribute to the maximum total Source, but can also exceed the standard Source allowed; a stretch of the Sea of Silt might only allow 2 or 3 standard source, but a Silt Cleric might be able to develop a source 7; if a Cleric has a source 2, the cleric would only be allowed a Source 5 without contesting the Cleric's

control. These special para-elemental sources can be contested by others.

Shadow Wizards may choose to develop a different Source attribute, the Shadow Source. This must be created as a holding (using the Create Holding action), and increased through the Rule action. Shadow holdings may be improved, but the sum of the Province Level and Shadow Source cannot exceed 10, and every 2 levels of Shadow Source reduce the Subsistence rating by 1, as the chill of the Black pervades the province. Lastly, a Shadow Source requires maintenance. They consume 1 RP per Source level on each domain turn. Failure to pay all of this will result in the level of the Shadow Source being reduced by 1. If the Shadow Source dissipates, the Subsistence levels lost may be recovered at half the usual cost.

Necromancers draw their power from the Gray, and find such magics easy. As such, all Necromancer regents know the Death Spell and Legion of the Dead realm spells, in addition to the 1d3 granted to all wizard regents. The RP cost of Legion of the Dead is reduced to 3 RP per legion summoned. However, the Necromancer also suffers a -2 to the Agitate, Diplomacy, Rule, and Trade Route actions.

Realm Spells and Psionic Enchantments

Psionic Enchantments are a discipline separate from Realm Spells; even relatively low-level Regents can draw upon the land for Realm Magic, but only the most powerful of spell-casters can manage psionic enchantments. In a sense, regents are even at a disadvantage at casting some psionic enchantments, because their long preparation time can eat up several domain actions, or even turns.

The Domain of War

War, as they say, war never changes. Athas has known armed conflict ever since the Green Age, and likely before. Regents may raise armies and use them to enforce their will, much as the rulers of Cerillia do. However, there are some considerations when talking about the private armies of Gladiators and Fighters.

Warriors and Armies

Gladiators and Fighters both attract armies as they advance in level; while they may muster as any regent might, they also maintain a core of troops who may be mustered without paying the mustering cost (though maintenance must be paid if the troops are in the field).

A fighter or gladiator who reaches 10th level receives a number of troops worth

1d2+1 TU. These first units will be of similar race and background as the regent. At each new level, the regent rolls for "stand's level" as shown on the fighter chart (p. 23 of either boxed set), as well as a chance for "special" troops. The number rolled on "stands' level" is the TU of follower troops the regent may muster. If the total rolled is lower than the previous level's, the previous level's number is used instead (so, a 10th level fighter who rolls 2 on their d2 will have 3 TU worth of troops; if they roll only a 1 at 11th level, they will still have 3 TU of troops, not 2).

Once allocated, follower units remain so; if your first units are three units of irregulars, they will remain three units of irregulars. However, with the DMs permission, units might be upgraded; Irregulars might become infantry, cavalry, or scouts, infantry might become elite infantry or pikemen, etc.. It is unlikely that units will be radically changed; it is hard to turn your archer unit into elite infantry, but they might become mounted archers (cavalry) or artilleryists. The regent must have sufficient TU to allocate for these new units; a unit of irregulars turned into infantry will require that the regent have one TU worth of follower units to allocate. Follower units that are destroyed may have their TU reallocated when the regent increases in level. If you roll special troops, you may not only freely rearrange your follower units, but the DM may have some special troops available for you to add to your follower allocations.

For example, Rujrik the Mul Gladiator has reached 10th level. He rolls 1d2+1 and receives 2 TU of follower troops; as he is a gladiator, he counts them as two units of Irregulars (he might have chosen one unit of infantry but he liked having more troops). If he raises his irregulars, they cost nothing to muster, but still must be paid 1 TU in maintenance.

At 11th level, he rolls a 3 on his d3, giving him 4 TU worth of follower Troops. He still has his two units of irregulars (2 TU). He might decide to upgrade them, so one becomes Infantry and the other becomes Archers (so they are now 2 TU each). He might add two more units of irregulars, or a unit of scouts; his total must be 4 or less, and his two units of irregulars must be included or upgraded. He upgraded his troops to infantry and archers, but his infantry unit is wiped out.

At 12th level, he rolls only a 2, leaving him with just 4 TU of follower troops. His infantry unit destroyed, he raises a unit of pikemen (2 TU), bringing him up to his total of 4 TU of follower units.

Again, these "follower units" are those that are free to muster; they are always available to the regent. However, while in the field, they must be maintained at the appropriate cost in TU.

Unit Costs and Stats

by Stephen Kissinger, adapted from Dragon Kings and Birthright Campaign Setting

Duneright battlefields should be larger than the 3x3 grid used in Birthright to allow for more maneuver (particularly since flying aarakocra are really fast).

The various tags that are used:

(Irregular) has no effect on its own, but (Regular) interacts with it

(Regular) gets +1 Melee against (Irregular) and (Pike) units

Any unit fighting a unit with (Horror) that does not have (Horror) must make a morale check if the combat result is "-" and Fall Back on a failure

(Undead) units have no Muster or Maintain cost, but require magic to create and maintain. They never fail morale and are immune to Fall Back and Rout results

(Pike) units get +1 Melee and +1 Defense against cavalry or chariot units

(Psionic) units in combat with a unit without (Psionic) get +1 Defense and +1 to any one offensive stat (Melee, Charge, Missile) of their choice

Any unit with a Muster and Maintain cost except Templar Heavy Infantry can be hired as a mercenary unit for an additional Muster 2 and Maintain 1.

Elves

Elf Dunehunters

Muster 1, Maintain 1

Move 2, Defense 3, Morale 2, Hits 2

Melee 2, Missile 2

Elf Dunerunners (Irregular)

Muster 1, Maintain 1

Move 3, Defense 2, Morale 2, Hits 2

Melee 2

Elf Phalanx (Regular)

Muster 2, Maintain 1

Move 2, Defense 3, Morale 2, Hits 2

Melee 2

Zombie Infantry (Irregular) (Undead) (Horror)

Move 1, Defense 2, Morale -, Hits 3

Melee 3

Skeleton Infantry (Irregular) (Undead) (Horror)

Move 2, Defense 3, Morale -, Hits 2

Melee 2

Gith

Gith Levy Infantry (Irregular) (Psionic)

Muster 1, Maintain 1

Move 2, Defense 2, Morale 1, Hits 3

Melee 2

Gith Infantry (Regular) (Psionic)

Muster 2, Maintain 1

Move 2, Defense 2, Morale 2, Hits 3

Melee 3

Gith Archers (Psionic)

Muster 2, Maintain 1

Move 2, Defense 2, Morale 2, Hits 3

Melee 2, Missile 4

Gith Pike Infantry (Pike) (Psionic)

Muster 2, Maintain 1

Move 2, Defense 2, Morale 2, Hits 3

Melee 3

Mountain Slave Tribes

Trained Infantry (Regular)

Muster 2, Maintain 1

Move 2, Defense 4, Morale 2, Hits 3

Melee 3

Untrained Infantry

Muster 0, Maintain 1

Move 2, Defense 2, Morale 2, Hits 2

Melee 2

Cliff Gliders

Muster 4, Maintain 2

Move 3, Defense 5, Morale 2, Hits 3

Melee 3

Aarakocra

Muster 4, Maintain 2

Move 6, Defense 3, Morale 2, Hits 3

Melee 3

Tablelands Slave Tribes

Heavy Chariots

Muster 5, Maintain 2

Move 3, Defense 5, Morale 2, Hits 4

Melee 3, Charge 6

Light Chariots

Muster 4, Maintain 2

Move 3, Defense 4, Morale 2, Hits 3

Melee 2, Missile 4

Kank Cavalry

Muster 4, Maintain 2

Move 3, Defense 4, Morale 2, Hits 4

Melee 5

Trained Infantry (Regular)

Muster 2, Maintain 1

Move 2, Defense 4, Morale 2, Hits 3

Melee 2, Missile 4

Untrained Infantry

Muster 0, Maintain 1

Move 2, Defense 2, Morale 2, Hits 2

Melee 2

Sorcerer-King Horde

Heavy Chariots

Muster 5, Maintain 2

Move 3, Defense 6, Morale 2, Hits 4

Melee 8

Light Chariots

Muster 4, Maintain 2

Move 3, Defense 5, Morale 2, Hits 4

Melee 2, Missile 4

Heavy Kank or Crodlu Cavalry

Muster 5, Maintain 2

Move 2, Defense 5, Morale 2, Hits 4

Melee 5

Medium Kank or Crodlu Cavalry

Muster 4, Maintain 2

Move 3, Defense 4, Morale 2, Hits 4

Melee 3

Light Kank or Crodlu Cavalry

Muster 4, Maintain 2

Move 3, Defense 2, Morale 2, Hits 3

Melee 2, Missile 1

Templar Heavy Infantry (Regular)

Muster 4, Maintain 2

Move 2, Defense 5, Morale 2, Hits 3

Melee 3

Human Slave Infantry (Irregular)

Muster 0, Maintain 1

Move 2, Defense 2, Morale 1, Hits 2

Melee 1

Dwarf Slave Infantry (Irregular)

Muster 0, Maintain 1

Move 2, Defense 2, Morale 2, Hits 3
Melee 2

Skeleton Infantry (Irregular) (Horror) (Undead)
Move 2, Defense 3, Morale -, Hits 2
Melee 2

Skeleton Archers (Irregular) (Horror) (Undead)
Move 2, Defense 3, Morale -, Hits 2
Melee 2, Missile 2

Zombie Infantry (Irregular) (Horror) (Undead)
Move 1, Defense 2, Morale -, Hits 3
Melee 3

War Mekillots
Muster 6, Maintain 2
Move 2, Defense 5, Morale 2, Hits 4
Melee 2, Charge 6, Missile 3

War Inix
Muster 5, Maintain 2
Move 3, Defense 4, Morale 2, Hits 4
Melee 2, Missile 4

Undead War Beetle (Horror) (Undead)
Move 2, Defense 4, Morale -, Hits 4
Melee 2, Charge 6, Missile 3

Thri-Kreen

Thri-Kreen Gythka Infantry (Regular)
Muster 2, Maintain 1
Move 3, Defense 4, Morale 2, Hits 4
Melee 5

Thri-Kreen Chatkcha Infantry
Muster 2, Maintain 1

Move 3, Defense 4, Morale 2, Hits 4
Melee 2, Missile 5

Thri-Kreen Guards (Regular)
Muster 2, Maintain 1
Move 3, Defense 5, Morale 3, Hits 4
Melee 3, Charge 6

Human Slave Infantry (Irregular)
Muster 0, Maintain 1
Move 2, Defense 2, Morale 1, Hits 2
Melee 1

Gith Infantry (Regular) (Psionic)
Muster 2, Maintain 1
Move 1, Defense 2, Morale 2, Hits 3
Melee 3

Undead Legion

Skeleton Infantry (Irregular) (Horror) (Undead)
Move 2, Defense 3, Morale -, Hits 2
Melee 2

Skeleton Archers (Irregular) (Horror) (Undead)
Move 2, Defense 3, Morale -, Hits 2
Melee 2, Missile 2

Skeleton Cavalry (Horror) (Undead)
Move 3, Defense 3, Morale -, Hits 3
Melee 4

Skeletal Beasts (Irregular) (Horror) (Undead)
Move 2, Defense 2, Morale -, Hits 4
Melee 3

Zombie Heavy Infantry (Irregular) (Horror) (Undead)
Move 1, Defense 4, Morale -, Hits 4

Melee 3

Zombie Medium Infantry (Irregular) (Horror) (Undead)

Move 1, Defense 2, Morale -, Hits 3

Melee 3

Generic Units

Heavy Chariots

Muster 5, Maintain 2

Move 3, Defense 6, Morale 2, Hits 4

Melee 8

Scythed Heavy Chariots

Muster 6, Maintain 2

Move 3, Defense 5, Morale 2, Hits 4

Melee 3, Charge 9

Heavy Chariots with Javelinman or Archer

Muster 6, Maintain 2

Move 3, Defense 6, Morale 2, Hits 4

Melee 2, Missile 7

Light Chariots

Muster 4, Maintain 2

Move 3, Defense 5, Morale 2, Hits 4

Melee 5

Light Scythed Chariots

Muster 5, Maintain 2

Move 3, Defense 4, Morale 2, Hits 4

Melee 3, Charge 6

Light Chariots with Javelinman or Archer

Muster 5, Maintain 2

Move 3, Defense 5, Morale 2, Hits 4

Melee 2, Missile 4