

Dark Sun Monsters

Part One

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Survival is at a premium on Athas, and one of the best parts of a DARK SUN game is watching your players squirm as they face a monster they've never seen before. The following new monsters can add to that sense of mystery and danger, as can monsters you create yourself. *DUNGEON #111* will contain even more monsters to use in a DARK SUN campaign.

Monster Types

Because psionics are so prevalent on Athas, animals can have psionic powers, so long as the powers aren't central to their threat as monsters. If an animal relies on psionics to survive in the world, build it as a magical beast, not an animal.

Mammals are very rare on Athas (beyond many of the PC races), so most animals found in the *Monster Manual* don't exist in a DARK SUN game. Only snakes and vermin will be familiar to your players. Most of the fauna that surrounds them should seem dangerous and alien. DARK SUN monsters look alien enough that it's sometimes hard to tell what creature type they are at a glance. A kank, for example, looks like a giant ant, but it's actually an animal and hence trainable as a mount.

Compiled List of Monsters

The following monsters are right at home in a DARK SUN campaign. Most appeared in previous editions of the DARK SUN campaign setting, while a few are new creations that are thematically appropriate to the desert world of Athas. The table also includes monsters introduced in this article and those to appear in *DUNGEON #111*.

CR	Creature	Type	Source
1/4	Monstrous centipede, Tiny	Vermin	<i>Monster Manual</i>
1/6	Hurrum, speckled	Vermin	<i>DUNGEON 110</i>
1/6	Mulworm	Vermin	<i>DUNGEON 110</i>
1/6	Ramphor	Animal	<i>DUNGEON 110</i>
1/4	Critic lizard	Animal	<i>DUNGEON 110</i>
1/4	Monstrous centipede, Small	Vermin	<i>Monster Manual</i>
1/4	Monstrous scorpion, Tiny	Vermin	<i>Monster Manual</i>
1/3	Giant fire beetle	Vermin	<i>Monster Manual</i>
1/3	Jankx	Animal	<i>DUNGEON 110</i>
1/3	Kes'trekel	Animal	<i>DUNGEON 110</i>
1/3	Rainrunner	Elemental	<i>DUNGEON 111</i>
1/3	Snake, Tiny viper	Animal	<i>Monster Manual</i>
1/4	Brain mole	Magical Beast	<i>Exp. Psionics Handbook</i>
1/4	Earthdelver	Elemental	<i>DUNGEON 111</i>
1/4	Firesnake	Elemental	<i>DUNGEON 111</i>
1/4	Floater	Magical Beast	<i>DUNGEON 110</i>
1/4	Monstrous centipede, Medium	Vermin	<i>Monster Manual</i>

1/2	Monstrous scorpion, Small	Vermin	<i>Monster Manual</i>
1/2	Snake, Small viper	Animal	<i>Monster Manual</i>
1/2	Windraptor	Elemental	<i>DUNGEON 111</i>
1/2	Yallix	Animal	<i>DUNGEON 111</i>
1/2	Z'tal	Animal	<i>DUNGEON 110</i>
1	Baazrag	Animal	<i>DUNGEON 110</i>
1	Cinderbrute	Elemental	<i>DUNGEON 110</i>
1	Cloudscout	Elemental	<i>DUNGEON 110</i>
1	Elemental, Small	Elemental	<i>Monster Manual</i>
1	Giant ant, worker	Vermin	<i>Monster Manual</i>
1	Gith	Humanoid	<i>DUNGEON 110</i>
1	Kaorti	Outsider	<i>Fiend Folio</i>
1	Monstrous centipede, Large	Vermin	<i>Monster Manual</i>
1	Monstrous scorpion, Medium	Vermin	<i>Monster Manual</i>
1	Sandknight	Elemental	<i>DUNGEON 110</i>
1	Snake, Medium viper	Animal	<i>Monster Manual</i>
1	Wavearcher	Elemental	<i>DUNGEON 110</i>
1	Zhackal	Magical Beast	<i>DUNGEON 111</i>
2	Azer	Outsider	<i>Monster Manual</i>
2	Belgoi	Humanoid	<i>DUNGEON 111</i>
2	Erdlu	Animal	<i>DUNGEON 111</i>
2	Folugub	Aberration	<i>Exp. Psionics Handbook</i>
2	Giant ant, queen	Vermin	<i>Monster Manual</i>
2	Giant ant, soldier	Vermin	<i>Monster Manual</i>
2	Giant bombardier beetle	Vermin	<i>Monster Manual</i>
2	Kank	Animal	<i>DUNGEON 110</i>
2	Monstrous centipede, Huge	Vermin	<i>Monster Manual</i>
2	Seskarran	Animal	<i>DUNGEON 111</i>
2	Snake, constrictor	Animal	<i>Monster Manual</i>
2	Snake, Large viper	Animal	<i>Monster Manual</i>
2	Spinewyrm, wyrmling	Dragon	<i>DUNGEON 110</i>
2	Thoqqua	Elemental	<i>Monster Manual</i>
3	Aoa, droplet	Outsider	<i>Fiend Folio</i>
3	Arrowhawk, juvenile	Outsider	<i>Monster Manual</i>
3	Crodru	Animal	<i>DUNGEON 110</i>
3	Crysmal	Elemental	<i>Exp. Psionics Handbook</i>
3	Elemental, Medium	Elemental	<i>Monster Manual</i>
3	Ephemer, dusk beast	Outsider	<i>Manual of the Planes</i>
3	Fihyr	Aberration	<i>Monster Manual II</i>
3	Jhakar	Animal	<i>DUNGEON 111</i>
3	Mephit (all)	Outsider	<i>Monster Manual</i>
3	Monstrous scorpion, Large	Vermin	<i>Monster Manual</i>
3	Rasclinn	Magical Beast	<i>DUNGEON 111</i>
3	Salamander, flamebrother	Outsider	<i>Monster Manual</i>
3	Shadow	Undead	<i>Monster Manual</i>
3	Snake, Huge viper	Animal	<i>Monster Manual</i>
3	Spinewyrm, very young	Dragon	<i>DUNGEON 110</i>

3	Swarm, locust	Vermín	Monster Manual
3	Tojanida, juvenile	Outsider	Monster Manual
3	Xorn, minor	Outsider	Monster Manual
4	Baazrag, boneclaw	Animal	DUNGEON 110
4	Energon, xag-ya	Outsider	Manual of the Planes
4	Fordorran	Magical Beast	DUNGEON 111
4	Giant stag beetle	Vermín	Monster Manual
4	Lirr	Magical Beast	DUNGEON 111
4	Pterrax	Animal	DUNGEON 110
4	Razorwing	Animal	DUNGEON 111
4	Swarm, centipede	Vermín	Monster Manual
5	Arrowhawk, adult	Outsider	Monster Manual
5	Cilops	Animal	DUNGEON 110
5	Crodlu, heavy	Animal	DUNGEON 110
5	Dune reaper drone	Magical Beast	DUNGEON 111
5	Elemental, Large	Elemental	Monster Manual
5	Energon, xeg-yi	Outsider	Manual of the Planes
5	Genie, djinni	Outsider	Monster Manual
5	Inix	Animal	DUNGEON 110
5	Psurlon, average	Aberration	Monster Manual II
5	Rast	Outsider	Monster Manual
5	Ravid	Outsider	Monster Manual
5	Snake, giant constrictor	Animal	Monster Manual
5	Spinewyrm, young	Dragon	DUNGEON 110
5	Tojanida, adult	Outsider	Monster Manual
5	Udroot	Plant	Exp. Psionics Handbook
6	Belker	Elemental	Monster Manual
6	Elemental air drake	Dragon	Draconomicon
6	Monst. centipede, Gargantuan	Vermín	Monster Manual
6	Salamander	Outsider	Monster Manual
6	Sand howler	Magical Beast	DUNGEON 110
6	Xill	Outsider	Monster Manual
6	Xorn	Outsider	Monster Manual
7	Chaos beast	Outsider	Monster Manual
7	Elemental, Huge	Elemental	Monster Manual
7	Flesh golem	Construct	Monster Manual
7	Genie, dao	Outsider	Manual of the Planes
7	Gray glutton	Magical Beast	Exp. Psionics Handbook
7	Intellect devourer	Aberration	Exp. Psionics Handbook
7	Invisible stalker	Elemental	Monster Manual
7	Mekillot	Animal	DUNGEON 110
7	Monstrous scorpion, Huge	Vermín	Monster Manual
8	Arrowhawk, elder	Outsider	Monster Manual
8	Elemental water drake	Dragon	Draconomicon
8	Genie, ereeti	Outsider	Monster Manual
8	Mastyrial	Animal	DUNGEON 111
8	Quetzalcoatllus	Animal	Monster Manual II
8	Shadow, greater	Undead	Monster Manual
8	Shield guardian	Construct	Monster Manual
8	Spinewyrm, juvenile	Dragon	DUNGEON 110
8	Swarm, hellwasp	Outsider	Monster Manual
8	Xorn, elder	Outsider	Monster Manual
9	Braxat	Monstrous Humanoid	Monster Manual II

9	Caller in darkness	Undead	Exp. Psionics Handbook
9	Dune reaper warrior	Magical Beast	DUNGEON 111
9	Elemental, greater	Elemental	Monster Manual
9	Elemental smoke drake	Dragon	Draconomicon
9	Genie, marid	Outsider	Manual of the Planes
9	Monstrous centipede, Colossal	Vermín	Monster Manual
9	Psurlon, elder	Aberration	Monster Manual II
9	Roc	Animal	Monster Manual
9	Rukanyr	Aberration	Fiend Folio
9	Spinewyrm, young adult	Dragon	DUNGEON 110
9	Tojanida, elder	Outsider	Monster Manual
10	Clay golem	Construct	Monster Manual
10	Elemental fire drake	Dragon	Draconomicon
10	Monstrous scorpion, Gargantuan	Vermín	Monster Manual
10	Salamander, noble	Outsider	Monster Manual
11	Elemental, elder	Elemental	Monster Manual
11	Elemental earth drake	Dragon	Draconomicon
11	Gaj	Aberration	DUNGEON 111
11	Spinewyrm, adult	Dragon	DUNGEON 110
11	Stone golem	Construct	Monster Manual
12	Elemental ooze drake ¹	Dragon	Draconomicon
12	Monstrous scorpion, Colossal	Vermín	Monster Manual
12	Psion-killer	Construct	Exp. Psionics Handbook
12	Rampager ²	Magical Beast	Monster Manual II
13	Elemental magma drake	Dragon	Draconomicon
13	Spinewyrm, mature adult	Dragon	DUNGEON 110
15	Great fihyr	Aberration	Monster Manual II
15	Nightmare beast	Magical Beast	Monster Manual II
15	Psurlon, giant	Aberration	Monster Manual II
15	Spinewyrm, old	Dragon	DUNGEON 110
16	Moonbeast ³	Aberration	Monster Manual II
16	Stone golem, greater	Construct	Monster Manual
17	Spinewyrm, very old	Dragon	DUNGEON 110
18	Desert landwyrm	Dragon	Draconomicon
19	Spinewyrm, ancient	Dragon	DUNGEON 110
20	Megapede	Vermín	Monster Manual II
20	Spinewyrm, wyrm	Dragon	DUNGEON 110
22	Spinewyrm, great wyrm	Dragon	DUNGEON 110
23	Spirit of the land	Fey	Monster Manual II

1: Elemental ooze drakes are called elemental silt drakes on Athas.

2: Rampagers are called so-ut on Athas.

3: Moonbeasts are called stalking horrors on Athas.

Baazrag

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d6+1 plus wounding)

Full Attack: Bite +2 melee (1d6+1 plus wounding)

Space/Reach: 5 ft./5 ft.

Special Attacks: Wounding

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +2, Listen +5, Move Silently +3, Spot +5, Survival +1*

Feats: Alertness, Track*

Environment: Warm deserts

Organization: Solitary or swarm (2–16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Medium), 4–6 HD (Large)

Level Adjustment: —

This quadruped is covered with sandy gray bony plates. It has a ridge of spikes along its back and a spiked crest around its neck. Its powerful jaws ooze saliva as it looks at you with beady eyes.

The baazrag is an omnivore that forages alone by day and returns to the safety of its pack at night. On Athas, it's known for its dangerous bite and fierce disposition.

A baazrag is about 3 feet long and weighs from 40 to 60 pounds.

Combat

Baazrags are tenacious fighters, but they're cagey enough to retreat when they have no chance of winning. They wade into melee with fangs bared, relying on their heavy armor plating to protect them from their enemies. A swarm of baazrags focuses as many of their attacks as possible on one opponent, finishing it off before moving on to the next foe.

Wounding (Ex): An enzyme in the baazrag's saliva inhibits clotting. Any living creature damaged by a baazrag continues to bleed, losing 1 hit point per round thereafter. Multiple

wounds result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check (one check per wound) or the application of a cure spell or some other healing magic (which stops bleeding in all wounds).

Skills: Baazrags have a +4 racial bonus on Survival checks when tracking by scent.

Baazrag, Boneclaw

Large Animal

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +4/+13

Attack: Bite +9 melee (1d8+8)

Full Attack: Bite +9 melee (1d8+8)

Space/Reach: 10 ft./5 ft.

Special Attacks: Wounding

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 21, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Skills: Hide –2, Listen +7, Move Silently +2, Spot +7, Survival +2*

Feats: Alertness, Run, Track*, Weapon Focus (bite)

Environment: Warm deserts

Organization: Solitary or pack (5–8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 7–18 HD (Large)

Level Adjustment: —

This hulking quadruped is covered with sandy gray bony plates. It has a ridge of spikes along its back and a spiked crest around its neck. Its powerful jaws ooze saliva as it looks at you with beady eyes.

Boneclaw baazrags hunt in packs and roam the sandy wastes, eating almost anything they can run down.

A boneclaw baazrag is about 8 feet long and weighs about 700 pounds.

Combat

Boneclaw baazrags maneuver to get flanking bonuses



whenever possible. They usually harry a single foe until it drops or is staggered, relying on their anticoagulant saliva to finish the victim off.

Wounding (Ex): An enzyme in the boneclaw baazrag's saliva inhibits clotting. Any living creature damaged by a boneclaw baazrag continues to bleed, losing 1 hit point per round thereafter. Multiple wounds result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check (one check per wound) or the application of a cure spell or some other healing magic (which stops bleeding in all wounds).

Skills: The boneclaw baazrag gains a +4 racial bonus on Survival checks when tracking by scent.

Cilops

Large Animal (Psionic)

Hit Dice: 8d8+32 (68 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 30 ft.

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +6/+16

Attack: Mandibles +11 melee (1d8+6)

Full Attack: Mandibles +11 melee (1d8+6) and antennae +7 melee (1d6+3 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Psi-like abilities, scent, low-light vision

Saves: Fort +10, Ref +9, Will +4

Abilities: Str 22, Dex 17, Con 19, Int 2, Wis 14, Cha 6

Skills: Climb +14, Listen +8, Spot +8, Survival +13

Feats: Alertness, Track, Weapon Focus (antennae)

Environment: Warm desert

Organization: Solitary or pack (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Large), 10-24 HD (Huge)

This creature looks like an enormous centipede with long antennae, mandibles, and more than a dozen hooked legs.



The cilops is a peerless desert tracker sometimes trained by the templars of the city-states to hunt down escaped slaves and other fugitives. It's the Athasian equivalent of a bloodhound, although much more dangerous.

High-level druids sometimes choose a cilops as an animal companion. The cilops' natural ability to track and its psionic abilities are useful for druids hunting down those who would despoil what life remains in the wilds. An ordinary cilops lacks the intelligence and language skills to articulate what it learns with its *object reading* or *sensitivity to psychic impressions* powers. A cilops animal companion, on the other hand, is smart enough to share what it knows, and the druid can converse with it after casting *speak with animals*.

Cilops constantly roam in search of food. Many grow used to a particular kind of food (such as belgoi, humans, or kanks), and track these creatures down rather than seek out different prey.

A cilops is 10 to 15 feet long and weighs from 500 to 700 pounds.

Combat

In a fight, a cilops lashes out with its sharp mandibles and its paralyzing antennae. If it's particularly hungry, it makes a coup de grace attack against a paralyzed foe, but usually it waits until all threats have been dealt with before feeding.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex, secondary damage paralysis for 2d4 minutes. The save DC is Constitution-based.

Psi-Like Abilities (Sp): At will—*detect hostile intent*, *know direction and location*; 1/day—*object reading*, *sensitivity to psychic impressions*. Manifest level 3rd.

Skills: Cilopses have a +4 racial bonus on Listen and Spot checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Training a Cilops

Cilops make poor steeds, but they can be trained to hunt down specific individuals, especially when presented with a set of tracks, a scent, or an object that it can use *object reading* on. To be trained, a cilops must have a friendly attitude



Low-Level Summonables (left to right): Cinderbrute, Cloudscout, Sandknight, Wavearcher

toward the trainer. Training a friendly cilops requires six weeks of work and a DC 25 Handle Animal check.

Cinderbrute

Small Elemental (Fire)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 14 (+1 size, +1 Dex, +2 shield), touch 12, flat-footed 13

Base Attack/Grapple: +0/-3

Attack: Iron warhammer +2 melee (1d6+1 and 1d4 fire)

Full Attack: Iron warhammer +2 melee (1d6+1 and 1d4 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Elemental traits, damage reduction 5/bludgeoning, provides illumination as candle, vulnerability to cold

Saves: Fort +2, Ref +3, Will +0

Abilities: Str 13, Dex 13, Con 14, Int 9, Wis 10, Cha 8

Skills: Spot +4

Feats: Dodge

Environment: Elemental Plane of Fire

Organization: Solitary or squad (2-8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: —

This creature's ashen body is humanoid-shaped, but only in the abstract sense. It carries a battered iron shield on one arm and a warhammer of iron-shod stone in the other.

Cinderbrutes wander the Elemental Plane of Fire, making war on interlopers—and on each other if there aren't any invaders to fight. They're often summoned to the Material Plane, where they have an instinctive sense of who they're supposed to attack.

A cinderbrute is almost 4 feet tall and weighs about 50 pounds. Cinderbrutes speak and understand Ignan, but they limit their conversations to battlefield orders.

Combat

Cinderbrutes attack with their warhammers, which glow with heat when wielded by a cinderbrute.

Using a Cinderbrute's Gear: If summoned to the Material Plane, cinderbrutes give up their warhammer or shield only if their caster improves their attitude to friendly (they start out indifferent, so it's a DC 15 Diplomacy or Intimidate check). The warhammer or shield disappears when the summoning spell ends, even if the cinderbrute was defeated before then.

Cloudscout

Small Elemental (Air)

Hit Dice: 1d8+1 (4 hp)

Initiative: +3

Speed: Fly 30 ft. (6 squares) (perfect)

Armor Class: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +0/-4

Attack: Iron dagger +1 melee (1d3) or +3 ranged (1d3)

Full Attack: Iron dagger +1 melee (1d3) or +3 ranged (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Elemental traits, damage reduction 5/piercing, create daggers

Saves: Fort +0, Ref +5, Will +1

Abilities: Str 10, Dex 17, Con 10, Int 9, Wis 12, Cha 8

Skills: Listen +3, Spot +6

Feats: Alertness

Environment: Elemental Plane of Air

Organization: Solitary or squad (2-8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2–3 HD (Small)

Level Adjustment: —

This creature looks like a puff of smoke with batlike, smoky wings on each side. Two dots of particularly dark vapor look vaguely like eyes.

Cloudscouts patrol the vast skies of the Elemental Plane of Air, alert for intruders. Elemental clerics often summon them to the Material Plane as spies or combatants.

A cloudscout is about 3 feet across and weighs about a pound. It speaks and understands Auran.

Combat

Cloudscouts prefer to throw daggers at their foes from above, but they can also wield them in melee if they need to.

Create Daggers (Su): As a free action once per round, a cloudscout can form an iron dagger from its body. Such daggers disappear after 10 rounds.

Critic Lizard

Tiny Animal (Psionic)

Hit Dice: 1/2d8 (2 hp)

Initiative: +2

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 15 (+2 size, +1 Dex, +2 natural), touch 13, flat-footed 14

Base Attack/Grapple: +0/–11

Attack: Bite +3 melee (1d4–3)

Full Attack: Bite +3 melee (1d4–3)

Space/Reach: 2–1/2 ft./0 ft.

Special Attacks: Psi-like abilities

Special Qualities: Low-light vision,

Saves: Fort +2, Ref +3, Will +1

Abilities: Str 5, Dex 13, Con 10, Int 2, Wis 12, Cha 11

Skills: Balance +9, Climb +11, Hide +11, Listen +3, Spot +3

Feats: Alertness, Weapon Finesse^a

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 1/4

Treasure: —

Alignment: Always neutral

Advancement: —

Level Adjustment: —

These brightly scaled lizards have spines along their back that waver and pulse as the creature moves.

Critic lizards are common household pets on Athas, possessed of rudimentary psionics they use on behalf of creatures who feed and care for them. They are otherwise unaffectionate and aloof.

A critic lizard is a foot long when fully grown and weighs 3 to 4 pounds.

Combat

Critic lizards don't even like to hunt; they rely completely on their feeders for protection.

Psi-Like Abilities (Sp): 3/day—detect teleportation, detect psionics. Manifest level 1st.

Skills: A critic lizard receives a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Critic lizards use their Dexterity modifier to adjust Climb checks rather than their Strength modifier.

Crodlu

Crodlu

Large Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 16 (–1 size, +2

Dex, +5 natural),

touch 11, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Claw +6 melee (1d6+4)

Full Attack: 2 claws +6 melee

(1d8+2) and rear claw +4

melee (1d6+2)

(1d6+4) and bite +4 melee

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 19, Dex 15,

Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +8, Jump +23,

Listen +10, Spot +10

Feats: Multiattack, Run

Environment: Warm deserts

Organization: Solitary, pair,

or pack (3–6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Large)

Level Adjustment: —

This upright lizard runs in packs across the desert plains on its powerful hind legs. Its forelimbs have sharp claws, and its beaklike snout opens as it breathes to reveal rows of teeth.

A distant relative of the erdlu (see *DUNGEON* #111), the crodlu is a carnivore that uses its speed and claws to good advantage, often leaping onto its prey and tearing it apart.

A crodlu stands about 6 feet tall and weighs from 450 to 500 pounds. Illustrations of crodlus appear on pages 37 and 60.

Heavy Crodlu

Large Animal

Hit Dice: 6d8+30 (57 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 18 (–1 size, +1 Dex, +8

natural), touch 10,

flat-footed 17

Base Attack/Grapple: +4/+13

Attack: Claw +8 melee (1d6+5)

Full Attack: 2 claws +8 melee (1d6+5)

and bite +6 melee (1d8+2)

and rear claw +6 melee

(1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, ram

Special Qualities: Low-light vision

Saves: Fort +10, Ref +6, Will +3

Abilities: Str 21, Dex 13, Con 21,

Int 2, Wis 12, Cha 12

Skills: Hide +7, Jump +20,

Listen +11, Spot +11

Feats: Improved Bull Rush,

Multiattack, Power Attack

Environment: Warm deserts

Organization: Solitary, pair, or pack (3–6)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7–12 HD (Large)

Level Adjustment: —

Combat

When hunting in packs, crodlus circle around their prey or send one part of the pack around to drive fleeing victims into the waiting claws of the rest of the pack.

Pounce (Ex): If a crodlu charges, it can make a full attack.

Skills: Crodlus have a +8 racial bonus on Hide, Jump, Listen, and Spot checks.

Heavy Crodlu

The heavy crodlu subspecies is stronger and has a thicker hide than the common crodlu, but it isn't as fast. Heavy crodlus are 7 feet tall and weigh 500 to 600 pounds.

Ram (Ex): If a heavy crodlu charges, it can make a special bull rush attempt against the creature it charges. If the heavy crodlu pushes its target more than 5 feet and moves along with it, the heavy crodlu can make a pounce attack at the end of the bull rush.

Floater

Tiny Magical Beast (Psionic)

Hit Dice: 1d10 (5 hp)

Initiative: +1

Speed: Fly 20 ft. (4 squares) (perfect)

Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/-10

Attack: Tentacles +4 melee (1d3-3 plus poison)

Full Attack: Tentacles +4 melee (1d3-3 plus poison)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Poison, psi-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, fire vulnerability

Saves: Fort +2, Ref +3, Will +1

Abilities: Str 4, Dex 13, Con 10, Int 2, Wis 13, Cha 11

Skills: Listen +5, Move Silently +15

Feats: Weapon Finesse

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small)

Level Adjustment: —

This creature resembles a translucent jellyfish drifting in midair, slowly flexing the tentacles that hang beneath its vaguely spherical body.

The floater is a desert carrion-eater that preys on weak or disabled creatures, rendering them harmless with its poison or psionic attacks, then consuming them over the course of several days. They tend to be territorial with regard to other floaters, and they jealously guard a corpse they've been eating from any creature that's not obviously tougher than they are.

A floater is about 3 feet long, including its tentacles. It's effectively weightless while alive; a floater body only weighs

a pound or two, and the lighter-than-air gases in their central bladders counteract this weight.

Combat

Floaters strike as quickly as they can, paralyzing any creature that poses a threat. If a fight goes poorly, floaters rise beyond the reach of their foes, launch an *ego whip*, and then flee.

Poison (Ex): A floater's tentacles deliver a paralytic poison that deals initial damage of 1d4 Dexterity and secondary damage of 1d4x10 minutes of paralysis (Fortitude DC 10 negates). The save DC is Constitution-based.

Psi-Like Abilities (Sp): 3/day—*detect psionics*, *demoralize* (DC 11), *ego whip* (DC 12). Manifest level 1st. The save DCs are Charisma-based.

Fire Vulnerability (Ex): The gases that lift the floater are flammable, so the floater takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Skills: Floaters have a +14 racial bonus on Move Silently checks.

Gith

Medium Humanoid (Gith)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 40 ft. (6 squares)

Armor Class: 14 (+2 leather armor, +2 heavy shield), touch 10, flat-footed 14

Base Attack/Grapple: +0/+2

Attack: Bronze carrikal +1 melee (1d8+1/x3) or claw +2 melee (1d4+2)

Full Attack: Bronze carrikal +2 melee (1d8+2/x3) or 2 claws +2 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities, rage 1/day

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 15, Dex 11, Con 12, Int 6, Wis 11, Cha 10

Skills: Hide +4, Jump +16

Feats: Reckless Offense

Environment: Any underground

Organization: Solitary or warband (4-9) or warband (10-40 plus 1 4th-level wilder and 1d3 2nd-level barbarians)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

Part elf, part reptile, this creature brandishes a bronze carrikal in a clawed hand. Its posture is stooped, with a bony ridge running up the center of its curved back.

The giths are one of the few creatures to make their homes underground on Athas. They often emerge onto the desert sands to raid the surface world.

A gith is about 5 feet tall, although it would be more than 7 feet tall if it stood up straight. It weighs from 160 to 180 pounds.

Combat

When a gith raiding party spies a likely target, its leaders (often wilders) make a psionic area attack, then the giths charge into melee.

Psi-Like Abilities (Sp): 3/day—*control flames, matter agitation*. Manifest level 1st. The DCs are Charisma-based. Gith gain more psi-like abilities as they gain character levels, as detailed below under "Giths as Characters."

Rage (Ex): When raging, the gith has AC 12, 9 hp, and a carrikal attack of +4 (1d8+4).

Skills: Giths have a +10 racial bonus on Jump checks.

The gith barbarian presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10.

Gith Society

Giths live in natural underground caves or rocky canyons which they guard with all manner of rockfalls and other natural traps. Some live in the underground ruins of bygone ages and are often uncomprehending of the wondrous treasures and lore available there. Giths tend to flee strong opposition on a raid, but they're tenacious in defense of their lairs.

The gith with the most powerful psionics rules the tribe, because gith have an inborn reverence for psionic power. Other positions of authority within the tribe are completely subordinate to the tribal chief.



Giths as Characters

Most giths are barbarians. Some of the most powerful giths are rangers, wilders, or neutral evil druids.

Gith characters possess the following racial traits.

- +2 Strength, -2 Intelligence, +2 Wisdom.
- Medium size.
- A gith's base land speed is 30 feet.
- Darkvision out to 60 ft.
- *Naturally Psionic:* Gith gain 2 bonus power points at 1st level.
- *Psi-Like Abilities:* Gith gain the following psi-like abilities.

Level	Psi-Like Abilities
1st–2nd	3/day— <i>matter agitation, control flames</i>
3rd–5th	3/day— <i>biofeedback</i>
6th–8th	3/day— <i>control body</i>
9th+	3/day— <i>psychofeedback</i> ; 1/day— <i>telekinetic thrust</i>

Manifest level equal to 1/2 Hit Dice (minimum 1st). The save DCs are Charisma-based.

- *Automatic Languages:* Common, Gith. *Bonus Languages:* Dwarven, Pterran, Tariat, Belgoi.
- *Favored Class:* Barbarian.
- *Level Adjustment:* +2.

Hurrum, Speckled

Tiny Vermin

Hit Dice: 1/2d8+2 (4 hp)

Initiative: +0

Speed: 15 ft. (3 squares)

Armor Class: 15 (+2 size, +3 natural), touch 12, flat-footed 15

Base Attack/Grapple: +0/-12

Attack: Bite +2 melee (1d2-4)

Full Attack: Bite +2 melee (1d2-4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Psi-like abilities

Special Qualities: —

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 10

Skills: Climb +8, Hide +8

Feats: Weapon Finesse^B

Environment: Warm deserts

Organization: Solitary or mating pair

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This beetle-like insect, about the size of a human face, is a glossy black with rainbow speckles on its back. It flutters its miniscule wings against its carapace, producing a pleasing humming sound.

Hurrums are beetles known for their pleasant, musical wing-songs. Speckled hurrums, the largest species, have



Familiars (left to right): Floater, Critic Lizard, Kes'trekel, Speckled Hurrum, Mulworm, Jankx, Ramphor, Z'tal.

psionic powers that are likewise soothing for creatures who keep them as pets.

A speckled hurrum is about 5 inches long and weighs less than 1 pound.

Combat

Hurrums have a bite attack, but they rarely use it. The humming sound from the beating of a hurrum's wings attracts smaller insects for food, and hurrums use their psionic powers to pacify anyone big enough to eat them.

Psi-Like Abilities (Sp): At will—*distract* (DC 11); 1/day—*telepathic projection*. Manifest level 1st. The save DCs are Charisma-based.

Skills: Speckled hurrums have a +8 racial bonus on Climb checks. They use their Dexterity modifier for Climb checks rather than their Strength.

Inix

Large Animal

Hit Dice: 8d8+40 (76 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +6/+18

Attack: Bite +13 melee (1d8+8) or tail slap +13 melee (1d6+4)

Full Attack: Bite +13 melee (1d8+8) and tail slap +8 melee (1d6+4)

Space/Reach: 10 ft./5 ft. (10 ft. with tail)

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +11, Ref +6, Will +3

Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2

Skills: Listen +14, Spot +3

Feats: Alertness, Endurance, Power Attack

Environment: Warm deserts

Organization: Solitary or pack (2–8)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9–12 HD (Large); 13–24 HD (Huge)

Level Adjustment: —

This armored lizard slowly sweeps the ground behind it with its long tail. It sniffs the air, wrinkling its snout to reveal rows of sharp teeth.

Inixes are often domesticated because they make strong, spirited mounts. They relish a good fight and are sometimes difficult to guide away from the battlefield. Because they sway dramatically from side to side when they run, Ride checks on inixes suffer a -4 penalty.

An inix is about 10 feet long, 5 feet high at the shoulder, and it weighs about 6,000 pounds.

Carrying Capacity: A light load for an inix is up to 918 pounds; a medium load 919–1,839 pounds; and a heavy load, 1,840–2,760 pounds. An inix can drag 13,800 pounds.

Combat

In a fight, an inix often lashes out with its tail against one foe while it bites another. It sometimes readies a tail sweep against foes who enter its threatened squares, surprising enemies who aren't expecting 10 feet of reach.

Jankx

Tiny Animal

Hit Dice: 1/2d8 (2 hp)

Initiative: +2

Speed: 20 ft. (4 squares), burrow 10 ft.

Armor Class: 16 (+2 size, +2 Dex, +2 natural), touch 14, flat-footed 14

Base Attack/Grapple: +0/-11

Attack: Claws +4 melee (1d2–3 plus poison)

Full Attack: Claws +4 melee (1d2–3 plus poison)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Poison

Special Qualities: Low-light vision, scent

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 5, Dex 15, Con 10, Int 2, Wis 14, Cha 5

Skills: Hide +6, Listen +14, Move Silently +6, Spot +6

Feats: Alertness, Weapon Finesse^B

Environment: Warm desert

Organization: Solitary, pack (2–9), or warren (10–100)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

These furry creatures have golden hides, sleek bodies, and four short legs. Their bark is little more than a barely-audible high-pitched squeak

Jankxes live in burrow communities, from which they scour the desert surface at night for food. Their eyesight is barely adequate, but they are possessed of both keen hearing and a sensitive nose. Their golden pelts fetch a high price among clothiers and artisans, but jankxes are difficult to trap.

A jankx is about 1 foot tall when it's standing on its hind legs. It weighs from 5 to 7 pounds.

Combat

When defending their burrows, jankxes are fierce combatants. If attacked, a jankx's first instinct is to alert the rest of the burrow. The sight of dozens of jankxes pouring out of holes in the ground is often the last thing an unlucky jankx trapper sees.

Poison (Ex): The claws of the jankx are designed for digging and foraging, but they also have a retractable spur connected to poison sacs in their shoulders. The poison, usable once a day, deals initial and secondary damage of 1d4 Strength (Fortitude DC 10 negates). The save DC is Constitution-based.

Skills: Jankxes have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Listen checks, but a –4 racial penalty on Hide checks due to their golden pelts.

Kank

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+9

Attack: Pincer +4 melee (1d6+4 plus poison)

Full Attack: Pincer +4 melee (1d6+4 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison

Special Qualities: Low-light vision

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 16, Dex 13, Con 17, Int 2, Wis 12, Cha 6

Skills: Jump +14, Listen +4

Feats: Endurance, Run

Environment: Warm deserts

Organization: Solitary, pack (2–5) or herd (6–30)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This creature looks like a giant ant with thicker limbs and a placid disposition. Its eyes glitter with a degree of intellect, and it makes a soft, humming sound.

These antlike animals are perhaps the most important prevalent animals on Athas. The statistics above describe riding or dray kanks, which are taken from the warrior caste in a kank herd. Other kanks produce melon-sized globules of green honey that feed their young (if wild) or are harvested by their owners (if domesticated). Honey-producing kanks lack poison pincers.

Kanks are omnivorous grazers who'll eat nearly anything organic, seemingly without preference. When they die, they decompose messily within an hour, leaving behind a pile of foul-smelling organic sludge that's unappealing even to a starving denizen of Athas.

A kank is 4 to 5 feet tall at the shoulder, some 8 feet long, and weighs from 400 to 500 pounds.

Carrying Capacity: A light load for a kank is up to 200 pounds; a medium load 201–400 pounds; and a heavy load, 401–600 pounds. A kank can drag 3,000 pounds.

Combat

Kanks fight only when directly threatened, and even then only if they have poison pincers; honey-producing kanks run away unless cornered.

Poison (Ex): A kank has poisonous pincers that deal initial and secondary damage of 1d4 rounds of paralysis (Fort DC 13 negates).

Kes'trekel

Tiny Animal

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 40 ft. (average)

Armor Class: 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13

Base Attack/Grapple: +0/–10

Attack: Talons +5 melee (1d4–2)

Full Attack: Talons +5 melee (1d4–2)

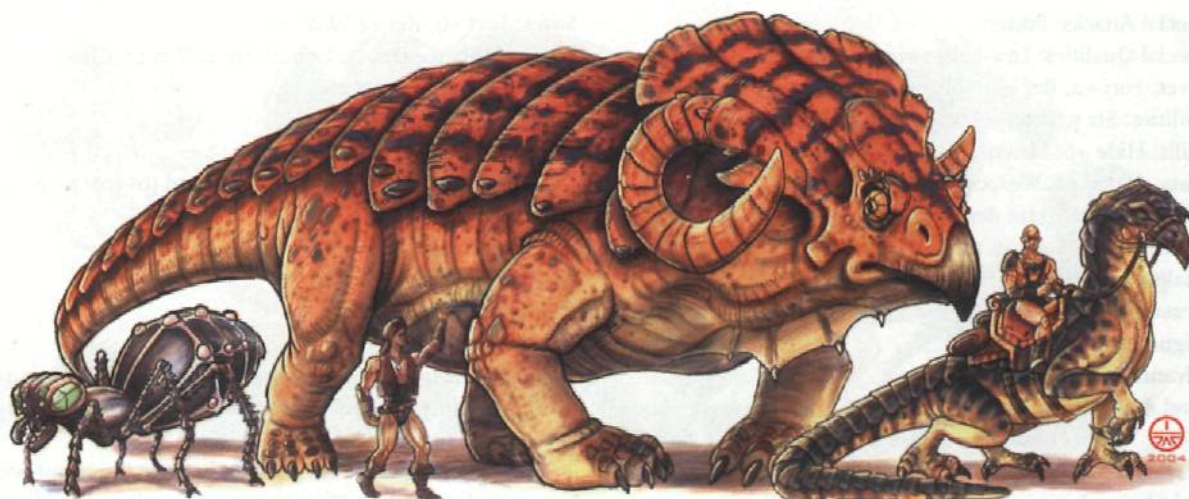
Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Aversion

Special Qualities: —

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 14



Beasts of Burden (left to right): Kank, Mekillot, Inix.

Skills: Listen +4, Spot +12

Feats: Alertness, Weapon Finesse[®]

Environment: Warm deserts

Organization: Solitary, pair, or flock (3–18)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This scavenger bird soars high above the desert sands, its sharp eyes alert for potential meals. Its plumage varies from gray to black, except on its head where it's a bright crimson. Its talons look sharp, and its beak has rough serrations along the edges.

The kes'trekel is the most common carrion-eating bird in the deserts of Athas. By day, they search the vast barrens, looking for corpses to eat or weak creatures they can finish off. They're patient animals, willing to circle lazily overhead for hours while their next meal succumbs to heat, thirst, or another of Athas' dangers. They retreat to their well-hidden nests at night.

A kes'trekel has a wingspan of three to four feet. It weighs between 1 and 2 pounds.

Combat

Kes'trekels rarely fight because their meals are generally dead or dying before they approach. They flee into the sky when faced with more serious threats.

Aversion (Ex): Individual kes'trekels aren't psionic, but a flock can collectively combine their miniscule minds to psionically warn creatures away from a kes'trekel meal. Creatures within 100 feet of four or more kes'trekels must succeed on a DC 12 Will save or gain an aversion to kes'trekels for 10 minutes. Affected creatures must stay at least 100 feet away from any kes'trekels, alive or dead; if already within 100 feet, they move away. A subject unable to move away, or one attacked by kes'trekels, is overcome with revulsion, which reduces the creature's Dexterity score by 4 points until the

effect wears off or the subject is no longer within 20 feet of a kes'trekel. This ability is otherwise similar to *antipathy* (caster level 15th). The save DC is Charisma-based.

Skills: Kes'trekels have a +4 racial bonus on Spot checks.

Mekillot

Huge Animal

Hit Dice: 11d8+55 (104 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 18 (–2 size, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +8/+26

Attack: Bite +16 melee (2d6+15) or tongue +16 melee (1d8+15)

Full Attack: Bite +16 melee (2d6+15) or tongue +16 melee (1d8+15)

Space/Reach: 15 ft./10 ft. (15 ft. with tongue)

Special Attacks: Improved grab, swallow whole

Special Qualities: Low-light vision

Saves: Fort +12, Ref +7, Will +4

Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7

Skills: Listen +8, Spot +8

Feats: Awesome Blow, Endurance, Improved Bull Rush, Power Attack

Environment: Warm deserts

Organization: Domesticated or throng (2–5)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 12–16 (Huge); 17–22 HD (Gargantuan)

Level Adjustment: —

This immense, squat lizard has curling horns to either side of its wide snout. Its long, snakelike tongue flickers in and out of its toothy maw.

The mekillot is a lizard frequently domesticated as a dray animal. Even a well-trained mekillot is unpredictable, and many occasionally make a meal of their handler.

A typical mekillot is about 25 feet long and weighs about 12,000 pounds. Larger specimens exist that grow up to 50 feet long.

Carrying Capacity: A light load for a mekillot is up to 3,192 pounds; a medium load 3,193–6,384 pounds; and a heavy load, 6,385–9,600 pounds. A mekillot can drag 48,000 pounds.

Combat

An angry mekillot simply pushes foes out of the way unless it's hungry. If it wants a meal, it uses its prehensile tongue to grab a creature and drag it into its mouth. The mekillot can't bite in a round when it attacks with its tongue, or vice versa.

Improved Grab (Ex): To use this ability, the mekillot must hit a creature one size category smaller than itself with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent in the following round.

Swallow Whole (Ex): A mekillot can try to swallow a grabbed opponent at least two size categories smaller than itself by making a successful grapple check. A swallowed creature takes 2d8+10 points of bludgeoning damage and 8 points of acid damage per round from the mekillot's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A mekillot's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Mulworm

Diminutive Vermin

Hit Dice: 1/4d8 (1 hp)

Initiative: +1

Speed: 5 ft. (1 square), climb 5 ft.

Armor Class: 16 (+4 size, +1 Dex, +1 natural), touch 15, flat-footed 15

Base Attack/Grapple: +0/–17

Attack: Bite +1 melee (1d2–5 plus disease)

Full Attack: Bite +5 melee (1d2–5 plus disease)

Space/Reach: 1 ft./0 ft.

Special Attacks: Acidic innards, disease

Special Qualities: Low-light vision

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 1, Dex 12, Con 11, Int —, Wis 14, Cha 4

Skills: Climb +13, Hide +13

Feats: Lightning Reflexes, Weapon Finesse^{*}

Environment: Warm deserts

Organization: Solitary or Host (2–100)

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This white, segmented caterpillar leaves a faint trail of sticky residue behind it as it crawls.

Most mulworms remain in their caterpillar stage for months or years, depending on their diet of berries and tree-bark. Then they wrap themselves in cocoons while they transform into butterflies, which mate and die in a matter of days or weeks.

A mulworm is about 1 foot long and 2 inches in diameter. It weighs less than 1 pound.

Combat

Possessed of an ineffectual bite, the mulworm has nevertheless evolved some defenses to make predators regret their choice of meal.

Acidic Innards (Ex): The mulworm's internal fluids are highly acidic when exposed to the air. When a mulworm takes damage from a slashing or piercing weapon, creatures in the same square take 1d6 points of acid damage.

Disease (Ex): Mulworm rash—bite, Fortitude DC 10, incubation period 1d3 days, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution-based.

Skills: Mulworms have a +8 racial bonus on Climb checks. They can use their Dexterity modifier on Climb checks.

Pterrax

Large Animal (Psionic)

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 20 ft. (4 squares); fly 80 ft. (average)

Armor Class: 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+12

Attack: Bite +8 melee (1d6+4)

Full Attack: Bite +8 melee (1d6+4) and 2 claws +5 melee (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rake 1d6+2

Special Qualities: Psi-like abilities, low-light vision

Saves: Fort +8, Ref +7, Will +5

Abilities: Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 8

Skills: Spot +10

Feats: Iron Will, Multiattack, Weapon Focus (bite)

Environment: Warm desert

Organization: Solitary or flock (6–10)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8–10 HD (Large); 11–21 HD (Huge)

Level Adjustment: —

This large creature is a slender, tan-colored reptiloid with a pair of large wings stretched behind its forelimbs, which end in sharp claws. Its rear limbs have claws as well, and its beaky snout shows rows of teeth.

Pterraxes soar high in the skies of Athas, looking for prey to swoop down upon. They make good mounts if trained for that purpose.

A pterrax is about seven feet long, although its wingspan sometimes stretches as far as 20 feet. It weighs about 500 pounds.

Carrying Capacity: A light load for a pterrax is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Combat

Pterraxes pounce on their prey, striking from above whenever they can. Against particularly small foes, they sometimes grapple and then take to the air with their hapless prey.

Pounce (Ex): If a pterrax dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d6+2.

Psi-like Abilities (Sp): 1/day—*biofeedback*, *empathy*. Manifest level 3rd.

Training a Pterrax

A pterrax requires training before it can bear a rider in combat. To be trained, a pterrax must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy or Intimidate check). Training a friendly pterrax requires six weeks of work and a DC 25 Handle Animal check. Riding a pterrax requires an exotic saddle. A pterrax can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check (DC 10).

Pterrax eggs are worth 2,000 cp apiece on the open market, while young are worth 3,000 cp each. Professional trainers charge 1,500 cp to rear or train a pterrax.

Ramphor

Tiny Animal

Hit Dice: 1/4d8 (2 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 60 ft. (average)

Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

Base Attack/Grapple: +0/–13

Attack: Beak +4 melee (1d3–5)

Full Attack: Beak +4 melee (1d3–5)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +5,

Spot +15

Feats: Alertness,

Weapon Finesse[®]

Environment: Warm deserts

Organization: Solitary or pair

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This flyer has a long, sharp beak and flaps of gray skin underneath its forelimbs that act as wings.

The ramphor is a raptor that hunts large insects and small lizards in the Athasian wilderness. It relies on its powerful dives to catch its prey by surprise, spearing it with a sharp beak then carrying it aloft to be eaten.

A ramphor is about 18 inches long with a three- to four-foot wingspan. It weighs about 2 pounds.

Combat

The ramphor relies heavily on powerdives, charging unaware foes, then flying off. A cautious hunter, the ramphor rarely sticks around to tangle with a foe that survives its first attack.

Skills: Ramphors have a +8 racial bonus on Spot checks, because their vision is so keen.

Sand Howler

Large Magical Beast

Hit Dice: 8d10+32 (76 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 17 (–1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +8/+20

Attack: Bite +15 melee (1d10+12)

Full Attack: Bite +15 melee (1d10+12) and 2 claws +15 melee (1d6+8)

Space/Reach: 10 ft./5 ft.

Special Attacks: Paralyzing gaze

Special Qualities: Darkvision 60 ft., low-light vision

Sandknight

Small Elemental (Earth)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 20 ft. (4 squares), burrow 20 ft.

Armor Class: 18 (+1 size, +6 natural, +1 Dex), touch 12, flat-footed 17

Base Attack/Grapple: +0/-1

Attack: Blood obsidian greatsword +4 melee (1d10+4)

Full Attack: Blood obsidian greatsword +4 melee (1d10+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Elemental traits

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 17, Dex 13, Con 12, Int 9, Wis 10, Cha 6

Skills: Listen +4

Feats: Dodge

Environment: Elemental Plane of Earth

Organization: Solitary or squad (2-8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: —

Composed entirely of sand and pebbles, this humanoid-shaped creature wields a massive sword made of glittering obsidian.

Sandknights are the footsoldiers of the Elemental Plane of Earth, endlessly marching across its stony plains and through its underground tunnels. They make war on anyone they have a chance of defeating, heedless of the danger.

Combat

Sandknights are unsubtle fighters. They simply charge their foes and attack with their swords.

Using a Sandknight's Gear: If summoned to the Material Plane, sandknights give up their swords only if their caster improves their attitude to friendly (they start out indifferent, so it's a DC 15 Diplomacy or Intimidate check). The sword disappears when the summoning spell ends, even if the sandknight was defeated before then.

Spinewyrm

Dragon (Psionic)

Environment: Warm deserts

Organization: Wyrmling, very young, young, juvenile, or young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Rating: Wyrmling 2; very young 3; young 5; juvenile 8; young adult 9; adult 11; mature adult 13; old 15; very old 17; ancient 19; wyrm 20; great wyrm 22.

Treasure: Triple standard



Saves: Fort +10, Ref +6, Will +3

Abilities: Str 26, Dex 10, Con 19, Int 2, Wis 13, Cha 14

Skills: Listen +14, Spot +3

Feats: Alertness, Endurance, Power Attack

Environment: Warm desert

Organization: Solitary or herd (2-12)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Level Adjustment: —

This lizardlike quadruped has two lower tusks more than a foot long and eight purplish eyes. Its upper back is covered with scales, but its limbs and underside is tawny fur.

The sand howler gets its name from the eerie yelps and howls it uses to communicate the location of prey to the rest of the pack. If more of its victims survived, they'd probably rename it for its paralytic gaze and massive jaws.

A typical sand howler is almost 10 feet long, 5 feet at the shoulder, and weighs 4,000 pounds.

Combat

Sand howlers are territorial hunters. They rarely stray from ground they know well. They often challenge an intruder by standing atop a ridge or sand dune and howling. If the intruder approaches, he faces the sand howler's paralyzing gaze, and then a downhill charge from the angry beast.

Paralyzing Gaze (Su): Paralyze foe for 1d4 rounds, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

SPINEWYRMS BY AGE

Age	Size	HD (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack
Wyrmling	T	3d12 (19)	13	10	11	8	13	10	+3/-4	+4
Very young	S	6d12 (39)	17	12	11	8	13	10	+6/+5	+10
Young	M	9d12+9 (67)	19	12	13	10	15	12	+9/+13	+13
Juvenile	L	12d12+24 (102)	23	12	15	10	15	12	+12/+22	+17
Young adult	L	15d12+30 (127)	25	14	15	12	17	14	+15/+26	+21
Adult	L	18d12+36 (153)	27	14	15	12	17	14	+18/+30	+25
Mature adult	H	21d12+63 (199)	27	14	17	14	19	16	+21/+37	+27
Old	H	24d12+72 (228)	29	16	17	14	19	16	+24/+41	+31
Very old	G	27d12+108 (283)	31	16	19	16	21	18	+27/+49	+33
Ancient	G	30d12+150 (345)	33	16	21	16	21	18	+30/+53	+37
Wyrm	G	33d12+165 (379)	35	18	21	18	23	20	+33/+57	+41
Great wyrm	G	36d12+216 (450)	37	18	23	20	23	22	+36/+61	+45

Alignment: Usually neutral evil

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +3; very young +4, young +5, juvenile +5, others —

This sinuous giant snake slithers across the sky, the many spines on its chitinous, segmented shell whistling as they slice through the wind.

The spinewyrm is the closest thing Athas has to a traditional D&D dragon. It has no breath weapon—or wings or legs for that matter—but it has dangerous melee attacks and psionic powers.

Spinewyrms float high in the skies over Athas, swooping down when they see a tasty meal or something else that strikes their fancy. They keep their lairs atop forbidding rock outcroppings, slippery sand dunes, or other hard-to-reach places.

Combat

Before a fight begins, a spinewyrm uses its psionic powers to make itself stronger and to learn more about its adversaries. It then dives into battle, trying to constrict and use its natu-

ral weapons. Larger spinewyrms constrict particularly tenacious foes and fly hundreds of feet into the air before dropping them.

Because a spinewyrm has no claws or wings, its full attack action functions differently than most dragons. A spinewyrm's primary attack is a bite with its massive, powerful jaws. Spinewyrms gain Improved Natural Attack (bite) as a bonus feat, and thus the damage they inflict is increased by one step, as if it were one size category larger than the damage indicated for a dragon's bite on page 69 of the *Monster Manual*. Spinewyrms always apply 1.5 times their Strength bonus to damage done with their bite, even when they make a full attack action. Spinewyrms have a secondary attack—lashing with the spines that cover their long, snake-like bodies. As spinewyrms grow larger, they can make more attacks with their spines. The number of attacks they can make with a full attack action and the damage inflicted is listed on the table, and includes one-half the spinewyrm's Strength bonus.

Detachable Spines (Ex): An opponent hit by a spinewyrm's spine (whether in melee, during a grapple, or during a spine volley) must succeed on a Reflex save or have the spine break off in his or her flesh. A lodged spine imposes a –1 penalty on attacks, saves, and checks; penalties for multiple spines stack. The save DC is Dexterity-based.

SPINEWYRM ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Manifester Level	SR/PR
Wyrmling	40 ft., fly 60 ft. (perfect)	+0	14 (+2 size, +2 natural)	—	—	—
Very young	40 ft., fly 60 ft. (perfect)	+1	17 (+1 size, +1 Dex, +5 natural)	—	—	—
Young	40 ft., fly 90 ft. (perfect)	+1	19 (+1 Dex, +8 natural)	—	—	—
Juvenile	40 ft., fly 90 ft. (perfect)	+1	21 (–1 size, +1 Dex, +11 natural)	—	—	16
Young adult	40 ft., fly 90 ft. (perfect)	+2	25 (–1 size, +2 Dex, +14 natural)	Damage reduction 5/magic	1st	18
Adult	40 ft., fly 90 ft. (perfect)	+2	28 (–1 size, +2 Dex, +17 natural)	—	3rd	20
Mature adult	40 ft., fly 120 ft. (perfect)	+2	30 (–2 size, +2 Dex, +20 natural)	Damage reduction 10/magic	5th	22
Old	40 ft., fly 120 ft. (perfect)	+3	34 (–2 size, +3 Dex, +23 natural)	—	7th	25
Very old	40 ft., fly 120 ft. (perfect)	+3	35 (–4 size, +3 Dex, +26 natural)	Damage reduction 15/magic	9th	27
Ancient	40 ft., fly 120 ft. (perfect)	+3	38 (–4 size, +3 Dex, +29 natural)	—	11th	28
Wyrm	40 ft., fly 150 ft. (perfect)	+4	42 (–4 size, +4 Dex, +32 natural)	Damage reduction 20/magic	13th	29
Great wyrm	40 ft., fly 150 ft. (perfect)	+4	45 (–4 size, +4 Dex, +35 natural)	—	15th	31

Fort Save	Ref Save	Will Save	Spine Attacks	Spine Damage	Spine Save	Impale Damage	Frightful Presence DC
+3	+3	+4	1	1d3	DC 11	2d3	—
+5	+6	+6	1	1d4+1	DC 14	2d4+2	—
+7	+7	+8	2	1d6+2	DC 15	2d6+4	—
+10	+9	+10	2	1d8+3	DC 17	2d8+6	—
+11	+11	+12	3	1d8+3	DC 19	2d8+7	DC 19
+13	+13	+14	3	1d8+4	DC 21	2d8+7	DC 21
+15	+14	+16	4	2d6+4	DC 22	4d6+8	DC 23
+17	+17	+18	4	2d6+4	DC 25	4d6+8	DC 25
+19	+18	+20	4	2d8+5	DC 26	4d8+10	DC 27
+22	+20	+22	5	2d8+5	DC 28	4d8+11	DC 29
+23	+22	+24	5	2d8+6	DC 30	4d8+12	DC 31
+26	+24	+26	6	2d8+6	DC 32	4d8+13	DC 34

A spine can be removed safely with a DC 20 Heal check as a standard action; otherwise, removing a spine deals 1d6 points of damage.

Improved Grab (Ex): To use this ability, a spinewyrm must hit a creature one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to impale the opponent on its spined body.

Impale (Ex): A spinewyrm deals the damage listed in the spinewyrm table with a successful grapple check. The spinewyrm's foe must also make a Reflex save or have a spine embedded in his or her flesh.

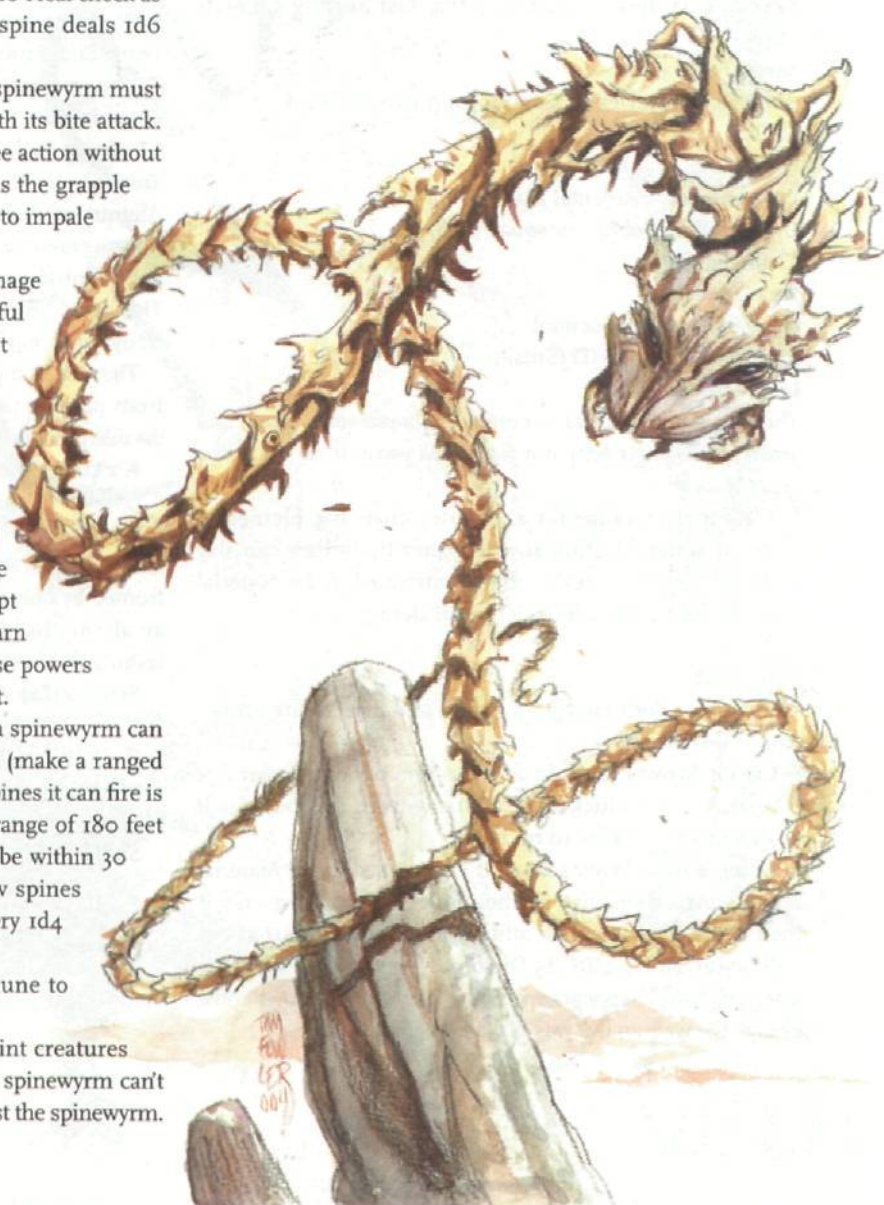
Powerful Bite (Ex): All spinewyrms gain Improved Natural Attack (bite) as a bonus feat.

Psionics (Sp): A spinewyrm knows and manifests psionic powers as a psion of the level indicated in the spinewyrm table, except that it uses Charisma to set save DCs and earn bonus power points. Spinewyrms can choose powers from the psion/wilder list and the egoist list.

Spine Volley (Ex): With a snap of its tail, a spinewyrm can loose a volley of spines as a standard action (make a ranged attack roll for each spine). The number of spines it can fire is equal to its age category. This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature grows new spines quickly, and it can use this attack once every 1d4 rounds as a result.

Immunities (Ex): A spinewyrm is immune to sleep and paralysis effects.

Blindsense (Ex): Spinewyrms can pinpoint creatures within a distance of 60 feet. Opponents the spinewyrm can't actually see still have total concealment against the spinewyrm.



Keen Senses (Ex): A spineworm sees four times as well as a human in shadowy illumination and twice as well in normal light.

Wavearcher

Small Elemental (Water)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 20 ft. (4 squares), swim 30 ft.

Armor Class: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +0/-2

Attack: Composite longbow +3 ranged (1d6+2)

Full Attack: Composite longbow +3 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Elemental traits, fast healing 5, create arrows

Saves: Fort +3, Ref +2, Will -1

Abilities: Str 15, Dex 15, Con 12, Int 9, Wis 8, Cha 8

Skills: Listen +3

Feats: Point-Blank Shot

Environment: Elemental Plane of Water

Organization: Solitary or squad (2-8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small)

Level Adjustment: —

This liquid creature has a humanoid-shaped torso, head, and arms, but its lower body is a foamy sea wave. It carries a bow made of coral.

Wavearchers range far and wide across the Elemental Plane of Water, hunting anything they think they can slay with their arrows. They're often summoned to the Material Plane to fight on behalf of elemental clerics.

Combat

Wavearchers don't engage in melee, and instead fire arrows from a distance.

Create Arrows (Su): As a free action once per round, a wavearcher can pluck an iron arrow from its body. Such arrows disappear after 10 rounds.

Using a Wavearcher's Gear: If summoned to the Material Plane, wavearchers give up their longbow or arrows only if their caster improves their attitude to friendly (they start out indifferent, so it's a DC 15 Diplomacy or Intimidate check). The longbow disappears when the summoning spell ends, even if the wavearcher was defeated before then.

Z'Tal

Small Animal

Hit Dice: 1d8+2 (6 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13

Base Attack/Grapple: +0/-2

Attack: Scales +4 melee (1d4)

Full Attack: Scales +4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Scream

Special Qualities: Low-light vision

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 10

Skills: Jump +10, Listen +3, Spot +3

Feats: Endurance

Environment: Warm deserts

Organization: Solitary, pair, or leap (5-20)

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small)

Level Adjustment: —

This small, brown lizard hops up and down on its hind legs, its glossy scales shining in the sun.

The z'tal is a desert lizard known for its proclivity to hop from place to place and for the alarming scream it uses to disable predators.

A z'tal is about 2 feet tall and weighs from 5 to 8 pounds.

Combat

An herbivore, the z'tal only fights when it must. When confronted by one of the desert's many predators, a z'tal shrieks an alarm, then hops away. If cornered, the z'tal attacks by lashing its sharp-edged scales against a foe.

Scream (Ex): Any creature other than other z'tals within 10 feet of a screaming z'tal must succeed at a DC 10 Will save or suffer a -2 penalty to skill checks for one minute. Those who save against the z'tal's scream are immune to further z'tal screams for the rest of the day.

Skills: Z'tals have a +8 racial bonus on Jump checks. Ω