

Alignment in Dark Sun

Life threatening circumstances always put a character's alignment to the test. How he acts, how he treats the other characters in a party, and how he controls his own actions can change drastically with desperation. These rules are presented chiefly to govern situations where water is in very short supply, but they can be adapted to a variety of other situations: the commodity in short supply could just as easily be food in times of famine, the antidote to a poison, the cure for a widespread disease, air in a collapsed tunnel, etc.

A party of characters that has a potentially deadly shortage of water will have to take several things into consideration. Individually, characters should react based on their alignment. As a group, they will have to examine which of their number are strong and capable and which are weak and in need of assistance.

Plans may be made to give more water to certain individuals so they can survive to cast spells or fight foes. How characters react to such plans again rests with their alignments.

Lawful Good

A character of this alignment will insist that everyone get an even share of what water there is, even those in the party who seem beyond hope. He will readily conceive of and accept plans that call for unequal distribution of water for the good of the group, but will never let the weak or dying go without water.

Lawful Neutral

Such characters will insist that everyone get an even share of available water, but won't care one way or the other about characters that may be beyond hope. He will also accept that call for unequal distribution of water for the good of the group.

Lawful Evil

A character of this alignment will insist that available water be evenly distributed among the able bodied of the group, but won't offer any to those who seem too far gone. He will accept plans that call for unequal distribution of water for the good of the group, especially if that means more water for him.

Neutral Good

A neutral good character will insist that everyone in the group get an even share of remaining water, even the severely dehydrated. He will consider plans calling for unequal water distribution, but will have to be convinced that the plan will ultimately benefit the party and not hurt him personally.

True Neutral

A character of this alignment will want a fair share for himself, but won't necessarily come to the aid of the very weak. He will consider plans that call for unequal water distribution, but only if he and the party will benefit in the short term.

Neutral Evil

A character of this alignment will insist on his fair share, and will be against giving water to the very weak. He will consider plans for unequal water distribution, but only if he personally will benefit soon.

Chaotic Good

A chaotic good character will insist that everyone get an even share of the available water, even the very weak. He will not consider plans calling for unequal water distribution unless he and those he likes personally get more water as part of the plan.

Chaotic Neutral

Such a character will insist on his fair share, and won't concern himself with the plight of the very weak. He won't consider plans calling for unequal water distribution unless he personally gets more water as part of the plan.

Chaotic Evil

A chaotic evil character will freely lie, cheat, or even kill to get all the water he can. He will constantly suggest plans calling for unequal water distribution that grant him additional water immediately.