



MONSTROUS COMPENDIUM[®]

Appendix II



Terrors Beyond Tyr



Terrors Beyond Tyr

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How to Use this Book

Welcome to the second MONSTROUS COMPENDIUM® volume detailing the strange and terrifying creatures of Athas. For the Dungeon Master (DM) venturing into the wilds beyond the Tyr region, this accessory will prove indispensable as it is designed to go hand in hand with the revised DARK SUN® Campaign Setting (2438). That boxed set explores the lands beyond Tyr as well as presents expanded psionics rules. (Throughout the entries in this appendix, statistics pertaining to the new psionics rules are presented in second color for ease of reference.) Monsters included in this volume are typical for their type, but variations by the DM for his or her own campaign are encouraged.

This volume's entry format follows that of the *Monstrous Manual*™. Brief explanations of the terms used in each entry are provided below. (For more detailed explanations, consult the *Monstrous Manual*.) **Note:** In this book the *DUNGEON MASTER*® Guide is abbreviated DMG, and the *player's Handbook* is abbreviated PHB.

In addition to the base statistics, each monster is described using the following categories:

- ▲ **Combat:** This section discusses special combat abilities, arms, armor, and tactics.
- ▲ **Habitat/Society:** This section outlines the monster's general behavior, nature, social structure, and goals.
- ▲ **Ecology:** This section describes how the monster fits into the campaign world, gives useful products or byproducts of the creature, and presents other miscellaneous information.
- ▲ Variations of a monster are given in a special section after the main monster entry.

Climate/Terrain

This notation defines where the creature is most often found. Normally, climates include arctic, subarctic, temperate, and tropical. Terrains include plain/scrub, forest, rough/hill, mountain, swamp, and desert

Frequency

This percentage is the likelihood of encountering a creature in an area. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is 65%. Chances can be adjusted for special areas.

Organization

This listing notes the general social structure the monster adopts. *Solitary* includes small familial groups.

Activity Cycle

This is the time of day when the monster is most active: *Diurnal* means active during daytime, *nocturnal* means active at nighttime, and *crepuscular* means most active at dawn and dusk. Nocturnal monsters may be active at any time in subterranean settings. Activity cycle is a general guide and exceptions are fairly common.

Diet

This statistic indicates what the creature generally eats. *Carnivores* eat meat, *herbivores* eat plants, and omnivores eat both. Scavengers feed mainly on carrion.

Intelligence

This classification is the equivalent of human "IQ." Certain monsters are instinctively cunning and are noted as such in the monster descriptions. Ratings correspond to the following Intelligence ability scores:

0	Nonintelligence (or not ratable)
1	Animal intelligence
2-4	Semi-intelligence
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	High intelligence
15-16	Exceptional intelligence
17-18	Genius
19-20	Supragenius
21+	Godlike intelligence

Treasure

This item refers to the treasure tables in the *DARK SUN Rules Book*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair. These are most often designed and placed by the DM. Intelligent monsters use magical items present and try to carry off most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible. If all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by parenthetical multiplier (x10, etc.) not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered underground will be much smaller.

Alignment

This category shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

No. Appearing

This statistic indicates the typical number appearing in a lair encounter. The DM should alter this to fit the circumstances. The number stated should not be used for dungeon encounters.

Armor Class

This number indicates 1) the armor worn by humans and humanoids, 2) the natural protection because of physical structure or magical nature, and 3) the difficulty in hitting something because of its speed or reflexes. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed Armor Class ratings do not include any special bonuses noted in the description.

Movement

This notation shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: FL = flying, SW = swimming, BR = burrowing, Wb = moving in a web, Jp=Jump. Flying creatures also have a Maneuverability Class from A to E (refer to the Aerial Combat rules in the DMG).

Hit Dice

This Statistic controls the number of hit points of damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided, yielding 1 to 8 cumulative hit points each. The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point range instead of Hit Dice, and some will have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4 hit points (for 8 to 36 total points). Creatures with +3 or more added to their hit points are considered of the next higher hit die for purposes of attack rolls and saving throws.

THACO

This number is the attack roll the monster needs to hit Armor Class 0. This is always a function of Hit Dice, with any exceptions mentioned in the text description of the creature. Humans and demihumans always use player character THACOs, regardless if they are player characters or "monsters." THACOs do not include any special bonuses noted in the description. Hit probability bonuses because of strength are listed in parentheses with the THACO.

No. of Attacks

This entry shows the basic attacks the monster can make in a melee round, excluding special attacks. This number may be modified by hits that sever limbs or spells such as haste and slow, for example. Multiple attacks indicate several attacking arms, raking paws, or multiple heads.

Damage/Attack

This category shows the amount of damage a given attack will make, expressed as a spread of hit points (die roll combinations). If the monster uses weapons, the damage done by typical weapons will be followed by the weapon type. Damage bonuses because of Strength are listed as a bonus following the damage range.

Special Attacks

This entry lists attack modes such as dragon breath or magic use. These are explained in the monster description.

Special Defenses

This entry lists any special defenses, which are explained in the monster description.

Magic Resistance

This notation is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates this resistance, the creature is still entitled to any normal saving throws allowed.

Size

Size is abbreviated as T (*tiny*, 2 feet tall or less), S (*small*, 2+ to 4 feet

to 12 feet tall), H (*huge*, 12+ to 25 feet tall), and G (*gargantuan*, 25+ feet tall). Note that not all monsters are "tall", they might be "long" instead.

Morale

This category is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale rating corresponds to the following range:

2-4	Unreliable
5-7	Irregular
8-10	Average
11-12	Steady
13-14	Very steady
15-16	Elite
17-18	Fanatic
19-20	Fearless

XP Value

This is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that may be modified by the DM for the degree of challenge, encounter situation, or campaign balance. For the creatures in this appendix, additional experience point awards have been calculated on the basis of extraordinary spell use, spell-like abilities, and exceptional magic resistance.

Psionics Summary

This entry gives a complete listing of the creature's innate psionic abilities. It is compatible with both *The Complete Psionics Handbook* rules and the *Player's Option: Skill and Powers* psionics rules. Statistics shown in blue are in reference to the new psionics rules presented in the revised *DARK SUN Campaign Setting* (2438) and *Player's Option: Skills and Powers*. Parenthetical entries printed in blue replace the suggested powers under the new system. For example, psionic blast is a devotion in *The Complete Psionics Handbook*. However in the *Player's Option: Skills and Powers* book it is a proficiency. For example:

Telepathy: Sciences— psionic blast ([mind link](#))

If you are using *The Complete Psionics Handbook*, the monster does not have the send thoughts devotion. However, if you are using the *Player's Option: Skills and Powers* system, it has the psionic blast proficiency and the send thoughts devotion.

Abbreviations

Dis	Disciplines
Sci	Sciences
Dev	Devotions
PSPs	Psionic Strength Points
PS	Power Score
Att	Psionic Attack Forms
Def	Psionic Defense Forms
MTHAC0	Mental To Hit Armor Class 0
MAC	Mental Armor Class

EW	Ego Whip	IF	Intellect Fortress
II	Id Insinuation	MB	Mental Barrier
MT	Mind Thrust	MBk	Mind Blank
PB	Psionic Blast	TS	Thought Shield
PsC	Psychic Crush	TW	Tower of Iron Will

DARK SUN Encounter Tables

These encounter tables draw upon creatures presented in the original DARK SUN boxed set (2400), the *Monstrous Manual* (2140), the *Terrors of the Desert* DARK SUN MONSTROUS COMPENDIUM (2405), and this volume.

When a random encounter is called for, roll the die on the following terrain type table and proceed from there to the appropriate terrain table (and any sub-tables, as indicated). Random encounters in specific terrain should be rolled on the correct table. Demihuman, slave worker, and templar patrol encounters must be organized by the DM.

TERRAIN TYPE (Roll 1d10)

1	Verdant belt
2	Stony barrens
3	Sandy wastes
4	Rocky badlands
5	Mountains
6	Forest
7	Scrub plains
8	Salt flats
9	Sea of Silt
10	Roll again

VERDANT BELT (Roll 2d12)

2	<i>Subtable C</i>
3-4	<i>Subtable B</i>
5-7	<i>Subtable A</i>
8	Rock cactus
9	Domestic animal
10	Erdland
11	Dwarf
12	Lirr
13	Thri-kreen
14	Templar
15	Slave
16	Elf
17	Merchant
18	B'rohng
19-21	<i>Subtable A</i>
22-23	<i>Subtable B</i>
24	<i>Subtable C</i>

Subtable A (Roll 1d8)

1	Brambletree
2	Silkworm
3	Jhakar
4	Lirr
5	Nikaal
6	Spinewyrm
7	Thri-kreen
8	Bog wader

Subtable B (Roll 1d12)

1	Lesser earth elemental
2	Bloodgrass
3	Dewfrond
4	T'chowb
5	Hunting cactus
6	Renegade halfling
7	Blossomkiller
8	Half-giant
9	Dwarf banshee
10	Strangling vine
11	Id fiend
12	Agony beetle

Subtable C (Roll 1d10)

1	Crystal spider
2	Vilhchi
3	Aviarag
4	Fire scorpion
5	Bulette
6	Burnflower
7	Rain drake
8	Cloud ray
9	Water drake
10	Spirit of the land

STONY BARRENS (Roll 2d12)

2-4	<i>Subtable E</i>
5-7	<i>Subtable D</i>
8	Wild mul
9	Elf
10	Brambleweed
11	Thri-kreen
12	Scrab
13	Rock cactus
14	Templar
15	Renegade slave
16	Wild kank
17	Jankz
18	B'rohng
19-21	<i>Subtable D</i>
22-24	<i>Subtable E</i>

Subtable D (Roll 1d12)

1	Dwarf banshee
2	Baazrag
3	Dwarf
4	Kes'trekel
5	Nikaal
6	Agony beetle
7	Sun drake
8	Lesser earth elemental
9	Cha'thrang
10	Hunting cactus
11	Flailer
12	Id fiend

Subtable E (Roll 1d12)

1	Zhackal
2	T'chowb
3	Thrax
4	Heavy crodlu
5	Crystal spider
6	So-ut
7	Boneclaw
8	Villich
9	Dune runner
10	Earth drake
11	Cloud ray
12	Spirit of the land

SANDY WASTES (Roll 2d12)

2-4	<i>Subtable G</i>
5-7	<i>Subtable F</i>
8	Brambleweed
9	Thri-kreen
10	Wild mul
11	Scrab
12	Spider cactus
13	Erdland
14	Merchant
15	Silt runner
16	Templar
17	Jankz
18	B'rohng
19-21	<i>Subtable F</i>
22-24	<i>Subtable G</i>

Subtable F (Roll 1d20)

1	Antloid swarm
2	Kes'trekel
3	Rock cactus
4	Brambletree
5	Dwarf
6	Tagster
7	Dwarf banshee
8	Nikaal
9	Red silt horror
10	Aarokocra
11	Dynamis antloid
12	T'chowb
13	Sand bride
14	Thrax
15	Id fiend
16	Sink worm
17	Zhackal
18	Sand cactus
19	Heavy crodlu
20	Bulette

Subtable G (Roll 2d8)

- 2 Cha'thrang
- 3 So-ut
- 4 Crystal spider
- 5 Megapede
- 6 Sand mother
- 7 Cloud ray
- 8 Nightmare beast
- 9 Mini-kank
- 10 Burnflower
- 11 Fire scorpion
- 12 Lesser earth elemental
- 13 Dune runner
- 14 Earth drake
- 15 Dune trapper
- 16 Spirit of the land

ROCKY BADLANDS (Roll 2d12)

- 2-4 *Subtable I*
- 5-7 *Subtable H*
- 8 Pterrax
- 9 Elf
- 10 Erdland
- 11 Rock cactus
- 12 Thri-kreen
- 13 Spider cactus
- 14 Hunting cactus
- 15 Rasclinn
- 16 Nomad/herder
- 17 Elf
- 18 B'rohng
- 19-21 *Subtable H*
- 22-24 *Subtable I*

Subtable H (Roll 1d12)

- 1 Kes'trekel
- 2 Nikaal
- 3 Brambletree
- 4 Dwarf banshee
- 5 Sun drake
- 6 Lesser earth elemental
- 7 Half-giant
- 8 Undead
- 9 T'chowb
- 10 Id fiend
- 11 Drik
- 12 Earth serpent

Subtable I (Roll 1d12)

- 1 Lesser fire elemental
- 2 Cha'thrang
- 3 Agony beetle
- 4 Crystal spider
- 5 Fire scorpion
- 6 Bulette
- 7 Villichi
- 8 Water drake
- 9 Dune runner
- 10 Burnflower
- 11 Cloud ray
- 12 Spirit of the land

MOUNTAINS (Roll 2d12)

- 2-4 *Subtable K*
- 5-7 *Subtable J*
- 8 Gith
- 9 Kes'trekel
- 10 Elf
- 11 Erdland
- 12 Rock cactus
- 13 Dwarf
- 14 Lirr
- 15 Half-giant
- 16 Undead
- 17 B'rohng
- 18 Raider
- 19-21 *Subtable J*
- 22-24 *Subtable K*

Subtable J (Roll 1d8)

- 1 Jhakar
- 2 Tigone
- 3 Tul'k
- 4 Brambletree
- 5 Nikaal
- 6 Spinewyrm
- 7 Agony beetle
- 8 Klar

Subtable K (Roll 2d10)

- 2 Zhackal
- 3 T'chowb
- 4 Athasian roc
- 5 Id fiend
- 6 Lesser fire elemental
- 7 Aviarag
- 8 Nightmare beast
- 9 Crystal spider
- 10 Lesser earth elemental
- 11 Cloud ray
- 12 Villichi
- 13 Fire scorpion
- 14 Earth drake
- 15 Dune runner
- 16 Air drake
- 17 Fire drake
- 18 Water drake
- 19 Sun drake
- 20 Spirit of the land

FOREST (Roll 2d12)

- 2-4 *Subtable M*
- 5-7 *Subtable L*
- 8 Pterran
- 9 Elf
- 10 Trapping spider
- 11 Lirr
- 12 Erdland
- 13 Halfling
- 14 Kirre
- 15 Renegade halfling
- 16 Pterran
- 17 Sloth
- 18 B'rohng
- 19-21 *Subtable L*
- 22-24 *Subtable M*

Subtable L (Roll 2d8)

- 2 Bloodgrass
- 3 Spinewyrm
- 4 Brambletree
- 5 Zombie plant
- 6 Athasian sloth
- 7 Critic
- 8 Esperweed
- 9 Blossomkiller
- 10 Renegade halfling
- 11 T'chowb
- 12 Zhackal
- 13 Poisonweed
- 14 Feylaar
- 15 Half-giant
- 16 Agony beetle

Subtable M (Roll 2d6)

- 2 Brain seed
- 3 Crystal spider
- 4 Nightmare beast
- 5 Aviarag
- 6 Cloud ray
- 7 Fire drake
- 8 Burnflower
- 9 Fire scorpion
- 10 Bulette
- 11 Earth serpent
- 12 Spirit of the land

SCRUB PLAINS (Roll 2d12)

- 2 *Subtable O*
- 3-5 *Subtable N*
- 6 Pulp bee
- 7 Agony beetle
- 8 Thri-kreen
- 9 Spinewyrm
- 10 Wild mul
- 11 Brambleweed
- 12 Elf
- 13 Jalath'gak
- 14 Jhakar
- 15 Bandit/raider
- 16 Lirr
- 17 Kes'trekel
- 18 B'roh
- 19 Merchant
- 20 Undead
- 21-23 *Subtable N*
- 24 *Subtable O*

Subtable N (Roll 1d20)

- 1 Lesser earth elemental
- 2 Lesser fire elemental
- 3 Brambletree
- 4 Dwarf
- 5 Trapping spider
- 6 Zombie plant
- 7 Spider cactus
- 8 Bog wader
- 9 Nikaal
- 10 Locust
- 11 Thrax
- 12 Zhackal
- 13 Id fiend
- 14 Dwarf banshee
- 15 Hunting cactus
- 16 Rock cactus
- 17 Half-giant
- 18 Aviarag
- 19 Fire scorpion
- 20 Nightmare beast

Subtable O (Roll 1d10)

- 1 Crystal spider
- 2 So-ut
- 3 Fire drake
- 4 Villich
- 5 Mini-kank
- 6 Cloud ray
- 7 Burnflower
- 8 Earth drake
- 9 Dune runner
- 10 Spirit of the land

SALT FIATS (Roll 2d12)

- 2-4 *Subtable Q*
- 5-7 *Subtable P*
- 8 Elf
- 9 Erdland
- 10 Undead
- 11 Raider
- 12 Merchant
- 13 Slave
- 14 Huge scorpion
- 15 Id fiend
- 16 T'chowb
- 17 Thri-kreen
- 18 B'roh
- 19-22 *Subtable P*
- 23-24 *Subtable Q*

Subtable P (Roll 1d10)

- 1 Lesser earth elemental
- 2 Rock cactus
- 3 Spif
- 4 Kes'trekel
- 5 Nikaal
- 6 Thri-kreen
- 7 Dwarf banshee
- 8 Hunting cactus
- 9 Lesser fire elemental
- 10 Id fiend

Subtable Q (Roll 2d10)

- 2 Nightmare beast
- 3 Villich
- 4 Rock golem
- 5 Mim-kank
- 6 Crystal spider
- 7 Megapede
- 8 Fire scorpion
- 9 Bulette
- 10 Earth drake
- 11 Aviarag
- 13 Cloud ray
- 14 Locusts
- 14 Fire drake
- 15 Burnflower
- 16 Water drake
- 17 Dune trapper
- 18 Dune runner
- 19 Salt golem
- 20 Spirit of the land

SEA OF SILT (Roll 2d12)

- 2-4 *Subtable T*
- 5-7 *Subtable S*
- 8 Black silt horror
- 9 Silt skimmer
- 10 Floater
- 11 Erdland
- 12 Kes'trekel
- 13 Silt runner
- 14 Razorwing
- 15 White silt horror
- 16 Red silt horror
- 17 Undead
- 18 Sink worm
- 19-22 *Subtable S*
- 23-24 *Subtable T*

Subtable S (Roll 1d10)

- 1 Rock cactus
- 2 Plains giant
- 3 Dwarf banshee
- 4 Desert giant
- 5 Id fiend
- 6 Brown silt horror
- 7 Sand vortex
- 8 Gray silt horror
- 9 Villich
- 10 Beasthead giant

Subtable T (Roll 1d10)

- 1 Thrax
- 2 Brain seed
- 3 Ruktoi
- 4 Earth drake
- 5 Dune runner
- 6 Burnflower
- 7 Cloud ray
- 8 Fire drake
- 9 Water drake
- 10 Spirit of the land

Ааракочра, Athasian

CLIMATE/TERRAIN:	Deep desert
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Any
NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	6, Fl 36 (C)
HIT DICE:	2+2
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d3/1d3 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (with 20+-foot wingspan)
MORALE:	Steady (II)
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Dis 2/Sci2/Dev 7; PS 9; PSPs 30 Att: EW, MT, Def: IF, TW

PLAYER'S OPTION: *AT 1; MTHACO 16; MAC 8

Clairsentience: *Sciences* – nil; *Devotions* – all-round vision, danger sense, radial navigation.

Telepathy: *Sciences* – mind link, probe; *Devotions* – contact (ESP), ego whip (life detection), send thoughts, mind thrust (sight link).

Note: Only leaders of tribes have psionic powers. While the powers listed above are the most common, some aarakocra have different or additional powers.

A race of intelligent, birdlike creatures living in the deepest deserts of Athas, the rare Athasian aarakocra spends its time soaring on thermals in search of food.

The aarakocra is 7 to 8 feet tall with a wingspan of 20 feet or more. Because of its large wingspan, an aarakocra can carry as much as 75% of its own body weight and still fly easily. An aarakocra can fly a short distance carrying a burden equaling 125% of its own body weight. The average body weight of a full grown male is 100 pounds and a female is 85 pounds.

Each wing has a "hand" at its midpoint, consisting of three fingers and an opposable thumb. The fourth finger forms the rigid leading edge of the wing. In flight the hands cannot be used, but on the ground the aarakocra can use its hands almost as a human would. The aarakocra's body is protected by a thin bony plate on the chest, much like a solid rib cage. Talons on its legs can be used as claws and can be retracted to reveal a second set of hands, also with three fingers and an opposable thumb. Except for the chest plate, the entire skeleton is hollow and extremely fragile.

From a distance, the Athasian aarakocra resembles a huge vulture. Its black eyes, set in the front of the head, provide excellent vision over a long range. The plumage is generally black with a white collar for adult males and black or brown with a smaller white collar for females. Adolescents are a mixture of brown and black.

The beak is large and covers most of the head. Plumage begins at the crown of the head and is darker near the head, except for the collar.

Athasian aarakocra speak their own language and the languages of vultures

and other large birds. Some speak the common tongue (5% to 10% chance depending on how deep in the wastelands a tribe lives).

Combat: Aarakocra can fight in the air or on the ground. They prefer aerial combat since their bones are too fragile to withstand a solid blow from a human-sized opponent. In combat against creatures on the ground, they prefer to fly over their victim and drop weighted nets. Some aarakocra use darts to harass ground-based opponents.

If their opponents can fly, the aarakocra generally forgo the use of the net, although large groups sometimes use nets on flying creatures. Normally, aarakocra attack flying creatures with long spears, diving from above and allowing the momentum to carry the spear through the target. Such an attack doubles the damage if the aarakocra have been able to dive at least 50 feet. Only the very largest aarakocra can carry more than one of these spears, they can attack with both at once with no penalty, causing double damage on each strike. All diving attacks are made at +4 and should be treated as a charge attack. All other penalties and restrictions of charge attacks apply.

The effect of the aarakocra's nets depends on if the opponent is flying at the time it becomes entangled. Creatures on the ground that are hit by a net are entangled and unable to participate in any combat until they make a successful Strength check to get free of the net. Flying creatures hit by a net can no longer fly and immediately begin falling. If they cannot escape the net or use some magical means to arrest the fall, normal falling damage applies.

Unless victims are entangled in nets, aarakocra are cautious in ground combat. If the aarakocra outnumber their opponents they advance in a straight line and thrust with their spears. If outnumbered, or the opponents are particularly tough, the aarakocra withdraw. Victims entangled in nets are killed or incapacitated for use as food or ransom.

Athasian aarakocra are mindful of their physical limitations as well as their comparatively low psionic abilities. They do not normally initiate psionic combat. At the first sign of psionic powers from any of their victims, however, all aarakocra that have some ability will use whatever attack and defense modes they can in an attempt to destroy the threat. Large groups of is or more aarakocra may initiate psionic combat if their leaders feel they can win quickly and avoid physical combat.

In desperation, an aarakocra can attempt to bite an opponent in combat. Because of the unwieldiness of its beak, the aarakocra has a THACO of 18 if attacking with this appendage. Further, the birdman causes only 1d2 points of damage with the beak.

Habitat/Society: Athasian aarakocra live in tribes with 6-20 (2d8+4) members, depending on the prestige of the leader. The largest tribe ever recorded had 50 members. The tribal hunting territory depends on the size of the tribe, usually about 500 square miles for a tribe of 10 members. There are no rigid boundaries between tribes and border disputes are not uncommon.

Alignments of tribe members are similar to the alignment of the leader. A tribe that has a leader who is neutral good may have neutral good, chaotic good, lawful good, and true neutral members. A predominantly evil tribe does not recognize boundaries with other tribes and treats other tribes as inferior beings to be eliminated.

Athasian aarakocra aren't happy in enclosed spaces, but they take refuge in a cave or building if necessary.

Nonevil tribes live in rocky aeries in the highest peaks they can find. Evil tribes are normally nomadic and use an aerie made by another tribe if they need to remain in an area for a long time, even if they have to evict the tribe that made the nest.

Aarakocra aren't friendly toward intruders in their territory, especially caravans. They try to extract a toll from the caravan for passage through the desert. Good-aligned tribes allow unhindered passage of caravans that pay a tribute. If someone refuses to pay the tribute, the aarakocra try to capture scouts or outriders from the party and hold them until an even larger tribute is paid. The payment may be either livestock or shiny objects. Aarakocra are smart enough not to be taken in by glass baubles instead of gems, although they cannot tell the difference between the more common gems and the rare ones.

Evil tribes ask for tribute and often attack a caravan whether it pays or not. Aarakocra always demand shiny objects such as stones. These tribes find humans and demihumans to be quite tasty and prefer them to other food.

Good-aligned tribes of aarakocra sometimes return a lost traveler to the edge of the desert after first removing any valuables the traveler may be carrying. On very rare occasions a tribe might return a lost group of travelers to the more frequently traveled parts of the desert, again after first taking any valuables as payment.

The oldest male is the leader of the tribal hunting party and has 4+4 Hit Dice. The oldest female is in charge of the tribal aerie and has 3+3 HD. In tribes that have more than 15 members, the next oldest aarakocra serves as shaman and has 3+3 HD; the shaman completes the triumvirate necessary for proper worship and the summoning of elementals. (Interestingly, no magic-using aarakocra has ever been recorded.) Tribes without a shaman cannot summon air elementals, which is an important part of aarakocra culture.

The shaman is the leader of the daily sun worship. Aarakocra worship the sun because it provides them with the thermals they need to soar in search of food. The shaman also leads the mystic rituals used to summon an air elemental. Summoning an air elemental is usually done only in preparation for the tribe's most sacred ceremony, the hunt. Small tribes must band together for this ceremony to allow the triumvirate to be formed.

The ceremony to summon an air elemental must be conducted at dawn and requires the oldest male and female to emit a high-pitched keening whistle. The shaman conducts an intricate dance around them, simultaneously chanting an ancient summoning mantra.

The hunt is the final part of the initiation of adolescent aarakocra to adulthood and often takes the tribe far from their normal territory. The target is always a silt drake. The hunt is the only time the females leave the relative safety of the nest. Even an evil tribe will not interfere with a tribe on a hunt. An air elemental is often summoned to help find the drake, but never takes part in the actual combat. Although the adult members of the tribe take part in the initial phases of the combat, it is the initiates who deliver the final, killing blows to the drake. Scars from the hunt are considered a mark of pride among all aarakocra.

The females spend about eight months of the year incubating their eggs. Athasian aarakocra mate for life and a pair normally produces as many as 10 offspring. A female lays one

egg a year. Constant incubation is not required because of the high daytime temperatures, so the females can maintain the nest and keep the tribe's treasure in order.

Ecology: Athasian aarakocra are high on the food chain and have no natural enemies other than drakes. Unless evil, aarakocra leave their own territory only to hunt the silt drake and return as soon as possible when the hunt is over. (Evil aarakocra attack others, as noted above.) Aarakocra eggs and hatchlings are sought after by wealthy land owners who wish to use the creatures



as scouts and sentries. An egg can bring as much as 10 cp in Tyr's marketplace. Tribes that have had eggs or hatchlings stolen have long memories and sometimes take revenge against the thief at a later date. Captive aarakocra join any tribe they come in contact with. Athasian aarakocra have a natural life span of 21-30 years.

Animal, Domestic

	Aprig	Carru	Mulworm	Sygra
CLIMATE/TERRAIN:	Verdant belt	Verdant belt	Verdant belt	Verdant belt
FREQUENCY:	Common	Common	Uncommon	Common
ORGANIZATION:	Herd	Herd	Solitary	Flock
ACTIVITY CYCLE:	Day	Day	Any	Day
DIET:	Herbivore	Herbivore	Leaves	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Non (0)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-20 (2d10)	5-50 (5d10)	1d10x1,000	1-20 (1d20)
ARMOR CLASS:	4	7	10	7
MOVEMENT:	9	12	3, F1 12 (D)	12
HIT DICE:	1-1	3+3	1 point	1
THACO:	20	17	N/A	20
NO. OF ATTACKS:	1	2	Nil	Male 3 Female 2
DAMAGE/ATTACK:	1d4	1d6/1d6	N/A	1d3/1d3/2d4 (male only)
SPECIAL ATTACKS:	Nil	Toss, trample	Poison	Gore
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (2'-3')	L (10' long)	T (8")	S (3'-4')
MORALE:	Average (10)	Average (9)	N/A	Average (9)
LEVEL/XP VALUE:	15	175	35/7	Male 65 Female 35
PSIONICS SUMMARY:	Nil	Nil	Nil	Nil
PLAYER'S OPTION:	MAC 6	MAC 6	MAC 6	MAC 5

Aprig

These small piglike creatures have hard shells that provide them with protection from the elements and predators. Aprigs vary in color from gray to reddish brown. They have round faces and flat snouts that are good for snuffling through piles of vegetation. They have keen senses of smell and hearing, but are very short-sighted.

Combat: Aprigs prefer to flee, but if forced to fight they attempt to bite an opponent and then run away. Aprigs' teeth are not sharp and inflict only 1-4 (1d4) points of damage. The bite wound can become infected if not properly cleaned. If the wound is not cleaned, there is a 5% chance per day of infection setting in. An infected wound causes the creature affected to become incapacitated for 1-4 (1d4) days while the infection heals. When they fight, aprigs rush into battle squealing loudly.

Habitat/Society: Aprigs need little care and can eat almost any form plant life, even scraps. A herd consists of one boar (the leader), several sows, and some young. Once a young boar matures the owner must sell one of the boars or they will fight to the death for the right to mate with the sows. Aprig sows mate twice a year, producing as many as 10 young per litter.

Aprigs communicate by a series of grunts and squeals that are limited to signals of danger, food, and pleasure.

Ecology: As a domesticated farm animal, aprigs are near the bottom of the food chain. They provide a succulent meat with a faint nutty flavor. Sows can be milked but the milk is not good quality. The shells of aprigs can be used as bowls for carrying water or grain, or to make rudimentary greaves, but cannot be worked in any way.

Full-grown aprigs are worth about 50 cp live or 20 cp as a carcass. The shell is worth as much as 10 cp if it is undamaged.

Carru

Carru resemble Brahman cattle because of the large humps immediately behind their heads. These humps are fluid storage sacs, but don't inflate and deflate Carru are a drab gray color and have a soft hide. Their heads are covered with a tougher hide to protect the skull. Carru have two brown eyes set in the front of their heads for good forward vision. They have poor peripheral vision and a poor sense of smell. On adult males, two horns curve out from the forehead and sweep forward to in front of the eyes. Females have much shorter horns that project straight forward from the skull.

Combat: The carru adult male defends the herd from attack using its horns to slash at opponents. Each horn inflicts 1-6 (1d6) points of damage. If both horns strike, the carru has skewered its opponent and can toss it through the air in any direction for an extra 1-8 (1d8) points of damage. If the opponent lands near the females, it can be trampled



by them for 1-4 (1d4) points of damage per carru that tramples successfully. Young carru inflict only 1-2 points of damage by trampling.

Habitat/Society: Carru are herd animals. Each herd consists of one or more adult males, at least three adult females per adult male, and several young. The largest male is the leader of the herd. Carru are domesticated creatures, not used to the wild. Carru may be used as beasts of burden, dragging ploughs or turning water wheels on the farm. They tend to stay close to the farmhouse and graze on whatever they can find. They can eat grains if grass is scarce, but this is expensive and seldom cost-effective. Carru females bear only one calf a year and suckle it for the first few weeks of its life. Suckling calves have no attack capability.

Ecology: Carru are at the low end of the animal food chain. Each adult male produces 250 pounds of edible meat. Females produce 200 pounds of meat, but they are rarely butchered as they are valued for their milk production. Each adult female can produce as much as three gallons of milk each day. The milk keeps for only a few days, but it is thick and creamy and can sustain life on its own.

Carru hide takes dye very well and can be used to make clothing, furniture coverings, or tents. The tougher hide around the head of the carru can be stretched over a shield or buckler to strengthen it, or it can be used to make the flexible parts of a suit of leather armor.

The fluid sac behind the carru's head contains 3-9 (1d6+2) pints of tepid water. The water tastes flat but can keep a thirsty animal or adventurer alive. The sac itself can be used to make a waterskin, but the fabric rots when it comes into

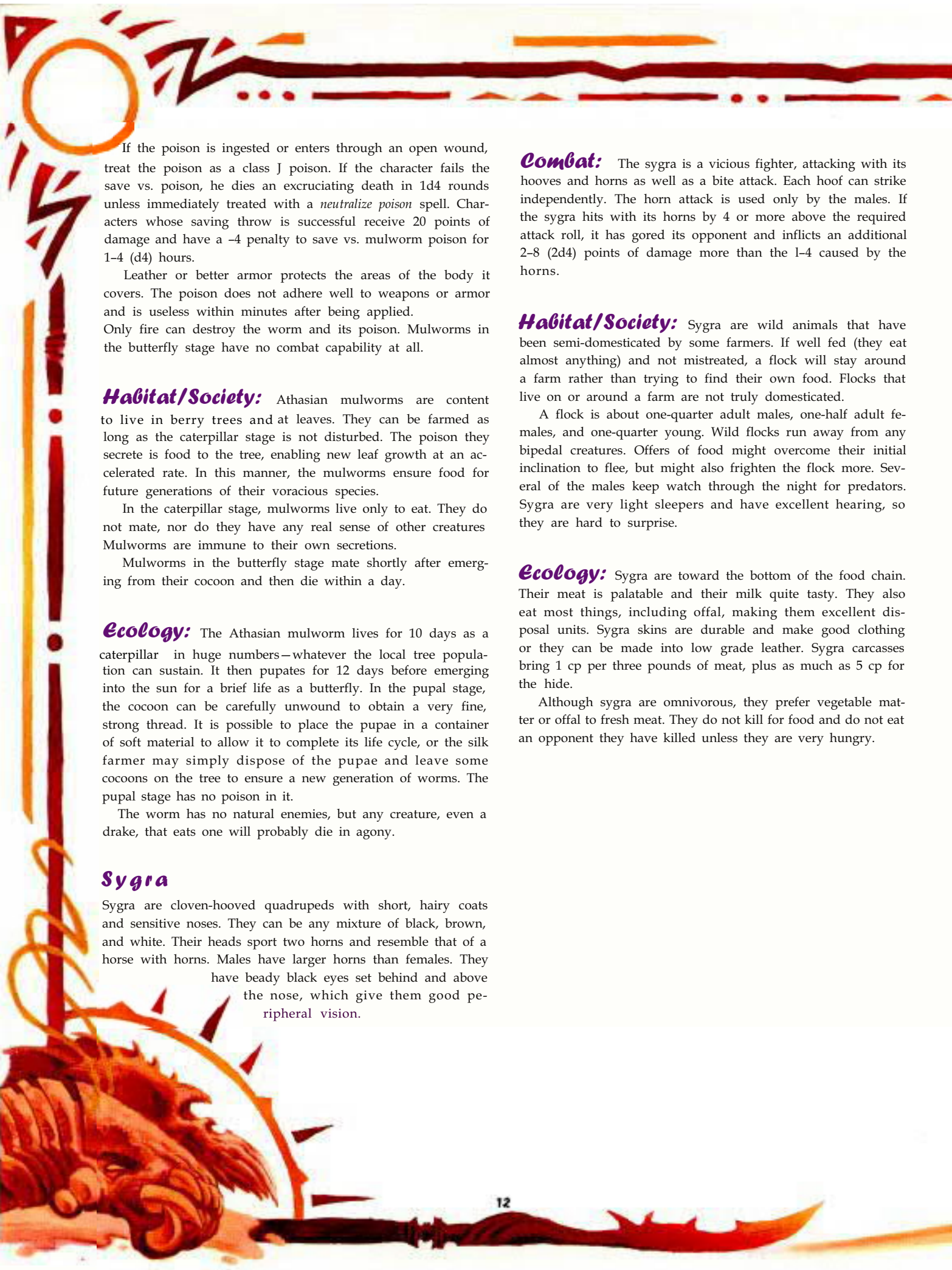
contact with alcohol, so wineskins are not possible.

Adult male carru are worth as much as 1 gp on the open market for a healthy animal. Females are rarely sold live, but can bring as much as 3 gp if they are sold. Carru carcasses fetch half the price of live males.

Mulworm

The Athasian mulworm is an off-white colored caterpillar with no eyes. It has two feelers in the front of its head that are used as sensors. Its mouth makes up the rest of its bullet-shaped head. The body is segmented, tapering to a point at the rear. Adult mulworms are about 8 inches long and as much as 1 inch thick.

Combat: The mulworm has no attack. It lives only to become a butterfly. However, the mulworm secretes a poisonous fluid as it moves. This fluid sprays out of any worm whose skin is broken. Adventurers who crush, pierce, or slash the mulworm must make a successful Dexterity check with a -4 penalty to avoid being splashed with the poison. If a character fails the check, they must successfully save vs. poison. A character who fails suffers 15 points of damage and develops a rash that lasts for 1-4 (1d4) days (treat the splashed poison as Class A). If the character's Dexterity check is successful, he will have a reduced resistance to the poison for the next 1-4 (1d4) hours. He also suffers a -4 penalty to his saving throw against the mulworm poison during that time.



If the poison is ingested or enters through an open wound, treat the poison as a class J poison. If the character fails the save vs. poison, he dies an excruciating death in 1d4 rounds unless immediately treated with a *neutralize poison* spell. Characters whose saving throw is successful receive 20 points of damage and have a -4 penalty to save vs. mulworm poison for 1-4 (d4) hours.

Leather or better armor protects the areas of the body it covers. The poison does not adhere well to weapons or armor and is useless within minutes after being applied. Only fire can destroy the worm and its poison. Mulworms in the butterfly stage have no combat capability at all.

Habitat/Society: Athasian mulworms are content to live in berry trees and at leaves. They can be farmed as long as the caterpillar stage is not disturbed. The poison they secrete is food to the tree, enabling new leaf growth at an accelerated rate. In this manner, the mulworms ensure food for future generations of their voracious species.

In the caterpillar stage, mulworms live only to eat. They do not mate, nor do they have any real sense of other creatures. Mulworms are immune to their own secretions.

Mulworms in the butterfly stage mate shortly after emerging from their cocoon and then die within a day.

Ecology: The Athasian mulworm lives for 10 days as a caterpillar in huge numbers—whatever the local tree population can sustain. It then pupates for 12 days before emerging into the sun for a brief life as a butterfly. In the pupal stage, the cocoon can be carefully unwound to obtain a very fine, strong thread. It is possible to place the pupae in a container of soft material to allow it to complete its life cycle, or the silk farmer may simply dispose of the pupae and leave some cocoons on the tree to ensure a new generation of worms. The pupal stage has no poison in it.

The worm has no natural enemies, but any creature, even a drake, that eats one will probably die in agony.

Sygra

Sygra are cloven-hooved quadrupeds with short, hairy coats and sensitive noses. They can be any mixture of black, brown, and white. Their heads sport two horns and resemble that of a horse with horns. Males have larger horns than females. They have beady black eyes set behind and above the nose, which give them good peripheral vision.

Combat: The sygra is a vicious fighter, attacking with its hooves and horns as well as a bite attack. Each hoof can strike independently. The horn attack is used only by the males. If the sygra hits with its horns by 4 or more above the required attack roll, it has gored its opponent and inflicts an additional 2-8 (2d4) points of damage more than the 1-4 caused by the horns.

Habitat/Society: Sygra are wild animals that have been semi-domesticated by some farmers. If well fed (they eat almost anything) and not mistreated, a flock will stay around a farm rather than trying to find their own food. Flocks that live on or around a farm are not truly domesticated.

A flock is about one-quarter adult males, one-half adult females, and one-quarter young. Wild flocks run away from any bipedal creatures. Offers of food might overcome their initial inclination to flee, but might also frighten the flock more. Several of the males keep watch through the night for predators. Sygra are very light sleepers and have excellent hearing, so they are hard to surprise.

Ecology: Sygra are toward the bottom of the food chain. Their meat is palatable and their milk quite tasty. They also eat most things, including offal, making them excellent disposal units. Sygra skins are durable and make good clothing or they can be made into low grade leather. Sygra carcasses bring 1 cp per three pounds of meat, plus as much as 5 cp for the hide.

Although sygra are omnivorous, they prefer vegetable matter or offal to fresh meat. They do not kill for food and do not eat an opponent they have killed unless they are very hungry.

AVIARAG

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (12)
TREASURE:	Nil (special)
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12, Fl 24 (C)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d8/1d8/1d10
SPECIAL ATTACKS:	Rake
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (15' wingspan)
MORALE:	Very steady (13)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 13; PSPs 50 Att: II, PB, PsC; Def: MB, MBk, TW #AT1: MTHAC0 15: MAC 7

PLAYER'S OPTION:

Clairsentience: *Sciences*— nil; *Devotions*— all-round vision, danger sense, poison sense, radial navigation.

Telepathy: *Sciences*— mindlink, psionic blast (*aura alteration*), mind wipe; *Devotions*— contact (*conceal thoughts*), ESP, id insinuation (*empathy*) life detection, sight link, psychic crush (*repugnance*).

The aviarag resembles an adult male lion, but it has large wings (15 feet across), as well as horns similar to a goat's protruding from its head. The aviarag's tail is birdlike and split like the tail of a swallow. This gives the aviarag its high maneuverability despite its size.

On the ground, the aviarag moves equally well on all fours or on its hind legs only. The aviarag's eyes are black and yellow, and it can see as far as 30 miles in clear conditions. The hide is a tawny brown color and the wing feathers are deep blue with white tips. The tail feathers are also deep blue, but with no white tip.

Combat: The aviarag attacks mainly with its sharp claws. When airborne, the foreclaws strike first and cause 1-8 (1d8) points of damage each. If both foreclaws hit, the rear claw attacks become a single raking attack that adds a +2 bonus to the attack roll for 10-24 (2d8+8)

points of damage. In the air the aviarag usually drops a raked; opponent after the rake attack. On the ground the aviarag can attack with its foreclaws, but does not rake. The aviarag can also bite, causing 1-10 (1d10) points of damage.

The aviarag prefers to dive on its opponents from behind, letting out a piercing roar just before it hits. Intended victims must successfully save vs. petrification or freeze in place for 1 round.

The aviarag keeps its psionics in reserve unless it is badly outnumbered. In that case, the aviarag attempts to psionic blast each of its opponents in turn until the odds are evened up. In a melee combat it uses the tower of iron will defense.

Habitat/Society: The aviarag is a solitary creature, preferring its own company to that of any others. It has a large, roughly circular territory, 15 miles in diameter.

The lair of an aviarag is invariably at the top of the highest peak in its territory. The aviarag prefers small rodents and mammals for food, but attacks larger creatures if it is hungry. A well-fed aviarag can go for three weeks without food if necessary. It eats only freshly killed meat.

The aviarag uses its psionic powers to determine the intentions of any intelligent creatures it meets. If the aviarag detects any thoughts of combat, it attacks. If it reads peaceful intentions, there is a 50% chance the aviarag will offer assistance in the form of guidance to water or shelter, in exchange for food, or some shiny bauble for its lair. While it doesn't covet treasure as such, the aviarag does like shiny things. An aviarag's lair contains 5-50 (d10) such objects. There is a 1% cumulative chance for each item that an object is valuable.

Once every two years the female aviarag goes in search of a mate. Aviarags do not mate for life. After a brief mating season female returns to her lair. From 1-4 (1d4) young are born three months after mating. They remain with their mother for the first year, then leave to set up a territory of their own.

Ecology:

Young aviarags can be trained as flying mounts or as beasts of burden. However, they are intelligent creatures and are more likely to provide these services in exchange for food, shelter, and protection than to answer the call of the whip. Aviarags live for about 30 years.



BAAZRAG

CLIMATE/TERRAIN:	Stony barrens
FREQUENCY:	uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 or 4-40 (4d10)
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3
SPECIAL ATTACKS:	Swarm, gnawing
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' long)
MORALE:	Unsteady (5-7)
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 6

In the broken crags and tiny caves of the barrens lives the timid baazrag. Two feet long or less, it is one of the smallest omnivores in the stony barren regions. The baazrag's face is protected by a bony covering that reaches down on either side of the head and across the nose, with holes for the creature's nostrils and eyes. The mouth and lower jaw are not protected below the bony covering. The beast's humped back is covered with a hard, natural armor that protects the animal, especially the fluid storage sack just beneath the shell. Its four legs are comparatively frail but are adequate for darting from shelter to shelter around its rocky home. The tail of the Baazrag about 5 inches long. Newborns are red-brown, green, yellow, or orange, but the color fades gradually to a sandy gray at old age.

Combat: A lone baazrag attempts to flee or hide rather than engage in combat, even against creatures of a size similar to itself. A baazrag's home is usually a hole in the rocks just for one. The baazrag seldom wanders far from it.

A baazrag attacks with a bite that causes 1-3 points of damage. If a baazrag successfully bites a target twice in consecutive rounds, it has gnawed the target's flesh and releases a toxin into the bloodstream. This toxin slows natural healing to 20% of the normal rate for all damage, not just the bite wound. For example, an adventurer with 15 points of current damage suffers 5 points of damage from a baazrag that gnaws him. This would normally take 20 days to heal naturally, but the toxin increases it to 100 days. Magical healing or *neutralize poison* negates the effects of the poison. The poison loses its ability to slow healing after six hours.

If all the baazrags encountered are not killed or driven off in 5 rounds, the entire pack swarms the area. Each round after round 5, 2-16 (2d8) additional baazrags arrive to attack, until the entire pack has arrived. They flee when the pack has suffered 80% or more casualties.

Habitat/Society: Baazrag packs band together only for mutual defense of their territory. Otherwise, they have little contact with those of other bands.

Noble families of Tyr and Balic domesticate the baazrag to rid their households of unwanted pests and insects. The families also organize teams of the creatures to pull wagons. Each baazrag can pull as much as 50 pounds of cargo and transport. A wagon weighing 100 pounds and carrying 500 pounds of cargo requires 12 baazrags to pull it, moving at a rate of 9. Doubling the number of beasts increases the movement rate to 15, the maximum for a harnessed baazrag.

Other baazrags have been specially trained to hunt unwanted pests in the sewers. The templars of Tyr have a special squad with several dozen swimming baazrags that are used to clean out infested areas.

Ecology: Baazrag females bear their young either in litters of 2-6 (2d3) or singly. Single births are very rare and are cause for concern. Single births invariably indicate a boneclaw (see entry) and the whole pack will move to another location quickly. Litters live with the mother until adulthood when they find homes of their own.

Baazrag flesh can be eaten. Each adult has 25 pounds of meat. The fluid sac beneath the shell on its back contains 1-4 (1d4) pints of water, but it is tainted with the same toxin that slows normal healing. The water can be purified by a *purify food and water* spell or by a *neutralize poison* spell. Drinking tainted water causes 1-6 (1d6) hours of illness.

Captured wild baazrags can be sold in various markets as pets or team animals. Undamaged specimens bring 10 cp in the marketplaces around Tyr.



BAAZTAG, Boneclaw

CLIMATE/TERRAIN:	Stony barren
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore, prefers fresh meat
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	3 + special
DAMAGE/ATTACK:	1d6/1d6/1d10
SPECIAL ATTACKS:	Charging
SPECIAL DEFENSES:	Special
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Very steady (13)
LEVEL/XP VALUE:	650
PSIONICS SUMMARY:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: MT; Def: MB

PLAYER'S OPTION: #AT1; MTHAC0 20; MAC 9

Telepathy: *Sciences*— mindlink; *Devotions*— contact (attraction), life detection, mind thrust (inflict pain).

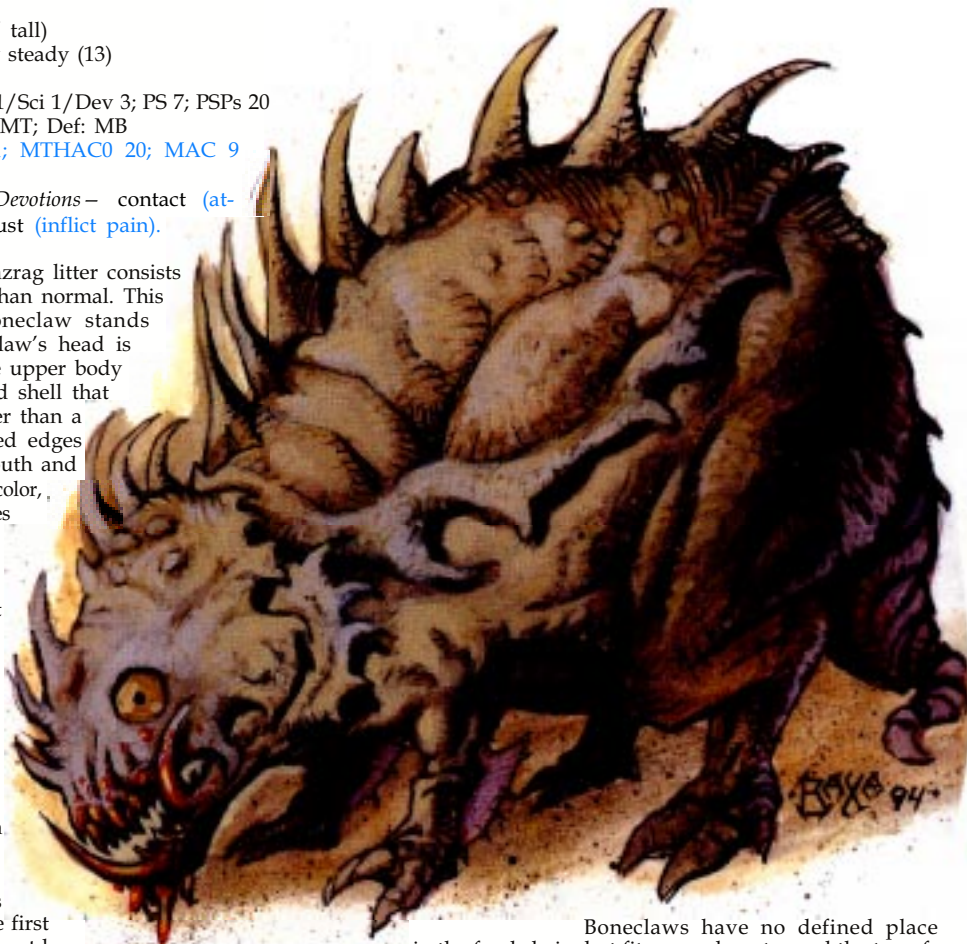
Once in a very great while, a baazrag litter consists of only one young, much larger than normal. This creature is a boneclaw. The boneclaw stands more than 8 feet tall. The boneclaw's head is protected by a bony covering. The upper body and back are covered with a hard shell that deflects all normal missiles smaller than a javelin. Its shell has sharp serrated edges everywhere except around the mouth and eyes. The boneclaw is a dull brown color, with sand-colored claws and red eyes that glow in the dark.

Combat: Boneclaws try to eat whatever moves. They use their charge attack if they have 10 feet of clear space to reach full speed. Boneclaws run right through a group of travelers or a herd of animals, darting from side to side to swipe as many creatures as possible in one pass. As many as four creatures can be hit if they are all within three feet of each other when the boneclaws start their charge. The speed of this attack gives boneclaws a -4 advantage on initiative for the first round of combat. Each opponent must be attacked separately. Any opponent hit receives 1-4(1d4) points of damage and must successfully save vs. petrification. An unsuccessful save means the sharp edges cut so cleanly the opponent didn't realize it was hit and it continues to lose blood at 1 hit point per round for 1-4 rounds or until the wound is treated.

After the charge, boneclaws attack with their sharp claws and their bite. If they can leap toward their opponents, the boneclaws can attack with all four claws for 1-6 (1d6) points of damage each. Otherwise, they rear up on their hind legs and attack with the front claws only. In either case, the boneclaws attempt to bite their opponent. Boneclaws eat any chunks of flesh or equipment they can tear off, even while preparing to bite again.

Habitat/Society: Boneclaws are solitary creatures. Their territory extends to a 2-mile radius from their lair. Boneclaws usually take over deserted baazrag lairs. If there is no water readily available, boneclaws will dig until they hit water. Deserted boneclaw lairs have been known to save the lives of thirsty travelers because of the well that may be found in some of them. If there is no prey available, boneclaws can survive on vegetation for as long as three months, or can go as long as one month without food at all.

Ecology: Boneclaws are sterile. There are male and female boneclaws, but breeding is not part of their agenda. They live only to eat and to kill anything that gets in their way. Boneclaws may be slain and eaten. Each creature has 125 pounds of edible flesh, but it is tough and stringy.



Boneclaws have no defined place in the food chain, but fit somewhere toward the top of the chain. The only creatures that prey on boneclaws are drakes, nightmare beasts, and occasionally bulettes.

The shell of a boneclaw can be used to make sharp knives that are popular in the kitchens of Athas. The knives can also be used as slashing weapons that give a +1 bonus to damage. The knives also give a 5% chance that victims do not notice the wound until they faint from blood loss. However, boneclaw knives used as stabbing weapons are 50% likely to shatter on impact as their structure is not designed to take the shock.

Bloodgrass

CLIMATE/TERRAIN:	Verdant belt, forest
FREQUENCY:	Rare, uncommon
ORGANIZATION:	Clump
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1 clump
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	1 hit point per tendrill
THACO	Special
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1 point
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Variable
MORALE:	N/A
LEVEL/XP VALUE:	15 per tendrill
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 5

Bloodgrass appears as a patch of normal, green grass. It has longer tendrils than normal grass, but only careful inspection will reveal its presence. Bloodgrass sends out runners among normal grasses of the belt or the forest.

Combat: Bloodgrass is a bloodsucking plant that attacks anything that steps on it by wrapping one or more tendrils around the victim and sucking its blood. A Dexterity check must be made to avoid each tendrill that is attacking. Tendrils that hit inject a paralyzing poison into the victim each round. Any creature caught in the bloodgrass must successfully save vs. poison each round they are ensnared until they break free or fail their save. A creature failing its save is paralyzed for 2-12 (2d6) rounds. After the first two rounds, the cumulative effect of the poison imposes a -1 penalty to the saving throws, after 4 rounds a -2 penalty, and so on successful. Strength check will

break a creature free from the tendrils. Each successful blow will hack off one tendrill.

Extra tendrils that are nearby can attack a victim that has been immobilized. The tendrils begin to bore into the victim, causing 1 point of damage per tendrill per round.

There is a 5% base chance, plus 1% per round a victim is immobilized, that a tendrill reaches the brain. If this happens, it wraps itself through the skull and kills in 1-6 (1d6) rounds. Only one tentacle each round is checked in this manner.

Each tendrill has 1 hit point, but if the first one is not cut off quickly, as many as 20 tendrils can attack within 2-5 rounds. A clump of bloodgrass can have as many as 200 tendrils, but the normal size is about 20 in the belt and 30 in the forest.

Once the victim is drained, the tendrils release the husk to lie where it fell. If another potential victim happens by later, he might recognize what has occurred and can avoid being trapped. Adventurers with the survival-forest proficiency have a chance to notice the bloodgrass among the other vegetation. If for any reason they are specifically looking for the bloodgrass, the adventurer's proficiency check has a +4 bonus. Druids and rangers have a chance to notice the bloodgrass at 5% per level of experience.

Habitat/Society: As a Plant bloodgrass has no organized society. Patches are found in the grounds of some of the nobility and wealthier merchants of the cities. Bloodgrass is a very effective watchdog that requires little care and feeds itself.

It is possible that a patch of bloodgrass may contain some treasure left over from some unfortunate trader or adventurer. The chance of finding any treasure is only 20%.

Ecology: A live bloodgrass plant can bring as much as 5 ceramic pieces in the markets of a large city. The mother root of the clump must be brought in, complete with enough tendrils to keep the plant alive. New tendrils grow in 7-10 days.

Bloodgrass has no useful byproducts and is considered a noxious weed by intelligent creatures.



Cactus, Hunting

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Special
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	5+5
THACO:	15
NO. OF ATTACKS:	10 or 1
DAMAGE/ATTACK:	1d3 or 1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' high)
MORALE:	Very steady (13)
LEVEL/XP VALUE:	1,400
PSIONICS SUMMARY:	Dis 2/Sci 1/Dev 5; PS 8; PSPs 25 Att: MT, Def: MB
PLAYER'S OPTION:	#AT1; MTHACO 15; MAC 4

Telepathy: *Sciences* – nil (**ultrablast**); *Devotions* – contact (**aversion**), life detection, mind thrust (**inflict pain**).

Clairsentience: *Sciences* – nil; *Devotions* – psionic sense, see sound.

Hunting cacti are a pale green color. They stand 3 feet high and have a number of oval shaped pods attached to the main trunk. They have no sensory organs, so they rely on their psionic abilities to detect prey.

Combat: Hunting cacti attack with multiple spines that they shoot from the pods on their body. As many as 10 spines can be fired per round, at as many as six different targets, with a maximum range of 30 feet. The hollow spines are 3 inches long and have a small sac of nerve poison in the tip. Any creature hit by a spine must successfully save vs. poison or be paralyzed for 3-6 rounds. This save must be made for each spine that hits. Each spine inflicts 1-6 (1d6) points of damage.

The cactus has 11-30 pods on its body and each pod has 10 spines. Once the cactus detects a paralyzed victim it moves to within 5 feet of it. It then inserts a feeding spine into the motionless victim and drains 1-6 hp each round. The feeding spine automatically hits a paralyzed creature. The cactus continues to feed until it is attacked or until it drains 30 points from its victims. Any attacks that cause damage to the cactus cause it to withdraw the feeding spine and face the new threat.

Any hit from an edged weapon severs a feeding spine. New spines can be regrown at a rate of one per day. If it feels threatened, the cactus uses its aversion power to send its attacker away.

Hunting cacti generally kill one member of a party, herd, or flock, and leave the rest. Once they have a food source, they continue a battle only if any remaining creatures press the attack or try to steal their food.



Habitat/Society: Hunting cacti are normally found alone, although they are occasionally found in pairs. They build no lair, resting wherever they happen to be. They often rest among a group of normal cacti if one is available.

Hunting cacti prefer meat, but can survive on plants indefinitely. Although the cacti regard this as a form of cannibalism, they prefer consuming plants to starvation.

Hunting cacti possess an alien intelligence and, although communication through psionics is possible, the cacti do not understand that animals are sentient beings. The cacti regard any communication as coming from a plant, refusing to accept that a "meat-creature" could have any more intelligence than is required to eat, move, and reproduce. Hunting cacti have an intelligence of 15.

Hunting cacti reproduce by pairs. First, cacti detach a new pod. Then these pods are placed side-by-side on the ground and link up to form one larger pod. Within one day, the new cacti grow a trunk and new pods begin to grow. Hunting cacti grow at the rate of 3 inches per month, from their original height of 6 inches. Their life span known as none have been successfully kept in captivity.

Ecology: Hunting cacti are not part of the chain as they are not native to Athas. They eat a thing they can catch, but they are not preyed upon by any Athasian animal. They are occasionally attacked by the thirsty travellers who expect to find water inside a non-sentient plant. The spines of hunting cacti can be used as blowgun darts, with or without the nerve poison.

Cactus, Rock

CLIMATE/TERRAIN:	Any except forest
FREQUENCY:	Uncommon
ORGANIZATION:	Plant
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-10 (1d10)
ARMOR CLASS:	7
MOVEMENT:	Special
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	2-5 (1d4+1)
DAMAGE/ATTACK:	1d3 each
SPECIAL ATTACKS:	Impale
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1' ball)
MORALE:	N/A
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 6

Rock cacti are small, spherical plants that can be found anywhere water is not plentiful. They are generally brown in color, but deepen to black as they increase their fluid storage. During spring and summer rock cacti produce a bright yellow flower that lasts only a few hours. The rest of the time, rock cacti appear to be roughly spherical rocks, about 1 foot in diameter.

Combat: The preferred method of attack for a rock cactus is to wait until its prey is within a few feet, then quickly extend 2-5 spines. Each spine that hits inflicts 1-3 points of damage. An attack roll of 19 or 20 means the victim has been impaled by a spine for double damage. If a cactus fails to impale, it retracts the spines and fires again the next round.

If a cactus does impale a victim, it retracts the spine, which pulls the plant to its victim. It then drains 1 hp of moisture per round until it is removed, to a maximum of 12 hp. A cactus that is feeding does not attack again until it is dislodged. The excellent camouflage of the rock cactus gives it a +3 on all surprise rolls for the first round of combat.

A rock cactus is interested only in food. If it finds it has attached itself to something more than four times its size, it normally lets go and drops to the ground. It continues to fight only in self-defense.

Habitat/Society: Rock cacti are found near game trails in small clumps of as many as 10 plants. They are non-ambulatory and so have no territory. They have been successfully transplanted to the gardens of Tyr, where they keep the rodent population in check.

Rock cacti exude a perfume that is undetectable by demihumans but attracts small rodents and mammals.

Like most plants, rock cacti rely on insects to assist them to reproduce.

Ecology: The rock cactus is at the top of the Plant Life food chain and toward the middle of



the animal food chain. It can be peeled and eaten. Each plant produces 1 pound of edible material. The flesh of a rock cactus tastes vaguely like apples and is of similar consistency. As many as 4 pints of fluid can be obtained from a large plant. The plant uses its defense mechanism to stop any casual attempts to eat it.

The plants can be farmed and harvested by holding a bag full of straw in front of them and teasing the plants to attack. The spines are severed before the plants can retract them, making the plants defenseless and easily peeled.

Live rock cacti, for planting in gardens, bring 5 cp each. In most markets. A pound of rock cactus flesh is worth 1-2 cp, depending on the marketplace it is found in.

Rock Cactus, Bloodsucking

One in 500 rock cacti is a bloodsucking plant, with 3+3 HD. This plant looks the same on the outside as the normal version. Unlike its less deadly cousins, this plant does not release a victim, no matter how large, until it has sucked its fill of blood.

Each tendril that hits absorbs 1 hp of blood each round it is attached. It has a maximum capacity of 100 hp worth of blood, or as much as 10 pints. It swells to allow the fluid to be stored. Once it has attached itself, the bloodsucking cactus does not let go unless all its spines are severed. Spines that break off inside a victim work their way slowly through the victim's body until they strike a vital organ and cause an agonizing death. These spines may be removed by a *cure disease* spell or by quickly cutting the spine out.

Bloodsucking rock cacti have no aesthetic or monetary value.

Cilops

CLIMATE/TERRAIN:	Salt flats/stony barrens
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	15
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2 (see below)
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	Stun
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (15')
MORALE:	Elite (13)
XP VAUE:	420
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 9; PSPs 30 Att: EW, PsC; Def: MBk, TS

PLAYERS OPTION: #AT1; MTHACO 18; MAC 6

Telepathy: *Sciences* – mindlink; *Devotions* – ego whip (attraction), contact (life detection), identity penetration, psychic crush (invisibility), phobia amplification.

Clairsentience: *Sciences* – object reading; *Devotions* – danger sense, psionic sense.

Cilops are relentless hunters who are prized by the templars of all the city-states for their unique tracking abilities. The creatures look like enormous centipedes that reach lengths exceeding 15'. Their segmented bodies are long and flat and form a hard exoskeleton. Their hooked legs allow them to crawl onto virtually any surface and to scale walls with ease. Their oval heads have a large single compound eye and three pairs of pincerlike jaws. Two prehensile antennae grow from either side of the jaws and reach lengths of 3' to 5'. Cilops have a protective coloration that reflects their native terrain. The cilops of the salt flats often display a chalky blue-white to steel gray color while the cilops of the rocky badlands vary from rust orange to dark brown.

Combat: Cilops seem to require no sleep and will track their prey for weeks without stopping. Their unique object reading ability allows them to touch an object and then associate that object with an individual. While they ordinarily track by scent, if they are in danger of losing a trail, they will use an ability similar to sensitivity to *psychic* impressions. This ability allows a cilops to detect the psychic residue of its prey and to resume tracking. Its danger *sense* ability generally prevents the cilops from being ambushed or surprised by its prey. When tracking by scent, use the tracking nonweapon proficiency

with a bonus of +2.

When the cilops engages in combat, it uses its antennae to stun its opponent. A successful hit by an antenna requires the target to make a saving throw vs. paralysis. Victims failing their saving throw suffer a shock to their nervous system which results in being stunned for 1 turn.

The cilops can also deliver a vicious series of bites. While listed above as one attack, the cilops may actually attempt to bite one target three times. If the first set of pincers hits the target, the second and third sets automatically hit. This will inflict a total of 3d6 points of damage. If the first set of pincers misses, the cilops may attempt to hit on the same target with the second set. If this attack succeeds, the third set will automatically hit for a total of 2d6 point of damage. If the second attack misses, the cilops may try to hit the same target with the third set of pincers. A hit with the third set of pincers will deliver 1d6 points of damage.

The cilops will concentrate its attacks on one individual until it is disabled before turning its attention to another threat.

Habitat/Society: Cilops have no lairs or consistent nesting areas, but constantly roam in search of food. They will occasionally hunt in small packs, but there appears to be no clear structure to the group. The cilops can be captured and trained. The creature seems to become familiar with its handler and can be used to hunt individuals if it is provided a fresh trail or an object that has been handled by the victim.

Cilops have not been successfully bred in captivity and must be captured. Tem-

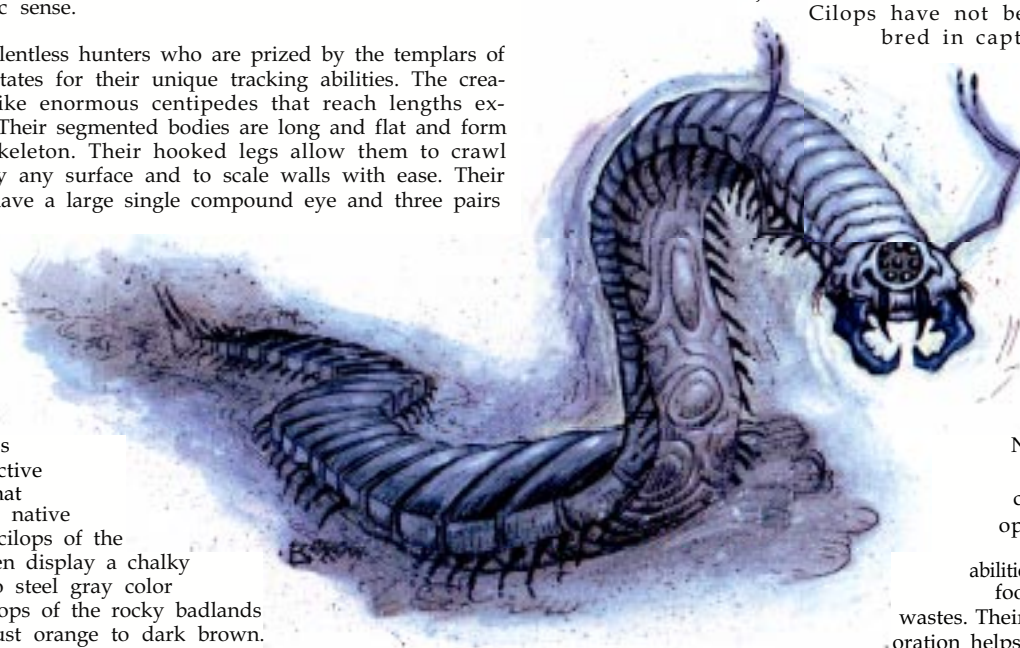
plars from the city-states usually try to find cilops in the salt flats, where it is easier to spot them. Cilops have even been used to track others of their kind.

Ecology:

Native to the salt flats of Athas, the cilops have developed their extraordinary tracking abilities in order to find food in the barren wastes. Their protective coloration helps them to avoid

predators, but they are particularly vulnerable to attacks to attacks from flying creatures. Their poor depth of vision makes them rely upon their innate *life detection* ability and danger sense to warn them of predators.

Cilops will pick up the trail of their prey and track the victim relentlessly, even as they come across more vulnerable and more attractive targets. The cilops will fix on a particular target for as long as a week before selecting a new trail. Cilops will feed on just about any moving creature—they prefer live. Prey a cilops requires one dwarf-sized meal per week.



Crodlu

CLIMATE/TERRAIN:	Crodlu Desert, scrub plains	Heavy Crodlu Sandy wastes, stony barrens
FREQUENCY:	Common	Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	5-30 (5d6)	1-6 (1d6)
ARMOR CLASS:	4	4
MOVEMENT:	24	18
HIT DICE:	4+4	6+6
THACO:	15	13
NO. OF ATTACKS:	5	5
DAMAGE/ATTACK:	1d4/1d4/1d8/ 1d6/1d6	1d6/1d6/1d10/ 1d8/1d8
SPECIAL ATTACKS:	Grapple	Ram
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (10'+ tall)	L (12'+ tall)
MORALE:	Steady (11)	Steady (11)
LEVEL/XP VALUE:	420	2,000
PSIONICS SUMMARY:	Nil	N i 1
PLAYER'S OPTION	MAC 6	MAC 7

Crodlu are large reptiles that roam the deserts and scrub land in herds. Crodlu resemble large ostriches, but their forearms end in wicked claws and their tough, scaly hides are yellow to red, with other colors along their sides and belly. They have poor eyesight and an excellent sense of smell. They can run at high speed for long periods of time.

Combat: Crodlu attack with their hind legs (1d6 points of damage each), their forearms (1d4 points of damage each), and bite (1d8 points of damage, 1d4 for chicks). If both forearms hit, the crodlu has grappled its opponent, allowing an automatic bite that causes double

Habitat/Society: A crodlu herd averages 30 members. The herd leader is a male with 6 HD and AC 3. Crodlu chicks can be trained as mounts. Captured adults, except leaders, have a 10% chance of being trained.

Ecology: Each female lays one egg each year. The chicks are able to run and fight within minutes. Crodlu eat anything.

Heavy Crodlu

Heavy crodlu are a specially bred type of crodlu with better scales for protection of their upper body and head. They have sharp claws on their forearms that may be filed to a point or may be augmented with glass or metal blades.

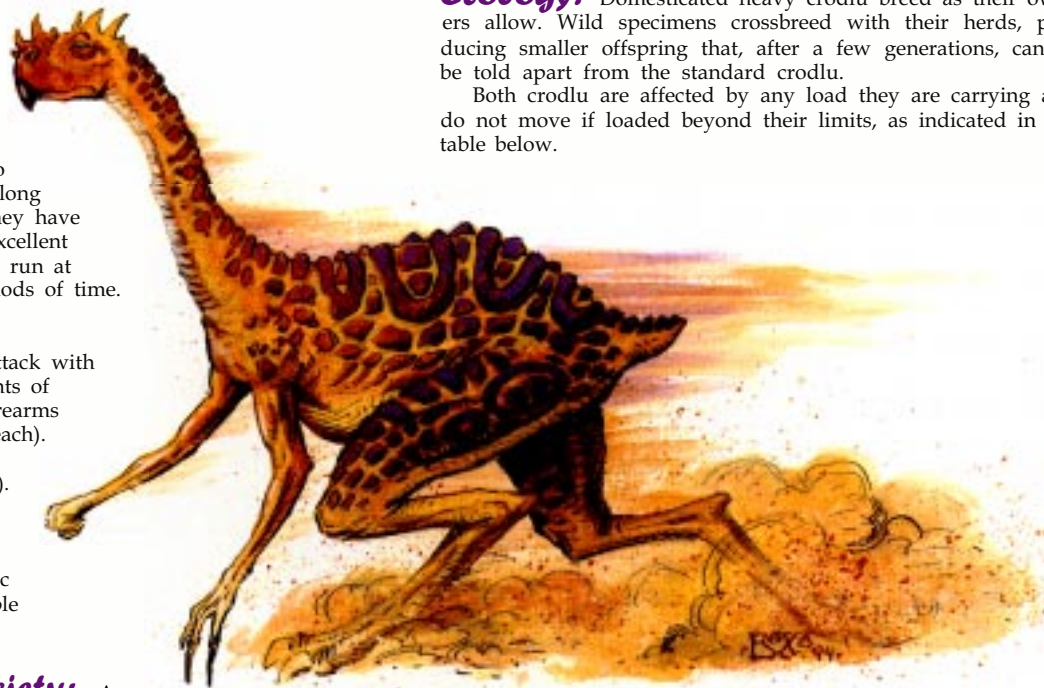
Combat: A heavy crodlu attacks with hind claws (1d8 points of damage each), the forearms (1d6 points of damage each), and bite (1d10 points of damage). It can use its ramming attack if it is alone or carrying a rider, but it needs 60 feet of clear space between itself and its target. The ramming inflicts 3-24 (3d8) points of damage. If it misses, the crodlu runs for its full movement or until it hits something. If it hits an immovable object, the crodlu receives 1-10 (1d10) points of damage from its own momentum.

A heavy crodlu often has forearm blades and body armor. Blade attacks cause 2-7 points of damage. Cloth armor (AC 3) costs 20 cp, partial leather (AC 2) costs 55 cp (30 pounds), and full leather (AC 1) costs 130 cp (100 pounds).

Habitat/Society: Heavy crodlu live in pens or as part of a caravan or war party. In battle, heavy crodlu must be kept away from regular crodlu or they might attack each other.

Ecology: Domesticated heavy crodlu breed as their owners allow. Wild specimens crossbreed with their herds, producing smaller offspring that, after a few generations, cannot be told apart from the standard crodlu.

Both crodlu are affected by any load they are carrying and do not move if loaded beyond their limits, as indicated in the table below.



	Crodlu		Heavy Crodlu	
Burden	Weight	Movement	Weight	Movement
Light	0-90	24	0-240	18
Medium	91-180	18	241-360	12
Heavy	181-270	12	361-450	8
Very heavy	271-360	6	451-600	6

DAGORRAN

CLIMATE/TERRAIN:	Wastelands, tablelands
FREQUENCY:	Rare (common)
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any (night)
DIET:	Omnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	7
MOVEMENT:	Jp 9
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6 (bite)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' long)
MORALE:	Average (11)
LEVEL/XP VALUE:	1,400
PSIONICS SUMMARY:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: none (EW); Def: MBK

PLAYER'S OPTION: #ATI; MTHACO 18; MAC 8

Psychokinesis: *Sciences*— detonate; *Devotions*— ballistic attack, control body, inertial barrier.

A dagorran is a froglike beast with golden-hued skin, green eyes, and a green crystalline growth between its shoulders. The skin is valued for its protective qualities by warriors as armor, and by wizards as a material component for casting protective spells. The green crystalline growth is the source of these creatures' psionic and tracking abilities and is valued by defilers and preservers for several mind-affecting potions. It has large razor-sharp teeth that it uses in hunting and eating its prey. Its large, muscular legs are used for jumping, running, and walking. The dominant dagorran or leader has a larger crystalline growth.

A dagorran doesn't communicate in any audible manner, but uses its psionic abilities to convey limited thoughts and ideas. It occasionally emits a deep, guttural croaking noise but these sounds have no meaning to the dagorran.

Combat: Dagorrans hunt in packs and track prey by using their innate psionic sensitivity to pick up and follow the psionic signature of most intelligent and psionic creatures. Such imprints can be picked up even if they are several days old. These creatures usually launch their attack with their detonate psionic science. The attack is aimed at the ground near a victim, injuring and often killing their prey with the shrapnel from the explosion. If the target survives the detonation, the dagorrans leap past their target, attacking with

their bite in mid air. Such attacks are made as if the creatures were charging and add +2 to any damage inflicted from the attack. However, opponents receive a -2 initiative modifier because of the recklessness of the attack (see *Player's Handbook*, page 96). After a successful hit the dagorrans are in melee and can only make further charging attacks by breaking combat. The dagorrans are subject to penalty attacks by their opponent as if they were fleeing.

While the pack attacks, the lead dagorran tries to seize control of the victim using the control body devotion. If there is more than one opponent, the leader picks the one with the fewest psionic strength points remaining. PSP levels are sensed innately because of the beasts psionic sensitivity. If combat is going poorly, survivors disengage combat and use their ballistic attack ability.

The dagorrans have an ancient hatred of thri-kreen. If a thri-kreen is among the opponents, all attacks are directed at it and if more than one is present, the individual with the fewest PSPs is targeted.

Habitat/Society: The dagorran is a social creature that lives and hunts in packs. The hierarchy within the pack is strict and the strongest dagorran is the leader. When a dagorran wishes to vie for the position of leader, he approaches the leader and initiates a dance that involves the two contestants circling one another, which signals a challenge. The pack forms a circle around the combatants and a battle to the death ensues. The victor becomes the lead dagorran while the loser becomes a meal for the rest of the pack. If the challenger is the winner and new leader, the crystalline growth on its back expands to the larger size typical of the lead dagorran in 5 to 10 days.

While packs of dagorrans can be encountered at any time, they prefer to sleep during the hot daylight hours and hunt during the cooler evening and night hours. If the pack has recently fed, they bury themselves in the sand during the day with just their bulging eyes and nostrils emerging from the earth. They generally sleep throughout the day unless an unknowing creature intrudes upon them. If an intruder approaches, the leader signals an attack using its psionic communication ability.

Ecology:

Dagorrans were once common on Athas, but their value as components for potions and spells, their leatherlike hide,

and that thri-kreen consider dagorran flesh a delicacy, have caused them to reach near extinction. They are still common in the deserts near Drajan and are often used as trackers by Drajan guards because of their sensitivity to psionics. They are also sought by nobles and the patriarchs and matriarchs of the merchant houses to help keep their gardens free of rodents and other small animals.



Dhaot

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Very (11-12)
TREASURE:	0
ALIGNMENT:	Chaotic neutral or any evil
NO. APPEARING:	1
ARMOR CLASS:	As in life, or 3
MOVEMENT:	9
HIT DICE:	As in life (minimum 3+3)
THACO:	As in life, or 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Illusions (see below)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	650 + 500 per HD over 7
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10

Dhaots are incorporeal undead that are sometimes created when people die far away from their homes. The spirits of the deceased feel an overwhelming compulsion to return to their homes they had in life. Dhaots often wander, lost in the wastelands, since their senses are limited without their bodies. They cannot rest until their remains have been returned to their homes.

Dhaots appear much as they did in life, except they look as though they have been wandering for weeks, if not longer, surviving as best they could. They are incorporeal, but still leave footprints in the sand. They have the power to become invisible at will and while invisible they leave no footprints, making them virtually impossible to track. They always have sad expressions etched across their dusty and sweaty faces. They usually appear to characters in the distance and approach only single travelers or small groups. Many dhaots are halflings who died outside their forests.

Most dhaots speak the same languages they spoke in life. Halfling dhaots can speak halfling, but few can speak common. Most other humans and demihumans speak common.

Combat: Dhaots are incorporeal and can only be harmed by magical weapons, which appear to pass through them but still cause them damage. Dhaots can become *invisible* at will and can cast at will *spectral forces*, *hallucinatory terrain*, *dream*, and *nightmare*, just the the wizard spells. They usually use these powers to communicate their tragedy and the location of their home to those who are willing to help them. They also use the powers to harass those who refuse to aid them.

Dhaots seldom attack groups greater in power than themselves and prefer to use their illusions to cause

victims to fall into natural traps (for example, covering a chasm with the illusion of solid ground).

Habitat/Society:

Dhaots are solitary spirits. They occasionally approach the living, hoping to convince them to help the creatures return home. Often they ask travelers to follow them to their remains so the travelers can collect them and return them home. They usually promise the living the secrets they have learned while wandering the wastelands, such as the locations of buried treasure or rums, or the secret weaknesses of many desert-dwelling creatures. Aiding dhaots is sometimes risky because their remains could be located in a place where monsters dwell.

While dhaots are solitary by nature, in rare and unexplainable cases, groups of dhaots have been spotted. They are possibly the remnants of entire caravans, halfling clans, or other groups of travelers who met their fates together.

Ecology: Dhaots never rest and they wander the wastelands both day and night. However, they prefer to appear to travelers when they are least likely to frighten them.

Dhaots can provide valuable information to those willing to aid them, but they always place their own interests first and never reveal anything without actual assistance. They usually wait until their remains are returned home before providing the information.



Drake (Lesser), General

Lesser drakes are so named because of their psionic power compared to elemental drakes, rather than their size. Although they come from the paraelemental planes, they have lost all memories of their origins and are unable to return there. Their psionic powers are less developed than those of the elemental drakes, but they are formidable foes in physical combat and have sufficient power to survive on Athas.

Lesser drakes are carnivorous and prefer to eat erdlu or halfling over any other meat. The magma drake is fond of dwarf meat.

Combat: Lesser drakes prefer physical combat over psionics. The exact form of the attack depends on the drake.

Lesser drakes use all their efforts against a single opponent until that opponent is subdued. Sun drakes and silt drakes swallow their foes live, but magma drakes and rain drakes prefer food that is not alive. Any creature swallowed is attacked by the drake's digestive fluids, receiving 6-15 points of damage per round. Inanimate objects dissolve in a few hours. Magical items must successfully save vs. acid or suffer the same fate.

Lesser drakes fight especially well against their specific elemental drake foes, gaining a +2 on all attack rolls against these creatures. The lesser drakes battle the elemental drakes furiously until one or the other is dead.

These titanic struggles can cause immense damage to the area in which they occur. Adventurers and others are well advised to avoid these contests, they are unlikely to survive to tell of it.

Lesser drakes have no breath weapons or elemental attacks, but they all have a tail attack. This attack varies (see individual entries). Targets hit by a tail attack must successfully save vs. petrification at -2 or be stunned for 1-6 (1d6) rounds.

Lesser drakes, except the silt drake, have innate psionic abilities that do not use PSPs. These powers are defensive and are not as fearsome as the elemental drake's powers.

These powers are the same for all lesser drakes:

Clairsentience: Devotions—all round vision, radial navigation.

Psychokinesis: Devotions—inertial barrier.

Psychometabolism: Devotions—body control.

A lesser drake's body control power is automatically linked to their paraelemental home plane. The innate abilities function as described in *The Complete psionics Handbook*. They cost no points to invoke or to maintain.

Habitat/Society: Although they are not common, many people have seen a lesser drake, and some have even lived to tell about it. Hunting the silt drake is an important ritual in the Athasian aarakocra society. Hunting a lesser drake is not an undertaking to be treated lightly. Lucky hunters may catch an aging specimen and emerge victorious, but more likely, the drake devours the hunting party. The natural life span of a lesser drake is measured in decades rather than years.

The habitat of a lesser drake is dictated in part by its origin on the elemental planes. The actual lair is hard to find, if it exists. The silt drake has no fixed lair. The lair is about twice as large as the drake and is easily defensible from within.

Lesser drakes generally get along well with other creatures from their plane of origin. Conversely, elemental creatures from other planes are almost always attacked by lesser drakes. The drakes view them as just another food source.

High-level psionics with a high degree of beast mastery can attempt to master a lesser drake. Lesser drakes are less resistant to control and are more fearsome in physical combat.

Ecology: The hide of a lesser drake can bring a high Price in the right market. It can also attract the attention of the templars who may mistake the hide for that of an elemental drake. Possession of an elemental drake's hide is punishable by death, so a seller of lesser drake hides must be careful where he sells the hide. Possession of a lesser drake hide is not a punishable offense.

Lesser drake hides make superior quality leather for armor and for luxury items, such as stuffed chairs. If the hide is made into armor it gives extra protection against specific attacks. Magma drake and sun drake armor give a +2 bonus to saves against any fire-based attack and reduce the damage to either half if the save is failed, or one-fourth if the save is successful. Silt drake armor gives the same protection against any form of choking, suffocation, or dust storm. Rain drake armor slows dehydration by 50% and affords the same bonuses against dehydrating attacks as the other armors do against their special attack form. The teeth and claws of lesser drakes can be made into edged weapons of high quality, granting a +1 to all damage they inflict. The bones of lesser drakes may be formed into bludgeoning weapons with the same +1 bonus to damage because of their solid construction.

To make the armor from any drake's hide requires at least a month and costs 5 gp to make. Only a skilled craftsman can make the armor and only one suit may be made from a single hide. Unscrupulous craftsmen often take the commission and then deliver the completed suit to the local templars or other officials.

The construction of edged weapons or clubs from drake teeth, claws, or bones, requires two weeks per weapon, a skilled craftsman, and a minimum of 1 gp per weapon. Even then, the weapons are only +1 for damage and have no attack bonus.

The digestive juices of lesser drakes can be used in fine metallurgy, or wherever corrosive liquids are required, but last only 2-5 (1d4+1) days after the drake dies. The meat has an unpleasant taste for humans and demihumans. No other part of the lesser drakes is useful.

Lesser drakes are very shy when it comes to mating. Twice a year they head for the most isolated parts of their chosen regions in search of a mate. Responsibility for incubation of the eggs is shared by both adults, but the male leaves as soon as the eggs hatch. Incubation takes three weeks. The young are very independent and leave their mother a few days after hatching. In that few days they dry out from the egg fluids, eat small chunks of meat provided by their mother, and learn to move about by whatever form is normal for their kind. The size of a young lesser drake triples or even quadruples in the first few days after hatching. After this initial spurt, lesser drakes grow 6 to 8 feet per year for about 10 years.

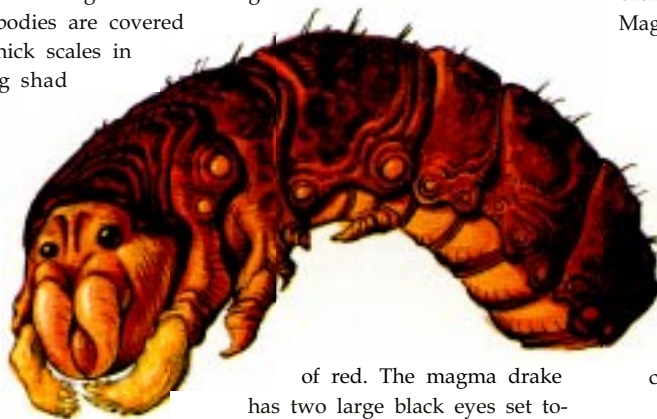
Drake, Magma

CLIMATE/TERRAIN:	Any volcanic area
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18, Br 6, SW 12
HIT DICE:	13
THACO:	8
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	1d12+6/1d12+6/5d6/1d12
SPECIAL ATTACKS:	Swallow, constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (60' long)
MORALE:	Elite (16)
LEVEL/XP VALUE:	9,000
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 11; PSPs 40 Att: EW, PsC; Def: IF, TW #ATI; MTHACO 17; MAC 9
PLAYER'S OPTION:	

Clairsentience: *Sciences* – nil, *Devotions* – danger sense, feel sound, radial navigation

Telepathy: *Sciences* – mind link, probe, *Devotions* – ego whip (awe), contact (inflict pain), mindbar, psychic crush (life detection).

Magma drakes are enormous creatures that look like worms with two claws just behind their heads. The drake can swallow creatures as large as 12 feet long. Their bodies are covered with thick scales in varying shades



of red. The magma drake has two large black eyes set toward the top of its head and has a flaring snout. The nose and eyes have protective flaps of very tough skin that close when the drake is swimming through molten lava.

Combat: The magma drake attacks from below the surface, often leaping out of a pool of molten lava to surprise its prey. It can attack creatures

as high as 20 feet above the ground in this fashion. Creatures near the edge of a pool must make a Dexterity check or be splattered by lava for 1-8 (1d8) points of damage when the drake leaps.

The first attack of a magma drake is its bite. With a roll of 4 or more greater than the THACO, the drake swallows any creature less than 12 feet long. Swallowed creatures cannot attack physically, but may use psionics. They start to take damage from the drake's digestive juices after 2 rounds.

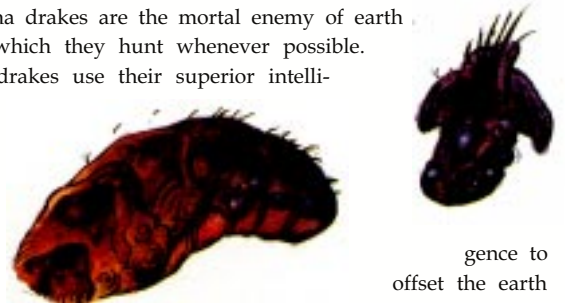
Each of the claws inflicts 7-18 (1d12+6) points of damage. The drake can lash out with its tail, inflicting 1-12 (1d12) points of damage on a hit. Also, if the drake's attack roll is 4 or more greater than its tail's THACO, the victim has been caught in the tail and may be constricted for an additional 2-16 (2d8) points of damage per round. A successful Bend Bars/Lift Gates roll breaks the drake's grip.

A magma drake fights from within molten lava if it can. To attack a drake that is fighting in this way, an opponent must have the initiative, or the drake slips back into the lava before it can be attacked. If the optional weapon speed factors are used, the drake has a +12 modifier to its initiative roll.

Habitat/Society: Magma drakes prefer to live in caverns in or near active volcanoes. They are at home in the lava and can survive submerged for as long as three hours. Magma drakes use their life detection power to locate prey.

Magma drakes collect any object that is red in color. They have a unique concept of value. They find red cloth most pleasing, but are constantly puzzled and infuriated by its lack of durability in the lava. They can be bribed with any red objects, but respond best to cloth.

Magma drakes are the mortal enemy of earth drakes, which they hunt whenever possible. Magma drakes use their superior intelli-



gence to offset the earth drakes' greater psionic powers. They do not hesitate to attack an earth drake with psionics, nor do they hesitate to use its mass domination power to coerce other creatures into aiding. If magma drakes are victorious, they show gratitude toward any creature that aided them.

Ecology: Magma drakes mate every other year. The female lays her eggs just beneath the surface of an active lava pool, attached to the edge so they don't sink. Young drakes are self-sufficient a few minutes after hatching.

The hide, teeth, and claws of a magma drake bring a high price in any market. However, obtaining these items might cost more in lives than is worth the effort.

Drake, Rain

CLIMATE/TERRAIN:	Verdant belt
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	Special
ALIGNMENT:	Any neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Sw 18
HIT DICE:	14+6
THACO:	6
NO. OF ATTACKS:	3 or 5
DAMAGE/ATTACK:	2d6 (x2 or x4)/3d8
SPECIAL ATTACKS:	Swallow
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Elite (15)
LEVEL/XP VALUE:	7,000
PSIONICS SUMMARY:	Dis 2/Sci 1/Dev 5, PS 9; PSPs 30 Att: PsC; Def: IF

PLAYER'S OPTIONS: # AT1; MTHACO 19; MAC 10

Clairentience: *Sciences* – nil, *Devotions* – combat mind.

Telepathy: *Sciences* – mindlink. *Devotions* – domination, contact (inflict pain), phobia amplification, psychic crush (life detection).

Rain drakes appear as large lizards with glistening silver scales and eel-like tails. They have long, pointed snouts and two black eyes set back in the head. Their front and hind legs are connected by loose flaps of skin that help them glide through the water. They have webbed feet and claws on all four limbs.

Combat: Rain drakes attack with either two or four claws and a bite. Each claw inflicts 2–12 (2d6) points of damage. If the combat is in a body of water, the drake can use all four claws, otherwise it rears up and crashes down on its victims. The crashing attack gains a +1 bonus to the attack roll and damage. Spears and other weapons can be set against this attack and should be treated as spears set against a charging opponent.

Rain drakes' bites inflict 3–24 (3d8) points of damage. A roll of 4 or more greater than the THACO means the opponent has been swallowed whole. Swallowed creatures cannot attack physically, but can use psionic powers. The swallowed creature starts to receive damage from digestive juices after 2 rounds inside the drake.

Rain drakes fight in water, if possible, and they can "swim" even in light rain. Although rain drakes cannot fly, they can use even a small amount of water to swim through the air.

If rain drakes burst through the top of a rain cloud, they immediately take 2–20 (2d10) points of damage from the sun's rays. Rain drakes are susceptible to attacks using heat or dehydration and might flee if such an attack is used on them.

Habitat/Society: Rain drakes loath water drakes. Rain drakes have several advantages over their enemies; they need less water to survive and maneuver, they are smarter, and they are faster. The racial hatred is sufficient to make rain drakes lose all concept of self-preservation.



Rain drakes make their lairs in pools beneath waterfalls if they can, but any body of water is a possible lair. The lair usually is a water-filled grotto, but it may have a dry patch with an air pocket.

Rain drakes can survive out of water for a few hours in the night or if any cloud cover is producing rain. They dehydrate if their hide is not wet. Rain drakes can smell water as far as 10 miles away.

The life span of rain drakes depends on the amount of water available, but their life is measured in centuries. Mating occurs once every 5 to 10 years and only after rainfall. Unlike other drakes, rain drakes bear 1–2 young. Young drakes are sent out to find their own territory a few days after birth.

Rain drakes like to collect items that resemble rain drops. Anything from glass beads to diamonds may be found in a rain drake's trove. They have no concept of value—any piece of their treasure is as valuable to them as another.

Ecology: Rain drakes are the top of the food chain in the water, as they are prey only for water drakes. They are the rarest of all the lesser drakes because they are limited to areas near water. Their hides, teeth, and claws are valuable commodities but they must be kept wet, or be specially treated once the drake is dead.

Drake, Silt

CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	6, Sw 18
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5d10/2d8
SPECIAL ATTACKS:	Swallow, constriction
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (70' long)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	7,000
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 11; PSPs 40 Att: EW, II; Def: MB, TS #AT; MTHAC014; MAC7

PLAYER'S OPTION:

Telepathy: *Sciences*- mindlink, *Devotions*- contact (*awe*), ego whip (*inflict pain*), life detection, psychic drain, id insinuation (*attraction*).

Psychometabolism: *Sciences*- death field; *Devotions*- suspend animation, chameleon power.

The silt drake is a long, sand-colored serpent. It has a blunt head with two horns and a huge maw. The drake can unhinge its bottom jaw to open its mouth even wider for very large prey.

Combat: The silt drake locates its prey by using its psionic abilities. Its preferred attack mode is to swim through the silt below its prey and then explode out of the dust at high speed. This attack gives a -4 to its opponent's surprise roll. If coming up from the depths of the silt, the drake can attack creatures as high as 30 feet above the ground. Fighting from the silt slows the drake's attack rate to one attack every 2 rounds, but opponents suffer a -4 penalty to their attack rolls. If opponents wait for the drake to surface before attacking, they can attack only if they have a better initiative than the drake. A silt drake suffers only half the normal penalty to initiative for large creatures when it attacks from the silt in this manner (see the rules for weapons speeds and initiative in the *Player's Handbook*).

A silt drake attacks with a bite (5-50 points of damage) and a crushing tail (2-16 points of damage). If the drake bites, a roll of 4 or more greater than the THAC0 means it swallows any opponent smaller than large-sized. Swallowed opponents begin to take damage from the digestive juices after 2 rounds. Swallowed creatures cannot attack, but may use psionics.

When the drake attacks with its tail, a roll of 4 or more greater than the THAC0 means the drake has wrapped its tail around the opponent and can constrict for 2-16 (2d8) points of damage per round. A successful Strength check allows a trapped opponent to break free. To sever the tail, an opponent must inflict damage to it equal to one-fifth of the drake's hit points.



Habitat/Society: The silt drake is a migratory and solitary creature. It has no permanent lair or territory.

Once a year, a male drake issues a call through the dust to any females nearby. If a female answers the call, the male and female drake mate briefly and then separate. The female lays her eggs in the deepest parts of the Sea of Silt and abandons them. A clutch consists of 3-6 eggs. They hatch after four weeks in the dust. The young drakes immediately start out in search of food. Often, the most available food is the rest of the clutch.

The horns on the silt drake's head are sensory organs. The silt drake uses the horns to help it search for prey.

Ecology: The silt drake hunts and attacks anything that moves. Even silt horrors are food for the drake. Silt horrors, aarakocra, and humans or demihumans are the only natural enemies of the silt drake. The silt drake is at the top of the food chain and only a silt horror will eat one.

The silt drake has no need for treasure and has no hoard. The drake's stomach sometimes contains an uncut gem. The drake's digestive juices are extremely corrosive and dissolve all metals, animal products (including leather), and plant matter (including cloth) in a few days.

The teeth of a silt drake are highly prized by aarakocra as badges of courage. The silt drake teeth can be used to make a sharp knife by anyone with the skill to do it.

Drake, Sun

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	High (13)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	12, Fl 24(C)
HIT DICE:	17+5
THACO:	3
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	2d6+6 (x4)/5d8/4d4
SPECIAL ATTACKS:	Suffocation, dehydration, swallow
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (80' long, 60' wingspan)
MORALE:	Elite (16)
LEVEL/XP VALUE:	17,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 13; PSPs 50 Att: EW, MT, PsC; Def: IF, MBk, TW #ATI; MTHACO 16; MAC 5
PLAYER'S OPTION:	

Telepathy: *Sciences*— mindlink, mass domination, (ultra blast); *Devotions*— ego whip (ESP), domination, contact (life detection), repugnance, mind thrust (inflict pain), psychic crush (psychic drain).

Metapsionics: *Sciences*— ultrablast; *Devotions*— cannibalize, gird, prolong, psychic drain.

(**Psychometabolism:** *Sciences*— nil; *Devotions*— Cannibalize, gird, iron will, prolong.)

The sun drake is the most powerful of the lesser drakes. It resembles a phoenix with large, curved wings that give it an almost circular appearance when flying overhead. A sun drake's body is thin and lithe and measures about 35 feet. Its long tail adds another 20 feet to its length. The drake's wingspan is nearly 40 feet. It has powerful hind legs and long forelegs. All four of these limbs have wicked claws that the drake strikes with in combat. The drake has a short, wide maw.

The sun drake varies in color from red to orange to yellow. The color changes as it ages. As a drake glides in front of the sun, its wings shimmer with a ruddy glow, reminiscent of a fiery sunset.

Combat: The sun drake has an awesome array of attacks. It can use any or all of its attacks in a round depending on what it is fighting. The sun-drake's most powerful physical attack is its bite, which inflicts 5-40 (5d8) points of damage. Also, a roll of 4 or more greater than the THACO means the opponent has been swallowed whole. Once swallowed, targets as tall as 5 feet can attack from inside. Larger creatures are limited to psionic attacks only.

The drake can attack with all its claws when flying or with its

foreclaws when on the ground. Each claw inflicts 8-18 (2d6+6) points of damage. The sun drake can swat its tail at an opponent for 4-16 (4d4) points of damage instead of the stun inflicted by other drakes.

Habitat/Society: Sun drakes prefer to live among the highest peaks in whatever area they inhabit. They use their lairs only at night, spending their days soaring on thermals. Sun drakes are immune to all forms of attack involving heat, including the harsh rays of the Athasian sun.


Sun drakes require little sleep, but when they sleep they set up their life detection ability and maintain it with gird while they rest.

Sun drakes are solitary creatures, but they don't mind the company of creatures from the Elemental Plane of Air or creatures from the Elemental Plane of Fire. Each sun drake prefers only one of these types, except for the elemental drake from the appropriate plane. These creatures are hunted mercilessly by the sun drakes.

Sun drakes have a collection of special treasures. The collection consists of objects of whatever color the drake's hide is, so they change their collection as they age. They might be persuaded to trade an old item for a new one that more closely matches their present color.

Ecology: Sun drakes mate for life, but see their partner only once a year. The pair have a special psionic link that they maintain with no effort. Through this link they can call the other drake for aid. During the yearly mating flight, the female flies to her mate's lair. She returns to her lair after mating to lay and incubate her eggs. The young sun drakes stay with their mother for the first year of their life to learn how to survive.





CLIMATE/TERRAIN:	Kragmorta, New Giustenal
FREQUENCY:	Common
ORGANIZATION:	Clan, patrol
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	N, 0, R/K, M, N
ALIGNMENT:	Any
NO. APPEARING:	2-12
ARMOR CLASS	7
MOVEMENT:	12
HIT DICE:	Varies (3d10/4d8)
THACO:	18
NO. OF ATTACKS:	3 or by weapon
DAMAGE/ATTACK:	1-6/1-6/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from fire
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORSE:	Varies
XP VALUE:	Varies
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 7

The dray are a new race of intelligent beings created by Dregoth, the undead dragon king. He wanted servants and followers made in his own image, so Dregoth developed a process for transforming humans into draconic humanoids. There are two types of dray: first generation and second generation.

Dray are tall, lean draconic beings with scaly skin, hairless bodies, and clawed limbs. They have no wings, though they do have tails. The first generation dray are less than the perfect beings Dregoth envisioned. Their claws are jagged, their scales mottled and uneven, their bodies slightly bent and mutated. The second generation are near-replicas of the dragon king, with proud draconic heads atop long necks. Straight, ivory teeth are set in neat rows within their long jaws. Their leathery scales come in a variety of colors, and their long, whiplike tails stretch out majestically behind them.

Both types of dray speak the tongue of ancient Giustenal, though the version used by the first generation dray is rougher, less refined. Neither type of dray speaks any of the languages currently in use in the Tyr region.

Combat: The first generation dray are savage melee fighters. They wear crudely fashioned leather and hide armor that reduces their Armor Class to 6. They often use bone clubs (60%) or bone long swords (40%). If forced to, they can also fight with their natural claws and bite attacks. The claws inflict 1d6 points of damage each, and the bite causes 1d4 points of damage. They can make all three natural

attacks in a single round. Because of their natural Strength and heightened senses, first generation dray receive attack and damage roll bonuses of +1 each when using their natural attack forms.

Second generation dray are not as savage as their first generation cousins. Most of the common second generation dray do not spend vast amounts of time refining their fighting skills. Instead, they call on the templars to aid them when danger appears. The templars are another matter. They wear well-crafted hide armor that reduces their Armor Class to 5. Most templars wield metal weapons. The second generation dray also have the natural claw/claw/bite attack form, but most never use it. The common citizens will never use such a primitive form of attack, and the templars will only use their natural weapons when no other choice is available. Because of their training, templars receive attack and damage bonuses of +1 each when using dray-crafted weapons.

Habitat/Society: The first generation dray were banished from Dregoth's domain long ago. They currently inhabit the ruins of Kragmorta, struggling to survive and make a home in the fiery cavern. They are ruled by a Clan Father named Mosak, who does his best to keep the clan together. The first generation dray still worship Dregoth as their god, but they also hate the undead dragon king for rejecting them. While most of their training and education comes from clan elders, the High Priest Absalom sometimes visits Kragmorta to teach and preach the word of Dregoth.

The second generation dray live in New Giustenal. In the city of dragon bones, most of these dray live contented lives. The templars protect them and see to their spiritual needs, so they are free to work and raise families. All second generation dray are expected to battle in Dregoth's army on the Day of Light that is to come, but until then only the templars work to perfect their military skills. Everyone else lives in varying degrees of comfort.

The second generation looks down upon the first, feeling superior to the earlier dray. They are the chosen of Dregoth, and the first generation deserves nothing but their contempt and hatred. First generation dray, on the other hand, consider themselves better than the dray who replaced them. They do not hate the later dray, but they do not trust them either. Someday the first generation dray hope to be taken back into the fold. It is a day they pray for.

All dray distrust surface dwellers, though the second generation have been taught to also hate them. Demi-humans, Dregoth has proclaimed, are to be scorned and killed, while humans are to be pitied until they can be transformed into dray themselves. This is just a continuation of the Cleansing Wars that Dregoth and the sorcerers fought in the ancient past. If Dregoth succeeds with his plans of conquest, the surface world will see another series of Cleansing Wars—with the second generation dray as the soldiers in Dregoth's army.

The dray of Kragmorta can be fighters, thieves, psionicists, or clerics. They have no wizards and do not even understand the concept of such magic. The dray of New Giustenal can be of all classes, including defilers. They have no preservers. Most of the classed dray are templars of one sort or another (though a defiler who wears the templar robes is still just a defiler, he gains no cleric spells). The most powerful group of templars is the kalin riders. See the kalin entry for additional information on these elite warriors.

Ecology: All dray are omnivores, though they need a lot of meat in their diets. In Kragmorta, the dray hunt food from among the creatures released into the cave by Dregoth, or those that naturally inhabit the under-regions. They also gather roots and wild fungi that grows along the shores of the lava rivers. In New Giustenal, the dray raise fanner beasts, cultivate fungi, and draw fish from the Blacklaw River.

Kalin Riders

Dregoth's most elite troops are the *kalin riders*. These mid-level templars ride the ferocious kalin, predatory insects discovered in the under-region of the Dread King. For now, the kalin riders patrol the ceilings of New Giustenal looking for trouble in the streets below. Most citizens hate these troops because of the viciousness of the mounts. Kalin have been known to rip the arm off a passing dray for no particular reason, and even their riders often have trouble controlling the kalin bloodlust.

Dregoth has four squadrons of 25 kalin riders available to him at present. These troops are to lead the assault on the surface world when the time comes, and they have gotten the best share of the vast magical armament Dregoth has prepared.

Kalin riders are all 5th-level templars armed with magical weapons (usually a long sword +1). They wear enchanted kalin hide armor and carry either metal weapons or weapons crafted

from the limbs of dead kalin. Officers are usually 8th-level templars who wield metal weapons with enchantments as high as +3.

Finally, every kalin squadron has a defiler from the College of Blackspire assigned to it. The mage will be of 7th to 10th level (1d6+4), and will also have five randomly assigned magical items. Use the table in the DMG to assign these. Reroll for any item you feel is excessively powerful.

Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts, so both a kalin and rider can attack the same foe in the same round of combat. In battle situations, a kalin rider and its mount receive a +2 initiative bonus due to their tenacious, extremely aggressive fighting style.

Kalin Mount

AC5; MV18, Climb 9; HD 7; THAC0 13;
#AT 3 (claw/claw/bite); Dmg
1d10/1d10/2d6; SA grapple; SZ L (12'
long), ML fanatic (18); Int animal,
AL LN; XP 650 each.

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Mottled brown to yellow chitinous plates cover their long bodies.

Oversized, glowing eyes jut out over tremendous mandibles. The kalin are equally at home on walls or ceilings. It can extrude a sticky strand, like a spider's webbing, to lower itself from the ceiling to the ground.

Kalin riders often use this ability to surprise foes (-2 to opponent's surprise rolls).

When attacking, if the bite is successful, the kalin grapples its victim and holds it tight (causing an additional 1d6 points of damage per round). On subsequent rounds, the kalin automatically hits with both slashing limbs. It takes a successful open doors roll to break free of the mandibles.



Drik

CLIMATE/TERRAIN:	Drik Rocky badlands	High Drik Rocky badlands
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Family	Solitary
ACTIVITY CYCLE:	Day	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Animal	Average
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral evil
NO. APPEARING:	2-4 (1d3+1)	1
ARMOR CLASS:	2	0
MOVEMENT:	6	12
HIT DICE:	16+6	8+3
THACO:	5	13
NO. OF ATTACKS:	2	1
DAMAGE/ATTACK:	2d8/2d10	2d6 or by weapon
SPECIAL ATTACKS:	Ram	Magic use, poison
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	30%
SIZE:	G (36' long)	H (18' tall)
MORALE:	Very steady (13-14)	Elite (15-16)
LEVEL/XP VALUE:	9,000	9,000
PSIONICS SUMMARY:	Nil	Varies
PLAYER'S OPTION:	MAC 6	MAC 8

A drik is a powerful and massive herd lizard. Its sheer bulk gives it an awesome might, making young driks targets for beast masters from both Urik and Raam to serve in their armies. The capture of the young driks has all but depleted the wild drik.

A drik is a powerful animal, built low to the ground and covered by a thick horn-encrusted shell. At birth the drik has no shell. But while growing, the young drik secretes a resin and bits of bone that form the beast's carapace. The shell hardens as the creature matures to an adult and protects the drik from behind the head all the way to the tail. This shell is a dark gray, speckled white with bone chips. The scaly hide of the drik is a deep brown, though some appear light brown or even yellow. The drik's heavy body is supported by four thick, stublike legs, each sporting four huge claws. The drik's head is enormous and has two black eyes. It has and a large mouth capable of swallowing a human whole. Several jagged tusks protrude menacingly from below the creature's mouth.

The drik communicates with other driks through grunts and bellows. More intelligent creatures must use psionics or magic to communicate with a drik.

Combat: The drik's short legs and great weight make it ponderous beast, but this apparent lethargy conceals the beast's surprising prowess in melee. Its primary form of attack is its bite that inflicts 2-16 (2d8) points of damage. A drik's head and neck are actually quite agile when it holds them away from the resin shell—almost as if its head and neck weren't connected to its gargantuan body. A causal observer might fall victim to the drik's unnatural quickness and reach.

A drik can also attack with its clawed forelegs, but the animal needs at least three legs on the ground to maintain balance and support its immense weight. Therefore, only one foreleg attack can be made per round, inflicting 2-20 (2d10) points of crushing and slashing damage if successful.

The drik can use a ram attack against another drik or other large, slow-moving object. A drik

can initiate a ram attack if it has at least 30 feet between it and its target, if the target is gargantuan in size (25 feet or more), and if it doesn't move more than 60 feet per round itself. On a successful attack, the drik's ram attack inflicts 2-24 (2d12) points of damage. The drik's ram attack can also be used against structures. In this case, no attack roll is necessary and the ram damages 1 foot of material for every point below the structure's required saving throw. Saving throws are 7 against stone, 9 against metal and soft stone, and 17 against wood. The drik's ram attack is made in lieu of any other attack.

A drik does not normally ram anything but another drik that is invading its family's territory. Ram attacks against structures or creatures other than a trespassing drik are made only at the instigation of the beast's handler.

Habitat/Society: Wild driks live in small family units dominated by a single female. Other adult females are not welcome within a family. They generally eat the grasses and shrubs of the badlands or the slower animals they can catch. Feral driks often lie still and wait for unwary creatures to wander within attack range. They drink from the Black Waters, making it fairly easy for trappers to locate them. Driks are the only animals known that can ingest Hamanu's terrible poisons from the Black Waters and survive.

In captivity, driks are ideal animals for siege combat. Their natural ram attack is quite valuable, as is their great size and natural protection. Some driks are used to pull massive siege towers or wagons, but often they are used as individual, mobile weapons platforms (see war drik).

Ecology: A drik mother lays its eggs in the Black Waters every three years. The young then find the nearest adult female (not necessarily its mother) and become part of that family. A drik reaches adulthood in two years and can live to be 30 years old.

An adult drik weighs roughly 5 tons and can carry as much as 2,000 pounds on its back before it simply refuses to move. A drik can pull as much as 10 tons on wheeled vehicles or drag 5 tons behind it on a litter or similar platform.

A drik is particularly foul-tempered in captivity. In battle, each drik has its own psionic master who directs its activities. However, in the everyday life of a captive drik, trainers must deal with them without the benefit of psionics. Casualties among drik trainers are high. No driks have been bred in captivity.

Drik War Machine

A drik war machine is similar to the standard drik, but the shell has been reshaped to allow siege weapons to be mounted on its back. Captors reshape the shell to permit greater ramming power.

The drik's resin shell is melted and partially reshaped. Workmen with torches flatten the surface of the shell to more readily accept ballistae and catapults. Raamese engineers have perfected a technique whereby a wooden mold is built around an immobilized young drik as its shell is forming. Though only one drik in three survives the process, the results can be spectacular.

A drik so customized has siege weapons mounted on its back, the number and damage caused varies by weapon type and the type of structure being attacked.

Attack Form	Hard Stone	Soft Stone	Metal	Thin Wood	Thick Wood
2 ballistae	2	3	5	10	5
Large catapult	4	8	10	20	13
Small catapult	8	11	8	17	9
Ram (customized)	9	12	12	20	19

Drik, High

Another more foul and corrupt method for altering the drik is known only to the defilers under the directorship of King Hamanu, warrior king of Urik. The minions of Hamanu are sent to the shores of the Black Waters to find drik eggs. These eggs are brought back to a bestiary that has been especially designed for this type of experimental conversion.

The defilers use their foul magics to change the way the beasts develop within their eggs. Only 20% of the treated eggs survive the process. The process stunts their growth, allowing them to grow to a maximum height of only 18 feet. However, the benefits to the armies of Hamanu far outweigh this minor setback.

High driks are relatively quit and nimble bipeds. Their forelegs have mutated and now boast three fingers instead of the clawed hooves of their brethren. The skin of high driks is a dark, blood-red to black and veins protrude beneath the thick hide

of the creatures. Their shells retain a smaller but relatively unchanged shape except that they are more twisted and jagged than the natural form. The shell color ranges from gray to black with sickly-green flecks riddling the surface.

The tusks around the high driks' heads are proportionately smaller than those of their unaltered relatives. Their mouths, however, are filled with multiple rows of black, razor sharp teeth. Green, viscous fluid seeps from their slavering maws.

High driks are also relatively intelligent and can speak in a crude form of the common tongue if taught. They can also communicate with other natural driks.

It is believed that the transformation this creature undergoes causes it to become insane and psychotic. It is, however, impossible to tell as there is no equivalent being to compare the high drik to. At the very least, the high drik is sadistic and cruel, taking great joy in causing pain to others.

Combat: Because of the high driks' ability to communicate with lower driks, high driks have been implemented by Hamanu's army for use as beast masters to control driks in warfare.

In melee, high driks can attack using their teeth to cause 2-12 (2d6) points of damage. If, while attacking a human-sized opponent or smaller (though no smaller than three feet), a

high drik's roll is a natural 20, it has succeeded in tearing a limb from its target. To determine which part is torn off, roll a 1d10: 1 = head, 2-3 = left arm, 4-5 = right arm, 6-7 = right leg, 8-9 = left leg, and 10 = tail (head if no tail). Anyone bitten by a high drik must make a save vs. poison or receive an additional 3-18 (3d6) points in poison damage from the vile green secretions that drool from the beast's mouth.

High driks can also hold weapons in their three-fingered hands. Weapons of favor are giant versions of the club (7-14 (1d8+6) points of damage), long sword (8-18 (2d6+6) points of damage), spear (8-18 (2d6+6) points of damage), and trident (9-24 (3d6+6) points of damage).

Because high driks have retained their native language of grunts and growls, they are usually used as beast masters to Hamanu's war driks. The control high driks exercise over war driks requires no psionics or magical links and little training is necessary for a war drik to learn to obey the commands of its high drik master. If a controlling high drik is killed in combat, the war drik becomes confused and begins to rampage, attacking and ramming random structures and

even allied driks.

Capable and even imposing in



melee, high driks are at their most formidable while using their innate abilities as defilers and psionics. High driks have magical abilities equal to those of 8th level defilers, a result of the intense magical treatment

the drik eggs receive at the hands of Hamanu's defilers.

The intensity of the transformation from drik to high drik is so traumatizing to the psyche of the driks that there is a 75% chance the high driks will have psionic wild talents and a 15% chance of them having the abilities of 5th-level psionics.

Habitat/Society: High driks are unnatural creations. They are kept in separate quarters especially made for the needs of this creature. They are treated well by the Drajian guards and servants that are entrusted with their care, though few servants have survived longer than a year at the beck and call of high driks. To bring harm to a high drik evokes the fiercest wrath of Hamanu as these are currently some of his most favored subjects.

Dune Reaper

	Drone	Warrior
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi (2-4)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-5 (1d4+1) or 5-25 (4d6+1)	1 or 2-5 (1d4+1)
ARMOR CLASS:	2	0
MOVEMENT:	12, Jp 9	12, Jp 9
HIT DICE:	8	10
THAC0:	13	11
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	3d6+7/3d6+7/2d6	3d6+7/3d6+7/2d6
SPECIAL ATTACKS:	Surprise leap	Surprise leap
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	10%	25%
SIZE:	L (8' tall)	L (10' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	4,000	6,000
PSIONICS SUMMARY:	Nil	Varies
PLAYER'S OPTION:	MAC 8	MAC 9

The dune reaper prowls the sandy wastes in wild packs, leaping from dunes to ambush and impale its prey on its scythe-like limbs.

The dune reaper is large and forbidding creature with a toothy maw and mandibles to either side of its mouth. The reaper, as it is commonly called, also has a razor-sharp row of scalelike plates down the center of its back and a thick scaly hide ranging from red to deep brown in color. The beast's front limbs taper to swordlike appendages that it uses quite effectively in combat. The dune reaper's rear legs fold underneath themselves, giving it an impressive leaping ability. Perhaps the most disquieting features of the dune reaper are the eerie red luminescence of its eyes and the sickly sweet smell of decay that surrounds it. The reaper emits a howling wail that can frequently be heard across the barren deserts of Athas. The size, ferocity, and eerie appearance of the dune reaper makes it a highly valued combatant in many Athasian arenas.

Combat: Dune reapers are extremely territorial and attack any creature that invades their lands. The pride is divided into clans of 3-6 individuals consisting of at least one warrior and the rest, drones. These clans carry out the wishes of the matron, from building their hive to patrolling their region. The purpose of these patrols is to attack creatures trespassing within their territory and to bring back their carcasses for the rest of the pride to feed upon.

These beasts have a brutal cunning that belies their relatively low intellect. Reapers frequently lie in wait for days on caravan routes in anticipation of their next opportunity to feed. One of their favored methods of attack is to climb to the top of dunes that surround a road or trail and hide by crouching as low as is possible for a creature that can be as tall as 10 feet. When the reapers see a target pass beneath, they jump down with their powerful front appendages extended in the hopes of impaling the intended victim. Such attacks, if successful, cause 6-36 (6d6) points of damage and have a +5 THAC0 bonus because of the speed of descent and the weight of the reaper.

In melee these creatures are savage and fierce combatants. Their bladelike arms are lightning fast and inflict 3-18 (3d6) points of damage on a successful attack.

Because of the strength of

these arms, each successful attack receives a +7 modifier for damage. Their snapping jaws and mandibles can clamp down on a victim causing 2-12 (2d6) points of damage. Reapers can lock their mandibles around or into the surrounding flesh with a second successful hit. If the second attack roll succeeds, on each subsequent round dune reapers hit automatically for 2-12 (2d6) points of damage. Victims can end these attacks. If they make a successful Bend Bars/Lift Gates roll. Success means the victim can pry the mandibles from its flesh. Such an attempt precludes any attacks from the victim that round.

Dune reapers have a very tough hide that contributes to their AC 2. While these creatures may not be exceptionally fast running, they are extremely agile and quick. A full-grown reaper in combat with its quickness, glowing red eyes, snapping maw and mandibles, and arcing, bladed arms can be an impressive and frightening sight.

Habitat/Society: Dune reapers roam the wastes in small prides that can include as many as 30 individuals. There is a strict hierarchy within the pride and it is matriarchal in nature. There are three distinct stations within the pride: the matron, the warriors, and the drones. The matron and all warriors are female and the drones are male. Female dune reapers grow larger than their male counterparts and the oldest, and most powerful female is the matron of the pride. She leads the group in combat. When food is scarce, she leads them in their travels to find nourishment. Another female can challenge her for her position as matron through a fight to the death.

A pride of reapers will make its home on or near the base of a cliff near a water source within their territory. These lairs are built from the sand and gravel by mixing it with secretions from the drones' mouths. These structures rise multiple levels above the ground and several layers below the ground and appear structurally like an adobe hive. Each pride has two such nests within their territory and the pride splits their time evenly between them, half the year at each.

Dune reapers have two mating seasons. The matron is the only female capable of reproducing. This mating takes place once on the banks of the water sources near each of the hives. These areas tend to be ancestral ground that they return to annually. After mating, the matron kills the male and deposits 5-6 eggs within its corpse. She then buries the corpse near the banks of the river, oasis, or pond. The pride returns in two months when the eggs hatch. To maintain a proper balance of warriors and drones, some infants are destroyed and the rest are assimilated into the group. It takes the young reaper approximately two months to reach adulthood.

Dune reapers have a fairly sophisticated system of communication and do so through a complex system of sound, motion, and scents. If an individual returns after successfully locating the pride's next meal prospect, it begins a dance. During the dance it emits soft chortles and whirs and releases specific scents. The dance communicates to the pride the direction and distance of the food source, what it is, and the number of individuals.

Ecology: Dune reapers eat anything, plant or animal. They have even been seen eating small stones. Stones, it is believed, aid in digesting its varied foods. If food is in extremely short supply, prides have been known to turn on each other over meals and often fight to the death.

It is their ferocity that makes them so prized in the arena. One event favored by sorcerer kings involves setting loose one reaper above two combatants just as a killing blow is about to be delivered.

The front limbs of the dune reaper are often used to make swords and other bladed weapons. Its scaly plates can be used in the construction of shields and armor.

Drone

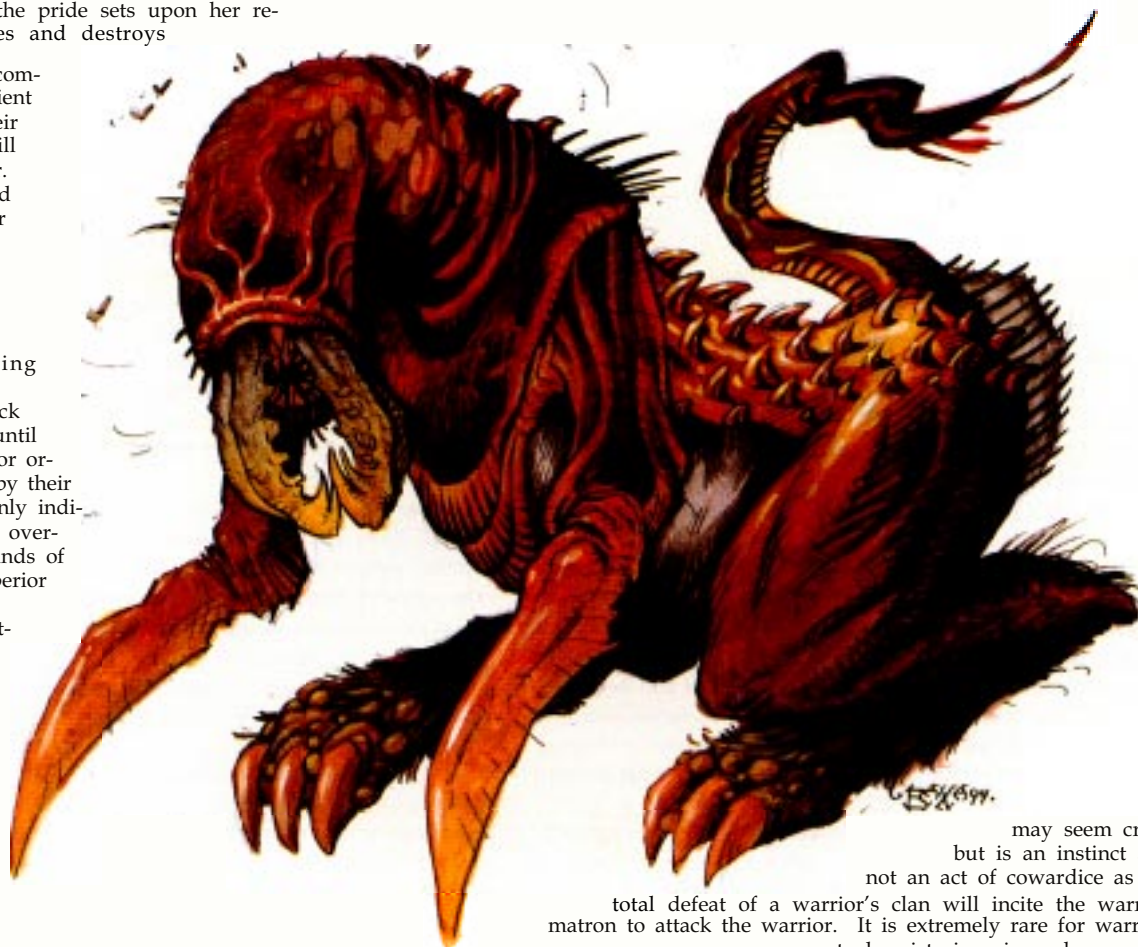
Drones are the smallest dune reapers and on the lowest level of the dune reaper caste system. They generally constitute about two-thirds of the pride and are the basic workers and laborers of the pack. While not very intelligent, drones are stalwart workers and can understand and follow the orders of the warriors and matron. It is upon their backs that hives are built and the food is harvested.

Drones aren't intelligent enough to initiate any actions on their own and are therefore supervised by a warrior reaper. Each drone is assigned to one warrior and all orders come through her. They are bonded by their pheromones and this relationship lasts for life. If warrior drones are killed or die, the pride sets upon her remaining drones and destroys them.

Drones are completely subservient and loyal to their superior and will never attack her. However, should another warrior infringe upon the chain of command or otherwise prevent the drones from completing tasks assigned them, they attack the interloper until they are killed or ordered to cease by their superior. The only individual who can override the commands of the drones' superior is the matron. Drones never attack a matron

about one-third of the pride population. Warriors are assigned 2-5 drones that are bonded to them for life. If a drone dies, one is assigned to the warrior when a new drone is born.

In combat, the warriors attack much in the way described earlier, but after the initial contact with an enemy, they usually stands back and support the drones by using their innate psionic abilities. Favored attacks include using project force and ballistic attack to distract and further injure their foes while the drones attack in melee. Also, warriors have been known to use their inflict pain ability to incapacitate more powerful foes. If things are going poorly and it looks as if the drones will be defeated, warriors use superior invisibility to escape to warn the pride and to gather reinforcements. This



may seem cruel, but is an instinct and not an act of cowardice as the total defeat of a warrior's clan will incite the warrior. It is extremely rare for warriors to attack the matron. It is extremely rare for warriors to be victorious in such a match.

Warrior

PSIONICS SUMMARY:

Dis 2/Sci 2/Dev 7; PS 10; PSPs 30
Att: MT, PsC; Def: IF, MB

PLAYER'S OPTION:

#AT1 MTHAC0 15; MAC 9

Psychokinesis: *Sciences*— nil; *Devotions*— ballistic attack, inertial barrier, molecular agitation.

Telepathy: *Sciences*— mindlink, superior invisibility; *Devotions*— contact (**inflict pain**), send thoughts, mindbar, mind thrust (**awe**), psychic crush (**invisibility**).

Warrior reapers are the sergeants of the pride. They see that the orders of the matron are carried out. Generally, warriors constitute

Matron

The matron of a pride has the same abilities and statistics as the warrior reapers, but her hit points are at their maximum. It is the duty of the matron to direct the pride in all of its actions. She decides when and where a specific clan will hunt and when the pride migrates from one hive to the other.

Dwarf, Athasian

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (9-11)
TREASURE:	Varies
ALIGNMENT:	Lawful neutral
NO. APPEARING:	3-10 (3d10)
ARMOR CLASS:	6 (10)
MOVEMENT:	6
HIT DICE:	1+2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 or by weapon +2
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Special resistances
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Very steady (12-13)
LEVEL/XP VALUE:	65 for normal 120 for uhrakkus 270 for uhrnius 2,000 for uhrnomus

PSIONICS SUMMARY: varies

PLAYER'S OPTION: MAC8

Dwarves are short, stocky demihumans capable of amazing feats of strength. They are known for obsessive attitudes about the tasks they perform and as such, are considered extremely reliable workers.

Dwarves stand an average of 4½' to 5 feet tall. They tend to have disproportionate statures because of over-muscled bodies and sometimes weigh as much as 200 pounds despite their height. Their massive hands permit them to hold weapons that seem too large for their size. Equally large feet help keep their bulging frames standing. Deep-set eyes sometimes give the impression that the dwarves are constantly observing, silently watching and judging the actions of those around them.

Other than a distinctive build and usually hairless heads, dwarves do not stray too far from a human appearance. However, endless hours laboring under the scorching, Athasian sun has brought them deep copper tans and calloused bodies. There is a joke spread by the humans that dwarves use no whetstone to sharpen their weapons; instead, they are said to rely upon their own skin to keep their blades sharp.

The dwarven language is deep and throaty, with hard, guttural consonants that usually end the brief sentences. Since their tongue often makes non-dwarves hoarse after a few hours of speech, dwarves are willing to learn the common language spoken by merchants throughout the land. Because the language is so difficult, dwarves view with respect those who attempt their language for extended periods, in return for the honor they feel is being demonstrated to them.

Combat: Dwarves approach combat with the same obsessive, single-minded perspective they do all things. They neither offer nor expect any quarter, viewing almost every battle as one to the death. They are not incapable of mercy, but mercy is far from their first instinct. Opponents who fight with skill and honor have been known to lose to a dwarf and walk away.

Dwarves prefer sturdy weapons with good heft since weaker ones tend to break under the powerful might of a dwarven swing or thrust. Most dwarves strike for 1-8 (1d8) points of damage with one of their swords, axes, hammers, or similar weapons. Most dwarven weapons are made of stone, but they might also be made with metals. Stone weapons have a -2 THAC0 penalty and a -1 penalty to damage rolls. In addition, dwarves' great strength gives a +2 to all damage inflicted from a melee attack. Dwarves are particularly fond of, and quite capable of, finding and using metal to forge their weapons and armor, more so than most of the other demihuman races. There is a 10% chance per dwarf encountered that 1-4 (1d4) of them have arms and armor constructed from scraps of metal found or mined from the wastelands.

Ironically, though dwarves love metal, they despise bulky armor. Most prefer mekillot hide or bone as protection, though some will shape pieces of metal into breastplates, bracers, or greaves (conferring an AC of 5). Most dwarves use shields if their main weapon requires only one hand or if they are not carrying a second weapon. Dwarves who find metal are most likely to use it for a weapon or a shield rather than applying it to armor.

Dwarves are inherently nonmagical, both by choice and by design. They are never preservers, defilers, or illusionists, nor do they employ magical spells. They do not, however, overlook the value of enchanted arms, believing that the weapon or armor overpowers whatever unreliable magics reside within. They do not share similar views of clerics and templars, noting an important distinction between spiritual and wizardly magic. This resistance to magic gives a +4 bonus to all saving throws versus magical attacks, though individual dwarves may have different adjustments based on the description given in the *DARK SUN Rules Book*. A dwarf's high Constitution also results in a stronger resistance to illnesses and toxins, granting dwarves a +4 to saving throws versus disease and poison, but this can vary for the individual dwarf.

When entire clans (30-300 members) are encountered, one dwarf in 10 is called a *uhrakkus*, meaning sub-leader. This *uhrakkus* has 3+6 HD, THAC0 17, and always has a steel weapon. For every 50 dwarves, there is a *uhrnius* (leader) present who has 5+10 HD, THAC0 15, and a magical steel weapon. The *uhrnius* is 50% likely to possess psionic or clerical abilities. Every clan of more than 100 dwarves will have a 10+1 HD *uhrnomus* (over-leader) with THAC0 11, clerical and psionic abilities (as per 5th-level cleric/5th-level psionicist), a magical weapon, and 1-4 (1d4) magical items. Clans with more than 200 members are 40% likely to have two *uhrnomus*, though only one actually has the title and the right to command.

Dwarves have the ability to see varying degrees of heat (infravision) to as far as 60 feet, making them formidable opponents even in darkness.

Habitat/Society: The saying that a dwarf's first love is hard work is true. No dwarf is more content than while working toward the resolution of some cause, be it labor or combat. This task, called a *focus*, is approached with single-minded direction for the dwarf's entire life, if need be, though most foci require considerably less time. The only time constraint for a focus is that it must take more than a week to complete, anything less is nothing more than a simple task. A dwarf does not ignore such short activities, but he derives no satisfaction from their completion. At all times, the dwarf must be progressing toward the completion of the focus, changing direction for no more than a few days at most.

It is possible for a dwarf to have more than one focus, providing both are somehow related. For example, a dwarf whose focus is to construct a new village for his clan to adopt may also have a short-term focus to locate the best builders in all of Athas for this village. A dwarf who performs tasks related to the completion of his foci receives a +1 bonus to all saving throws and a +2 bonus to his proficiency rolls. A dwarf who dies while resolving a focus is doomed to spend the remainder of its existence as a banshee, forever wandering the wastelands in vain attempts to finish his work.

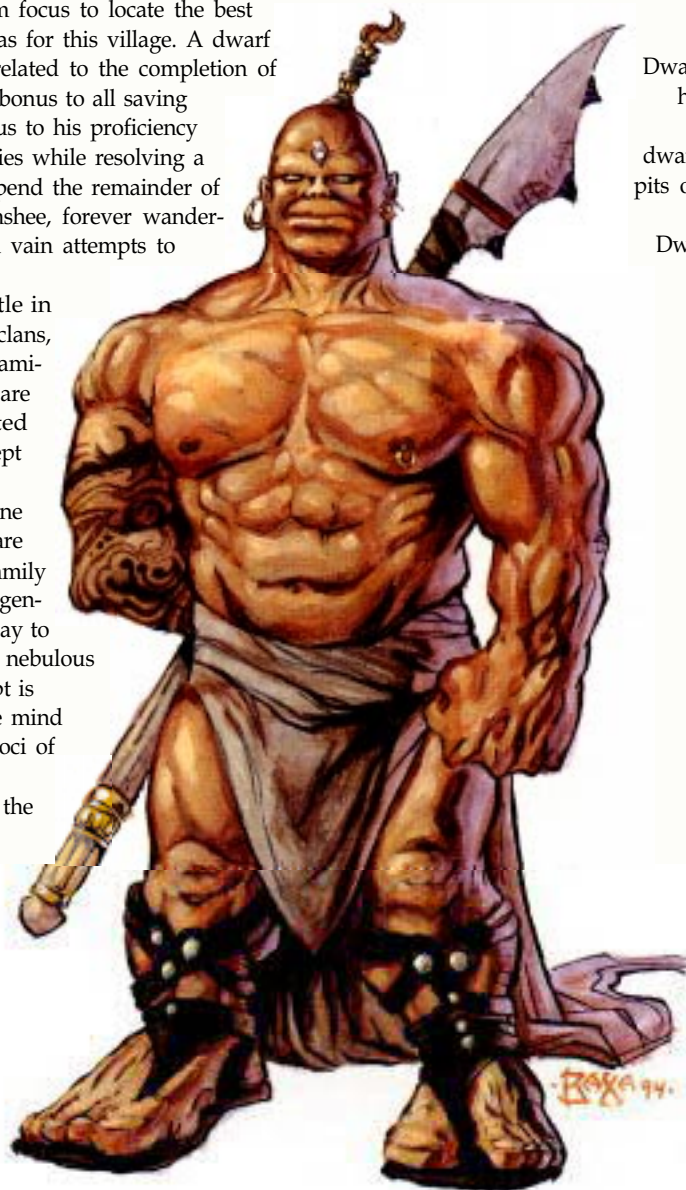
Free dwarves settle in communities, called clans, bound around their families. Ties of the blood are honored and respected above all others, except the focus. Debts and glories earned from one generation in a clan are passed down to the family members of the next generation. There is no way to break free from these nebulous ties, for such a concept is entirely foreign to the mind of the dwarf. Many foci of clan dwarves center around the benefit of the family.

Ecology: Dwarves adapt to virtually all types of terrain on Athas, comfortably settling in mountains, deserts, or near human city-states. Few communities surpass 300 in number. These communities usually spring from a few extended families linked by a common ancestor whose focus was to start the settlement ages ago.

Most free dwarves earn their money through commerce with the world around them. Dwarven-forged metal is considered to be among the best in all of Athas. Many smiths swell the boundaries of their clan's economy by purchasing or finding scraps of steel and converting it to arms or armor. Though dwarves despise haggling because it wastes too much time that could be directed toward better things, they set their prices fairly. Most dwarven-produced goods are priced within 10% of the prices listed in the *Player's Handbook*.

In the cities, dwarves who do not craft metal usually hire out as mercenaries. Dwarven mercenaries are highly prized; it is hard to buy their loyalty once it has been purchased by another. Some desperate dwarves find their ways into the gladiatorial pits of the nobles, sacrificing freedom to send money to the homelands.

Dwarves have an average life span of about 250 years.



Elemental Beast, General

The elemental beast is a creature of low intelligence that is native to one of the four elemental planes. The physical form of the elemental beast is composed of one of the four elements—earth, air, fire, or water. The beast is composed of only the purest elemental material and there is no substance within it other than its native element.

The only proven way of transporting the elemental beast to the Prime Material Plane is by some magical means such as a rod, staff, wand, or spell. There are, however, myths of these beasts appearing near areas of intense “elemental activity” (an elemental beast of water would appear in the center of a whirlpool). Magical researchers have developed a theory that as the energy from a natural elemental occurrence (hurricane, tornado, whirlpool, firestorm, earthquake) reaches an extreme intensity, a temporary rift can develop between the Prime Material Plane and the elemental planes that release elemental beasts.

When summoned to the Prime Material Plane, only the “elemental essence” or life force of the elemental beast is brought forth. Therefore, the beast must adopt forms of its element that are available on that particular plane. The prime planes are all made from the various mixes of the four basic elements, and therefore each element is available everywhere on the prime planes. However, because the elements are all combined, the elemental beast is less “pure” and therefore less powerful than if it were encountered on its home plane where the base element is of the purest nature.

This impurity also causes the beast pain that varies by the degree to which its element is contaminated with other material. An elemental beast of water that is summoned near a bog or swamp would likely be in extreme agony while the same creature summoned near a spring-fed lake would experience a lesser degree of discomfort. Extreme pain causes the beast to enter a rage that, if unchecked, could cause it to turn on its summoner.

As only the elemental essence is brought to the Prime Material Plane, a beast is impervious to certain attacks. An elemental beast is immune to all physical attacks that are nonmagical. Magical attacks include such natural abilities as breath weapons, gaze attacks, poisons, paralysis, and other innate powers. No creature of less than 4 HD can harm the elemental beast without magical assistance.

The mind of the elemental beast is very different from beings of the Prime Material Plane. An attempt to control or contact these beasts psionically causes the psionist to enter a trancelike state. During this time, the individual babbles, screams, and wails, but does not speak. This state lasts for 3–18 (3d6) rounds and then the psionist enters a comatose state for 3–30 (3d10) hours. When he wakes he has no recollection of the events that transpired between the attempted contact and his waking.

An elemental beast is susceptible to spells and magical items that affect such creatures. Protection from evil spells and devices that create such effects protect the target from the creature. While the beast cannot touch or enter areas protected, it can affect the surrounding areas and cause damage using methods that require no contact. For example, an ele-

mental beast of air could create a whirlwind that surrounds the target, causing the victim to be pelted with debris and suffer the appropriate damage.

On its home plane, an elemental beast is highly sought by the genie races as a pet, guardian, or hunting companion. The beast truly excels as a hunting companion. Its sensitivity to impure elements makes it an excellent tracker. This tracking ability only applies on its home plane since prime worlds are far too impure and create too much white noise for the creature to use this ability effectively. This sensitivity is so keen that the beast can even track natives of the plane if they have a physical form that contains any material not of the purest element.

Summoning an Elemental Beast

Elemental beasts are summoned using a variant of most spells that are capable of contacting and summoning an elemental. Devices that summon or affect elementals have the same effect on elemental beasts unless otherwise noted. For example, a *censer controlling air elements* also controls elemental beasts of air, but a *ring of air elemental control* only affects creatures other than air elementals making their home in that plane.

As with the standard elemental summoning, each individual casting a spell or using a device creates a unique signature that is answered only once per day by creatures residing in the inner planes. There are three basic methods used to summon the beasts, a spell, a staff, or a device. An individual can use multiple methods to summon elemental beasts from the same plane. For example, a *summon elemental* spell can only call one elemental beast of air per day, but the same individual can use a staff or a device to summon another air beast. However, the same individual with multiple devices, even if they are different types of magical items, can only summon one of a given type of elemental beast per day using these devices.

Controlling Elemental Beasts

Once the elemental beast has been brought to the Prime Material Plane, it must be controlled. With most spells and devices this is an aspect of the summoning that is incorporated into the casting. However, if something happens to the summoner to distract him, there is a 75% chance he loses control of the beast. The summoner must maintain concentration for the entire duration of the spell or until he has communicated with the creature and given it its mission.

For every round the elemental beast is on the Prime Material Plane there is a 1% cumulative chance that it breaks free of control and becomes freewilled. At this point there is a 50% chance that the freewilled beast attacks the summoner, his party, or the closest creature if the summoner is not at hand. A beast that doesn't attack runs off to look for an environment suited to its nature. Such loss of control happens even if the creature has been sent on a mission and direct control has been removed. If an elemental beast becomes freewilled while on a mission, there is no way to re-

gain control and it begins a rampage that ends only when it is sent back to its home plane, it is destroyed, or 24 hours has passed since entering the rage.

If the elemental beast becomes freewilled at any time other than while fulfilling its quest. The summoner can regain control by successfully casting a *charm monster* spell or a *speak with monster* spell followed immediately by a *charm* spell. Other spells that work to temporarily stop the beast from rampaging are *hold monster* and *imprisonment*. A *bansishment* spell can send a freewilled creature back to its home plane.

There are precautions that can be taken when summoning a beast that ease control. The summoner can try to make the beast experience less pain in being summoned by acquiring the purest form of the correct element. Ten cubic feet of the element is required for this to have any affect on control as the beast assimilates the finest specimens to create its new body. An elemental so created has half (rounded up) the chance of becoming freewilled. Only five cubic feet of material is needed if the substance used is from the elemental plane from which the beast is summoned. In this case, the chance of breaking control is only 25%. It is possible for another individual to arrest control of an elemental beast from the summoner. A *dispel magic* spell cast at the individual who summoned the beast, if successful, breaks the bond between the two beings and transfers that control to the caster of the *dispel magic*. Rules for casting *dispel magic* are identical to those on page 148 of the *player's Handbook* except that on a roll of 20, the elemental beast becomes freewilled.

If control of the elemental beast is transferred to a new individual, the beast obeys his commands as if he were the original summoner. If the transfer fails, the beast's hit points are increased to the maximum 8 hit points per die. A failure also augments the bond between summoner and beast and no further attempts to seize control succeed. If the summoner loses control of the elemental beast, the creature remembers the person attempting to gain control of it and attacks him even before attacking the summoner.

Missions

Elemental beasts summoned to the Prime Material Plane can be petitioned to provide one service for the summoner. Because of the low Intelligence of these creatures, they can understand only simple commands of no more than a few words. While on this mission, there is no need to control the elemental. It is singleminded in its quest and does not stop until either the service is complete, it becomes freewilled, it is destroyed, it is sent to its home plane, or the spell lapses. For a spell caster to succeed in sending the beast on the quest, he must cast a *charm monster*. The caster must also have some means of communicating with the creature, such as a *speak with monster* spell or a helm of telepathy. To bind the deal, the summoner must provide a gift of a gem worth at least 1,000 gp. If the caster achieves all of this criteria, he then rolls a 1d20 for a Charisma check. A success-

ful roll indicates that a deal has been struck and the beast provides one service. If the attempt fails, there is a 25% chance the elemental beast breaks control to become freewilled. Only one mission can be attempted per summoning.

Returning to the Elemental Planes

Elemental beasts have no innate ability to return to their home planes. They look to the summoner to return them home. The ease of control and increased safety of the summoning might be explained by the creature's inability to return home and a fear of being stranded on a strange and hostile world.

Following a mission or when the original purpose of the summoning has been completed, elemental beasts return to the controller to be dismissed. If the controller is unable or unwilling to return the beast home, the beast immediately attacks the individual. All such attacks are made as if the beast were in a berserk fury and are made at +1, but the AC has a -1 penalty.

Stranded beasts seek out a less hostile region until some means of return presents itself. This might be the source of many of the "mythical" elemental beasts that have been seen inhabiting the Prime Material Plane.

Elemental Beasts on Athas

Athasian priests often prefer to summon elemental beasts to their elemental counterparts. In this case, the beasts are slightly more controllable and can even be sent on a mission with little or no supervision. Also, the effect the elemental beasts have on any psionicist attempting to communicate with the creatures allows greater control.

Some elemental beasts stranded on Athas are quite disadvantaged compared with most prime planes. The harsh climate and terrain make both water elemental beasts and air elemental beasts uneasy. There are few places on Athas where the water beasts can survive for long and the frequent sand and dust storms cause air elementals extreme pain and fury.

If an Athasian is an elemental priest or a wizard and has the ability to communicate with an elemental and the ability to return it to its home plane, the beast can frequently make a deal. As with all communication with an elemental beast, the concepts must be simple and clear or the beast becomes confused and possibly attacks the Athasian (25% chance).

While all elemental beasts are rare on Athas, fire elemental beasts have been known to exist in areas of volcanic activity. Some earth elemental beasts have been reported in the rocky badlands and the mountains.

Elemental Beast, Air

CLIMATE/TERRAIN:	Any air
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Air
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	Fl 36 (A)
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 8

An air elemental beast is made of only the purest elemental material available. It is native to the Elemental Plane of Air where it is highly prized by djinni as a guardian beast and as a tracker and hunter.

On its native plane, elemental beast is usually invisible. On Athas, however, foreign material such as sand or silt can get caught up in the whirling winds and air currents that formulate the beast, causing it great pain and revealing its true form. The elemental beast is an enormous 8-foot head with wings attached at the back. Its wide mouth is filled with rows of pointed razor-sharp teeth. Its eyes shine with pain and malicious. The turbulent winds that give the beast its form create a howling and whistling sound.

Combat: The intense winds that twist about within the elemental air beast give the creature its ability to attack. Like the air elemental, this creature is a master of its environment and gains a +1 attack bonus and a +4 damage bonus in aerial combat. This bonus is only effective against beings that are not native to the Elemental Plane of Air.

The air elemental beast attacks with its any fangs, causing 2-12 (2d6) points of damage. If unseen and invisible, it makes its first attack at +4. If the beast's attack roll is a natural 20, and its opponent is no larger than medium-sized, it seizes its opponent in its large mouth. If the creature is land-based, the air beast lifts the being from the ground to a height of 50 feet and drops the victim, causing 5-30 (5d6) points of damage. If the victim flies, the air beast flies at its maximum speed directly at a solid object such as a rock or the ground. At the last minute, the air beast releases its victim and veers away. Its class A maneuverability allows it to instantly change direction, the victim takes 3-18 (3d6) points of damage and must roll a successful System Shock roll or be stunned for 1-6 (1d6) rounds.

If the air elemental beast absorbs a large amount of foreign matter such as dust, sand, or dirt, it goes into a berserk fury. In this state, all the beast's attacks are made at +2, but its AC suffers a -2 penalty from the reckless nature

of the attacks. For every round the elemental air beast is within 10 feet of a source of loose foreign matter, there is a 5% cumulative chance the beast absorbs enough material to send it into this berserk rage. This lasts for 1-8 (1d8) rounds, after which the material has been ejected from its body.

Certain spells have unusual effects on the elemental beast. A *control weather* spell cast at an elemental beast of air causes it 8-64 (8d8) points of damage, but the creature gets a saving throw for half damage. A *gust of wind* spell cast at the air beast adds a +2 HD to the beast for 1-4 (d4) rounds and has a 50% chance of sending the creature into a berserk fury. Damage suffered during this period is first subtracted from the added HD, and all attacks made during this time are made as if the beast were of 10+3 HD (THACO 11).

Habitat/Society: The elemental beast of air finds comfort only in the Elemental Plane of Air, though some have been rumored to be spotted in the areas near a sandstorm or tornado. It is a solitary beast and is not known to socialize with other creatures or even other air beasts.

Ecology: This beast has no place in the natural order on Athas. On its home plane, it is fairly common and is sought as a pet or guardian.



Elemental Beast, Earth

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Earth
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6/2d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 9

The elemental beast of earth is native to the Elemental Plane of Earth. An earth elemental beast is made solely of rock, minerals, clay, and dirt, all in their purest forms. There is no foreign or organic substances within the creature.

An earth beast stands approximately 8 feet tall at the shoulders. It is quadrupedal and vaguely resembles a reptile with an elongated tail. It has an inordinately large mouth with rows of sharp teeth made from various rocks and minerals. A single ridge of spikes runs down the center of its back. The spikes cluster at end of the tail like a mornnigstar. It emits a growl that resembles the sound of an avalanche or an earthquake.

Combat: The elemental beast of earth can move as swiftly and as easily through earth and rock as it does above ground. On Athas its favored attack method is erupt from under the surface and surprise its victims. A target of such an attack has only a 1 in 6 chance of detecting the ground movement and preparing for any conflict.

An earth elemental beast attacks using a powerful bite that causes 3-18 (3d6) points of damage. If the attack roll for the earth beast is a natural 20 and its opponent is no larger than medium-sized, the target is caught in the beast's jaws. Each round, the victim must make a successful Bend Bars/Lift Gates roll to escape the beast's crushing laws. If the victim fails, he automatically receives 3-18 (3d6) points of damage. Attacks by the victim are possible if a successful Dexterity check is made at a -2.

The beast can also whip its tail at an 360 degree arc at any opponent within 15 feet. Such an attack, if successful, causes 2-12 (2d6) points of damage and the victim must make a successful save vs. paralyzation or be stunned for 1-6 (1d6) rounds. A stunned victim can make no attacks for the duration of the effect.

In siege warfare, the earth elemental beast causes damage equal to that of a small catapult (8 points of damage to hard stone, 11 points to soft stone, 10 points to earthen structures, 17 points to wood, and 9 points to thick wood). It can dig a tunnel through as much as 20 feet of stone per round.

While an earth beast enjoys an immunity to nonmagical weapons, it does have vulnerabilities. If the creature is levitated or flying, it panics. It will attempt to reach the ground by any means. An earth elemental beast cannot travel through water. All attacks made by the earth elemental beast against airborne or waterborne creatures are made at -2 and all dam-



age is reduced by 1 hp per die (to a minimum of 1 point of damage per die).

The wriest swell *earthquake* causes 8-64 (8d8) points of damage to the elemental, but only if the creature is touched by the priest at the time of casting. A rock to mud spell slows the earth beast to half movement both above and below ground. Attacks by the beast can only be made every other round because of this sluggishness.

Habitat/Society: The earth elemental beast is solitary creature and makes its home on the Elemental Plane of Earth. The primary function of its razor-sharp teeth is to crush rocks, stones, minerals, and earth, from which it gains its sustenance. On Athas, a stranded earth beast makes its home in the mountains and rocky badlands, though it sometimes inhabit other areas as well. The earth beast finds no value in treasure, but it has a great fondness for the taste of gems and precious metals and can sense them within a 30-foot radius. Because of the metal-poor nature of Athas, the earth beast rarely gets to enjoy these delicacies.

Ecology: This beast is frequently caught and trained by the evil race of djinni known as dao. Frequently the beast is ill-treated by its malicious masters and seeks a means of escape. An elemental beast in such a state may not be upset at having its routine interrupted by being summoned.

Elemental Beast, Fire

CLIMATE/TERRAIN:	Any dry land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Fire or combustible material
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	8+3
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 7

A fire elemental beast is large four-legged creature made from pure fire. It can be summoned to any dry area, but requires a small flame to give the beast a starting point from which it can collect the heat from the surrounding area to generate its flaming body.

The fire beast resembles a large pantherlike beast with extremely broad shoulders. The elemental fire that dances and flickers throughout its body gives the illusion of rippling muscles beneath a fiery orange coat. A mane of pure fire surrounds its head and its eyes are black voids that look like empty sockets. Flames lick out from its formless, ever-changing face, but there is the consistent appearance of large fiery teeth. The fire beast emits a fierce belch that sounds like the roar of a hundred fires.

Combat: The movement of the fire elemental beast is smooth, graceful, and silent. When moving at full speed, the creature resembles a fireball and has frequently been mistaken for one when summoned in combat. Only when it stops can its true nature be realized.

The beast attacks using its two flaming paws (1d8 damage each) and a searing bite (2d6 damage). These attacks can be directed at two different opponents simultaneously. Any target successfully attacked risks additional damage from ignited clothing, equipment, or debris about the victim. The

item must successfully save vs. magical fire at -2 or the victim receives an additional 1-6 (1d6) points of damage.

The elemental fire beast can also breathe a cone of fire 30' long and 10' wide at the base once every 3 rounds. Its fiery breath causes 2-16 (2d8) points of damage. All creatures within its radius are allowed a save vs. breath weapon for half damage. A victim successfully attacked with the beast's breath receives an additional 2-12 (2d6) points of damage of ignition damage.

Mundane fire does no damage, but can pollute the purity of the element within the creature. A successful save vs. poison must be made by the fire beast or it enters a fury for 1-6 (1d6) rounds. In this berserk frenzy, all attacks by the beast are made at +2, but it suffers a -2 penalty to its AC. Magical fires such as those caused by a spell, staff, or other magical item, cause only 1 point of damage per hit die of damage caused by the incantation.

While it is a powerful foe, the elemental fire beast does have weaknesses. It cannot travel over surfaces made of non-flammable liquids. Also, water based spells such as *create water* cause 1d8 points of damage per level of the caster to the beast. Any saving throws against such attacks are made at -2.

Habitat/Society: The fire elemental beast has no true place in the natural order of Athas. The beast normally hunts, runs, and plays in the fire fields of the elemental planes.

If stranded on Athas, it suffers the pain of feeding on mundane fire. It can eat combustible materials such as wood, cloth,



or coal, but detests them. This diet causes the fire beast to weaken and its fire becomes dimmer until it blinks out of existence. Each month, the fire beast must make a successful save vs. poison at a -2 cumulative penalty. If the save is failed, the beast deteriorates by 1 HD. If it runs out of hit dice, it vanishes. The process can be reversed if it manages to procure a diet of pure elemental fire for at least two weeks.

Ecology: The elemental beast of fire is resentful of being summoned away from the fire fields of its home plane. The nature of the elements on Athas causes the fire beast extreme discomfort and outright pain. As a result, the elemental fire beast is one of the most difficult of the elemental beasts to control. When first summoned, the beast can make a successful save vs. spell at -4 break free of the caster's control. In such an instance, the beast immediately attacks its summoner.

Elemental Beast, Water

CLIMATE/TERRAIN:	Any water
FREQUENCY:	Very rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Water
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	5-10 (1d6+4)
ARMOR CLASS:	2
MOVEMENT:	6, Sw 18, Fl 18
HIT DICE:	1+1
THACO:	Special
NO. OF ATTACKS:	5-10 (one for each)
DAMAGE/ATTACK:	1d8 each
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (1' long)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	300
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 8

Water elemental beasts can be summoned to any area near a large volume of water. The water must be relatively pure. The summoner can use no other tainted liquid such as ale or wine. A summoner needs at least 700 cubic feet of water (10'x10'x7' for example) to support a spell summoning this creature. They are always summoned as a school, one beast for each hit die of elemental summoned.

Water elemental beasts resemble flying piranhas. They range in size from 9 to 12 inches and have fan-like membranous wings that fold from the back. These creatures are always encountered in schools, but they move and attack in combat as if there were a single intelligence controlling them. The most telling feature of the beasts is their long, sharp teeth that seem overlarge for the small creatures. The only noise they make is caused by their movement through the water that they call home.

Combat: In combat, a school of water elemental beasts moves as if it were one creature. It darts and swims, attacks and retreats, as one. Because of this oneness, a school of water elemental beasts attacks as if it were a creature of as many Hit Dice as there are individuals in the school (school of 8 equals 8 HD). When an individual is destroyed, the effective Hit Dice

of the school is also lowered by one. A school of water elemental beasts also gets a cumulative saving throw as if it were a creature of as many Hit Dice as individuals within the school.

When attacking, each beast can dart in and cause 1d8 points of damage with its sharklike teeth. It can also fly up to 18 feet before landing. Attacks made while flying are made as if the beast were charging, with a +2 attack bonus, but the beast suffers a -1 penalty to its Armor Class. When attacking in water, the beast is invisible and it gains automatic surprise against beings not native to their water environment. Attacks against a submerged elemental water beast are made with a -4 penalty, in addition to any other penalty received for underwater combat.

When attacking while flying, the school has an instinct to fly directly into the face of air-breathing creatures. If the attack roll is a natural 20, one of the water elemental beasts separates from the school and lodges in the throat of the victim. The victim must make a successful save vs. paralyzation or suffer 1-6 (1d6) points of damage per round in suffocation damage. Each round after the first, the victim must also make another saving throw or pass out from lack of air. If the saving throw is ever successful, the victim spits out the water beast. Otherwise, the elemental water beast emerges when the victim dies.

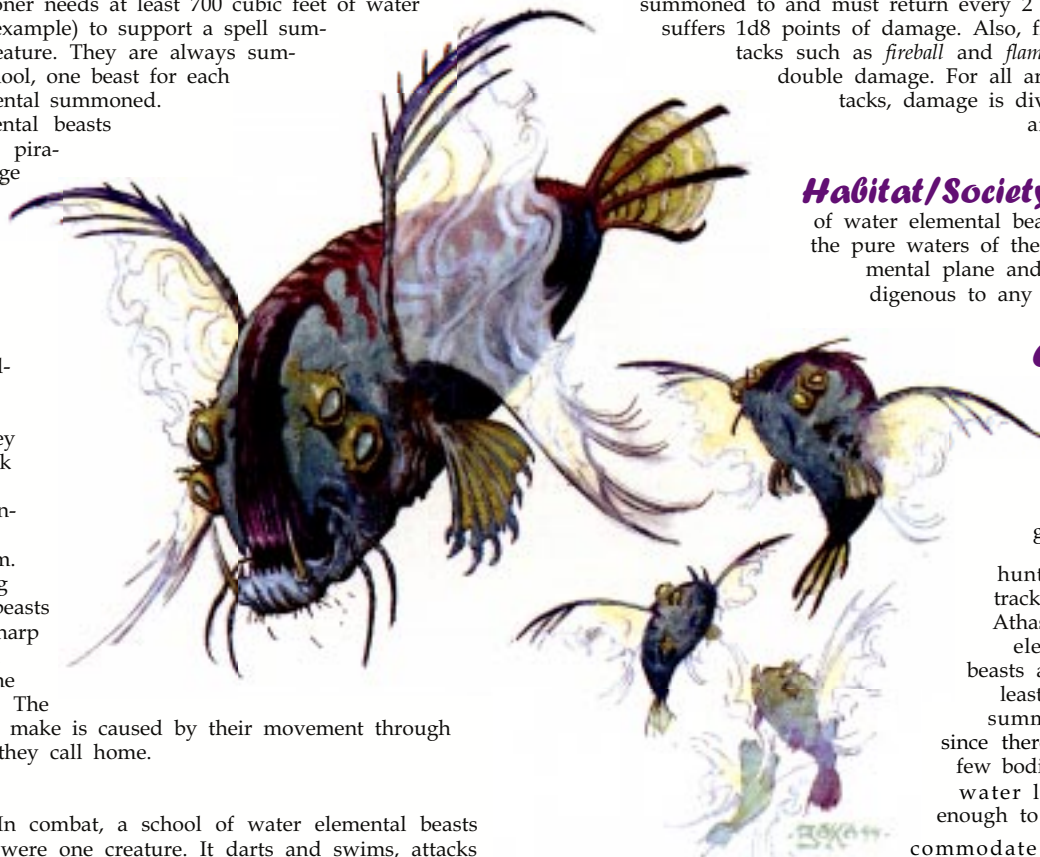
A water beast is immune to nonmagical weapons. It does have several limitations, however. The water beast cannot travel more than 20 feet beyond the shores of the water it was summoned to and must return every 2 rounds or it suffers 1d8 points of damage. Also, fire-based attacks such as *fireball* and *flamestrike* cause double damage. For all area effect attacks, damage is divided evenly among them.

Habitat/Society: Schools of water elemental beasts swim in the pure waters of their home elemental plane and are not indigenous to any other plane.

Ecology:

Marids have been known to use water elemental beasts as guardians and for hunting and tracking. On Athas, these elemental beasts are the least often summoned since there are few bodies of water large enough to accommodate the

creatures. Also, the dryness of Athas can cause water beasts great pain. Every month the school makes a saving throw vs. death. If it fails, the school loses one beast.



CLIMATE/TERRAIN:	Any land
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	3-30 (3d10)
ARMOR CLASS:	6 (10)
MOVEMENT:	12
HIT DICE:	1+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d2 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Surprise
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Steady (12-13)
LEVEL/XP VALUE:	35 for normals 65 for hunting leaders 420 for raiding leaders 650 for psionics 650 for clerics 975 for psionic leaders 2,000 for chieftains
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 3

The elves of Athas are perhaps the most prolific non-city-dwelling race of demihumans east of the Ringing Mountains. Though many of the tribes follow different customs, all elves have one thing in common—a propensity for raiding and warfare.

The elves of Athas are lithe and tall, averaging 6½ to 7½ feet tall. They are extremely muscular despite their lean stature. However, the years of exposure have taken a toll on their frames, leading to a weaker Constitution. Sun-baked, wind-carved features dominate the chiseled elven faces. To survive the harsh elements of the deserts, elves are forced to clad themselves in dark, protective clothing. Often, elves will stitch clan symbols throughout their clothes, though never on outerwear, such as cloaks. These articles are painted or weaved to better camouflage the elf within the desert terrain. The elves consider such distinctive garb part of their elven culture, and are likely to continue wearing such attire even within the confines of weather-resistant shelters.

Many elves speak common, especially those who frequently deal with humans, but the elves do have their own language. This collection of short, usually monosyllabic words is fired off rapidly, making the language difficult for non-native speakers to grasp. As a result, elves find themselves forced to decrease their pace, which they find quite distasteful, when talking to outsiders. Because of this, elves tend to speak far less often to outsiders, an action that leads many to call the elves a bit aloof.

Combat: Elves have lightning reflexes, making them dangerous opponents in battle. Their agility makes them more difficult to attack and gives them that fantastic accuracy with thrown and missile weapons. Athasian elves are filled with a ferocious savagery that makes them brutal combatants. Unarmed and outnumbered, cornered elves can still be fearsome enemies.

Elves are also exceptionally fleet of

foot. They possess a natural swiftness that enables them to cross great distances in as little as half the time required for other demihumans near their size. This speed, referred to as the elf run, also appears in the short sprints of combat. The increase is based upon the elves' Dexterity, as follows (the bonus refers to the addition applied to the elves' movement rate each round):

Dexterity	12-13	14-15	16	17	18	19	20	21	22
Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9

When hunting and fighting, elves prefer long, slender weapons such as long swords and pole weapons. There is an old elven legend that tells of a warrior who was able to strike his much stronger opponent three times before the other was even aware of his presence. The larger fighter was felled before he could successfully land a blow. Although more fiction than fact, the message is clear—quick and sharp wins the battle. This philosophy pervades all that makes up elven battle tactics, and no elf will select a cumbersome weapon with which to fight. Elves prefer bare hands over war hammers. Most elven weapons inflict 1-6 (1d6) points of damage, though the type of materials used in construction have some effect on the damage.

Another elven philosophy maintains that elves can only gain mastery with specific weapons, not just general weapon types. Elves take great pride in the weapons they wield, spending hours becoming familiar with them and practicing with them. In fact, when using a long sword or long bow crafted by a member of their native tribe, elves receive a +1 bonus to their attack roll. Other long swords and long bows, regardless if they are forged by elves in other tribes or by the finest smiths in Tyr, do not receive the bonus.

When in their natural terrain, the deserts and steppes of Athas, elves are especially hard to detect. Quite comfortable in their normal surrounding, elves are able to use their coloring, terrain knowledge, and physique to blend with the environment. Such abilities give the targets of an elven ambush a -4 to their surprise roll (except when ambushing other elves). Elves often take advantage of this knowledge, observing travelers for hours before springing an ambush. But these abilities do not work in reverse. Elves are surprised, even in their home territories, as easily as any other group.

When a war or hunting party is encountered (for example, groups of more than six), there is one hunting leader with 3 HD, THAC0 17, and AC 5 for every 10 elves. For every 15 elves, there is a raiding leader and a psionics, both with 5 HD, THAC0 15, and AC 5.

In their homeland, tribes of elves number from 50-200 elves. They also have psionics and hunting and raiding leaders, as well as two clerics per 50 elves, each having 5 HD, THAC0 15, and AC 5. There is also a psionic leader with 7 HD, THAC0 13, and AC 4. In addition, the tribe has a chieftain, who has 10 HD, THAC0 11, AC 4, and clerical or psionic powers (50% chance for either).

Athasian elves do not have an innate resistance to sleep or charm-related spells and are forced to rely solely upon their saving throws against such attack forms. Athasian elves get their Armor Class from their shaped leather armor and their high Dexterity.

Habitat/Society: Elves share an intensely strong tribal unity that does not extend beyond tribal borders. Outlander elves are as much potential enemies as any other creature. With considerable effort, outsiders can gain acceptance by an individual or an entire tribe, but only through extensive service, sacrifice, and bravery. In much rarer instances, even

such noble actions are not enough. Stories abound in taverns that tell of tribal leaders who mandate self-inflicted wounds, such as dagger-drawn tattoos or hot-iron brands. The chance for this earned confidence does not increase because the newcomer is an elf.

Years of conditioning have instilled within the elves the ability to run quickly over sandy and rocky terrain. Elves have a higher resistance to heat and cold. They remain unaffected in temperatures as high as 110 degrees or as low as 32 degrees. (This applies only to naturally caused temperatures; magical changes still affect elves as they do other races.) Additionally, something in their metabolism permits elves to overcome weak Constitutions and inhibit the effects of fatigue. In fact, elves are able to add their Constitution scores directly to their normal and forced march rates of 24 and 30, respectively. Alone or with a war party, elves can traverse the landscape at a rate of 36 movement points per day (42 for a forced march). This speed, coupled with natural maneuverability, leads elves to disdain the use of beasts as transportation. Such clumsy animals would inhibit the elves' skill in moving across the land unseen. The elves' cross-country movement and 60-foot infravision make them a continual threat to those traveling in the wild between city-states.

Since they have spent most of their lives outdoors, Athasian elves do not receive a bonus to locate secret, concealed, or otherwise hidden doors. They do, however, have access to the communion or manifestation abilities described in *The Complete Book of Elves*.

Because of their shorter life spans on Athas, elves do require sleep.

Ecology: Most elves make a respectable living as herders, but a few choose the lucrative profession of merchant or the more dangerous raiding and thieving. The elf is well-equipped for either job because he is versatile at communication, is well-versed in a variety of landscapes, and is able to move much cargo across vast territories in a short time.

The elf's natural enemy is a thri-kreen, who is likely to view the elf as a potential meal. An elf rarely lives past the age of 140.

Half-Elves

Treading many of the same pathways, elves and humans cross company with each quite frequently. As such, it is natural to expect children born from a union between both races now and then. Called half-elves, they are a cross between both parents in build, but can usually pass for members of either race should the need arise.

It is difficult for half-elves to find acceptance within either parent's culture. Humans are far more tolerant of half-elves, though the few who are born within elven tribes are permitted to stay. Unlike half-giants and muls, half-elves do not consider themselves a separate race, and therefore do not try to form half-elven communities. Most half-elves believe themselves to be outsiders, though. They tend to wander throughout their entire lives.



Fael

CLIMATE/TERRAIN:	Anywhere there is food
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	As in life, or 6
MOVEMENT:	9
HIT DICE:	As in life, minimum 6+3
THACO:	As in life, or 15
NO. OF ATTACKS:	As in life, or 3
DAMAGE/ATTACK:	1d3/1d3/2d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	975 + 200 per HD over 7
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10

Faels are ravenous undead beings who never quenched their need for material consumption during life. They are animated in undeath to continue their feeding. They seek out parties, feasts, and other social gatherings so they can quietly sneak in and begin feeding on the food present. They never get full, and eventually people notice, either by watching a fael eat endlessly or when the fael demands more food after consuming all food present.

Faels appear much as they did in life. In fact, the only way to tell they are undead is by their insatiable appetites, or by attempting to turn

one. Occasionally, faels' clothing is stained and unsightly from food that has fallen as they eat. Rich humans and demihumans are often subject to this form of undeath. Most human faels are extremely obese, but all are recognizable by their never-ending appetites and the hungry look in their eyes. They are crude creatures with few manners.

While they can speak whatever languages they knew in life, they are usually too busy eating or demanding food for someone to have a conversation with them.

Combat: A fael can attack with its fists for 1-3 points of damage each. It can extend its incredibly strong jaw as much as 1 foot, allowing it to bite for 1-12 (1d12) points of damage. If the fael causes 6 or more points of damage, there is a 25% chance it has bitten off a portion of its victim the size of a hand. If the fael causes 9 or more points of damage, there is a 25% chance it has bitten off a portion of the victim the size of an arm or leg. If the fael causes 12 points of damage, there is a 25% chance it has bitten off the head of its victim, automatically killing him.

The DM might choose to use the charts provided in the Undead section to create faels. The following collection of modifiers will influence the creation of the undead.

Race of the undead:	-20%
Length of time as an undead:	-20%
Undead character classes:	No modifier
Undead experience level:	Use low level subtable
Number of special undead powers:	-3 to roll
Type of undead powers:	-20% to roll
Number of special undead weaknesses:	-5 to roll
Type of undead weaknesses:	No modifier

Habitat/Society:

Faels eat whatever they can find, but love well-cooked meals and especially desire their favorite meals from life. As they eat they get even more and more hungry, so feeding them produces an endless cycle. Eventually faels must be destroyed or forced to leave. Faels never leave willingly and become angry when living beings refuse to feed them.

Ecology:

Faels have no place in the natural world. They exist only to consume food meant for the living. They can sometimes be bartered with using large quantities of food in exchange for their services or valuable information.



Feylaar

CLIMATE/TERRAIN:	Forests
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4 (1d4)
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	7+1
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d6+1 (x4)/2d4+1
SPECIAL ATTACKS:	Grab and pummel
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8')
MORALE:	Elite (14-16)
LEVEL/XP VALUE:	2,000
PSIONICS SUMMARY:	Dis 3/Sci 4/Dev 12; PS 13; PSPs 50 Att: EW, II, MT, PB; Def: IF, MB, MBk. TW

PLAYER'S OPTION: #AT 3/2; MTHACO 14; MAC 2

Psychometabolism: *Sciences*— death field, shadow-form; *Devotions*— adrenaline control, cell adjustment, chameleon power, displacement.

Psychoportive: *Sciences*— nil; *Devotions*— blink, phase

Telepathy: *Sciences*— psionic blast ([mindlink](#)), domination ([ultrablast](#)); *Devotions*— ego whip ([conceal thoughts](#)), id insinuation ([false sensory input](#)) inflict pain, invisibility, plant mind, mind thrust ([psychic drain](#)).

Feylaars are large, lumbering four-armed, apelike creatures known for their physical strength. Once hunted for slave labor, feyilaars quickly demonstrated that their psionic powers made them too dangerous to domesticate.

Feylaars stand nearly a foot taller than most elves and possess the breadth to match. Four powerful arms stretch from the torso, each able to act independently of the other three. Though the creatures are capable of standing fully erect, feyilaars usually move about on their legs and lower arms. Inside the feyilaars' large mouths are two sets of fangs, one upper and one lower, and many sharp teeth that enable them to quickly grind and swallow flesh. When surprised, feyilaars' thick, coarse hair is a dull gray or black, but usually the beasts use their psionics to blend with the environment.

Combat: The feyilaar's first tactic in battle is to conceal itself from its target, hoping to initiate a surprise attack. Its psionic powers and natural affinity for hiding give a +2 to the feyilaar's surprise roll.

Once upon its foe, the feyilaar begins a relentless battery of blows from its mighty fists, and bites from its massive jaws. Each punch from a fist inflicts 2-7 points of damage, followed by a bite that inflicts 2-9 points of damage.

If both fists successfully hit in a round, the feyilaar grabs the target. This grab allows the feyilaar to position its victim carefully and deliver a two-handed crush to both sides of the head, inflicting 2-20 (2d10) points of damage.

A held individual can take no action requiring free arms or hands. However, each subsequent round the victim can attempt to break free by making a successful Strength roll with a -4 penalty to the individual's effective Strength.



During combat, the feyilaar uses psionics to avoid damage. The creature stops its regular attacks to make a life draining touch if its hit points are particularly low.

Habitat/Society: Though feyilaars assemble into general clans, their strongest tie comes from mating. A male and female bond for life, sharing a loyalty, tenuous at best, with the remainder of the clan. Every two to three years, the female gives birth, following a nine-month gestation period. Both parents help rear the infant until it reaches its adult stage, eight years later. A typical feyilaar lives as long as 45 years, though females tend to have slightly shorter life spans because of the stress of child-bearing.

Ecology: The origin of the feyilaar is shrouded in mystery. Though their discovery is recent, their population density, especially in the Forest Ridge west of the Ringing Mountains, indicates they have existed on Athas for some time. Rumors say that a long-dead sorcerer king created the feyilaar to swell the ranks of his army with soldiers that could fight without weapons. Another story suggests that the feyilaars themselves wrought their second pair of arms via their psychometabolism. Such legends are ill-founded at best, but offer as much insight as any hidden truth.

Feyilaars loathe captivity. They are impossible to hold for long. They can generate a death field that often takes many handlers and feeders to the grave with them.

FORDORRAN

CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (Q)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	4/0
MOVEMENT:	6
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6/1d6/2d4
SPECIAL ATTACKS:	Stench
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	L (8' long)
MORALE:	Irregular (5-7)
LEVEL/XP VALUE:	1,400
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 11; PSPs 40 Att: EW, MT, PsC; Def: MB, MBk, TS #AT1; THACO 16; MAC 9

PLAYER'S OPTION:

Psychokinesis: *Sciences* – detonate. *Devotions* – soften, levitation. ballistic attack.

Telepathy: *Sciences* – domination, psychic crush ([mindlink](#)); *Devotions* – attraction, ego whip ([aversion](#)), false sensory input, inflict pain, mind thrust ([empathy](#)), repugnance, psionic inflation.

The fordorran is a foul, disgusting creature that inhabits the Tablelands surrounding the Silt Sea. It is extremely unpredictable, wanders aimlessly, and may attack for no reason. It is believed to be a distant cousin of the so-ut.

The fordorran is a large, lumbering quadruped with a tough, armored shell. It resembles an enormous armadillo with a formation of three horns on its head. Its armored plates are divided into sections that allow the beast to curl into a ball for protection. The fordorran has the ability to blend in with its surroundings by changing its coloration. This would make the beast nearly undetectable if it weren't for the foul stench it constantly emits. The armored plates are hairless, but there is a light coat of fur on the underside of its body, on its legs, and between its armored plates.

Combat: The fordorran, while slow and stupid, is still a very dangerous opponent. It is completely random and changes the target of its attacks to a different individual with no warning or predictability. Each round there is a 25% chance the beast changes opponents. It can do this without suffering any penalty. It switches opponents even if the second target is out of its current attack range. If there is no other target when a change of opponent is indicated, the fordorran just wanders off absentmindedly. If attacked, it defends itself. In melee, the fordorran attacks with its three-toed front claws for 1-6 (1d6) points of damage each, and goes with its horned head for 2-8 (2d4) points of damage. Any creature within 10 feet of the beast must make a successful save vs. poison or begin gagging and retching for 1-6 (1d6) rounds. Another successful saving throw is needed to recover. The victim can do nothing but move at one-third its normal speed while gagging and retching.



If the fordorran detects its opponents before being detected itself, it uses its psionic abilities. The creature uses its psionic science of domination to seize control of an opponent. If successful, the controlled individual attacks its comrades. If there is only one opponent, the fordorran uses its false sensory ability to cover its foul stench. The creature then uses its devotions of ballistic attack and detonate before rushing in to attack. Fordorrans are immune to all *sleep*, *charm*, and *hold* spells.

Habitat/Society: Fordorrans are known to inhabit the Tablelands, making their lairs in caves and crevasses. They have never been known to congregate in groups. Perhaps even they can't stand the stench of their own kind. Therefore, it remains unknown how the creatures reproduce. They are just as likely to ignore other creatures as they are to attack them or even befriend them temporarily. They will eat gems or colored glass, despite the fact that they can't digest either material.

Ecology: Fordorrans' flesh is edible, but tastes as bad as it smells. It is rumored that certain elf tribes know how to prepare fordorran meat to make it palatable. The gland that is responsible for the creature's horrible aroma is highly sought by preservers and defilers to create potions.

Giant, Shadow

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	U (F)
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-4 (1d4)
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	2d6 + special
SPECIAL ATTACKS:	Strength drain
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L-H (10'-25') tall
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	9,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION :	MAC 9

Shadow giants, or shadow people as they prefer to call themselves, are the descendants of the halflings who served Rajaan during the Cleansing Wars. They appear either as shadowy, two-dimensional, vaguely humanoid-shaped silhouettes with ropy limbs, serpentine torsos, and blue embers in place of eyes, or as solid, three-dimensional shadows as tall as half-giants.

Bright light adds size and depth to a shadow giant. The brighter the light source, the larger the shadow giant appears. In full sunlight a shadow giant can grow to 25 feet.

The shadow people speak the ancient languages of Ur Draxa and the civilized halfling nations, and the common tongue of the Tyr region. When a shadow giant speaks, black fumes rise from a blue gash that opens where its mouth would normally be.

Combat: A shadow giant can strike with both fists, causing 2d6 points of damage. The very touch of the creature is deadly; its connection to the Black allows it to draw strength out of its victims. A single hit from a shadow giant's fist drains 1 point of Strength from the victim. A creature reduced to zero Strength points collapses from fatigue and falls unconscious for 2d4 turns. Upon awaking, the victim's Strength returns at the rate of 1 point per turn.

Most shadow giants favor their more potent Strength drain. To initiate contact, a shadow giant must announce its intention to touch a victim and then successfully attack with a +2 bonus. It can make one attack per round this way. The grip of a shadow giant is bitter cold, sapping strength and warmth from those who are touched. Each round that the shadow giant maintains contact with a victim, the victim loses 1d4 points of Strength.

When a shadow giant grips a target, blackness spreads slowly from the contact point to engulf the target. The growing black stain of a shadow giant's touch is accompanied by a cold, numbing pain that draws heat from the body. A shadow giant can also pull a target into the Black, the nether dimension where it normally dwells. If the shadow giant releases a target in the Black, the victim loses its way and can't return to the normal world.

Normal weapons and magical weapons of less than +2 enchantment harmlessly pass through a shadow giant and emerge brittle and covered in darkness. For the next 2d4 rounds, every time the weapon hits something it must make a successful save vs. crushing blows. A failed roll indicates that the weapon shatters on impact.

Bright light and light-producing spells make a shadow



giant larger and more substantial, even healing previously inflicted damage. This healing ranges from 1 point for torch light to 2d4 points for *continual light* spells and full daylight. The absence of light, on the other hand, weakens a shadow giant, for without a light source there can be no shadows.

Finally, while a shadow giant is immune to *sleep*, *charm*, *hold*, and cold-based spells, it is very susceptible to pure magic. The very touch of a defiler or preserver who has lust gathered the life force necessary to cast magic inflicts 1-6 (1d6) points of damage per the level of spell used. The mage uses a memorized spell, but no spell effect takes place. Instead, the pure magic is used to attack a shadow giant.

Habitat/Society: Shadow giants reside both in the Pristine Tower in the Athasian wastes and in the nether mension known as the Black. Shadow giants are the descendants of the loyal servants of Rajaan who the Champions sacrificed to complete the betrayal of their master. These halflings merged with the Black and can only interact with the real world in the form of shadows.

The shadow people can emerge only partially from the Black until Rajaan's prison is destroyed. Since the dragon's death, they can take the form of half-shadows, appearing as varying portions of shadow and halfling. In this form, the halfling portion is vulnerable to normal attacks.

Ecology: No one knows how much time the shadow people spend in the Black or on Athas. It is not known what they eat. The shadow people desire obsidian. For a long time one of the noble families of Urik gave them 100 unblemished balls of obsidian each year. These balls of varying sizes were used as eggs to incubate the shadow giants' young.

Golem, General

Golems are magically created automatons of tremendous strength constructed from specially enchanted minerals. There are eight different types of golems on Athas: ash, chitin, magma, obsidian, rock, salt, sand, and wood. The magma and salt golems are described here. Consult the DARK SUN Monstrous Compendium Appendix: *Terrors of the Desert* for information about the remaining six golems.

Background

The true origin of golems on the world of Athas has been long-since lost in the annals of history. Regardless of their origin, the process by which one creates such a being is still undertaken by sorcerer kings, powerful templars, and high-level wizards who jealously guard the secrets of the process, just as a dragon protects its hoard.

Theory

The creation of a golem requires not only powerful magics, but specific elements, as well. The need for whatever specified elemental material stems from a link to the quasialemental and paraelemental planes of existence. The elemental form of the golem on Athas acts as a conduit for the awesome energy possessed by the spirits on those planes. Each spirit, attuned to a specific element, imbues life within the concoction of material and arcane magic. Only through exacting craftsmanship can the creator establish this link between spirit and golem, forging a union that stays with the creation until it is broken by equally tremendous forces.

Even most sages do not fully grasp the process of trapping an elemental spirit within the body of a golem, though many have tried. Perhaps more terrifying is that the sorcerer kings and templars who create golems at whim, and with considerable effort, do not completely understand the risks they are taking. An elemental spirit, bound to Athas via the corporeal link of the golem, is not necessarily appreciative of its captivity. In fact, such spirits not only despise the one who forges the golem, but all life found upon the material plane of existence. Consult the specific listings of each golem type for how the bound spirits react to commands from beings on Athas.

The actual creation of the golem's physical body is extremely complicated. The ability is far from common and the creation of golems often requires multiple makers, some for the body and others for the process of enchantment.

Common Characteristics

All golems possess several traits that distinguish them from other types of golems, but all share multiple characteristics that define them as golems. Because of their magical nature, golems can be damaged only by magical weapons of +1 or greater.

Golems have a variety of immunities,

including all mind affecting spells (such as *charm*, *feeblemind*, *sleep*, *suggestion*), poisons, disease, and suffocation. Similarly, they cannot be affected by the psionic powers of most disciplines, except for telekinesis and psychoporation, that affect their physical being as opposed to their psyche. Golems exhibit no psionic tendencies themselves. A particularly useful spell when combating golems is *dispel magic*. The spell does not destroy the magical bonds that hold the golem together, but makes the golem fall to the ground, seemingly lifeless, for a number of rounds equal to the caster's level. To avoid this, golems must successfully save vs. spells. The elemental spirit is still bound within the golems if the spell succeeds; it is simply free from the creator's bidding during the duration of the *dispel magic's* effect, though it cannot force the golems' bodies to react during that time.

Golem Creation

The following two pages list the basic requirements for the creation of the magma and salt golems of Athas. In addition to the specified conditions, the creator must also possess extensive knowledge of the more arcane aspects of magic that will be used to link and bind the elemental spirits to the golem bodies. Only powerful sorcerer kings and their most trusted templars, or wizards of comparable skill, are likely to ever have this knowledge.

Magma Golem Creation

The creation of a magma golem requires a defiler of at least 18th level. The creator must collect enough raw material from the Ring of Fire and shape it within a mold of diamond. Though most of the other materials—flint, sulfur, and volcanic ash—are comparatively inexpensive (100 gp total), the diamond mold costs 10,000 gp. All the components but the mold are consumed during the enchanting process. After six months of extensive shaping and casting, the finished golem is ready. The spells required for the construction of a magma golem are *geas*, *meteor swarm*, *stone shape*, and *wish*.

Salt Golem Creation

Any wizard of at least 18th level can forge a salt golem. The body is carved from a 2,000-pound chunk of rock salt during a two-month process. The required material and spell components, which are destroyed during creation, cost 2,000 gp. The spells necessary for the creation of a salt golem are *geas*, *move earth*, *polymorph any object*, and *wish*.

Golem, Magma

CLIMATE/TERRAIN:	Ring of Fire, Ur Draxa
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4d6
SPECIAL ATTACKS:	Heat, crush
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fearless (19-20)
LEVEL/XP VALUE:	7,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 8

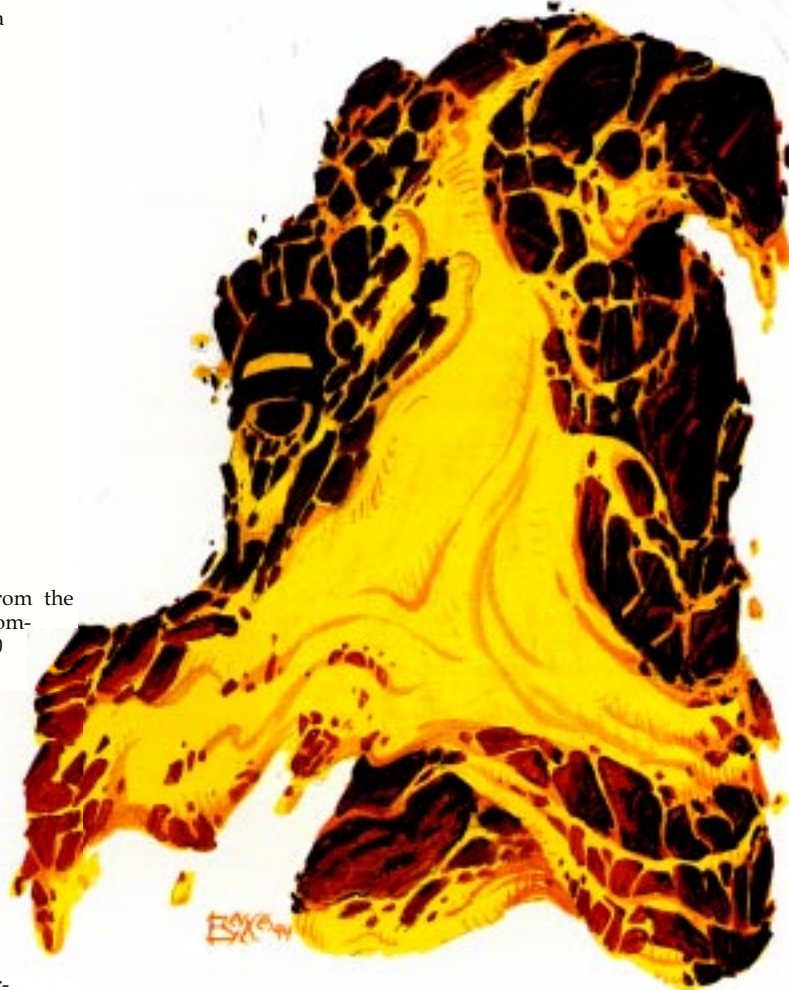
Magma golems are forged by powerful wizards from the raw materials found in the Ring of Fire. They are comprised entirely of molten rock, weigh around 1600 pounds, and stand about 8 feet tall. They are roughly man-shaped but seem to ooze and flow as they move. The surface of the magma golem is black, and covered with a latticework of cracks through which glows the inner radiance of the lava. Its eyes glow with the intensity of the Athasian sun.

Magma golems are incapable of any speech or communication other than with the wizards that created them. The only sound made by the creatures is the noise of their heavy footsteps.

Combat: Magma golems attack using powerful armlike appendages. Any target hit by a golem must make a successful save vs. death magic or catch fire, receiving 2-8 (2d4) points of damage per round until the fire is put out. The target catches fire regardless of the attire worn. Even skin and flesh will burn. Any creature within 10 feet of the magma golem receives 1-6 (1d6) points of damage from the intense heat it radiates. Likewise, any opponent attacking the golem barehanded takes 1-10 (1d10) points of damage.

Once every 5 rounds, a magma golem can collect itself into a fiery mass of lava and hurl itself at a single opponent. Such attacks cause 10-60 (10d6) points of damage (successful save vs. death magic for half damage). If the victim survives the attack, it must make another successful save vs. death magic or catch fire. Creatures who are at least large-sized, or are immune to fire-based attacks suffer only 3-18 (3d6) points of damage (successful save for half). This attack form is made instead of its normal attack and throws the golems to the ground when complete. During the round after this attack, the golems must regain their feet, thus sacrificing a second round of combat.

Magma golems are immune to both fire-based and cold-based attacks. Golems suffer half damage from electrical attacks. Weapons that hit cause their normal damage, but they must make a successful save vs. magical fire or be destroyed. Clerical magic that is based in either the earth or fire spheres has no effect on the creatures. If the magma golems are encountered in a volcanic environment, they are 90% likely to be mistaken for part of a lava flow.



Creation: Only sorcerer-kings and defilers of at least 18th level have the power to create a magma golem. To create a magma golem, at least 1,500 pounds of liquid magma must be harvested from some volcanic source. Not all the material is used in the creation. Some is destroyed or removed because of its inferior quality. The entire process takes 4-6 weeks to perform, depending on the pureness of the magma. During this time, the magma must be kept in its liquid form. The golem is formed by pouring the required amount of magma into a basalt mold. The spells *polymorph any object*, *geas*, *move earth*, and *wish* must be used to complete the golem.

Habitat/Society: Magma golems were originally created by The Dragon and its kaisharga to act as guards. They have been known to go rogue on their masters when near other magma golems. Perhaps there is some form of communication between the individuals that has not been identified. Rogue golems attempt to make their way back to the area of volcanic activity from which they were created.

Ecology: Because it is a magical being, the magma golem has no true place in the food chain on Athas.

Golem, Salt

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d8
SPECIAL ATTACKS:	Pain, dehydrate
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fearless (19-20)
LEVEL/XP VALUE:	4,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 8

The salt golem is created by powerful defilers and sorcerer kings and is favored by those near the salt flats. The golem is 8 feet tall and weighs roughly 600 pounds. It resembles small rock golems and has an opaque color and texture. A most horrifying feature of this golem is its movement. It moves slowly and deliberately, seemingly unaware or uncaring that most other creatures can move faster. This creature has a very low intelligence, but its slow pace belies a confidence that it knows its quarry will eventually tire while it is inexhaustible. It possesses almost-recognizable facial features. The salt golem's eyes are white and opaque. It has a mouth, but the salt golem cannot speak and is silent unless in motion.

Combat: Salt golems are lumbering, methodical creatures in combat. They strike using their rocklike fists to deliver 2-16 (2d8) points of damage upon a successful hit. Any target hit must make a successful save vs. poison or the golems break the skin of their prey and minute flakes of salt residue are left behind. This causes the victim pain so severe that he can do nothing but writhe on the ground in agony for 1-4 (1d4) rounds. While on the ground the victim is susceptible to attacks as if he were prone (+4 to attack roll).

Salt golems can dehydrate one opponent once every 5 rounds by wrapping their powerful arms around the target for 1 round. The attack requires a standard attack roll. If the constructs' roll is 2 or more greater than the victim's THACO, they have the target in their arms. The salt of the golem burns any skin it touches for 6-36 (6d6) points of damage. Such attacks are fairly rare though, because they cause the golem 2-16 (2d8) points of damage from the moisture absorbed.

Salt golems are immune to all electrical, cold-based, and fire-based attack forms. Fire-based attacks further fuse the individual salt granules and dry moisture absorbed by the golems. So when struck by fire, magical or other, salt golems heal 1 point of damage for each die of damage the fire should have caused.

Water and water-based attacks dissolve the creatures, however, and cause double damage. Even if the golems are just walking



through water or a create *water* spell is cast around them, they suffer 1-10 (1d10) points of damage per round of exposure. A *rock to mud* spell causes the golems damage as if they were another form of rock suffering 3-30 (3d10) points of damage. To attack golems, the caster must make a successful bare-handed attack to touch the creatures.

Creation: The creation of a salt golem requires a defiler of at least 18th level. The body is formed from approximately 1,200 pounds of salt usually collected from the salt flats of Athas. Other material and spell components cost 1,500 gp, a sum few but the sorcerer kings of Athas can afford. The salt must be treated with several of these components and the process can take 1 to 2 months. The defiler must also make a mold into which he pours the processed salt. He needs the spells *wish*, *polymorph any object*, *geas*, and *slow* to complete the process.

Habitat/Society: Salt golems remain motionless, protecting the area designated to them by their creator, until they are needed. They are more vulnerable than most golems, so there are fewer of them.

Ecology: Salt golems have no effect on Athasian ecology as they are magical, created beings.

CLIMATE/TERRAIN:	Any desert
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Carnivore (insects)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	S-30 (Sd6)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	1+1
THACO:	19
No. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/2d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Hypnotism
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	120
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 7

Goraks are herd beasts that are valued by most of the intelligent, meat-eating races of Athas for their flesh, their colorful hide, and their keen sense of smell. They are fairly common and can be found in any desert area.

Goraks are reptilian beasts that are 3 feet long and weigh approximately 150 pounds. Their skin ranges in color from red-brown to sandy-beige and they have a colorful fanlike dorsal fin that they extend to cool their bodies in the hot Athasian sun. Another less colorful fin surrounds the heads of the goraks. Their legs are short and end in small feet with extremely large claws for their size. The gorak's claws can be as long as 3 inches. Their eyes are slightly oversized for their relatively small heads. They are known for their good eyesight as well as their sense of smell. When excited they emit a loud hissing noise as a warning

Combat:

These creatures are relatively passive and prefer to avoid conflict if possible. They can, however, pose a significant threat to the unwary and antagonistic. If threatened, goraks fan out their dorsal fin and the fin that surrounds their head. These are natural reactions intended to make the beast look bigger and more formidable in combat. Goraks attack with their two claws and a bite, causing 1-3 and 2-8 points of damage respectively. The creatures are deceptively fast, which contributes to their impressive AC.

When in combat, the herd attacks with an almost single-

minded sense of purpose. Their tactics resemble that of a swarm of bees, gathering about the target and darting in and out to attack. As many as eight goraks can attack a human-sized target per round. Targets of such attacks must make a successful save vs. paralyzation or become hypnotized by the chaotic and dazzling colors of the dorsal fins. This hypnotic state lasts for 1-4 (1d4) rounds. During this attack, the alpha male of the herd stands back from the melee as if he were directing the attack.

Habitat/Society: Goraks are found both in the wild and in domesticated herds. Domesticated herds have been known to be as large as 50 beasts. However, in the wild they rarely have more than 20 individuals because of the scarcity of food throughout most of Athas.

Each herd of goraks is led by an alpha male who is identical to all other male goraks except for its unusual size. The alpha can grow to 4 feet and weigh as much as 300 pounds. Challenges for dominance are fairly common in wild herds and less common in the domesticated herds. These contests are savage and are always fought to the death. Usually the alpha wins such contests because of its larger size, unless the dominant male is sick or infirm.

Wild herds have no permanent homes, but roam over areas as large as 100 square miles. They travel by day, turning over rocks and digging into the desert sand in search of insects that make up the staple of the goraks' diet. Their keen sense of smell makes their foraging fairly fruitful and, as long as the herd is small enough, there is rarely starvation among its members. If food becomes scarce for some reason, the alpha male culls the herd of other males. Herds do not accept goraks from outside the herd and attack and kill outsiders on first contact.

Ecology: Goraks are an integral part of the food chain on Athas and are hunted by most flesh eaters. Animal handlers have been known to train goraks to track using their uncanny sense of smell and their ability to hypnotize. Therefore, gorak eggs are treasured as both a food source and as a source of tracking beasts.



Gorak, Giant

The alpha male is the leader of the herd and is identical to other goraks except for its larger size. It has 2 HD and successful attacks cause 1-4 (1d4) points of damage per claw and 2-12 (2d6) points of damage per bite.

Half-giant

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average to High
TREASUBE:	Varies
ALIGNMENT:	Varies; see below
NO. APPEARING:	2-5 (1d4+1) or 4-40 (4dl0)
ARMOR CLASS:	7 (10)
MOVEMENT:	15
HIT DICE:	3+12
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon +4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (10'-12' tall)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	175 for normals 420 for leaders 975 for chieftains 2,000 for psionics
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 8

The half-giant is an enormous creature who has learned to adapt to the harsh life under the Athasian sun. No one knows when, or even why the unlikely union between human and giant first occurred, giving birth to this unique species. The species has multiplied throughout the reaches of Athas, mostly near the shores of the Silt Sea.

Despite an impressive average weight of 1,600 pounds, the half-giant has managed to maintain much of its human agility. The half-giant's dour face appears human, with long, thick hair kept either in a single tail down the back or braided (a trend especially prevalent among the females).

Half-giants have no native language, but most can speak common. Most translations to the common tongue make the speech of half-giants sound dull and redundant. Many humans joke that this is because half-giants have trouble understanding any concept, whether giant, human, or otherwise.

Combat: Sheer stature alone makes half-giants dangerous opponents, armed or not. They can strike bare-handed for 1-6 (1d6) points of damage, or wield a weapon, adding +4 to any damage.

Half-giants have a 25% chance to possess psionic wild talents. See *The Complete Psionics Handbook* to determine what, if any, talent is present in a particular half-giant.

One half-giant for every 10 encountered in a group possesses outstanding attributes. These half-giants, who usually assume a role of leadership, have 5+20 HD, THACO 15, AC 6 (10), and the ability to strike twice per round with fists or weapons. In communities of 30 or more half-giants, one of the leaders is powerful enough to become the chieftain and another is skillful enough to be classified a psionist. Both have 7+28 HD, THACO 13, and AC 6 (10). They can make two attacks per round. The level of the psionist can be determined by rolling 1d4+2. Consult *The Complete Psionics Handbook* to determine the appropriate powers.

Habitat/Society: Highly valued as guards and mercenaries, half-giants can be found from one end to Athas to the other. Such geo-



graphical diversity has led them to congregate into their own communities, especially near other centers of population. A relatively young race, half-giants possess very little cultural identity of their own and so are known for adopting the customs and beliefs of other cultures.

Half-giants routinely change their alignments to match whatever situation has most influenced them lately. When first encountered, the half-giants' fixed aspect of their alignment must be determined. Roll 1d6: 1-3 means the law/chaos aspect is invariable: 4-6 means the good/evil aspect is invariable. Next, determine the actual aspect by rolling 1d6 again (1-2 = lawful or good, 3-5 = neutral, 6 = chaotic or evil). Then determine the current placement of the temporary aspect using the same 1d6 for law, chaos, neutrality, good, or evil. If the party encounters the same half-giants again, reroll the temporary alignment aspect to determine any possible changes. Any unusual situation can cause a shift in the half-giants' temporary alignment.

Ecology: Half-giants tend to be tremendous consumers. They require twice the materials for any possession they wish to acquire, including weapons and armor, leading to a commensurate cost increase. They also tend to destroy more objects through accident of size alone. Considerate half-giants camp outside city walls to avoid damaging anything inside.

Unlike muls, half-giants can reproduce, but were originally intentionally crossbred. Half-giants give birth to single offspring (twins and triplets are rare) no more than once per year. The longest living half-giants rarely pass age 220.

Halfling

CLIMATE/TERRAIN:	Forest Ridge
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Varies
ALIGNMENT:	Lawful neutral
NO. APPEARING:	4-32 (4d8)
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Special resistances
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	65 for normals 120 for hunter-chiefs 270 for forest-chiefs 2,000 for tribe-chiefs

PSIONICS SUMMARY:

PLAYER'S OPTIONS: MAC 7

Throughout the Forest Ridge reside the multitude of halfling tribes. Though small, halflings are numerous enough to support their claim to this territory.

Halflings stand an average of 3' feet tall, rarely straying from their 50 to 60 pounds. Proportioned like humans, they are quick and muscular, possessing a strength that belies their size. The hair, eyes, and skin color of halflings tends to be as varied as their human counterparts. Regardless of a halfling's stage in maturity, their faces look like those of human children.

The halfling language is comprised of a collection of mimicked animal sounds such as whistles, cawing, and chatter. Halflings can also speak the common tongue.

Combat: Strict carnivores, halflings tend to view all animals, including humans and their ilk, as lunch. Combat honor is a valueless concept to halflings. In battle, halflings resort to what others might call dirty tricks. Having strong ties to the land, halflings are likely to create their weapons from organic sources. A popular tenet among halfling warriors is that a weapon built from the same material as an opponent offers special advantages to the wielder. For example, a halfling jalath'gak slayer might construct a dagger from one of the bloodwing's talons.

Halfling weapons inflict 1-4 (1d4) or 1-6 (1d6) points of damage. All but the renegade halflings prefer small daggers, slings, and spears over forged swords. Halflings receive a +1 attack bonus with any thrown or sling-type weapon. They often use live agony beetles as sling bullets. Halflings occasionally coat their weapons with a paralytic poison.

Halflings receive a +4 to all saving throws against magical attacks, poisons, and diseases. Consult the *DARK SUN Rules Book* to assign individual halfling bonuses based on their Constitution.

When entire tribes (from 20-200) are encountered, one halfling in ten is a hunter-chief, possessing 3 HD, THACO 17, and minimal psionic powers (as per a 1st level psionist). One in 50 is a forest-chief, having 5 HD, THACO 15, and psionic or clerical abilities (50% chance of either) at two levels below his own HD. Every tribe has a 10 HD tribe-chief with THACO 11, 5th-level clerical abilities, 1-3 magical items, and the possibility of psionics (30%) as a 6th-level psionist.



Habitat/Society: Most halflings, except the chaotic and more brutal renegades near the Ringing Mountains, share a common outlook on life. This universal perception results in considerable racial unity despite geographical and political separations. It is rare that one halfling will shed the blood of another, even in extreme ideological confrontations.

Other races find halfling culture a difficult concept to understand. Ages of social and spiritual change from a plethora of inspirations have led to only one consistent conclusion—halflings value most the abilities of the inner self as it harmonizes with the environment and the halfling race. More common measurements, such as conquest and plundering, have no place with the halfling.

Ecology: Halflings are extremely conscious surrounding environment. They see the ruined land of the scapes and are sickened. They desperately try to avoid having similar circumstances devastate their homelands. This does not mean the countryside is unalterable, but simply that care must be taken to understand and respect what nature means to the life on Athas.

The halfling's meat-only diet means that halflings see all living creatures more as food than as equals. This perception leads them to expect other races to feel similarly. As a result, at no time is a halfling likely to trust any other member of any other species.

Halflings tend to live as long as 140 years.

HUMAN

	Ex-slaves	Herdsmen	Dune Traders	Ex-gladiators	Nobles	Templars
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land	Any land	Any land
FREQUENCY:	Common	Common	Uncommon	Uncommon	Uncommon	Common
ORGANIZATION:	Tribe	Douars	House/guild	Tribe	Varies	Varies
ACTIVITY CYCLE:	Day	Day	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)	Very (11-12)	Average (5-10)	Average (8-10)	Very (11-12)
TREASURE:	Nil	Nil	W	Nil	M	W
ALIGNMENT:	Neutral	Lawful neutral	Neutral	Neutral	Neutral	Lawful neutral
NO. APPEARING:	4-24 (4d6)	3-36 (3d12)	1-4 (1d4)	2-8 (2d4)	1-4 (1d4)	2-7 (1d6+1)
ARMOR CLASS:	8	9	7	6	8	7
MOVEMENT:	12	12	12	12	12	12
HIT DICE:	2+2	3+2	5	5	3	5
THAC0:	19	19	19	16	19	18
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Nil	Nil	Nil	See below	Nil	Spells
SPECIAL DEFENSES:	Nil	Nil	Nil	See below	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)	M (6' tall)
MORALE:	Steady (11-12)	Average (8-10)	Average (8-10)	Elite (15-16)	Average (8-10)	Elite (15-16)
LEVEL/XP VALUE:	35	35	35	65	65	120
PSIONICS SUMMARY:	Varies	Varies	Varies	Varies	Varies	Varies
PLAYER'S OPTION:	MAC 10	MAC 10	MAC 8	MAC 9	MAC 9	MAC 8

Ex-slaves

Slavery is an integral part of the Athasian culture and crucial to the continuing economic success of the cities and villages of Athas. Slaves do most of the physical work, from common labor, such as fixing a wagon wheel, to more creative labor, such as the arts, that most freeman appreciate but view the creation as beneath them. Though slavery has become so important to the freeman, it doesn't mean these indentured individuals are well-treated. Many slaves would rather take their chances in the barren wilds than continue in the servitude of their often cruel masters. Most ex-slaves either die from dehydration or starvation or find their way to one of the hundreds of slave tribes inhabiting the Athasian wilds.

Combat: The slave tribes include individuals with many diverse skills. Most, however, have been trained in the basics of combat. The weapons used are as diverse as their skills. Each ex-slave is likely to have the following weapons:

	1d10	Damage (S-M/L)
Club	1-2	1db/1d3
Obsidian-tipped spear	3-4	1d6/1d8
Impaler	5-6	1d8/1d8
Obsidian long sword	7-8	1d8/1d12
Bone battle axe	9-10	1d8/1d8

For every 10 ex-slaves encountered, there is one 5th level fighter with AC7, THAC0 16, and

a 50% chance of minimal psionics (as 1st level psionist) that acts as their sergeant. In addition to standard weapons, the sergeant carries 1-6 (1d6) throwing spears. For every 50 slaves there is also a 7th level gladiator with AC 5, THAC0 14, and with a dejada (1d8/1d6, *The Complete Gladiators Handbook*) in addition to any two of the above weapons. In tribes of 100 or more, there is one 10th level gladiator with AC 3, THAC0 11, and a 75% chance of possessing a psionic wild talent. This individual is the general or chief of the tribe. There is also a 75% chance of the tribe having an 8th level preserver with AC 8, THAC0 18, and Dmg 1-6 (staff), and an 8th level psionist with AC 8 and THAC0 16.

Habitat/Society: The slave-tribes are likely to have completely different cultures. Some tribes survive by farming and hunting in villages of 50-500 people. Others raid nearby villages and cities in bands of 4-24 raiders. Yet others sell their services to local cities and towns for food and equipment. Their hierarchy can be rigid with strict codes of conduct or they can be less structured with a more democratic system of politics. However, they all share the goal to survive and prosper in spite of the harsh environments they are often forced to inhabit.

Slave tribe leaders usually have a military background. Some have been soldier-slaves, and others, gladiators. Ex-slaves are drawn to the natural leadership ability of such military types. These leaders usually possess both combat ability and strategic military thinking. If the tribe starts to falter or

enters long-term hardship as a result of poor leadership, the general will probably be challenged by another powerful military type. Assuming such combat is not to the death (a giant leap of faith in these often savage tribes) a chief so deposed does not remain with the tribe, but takes his chances alone in the wilderness.

There are few hard and fast laws that govern all slave tribes. Slave tribes relish their freedom. Slaves tend to live for the moment, taking enjoyment and pleasure where they can find it. They are known to have feasts as frequently as the cruel geography allows a bountiful harvest, hunt, or raid. Though they might appear a little carefree by Athasian standards, they are ever watchful of those who would take their freedom away. Trust is given only to those individuals who have earned that trust. Strangers wandering into a tribal village are either killed immediately or taken captive and killed later.

One attribute that tribes share is that individuals sublimate their own wants and desires to achieve the greater good of the tribe. Individuals not adhering to this code damage the tribe's ability to survive and are punished or cast from the tribe, depending on the severity of the offense.

Most tribes share a common method of settling disputes. Since the leadership of all tribes has its roots firmly entrenched in military thinking, most disputes are settled with swords and fists.

Herdsmen

Herdsmen are nomadic people organized into douars or clans that consist of no more than a dozen or so families. Generally, they herd erdlus, a large flightless, featherless bird, though mekillot, kanks, z'tal (small upright lizards), and jankx (small, furred mammals) are also frequently herded. Each clan has only one type of animal in its herd and has no expertise with other herd beasts.

Combat: While one might assume that herdsmen are an easy opponent in combat, nothing could be farther from the truth. Herds are frequently the target of raiding parties and thieves and these nomadic herdsmen have learned to protect their livelihood the hard way—through experience. In combat, herdsmen generally use obsidian-tipped spears (1db/1d5 damage). These spears can be either thrown or used in close combat. Herdsmen usually carry a herding staff that can double as a weapon in combat (1d6 damage).

These tribes maintain a number of combat-trained herd beasts that respond to the commands of the herdsmen. No more than 36 HD of these attack creatures are maintained by the douar as more than that might make the beasts too independent and combative. The number of beasts depends on the type of beast being herded (2–12 erdlu, 1–3 mekillot, 3–18 kanks, 3–18 z'tal, or 6–36 jankx). The creatures attack as a unit similar to an intelligent creature because of the commands of the trainer. If the trainer is killed, silenced, or rendered unconscious, the herd beasts flee in unison in a random direc-

tion. Any being in combat must successfully save vs. petrification or be trampled by the herd, receiving 3–2 (3d4) points of damage.

The douar has a leader, a 7th-level preserver, who lends support using spells and missile weapons. There is a 30% chance the clan has a shaman, a 5th-level elemental priest who lends spell support.

Habitat/Society: Herdsmen spend their entire lives among the herd and have developed a culture that centers around the beasts. The language of a douar, while resembling the common tongue, always contains words, phrases, sounds, and semantics that to the outsider are alien and primitive. These forms of communication often send very sophisticated and complex messages. Often there exists no translation to the common tongue of the messages sent by the herdsmen. These dialects vary from douar to douar, even among the clans that herd the same beasts. The douar also wear the hide, bone, hair, or shell of their herd beasts as clothing. To outsiders, the herdsman scent is offensive, as they use the musk of their beasts to mask their human nature from the herd. Herdsmen exude a very primitive and bestial appearance.

The herdsmen have ceremonies and celebrations of almost religious significance. They have an extreme reverence for nature and the land, on which all their beliefs are based. The herdsmen recognize no land ownership. The land can't be owned as it will be there long after the youngest die.

The clan is headed by a 7th-level preserver. This chief has a 50% chance of possessing psionics as a 3rd-level psionicist. There is also a 30% chance the clan has a shaman (a 5th-level elemental priest) who acts as an advisor to the chieftain, as well as healer and diviner.

Because of the herdsmen's reverence of the land, they respect and welcome druids, preservers, and others who tend and nurture the land. However, those who cause destruction to the land, such as defilers, are greeted with enmity and scorn. Few defilers leave the presence of a douar alive.

Dune Traders

In a land as desolate and brutal as Athas, getting goods from one city to another is often a trying and dangerous task. This is the role that the dune traders have taken upon themselves. These traders are organized into hundreds of merchant houses that deal in legal and illegal contraband. While the peasantry and working classes often view the traders as kind-hearted and praise their arrival, the sorcerer kings and their templars believe the houses are threatening to their power. Most of the ruling class, though, tolerates the traders as a necessary evil since the health and happiness of their subjects often rely on the goods brought to market by these traveling merchants.

Combat: Dune traders avoid conflict if possible. The traders have learned to treat all courteously. However, there are many both in the wilds of Athas and in the more "civilized" cities that would take their goods from them by force. This would not be in anyone's best interest. Therefore, as a necessity of life, the traders have learned to defend themselves and their wares.

Traders always carry small, concealed weapons. In cities and villages this is frequently the only form of weapon carried as they don't wish to attract any undue attention or give others the impression that they are carrying valuable cargo. Therefore, a trader might be proficient with one of the following weapons:

Weapon	1d10	Damage (S-M/L)
Dagger	1-2	1d4/1d3
Dart	3-4	1d3/1d2
Whip	5-6	1d2/1
Puchik (complete gladiator)	7-8	1d4+1/1d4+1
Wrist razor	9-10	1d6+1/1d4+1

When traveling through the wilds, traders also carry larger weapons to protect themselves and their wares from raiders and brigands. A trader usually carries one of the following:

Weapon	1d4	Damage (S-M/L)
Spear	1	1d6/1d8
Long sword	2	1d8/1d12
Trident	3	1d6+1/3d4
Footman's pick	4	1d6+1/2d4

Also, these traveling merchants always carry some form of missile weapon, generally a long bow or light crossbow.

If forced into combat, dune traders usually fight to incapacitate, not kill. There are few instances where killing makes for a conducive trading atmosphere and so it is generally avoided. There is a 75% chance that any puncturing or slashing weapon carried by a trader is treated with a paralyzing poison intended to incapacitate opponents. A victim successfully hit by a weapon treated in such a manner must make a successful save vs. poison or be incapacitated for 1-12 (1d12) rounds.

Dune traders have 3rd level thief abilities (for attacks, use the Thieves Table). They usually wear leather armor (AC 8).

Habitat/Society: Athas has come to rely on the coming and going of the dune trader. The ruling classes are threatened by the power of the merchant houses. The commoners, though, greet the traders with open arms for the treasures and news they bring from far-off lands.

Every merchant house adheres to different rules and customs, but there are several codes of conduct that the houses generally have in common. Traders must forsake all citizenship to cities—their families are the merchant houses, and traders must take an oath of allegiance. Traders must deal honestly and fairly and in the best interests of the house. These merchants must obey the laws and customs of the city where they are stationed and must avoid bringing the law to the house. Finally, traders must cooperate with other merchants, even of other houses, and make life difficult (expensive) for those who wrong another merchant. A trader who disobeys these codes faces the possibility of expulsion from the merchant house.

Dune traders have learned to accept and deal with all intelligent life on Athas. Humans, elves, half-giants, dwarves, thri-kreen, gith, and even halflings are all traded with equally and fairly. A trader never passes an opportunity to make a profit for himself and his house.

In the eyes of the houses, business extends far beyond the transaction. In small villages where the citizens can rarely pay in equal trade for the necessities of life, traders have been known to make deals in exchange for food, lodging, or a safe haven in the more remote areas of Athas. As far as these traders are concerned, this is just good business. One day these people may be in a position to return the favor. In a savage land such as Athas, eventually such methods are bound to pay off.

Ex-gladiators

The gladiatorial arena is the premier form of entertainment on Athas. Some gladiators are slaves, others have been bred and trained for the purpose, and a few do so as a personal choice. Regardless of the reason they are there, the survivors are frequently pampered and provided for. As a result, the standard of living for gladiators is far higher than that of the average Athasian. Yet it is not uncommon for long-term survivors of the arena to grow bored or even contemptuous of the senseless brutality and lack of purpose behind these contests. Many gladiators to escape their lives in the hopes of finding some higher purpose to their existence.

Combat: Ex-gladiators are among the most talented and skilled warriors on Athas. Their training goes far beyond the skills of weapon and fist. They have been trained in all aspects of combat. Ex-gladiators generally use the tools of the arena in combat though they can use any weapon and suffer no penalties. Weapons of choice to ex-gladiators include any two of the following:

Weapon	1d12	Damage (S-M/L)
Carrikal	1-2	1d6+1/1d8
Dejada	3-4	1d8/1d6
Double-bladed spear	5-6	1d8/1d8
Lotulis	7-8	1d10/1d12
Quabone	9-10	1d4/1d3
Wrist razor	11-12	1d6+1/1d4+1

Any attack made by ex-gladiators with weapons of their choice is made at +1 because of the skill attained in the many combats fought in the ring.

In unarmed combat gladiators gain a +4 bonus to all punching and wrestling attack rolls. This bonus can be used as a plus or a minus after the attack roll is made. Consult the *Player's Handbook* punching and wrestling tables before making this decision.

Ex-gladiators frequently resort to dirty tricks to give themselves an edge. The type of trick varies from individual to individual. Some may throw sand in their opponent's face, while others may feign injury more severe than actually incurred. A successful dirty trick allows ex-gladiators to accomplish things otherwise not possible against more attentive opponents. Opponents must make a successful Wisdom check at -2 or fall for the ruse. If successful, the trick allows gladiators a +1 to initiative, attack, or damage, or it allows a -1 to be applied to their opponent for any of the aforementioned. For each successive trick attempted against the same opponent, the Wisdom check is made at a cumulative +2.

Ex-gladiators have learned to identify the weaknesses of their foes. A roll of 10 or less on a 1d20 allows gladiators to identify their target's weakness, whether it be in an awkward fighting style, damaged armor, or some other reason. For one round only, ex-gladiators can make a called shot (+1 initiative, -4 to attack) and if successful, all damage that round is doubled. After that round, most intelligent creatures mask that weakness from exposure. It is possible, however, that multiple gladiators attacking one opponent could exploit the weakness several times at the DM's discretion.

Leather armor is one of the most readily available forms of protection, so ex-gladiators usually wear it. The armor, along with their quickness in combat, provides them with AC 7. Ex-gladiators have learned to maximize the effectiveness of their armor. By moving and dodging the impact of weapons, they can lower their AC by 1 full point.

Habitat/Society: A gladiator's life is combat. It is not just a way of life for these warriors, it is an art form. They are interested in all forms of combat and war and study the styles and forms of any effective warrior. They are also intrigued by new weapons and spend hours practicing with them to become proficient.

Ex-gladiators' fascination for combat goes far beyond man-to-man fighting. They also have a deep respect for the tactics and strategies involved in warfare. It is frequently this desire for something more and grander that leads gladiators to flee the arena. Ex-gladiators tend to seek some purpose to which they can apply their greatly honed skills. It is common to find these individuals performing pivotal roles in the slave tribes and villages of Athas.

Nobles

Nobles are the "ruling classes" of the city

states on Athas. They control the farmlands and water that support life in these places. They are usually easy to identify as they generally travel with an entourage of personal bodyguards and are dressed in silks and finery not usually afforded to the masses.



Combat: Nobles avoid combat at all costs. They find it distasteful and beneath them. If forced into combat, nobles usually use a short sword to protect themselves. There is a 50% chance the noble possesses psionics as a 3rd-level psionist.

When traveling, members of nobility are generally accompanied by 2-12 (2d6) members of their slave armies that act as body guards. These guards are 3rd-level fighters that carry long swords and shields (AC 7) and wear leather armor. One of the guards is a sergeant (5th-level fighter equipped with a long sword and a light crossbow, wearing chainmail and carrying a shield [AC 5]). These guards fight to the death to protect their master, not out of love or respect, but out of fear of what would happen if their liege were injured or even killed.

Habitat/Society: The noble families are among the few legitimate landed classes in the city-states and one of the few classes of people permitted to openly display knowledge of reading and writing. They control the flow of produce and water to the city-states. There are few precedents in history in which new nobility is created. Only in extreme service to the sorcerer king can an individual join the ranks of the "ruling class." Such a service would need to be legendary in magnitude. Even if this were the case, a king is as likely to execute such an individual, viewing him as a threat to the crown. The nobility is a hereditary class that perpetuates land ownership from sire to offspring.

Each noble family elects one member to sit on the parliamentary council. In theory, this council's purpose is to act in an advisory capacity to the king. In reality, the council does little more than attempt to maintain the status quo. It is a rare occasion that a member of council will object to a royal edict and then only when the desires of the monarch would disrupt the influence of nobility. Nobles care little for the desires of the commoners and are only concerned with issues that effect their families or their wealth. When nobles do oppose the ruler it is not uncommon for a series of convenient accidents or assassinations occur to those opposed to the king.

It is always in the best interest of nobility to protect the city and their own interests. They can be counted on to dedicate all their resources to that end, so nobles are permitted to maintain personal armies of slaves. In emergencies the king can enlist the services of these armies in defense of the city. Because of the intrigues and political insurrection that accompany day-to-day life in the cities, these armies are often used against other noble houses or templars, but never against the sorcerer king or his troops.

Templars

Templars are the clergymen devoted to the sorcerer-king of their city. While similar to elemental clerics (the templar is granted spells for devotion and worship), templars draw their mystical power from magical energies of their sorcerer king, not from the elemental planes. Because of the significant amount of energy that spell granting drains from the liege and the surrounding land, templars ask for and are granted only a few spells in relation to other clerics.

Combat: Templars use both their spell abilities and weapons in combat. They prefer to avoid combat personally, so unless surprised, most templars cast spells intended to incapacitate their opponents. Such spells as *hold person* or *charm person* are often used to subdue "criminals" in order to bring them to trial, convict them, and sentence them to the arena. This brings pleasure to their king and prestige to themselves.

Templars have, however, been educated in the art of combat. Before their years of devotion to the order, all templars are required to undergo intense physical training. Templars are not restricted as to weaponry or armor, but most wear leather armor (AC 8) and are equipped with short swords (1d6/1d8). There is a 25% chance that templars are accompanied by 3-12 (3d4) soldiers (AC 8, 2 HD, #AT 1, Dmg 1-8) and a sergeant (AC 5, 5 HD, #AT 1, Dmg 1-8).

Habitat/Society: As agents of the sorcerer-kings' will, templars are feared and despised by common city-dwellers. These priests are known for their abuse of power and blindly enforce the laws of the king. Often their punishments are unjust and unwarranted. The most powerful and influential individuals have the power to investigate, arrest, accuse, and convict a suspect. This suspect can be as lowly as a slave or as important as a noble. Templars are also corrupt and can be bought by the highest bidder. Complaints of this corruption tend to get lost in the administrative bureaucracy.

Templars, like nobles, are permitted to know the arts of reading and writing. With religious zeal, they enforce the laws preventing other classes from attaining this knowledge. They perceive knowledge as power and if others can attain this knowledge, the power of the templars is diluted.

Jhakar

CLIMATE/TERRAIN:	Any (Tablelands)
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	2+3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Seizing bite
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' high, 4' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	120
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 7

The jhakar is a powerful reptilian predator that resembles a bulldog both in appearance and manner. Its fierce nature makes it a bane to humanoids and animals alike.

A jhakar's scaly hide is thick and wrinkled with a webbed, bony spine that protrudes from its back, ending just before its stump of a tail. Four muscular legs enable the jhakar to move faster than an unencumbered man, despite its short size. The jhakar's eyes and ears, well-protected by bony ridges and double-lids, respectively, are dwarfed by the



mouth. The bulk of the body is a rich, sandy-brown color, darkening at the snout and claws.

In the wild, the jhakar hunts in packs organized to quickly overcome and ravage prey. Better known is the domesticated lhakar, designed to guard valuable assets and track down escaped slaves.

Combat: The jhakar is notorious for its tenacious clamping onto a prey's extremity until the prey or the jhakar lies dead. A successful hit means the attacking jhakar has caught hold of its opponent. The hold (effective Strength of 18/00) causes 2-8 (2d4) points of damage. Each subsequent round, the victim automatically receives another 2-8 (2d4) points of damage. Only after a jhakar is reduced to one-fourth of its original hit points does it let go of its captive.

Once a jhakar has put its prey in its vice-like grip, it can attempt to overbear or drag down its victim. This occurs simultaneously with the continuing bite damage. The intensity and forcefulness of its attack allows it to overbear as a medium-sized creature. The attack to overbear is made at the jhakar's normal THACO (17), with a +4 if attempted against a small-sized creature and a -4 if attempted against a large-sized creature. In addition, multi-legged creatures face an additional -2 penalty per leg on the attempt. For example, against a thri-kreen, the jhakar would suffer a -4 to the overbearing chance. Conversely, multiple jhakar that have latched on increase the overbearing chance by +1 per additional jhakar.

A successful overbearing attack means the victim is pulled down and must fight prone until the victim or the jhakar are dead. Once prey is forced to the ground, the rest of the pack flocks to the fallen creature (unless the other jhakar have pulled down their own victims). The jhakar attacks prone creatures at +4 and the creatures do not receive a shield bonus

Habitat/Society: The wild jhakar hunts in packs. Rarely discriminatory about prey, a jhakar hunts man, elf or halfling as readily as it hunts wild animals. Once it has caught scent of their quarry, its pursuit is relentless. It attacks in one bounding rush, emitting a hiss, similar to a steam kettle, when its prey is in sight. When domesticated and raised in cities, a jhakar makes an excellent bloodhound or guard-beat. It is aggressive and stupid, however, often forgetting who

handles it. Its inestimable tracking scent makes escape extremely difficult for even the most tenacious escapee.

Ecology: The jhakar selects vast and diverse areas as hunting grounds. The ferocity of a jhakar pack is far greater than the sum of its individuals. Few creatures are foolish enough to ignore an entire pack, giving wide berth to recognized jhakar hunting territories. Tembo, which are larger and fearless, are the mortal enemies of the jhakar.

Kaisharga

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Exceptional (15–16) or better
TREASURE:	E,S,T,V (×2)
ALIGNMENT:	Any evil
NO. APPEARING:	1(1–3)
ARMOR CLASS:	As in life, or 0
MOVEMENT:	12
HIT DICE:	As in life, minimum 10 HD
THAC0:	As in life, or 11
NO. OF ATTACKS:	As in life, or 1
DAMAGE/ATTACK:	1d10 or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5% per HD
SIZE:	M (6' tall)
MORALE:	Fanatic (18)
LEVEL/XP VALUE:	22,000 + 2,500 per HD over 10
PSIONICS SUMMARY:	Dis 4/Sci 6/Dev 17; PS 18; PSPs 100 Att: all; Def: all

PLAYER'S OPTION: *AT 3/2; MTHAC0 9; MAC 4

Clairsentience: *Sciences*– detection; *Devotions*– psionic sense, spirit sense.

Psychokinetic: *Sciences*– telekinesis; *Devotions*– control body, control wind, levitation, soften.

Psychoportive: *Sciences*– teleport; *Devotions*– dimensional door, dimension walk, time/space anchor.

Telepathic: *Sciences*– domination, ejection, mindlink, psionic blast (**ultrablast**); *Devotions*– awe, ego whip (**aversion**), contact (**conceal thoughts**), id insinuation (**identify penetration**), mind thrust (**ESP**), life detection, psychic crush (**psychic messenger**), send thoughts.

The kaisharga are a class of Athasian undead similar to the lichs of other worlds. They have sought undeath, unnaturally extending their lives past the endurance of their mortal frames. Unlife gives them many terrible powers. Kaisharga appear as a gaunt, wasted humans with grayish, thinly stretched skin. They wear the trappings they preferred in life and their eyes burn with a green fire.

Combat: The change to undeath raises the kaisharga's effective Strength, Dexterity, and Constitution scores to 20. Kaisharga gain +5 hp per die for Constitution and can reroll a 1. Kaisharga gain the psionic abilities listed above if they were formerly wild talents, if they were psionists, they may recalculate their power scores to reflect their new ability scores. Wizard, psionist, and templar kaisharga attack rolls are 1d8, and warrior kaisharga attack rolls are 1d10.

Kaisharga are immune to charm, *sleep*, *enfeeblement*, *polymorph*,

cold, *electricity*, *insanity*, and *death spells*. They can only be struck by +1 magical weapons or by creatures of 6 HD or more. Kaisharga possess an aura of *fear* that forces any living creature within 60 feet to successfully save vs. spells or flee for 5–20 rounds. Characters of 8th level or 8 HD are immune to this aura of fear. The touch of the kaisharga inflicts 1d10 points of damage from their deathly cold and paralyzes the victim unless the victim makes a successful save vs. paralyzation.

Kaisharga have magical items appropriate to their class. Warriors usually have magical weapons and armor and wizards have rings and wands. All skills and knowledge remain with the kaisharga after their transformation to unlife, so wizards and templars may cast spells and warriors may have weapon specialization.

Habitat/Society: Kaisharga are seldom encountered. They live in shadowy places, directing other undead and living beings to work their schemes for them.

Ecology: The kaisharga is a dreadful creature that has turned its back on the rightful order of things, trading life for power. It has no place in the living world. If encountered outside the Valley of Dust and Fire, the kaishargas tend to be a solitary mage. Within Ur Draxa. The Dragon confers undeath on any of its servants who prove exceptionally capable, loyal, and efficient.

Jagmargal

Human male C19 (fire); AC 2 (*hide armor* +3, shield); MV 12; hp 88; THAC0 10; #AT1; Dmg 1d6+2 (*obsidian wrist razors* +2); SZ M; ML Fanatic (17); AL NE
S 16, D 11, C 18, 115, W 23, Ch 14

Spells: 1st level– *endure heat*, *faerie fire*, *command* (×2), *detect good*, *fear*, *sanctuary*; 2nd level– *flame blade* (×2), *heat metal*, *produce flame*, *resist fire*, *enthrall*, *obscurement*; 3rd level– *flame walk*, *protection from fire*, *pyrotechnics*, *animate dead* (×2) *continual light*, *dispel magic*; 4th level –*produce fire* (×2), *protection from good*, 10' *radius*, *tongues*, *imbue with spell ability*, *divination*, *abjure*; 5th level– *flame strike* (×3) *wall of fire* (×2); 6th level– *fire seed*, *blade barrier*, *word of recall*; 7th level– *fire storm* (×2)

Special Kaisharga Powers: accelerate aging, cause disease, increased attribute (wis 23), increased psionic strength (+51 PSPs)
Special Kaisharga Weaknesses: none

Jagmargal was a great hero of ages past. While he was a great priest, he was better known as an explorer. He was captured by Hrutghel, a powerful kaisharga who was Jagmargal's greatest enemy, and was transformed into a kaisharga himself.

Jagmargal managed to escape from Hrutghel's clutches, but he is still cursed as a kaisharga and he now wanders the world seeking release from his miserable condition. He fears death in his present condition, believing he will become a disembodied tortured spirit.

Jagmargal uses adventurers as pawns. He pays them handsomely to track down legendary spell scrolls, magical artifacts, and even creatures of myth that can release him from

his present state. However, he also betrays them if it is to his advantage. He has no love for the living and will kill adventurers only to turn those who are useful to him into undead.

Xontra

Dray female defiler 21; AC 2 (*ring of protection* +3, *cloak of protection* +2); MV 12; hp 84; THAC0 14; #AT 1; Dmg 1d4+2 (*dagger* +2); SZ M; ML Fanatic (18); AL CE
S 11, D 17, C 15, I 19, W 15, Ch 24

Spells: 1st level— *charm person*, *comprehend languages*, *dancing lights*, *hypnotism*, *phantasmal force*, *spider climb*; 2nd level— *alter self*, *forget*, *levitate*, *web*, *blindness*; 3rd level— *dispel magic* (×2), *fireball*, *lightning bolt*, *slow*; 4th level— *charm monster*, *confusion*, *fumble*, *phantasmal killer*, *shadow monsters*; 5th level— *chaos*, *domination*, *feeblemind*, *magic jar*, *shadow door*; 6th level— *chain lightning*, *death fog*, *disintegrate*, *globe of invulnerability*, *mass suggestion*; 7th level— *finger of death*, *reverse gravity*, *vanish*; 8th level— *maze*, *prismatic wall*, *trap the soul*; 9th level— *foresight*, *monster summoning VII*

Special Kaisharga Powers: cause despair, drain attributes, increased attribute (Cha 24), increased hit points (42 hp added), regeneration

Special Kaisharga Weaknesses: can't cross running water, energy susceptibility (fire)

Xontra was once a servant of Dregoth, the sorcerer-king. The powerful dragon kaisharga transformed her into a kaisharga using the same secret methods he had used upon himself. At first Xontra was pleased with her new life, believing it to be immortality.

Over time she grew insane with her newfound power and the evil inherent in her undead nature. She was forced to consume human flesh in order to survive. Her great desire for beauty even in undeath was so powerful that she sought out the most beautiful women in New Giustenal as her first victims. Over time, anyone remotely attractive by dray standards became the victims of her deranged obsession.

Dregoth realized she had become useless to him and so he attempted to have her assassinated, but failed. Fearing her master, she escaped the city and, through her magic, remains in hiding near the ruins of the City by the Silt Sea.

She prefers to remain very secretive, but she is always on the lookout for attractive people whom she might have as meals. Insecure in her own beauty, she tries to seduce all powerful male adventurers of any race she encounters.

Neltor

Human male gladiator 23; AC 0 (*leather armor* +3, *armor optimization*); MV 12; hp 133; THAC0 1 (Str +2); #AT 3; Dmg 1d8+9 each (*bronze impaler* +3, Str +5); SZ M; ML Fanatic (18); AL LE; S 22, D 15, C 16, I 17, W 15, Ch 18

Special Kaisharga Powers: cause weakness, fangs, improved saving throws (+1 to all saves), increased movement rate (12)

Special Kaisharga Weaknesses: code of honor, must eat flesh from corpses, rotten stench



Neltor was a former gladiator who was a little past his prime. He was recently transformed into a kaisharga by the Dragon, Lord of the Ring of Fire. He is currently charged with spying on various sorcerer-kings and the activities within their cities.

Neltor maintains a false identity as the head of a merchant house. He oversees a number of living and undead spies who work as his assistants in the merchant house.

Neltor might cross paths with adventurers if they are ever involved with the sorcerer-king of a city he is in, whether they are working for or against the sorcerer-king. Neltor might be willing to work with those who wish to eliminate the magnate, while he attempts to kill those who work for the magnate, should they ever discover his true identity.

Kes'trekel

CLIMATE/TERRAIN:	Any (especially harsher regions)
FREQUENCY:	Uncommon
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3-30 (3d10)
ARMOR CLASS:	6
MOVEMENT:	1/24 FL (C)
HIT DICE:	1+2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4+1
SPECIAL ATTACKS:	Flock attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (1' tall)
MORALE:	Irregular (5-7)
LEVEL/XP VALUE:	35
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 7



The scourge of the Tablelands, kes'trekel are vile avian creatures that feast upon desert carrion. Although they are weak and cowardly in small groups, kes'trekel can become a devastating force in larger numbers.

Kes'trekel are fairly scrawny in appearance, with black plumage graying from the constant exposure. The only spot of appreciable color is found on the head, where the vivid crimson stands out like the blood it resembles. Standing barely a foot tall on short, taloned feet, kes'trekel are extremely vulnerable on the ground. In the air however, their 3-foot wing span is more than enough to carry it aloft.

Kes'trekel communicate among themselves through calls and guttural squawks. They make no attempt to learn other languages.

Combat: Alone, kes'trekel are more nuisance than threat. Their claws, made more for rending already rotting flesh than fresh meat, cause 2-5 points of damage. Opponents who are moving tend to scare them off.

In groups kes'trekel are more fearsome. For every two kes'trekel present more than five, they gain a +1 to their Morale. Multiple kes'trekel are able to swarm about their targets like insects, making deadly strafing attacks. Instead of an attack roll for each individual kes'trekel, make a single attack roll and a single damage roll for the group. Every two kes'trekel present more than five confer an additional +1 to the attack and damage rolls. For example, a character attacked by a flock of 25 kes'trekel would be hit at +10 and receive 12-15 points (1d4+11) of damage and each kes'trekel would fail a Morale check only if a 13-15 is rolled.

In groups of 20 or more, the kes'trekels' minuscule brains can link together to produce the telepathic psionic effect of aversion. The flock maintains this power as a group, having a combined PSP total equal to the number present, with a power score of 10. For every kes'trekel in the group more than 20, the power score increases by one point.

A kes'trekel is extremely territorial, using its aversion power to scare trespassers from its nest areas. Also, each kes'trekel receives a +4 to its Morale check when defending its home.

Habitat/Society: Kes'trekel congregate in flocks, adopting mates only long (enough to reproduce. A female lays 3-6 eggs each year. She stays with the nest for one month until the eggs hatch and two more months while the young mature.

Kes'trekel flocks are not migratory, preferring to inhabit their particular region for centuries if the elements allow. The nests they build in the available crags and trees are temporary, used but once per set of offspring.

When defending their home regions, kes'trekel cooperate as a flock, raining a veritable torrent of pecks and scratches upon any who dare invade.

Ecology: Wild kes'trekel are impossible to domesticate. Those hatched from stolen eggs make excellent watch birds. In such cases, the kes'trekels' cowardly nature loses out to their defensive nature. Many merchants rely on the squawked warnings of their avian sentinels. In Nibenay, kes'trekel eggs are considered a delicacy, provided the eggs are procured and eaten within two weeks of being laid. As expected, such versatility makes kes'trekel eggs an expensive commodity.

Kes'trekel detect prey with a dual combination of senses. The stench of death carries far across the blistering desert winds. Kes'trekel olfactory glands are more than adequate to pick up the scent. Once airborne, they depend on keen eyesight to locate their decaying meals. Some barbaric customs in the Ringing Mountains involve eating the eyes of recently dead kes'trekel to imbue the consumer with better vision. Such rituals are ineffective, but sometimes myth and tradition are stronger than logic.

Feral kes'trekel have a life span of approximately 15 years. Domestic kes'trekel sometimes live as long as 25 years.

CLIMATE/TERRAIN:	Mekillot Mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	15
HIT DICE:	11+2
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8+1/1d8+1/1d10
SPECIAL ATTACKS:	Crushing hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9' tall)
MORALE:	Elite (16-17)
LEVEL/XP VALUE:	6,000 for adults 650 for young
PSIONICS SUMMARY:	Dis 3/Sci 3/Dev 11; PS 12; PSPs 45 Att: EW, MT, PsC; Def: IF, MB, MBk #AT1; MTHAC0 15; MAC 5
PLAYER'S OPTION:	



Psychokinesis: *Sciences*— telekinesis; *Devotions*— ballistic attack, control body, control sound, inertial barrier.

Telepathic: *Sciences*— domination, mindlink; *Devotions*— contact (life detection), ego whip (inflict pain), invincible foes, mind thrust (psionic inflation), psychic crush (synaptic static).

Psychometabolic: *Sciences*— nil, *Devotions*— cause sleep, photosynthesis.

The klar looks much like a large kodiak bear with a head that seems a little too large for the body. Its back is covered with a chitinous plate. It has a thick, stump of a tail that aids its balance when it stands erect.

The klar is large, towering over most Athasian fauna when standing fully erect. Its thick, sandy-colored fur grows as much as six inches long. The klar moves about on all four massive paws. Its long arms reach the ground when erect.

Klars communicate with each other through loud growls, though they use their psionics when they wish to be silent or contact each other over great distances. They have never attempted to speak with humans or demihumans, assuming them to be too stupid to understand a klar. The few who have bothered to investigate the town of Salt View are beginning to change their views about the humans and their kind. Several psionicists have contacted klar and were able to communicate before being ripped to shreds.

Combat: The klar readily uses its psionics in battle, preferring to scare opponents by employing *invincible foes* or *ego whip*.

In melee combat, a klar buffets and slashes with its two paws, inflicting 2-9 points of damage with each. Two successful hits in one round means that the target is caught in a powerful hug with which the klar means to crush its victim. The hug is an automatic hit, causing 2-20 (2d10) points of damage plus one point for each point of the victim's AC (negative AC means less damage). A victim that makes a successful Strength roll receives only half damage. The klar is fond of playing with its food, so it often releases its victim after a single crush and tries again the next round. A klar that is losing its battle maintains its hold until it or the victim is dead. A held character can attempt to break free of the grab by making a successful Bend Bars/Lift Gates roll. The klar's final attack is a

vicious snap with its laws that causes 1-10 (1d10) points of damage if it connects.

If encountered in its lair, the klar is likely to have 1-2 young present (but never more young than adults). These young have 3-8 HD (1d6+2), cause only half damage with any given attack, have no hug attack, and do not possess enough psionic potential to use their abilities in combat. The klar fight ferociously to protect their young.

The klar's AC is a result of its long, twisting hair and chitinous plate. Some protection also comes from experience in combat. Young klar have an AC 4.

Habitat/Society: The klar is not particularly territorial. It is confident enough to know it can find a home anywhere in the mountains by killing other cave-dwellers. In the first several years of a klar's life, its intense psionic potential tends to overpower its young, untrained mind. An adolescent klar occasionally annihilates its own brain. As a result, the klar grow particularly fierce when trespassers invade while the young are maturing. The klar fears that moving the den will upset the youth. The life span of a klar ranges from 60-100 years.

Ecology: Most creatures prefer to avoid klar caves for obvious reasons. Those that are brave enough to face a klar, and powerful enough to slay it, can earn quite a sum by taking the skin to a tanner. The klar's fur, though less effective when not actually attached to the user, is AC 5, slightly better than most hide armor. Its chitinous shell is impossible to shape without magical aid and is of little use.

Krag

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOUR CLASS:	4
MOVEMENT:	12
HIT DICE:	11
THACO:	12
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or 1-6/1-6
SPECIAL ATTACKS:	By type, elemental transfusion
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	20%
SIZE:	M (5-7 feet tall)
MORALE:	Champion (15)
XP VALUE:	5,000, +600 for magma krag
PSIONICS SUMMARY:	Dis 3/Sci 4/Dev 12; PS 13; PSPs 50 Att: all; Def: all

PLAYER'S OPTION: #AT MTHAC0 14; MAC 5

Telepathy: *Sciences* – mindlink, psionic blast (**ultrablast**); *Devotions* – contact (**awe**), ego whip (**conceal thoughts**), id insinuation (**ESP**), mind thrust (**inflict pain**), psychic crush (**life detection**).

Clairsentience: *Sciences* – clairvoyance, *Devotions* – all-round vision, combat mind, dangersense, radial navigation.

Psychokinesis: *Sciences* – telekinesis; *Devotions* – animate object, animate shadow, ballistic attack.

Krag are undead created when a cleric aligned to an element or paraelement dies in the medium diametrically opposed to his own. The anguish and trauma of dying to the very force he devoted his life to opposing is sometimes enough to transform a cleric into a wicked and bitter undead. The elemental lords of the new power quickly enslave such an undead cleric to their service.

Not all elements and paraelements have opponents in this sense, but a general rule is that if one element can destroy or change another, the two are diametrically opposed. Of the eight, water is the element with the most powers aligned against it. The entries should be read both ways. If fire is opposed to water, then water is opposed to fire, as shown on the following table.

Element	Opposition	Element	Opposition
Earth	Magma	Silt	Water
Air	Sun	Sun	Water, air, rain
Fire	Water	Rain	Silt, sun
Water	Fire, sun, slit, magma	Magma	Water, earth

Krag look much like the individuals they were created from, except that they also take on the appearance of the element that killed them. A silt-krag, for instance, would have dry leathery skin and choking dust would constantly fall from its mouth, nose, and ears. A magma-krag, on the other hand, would be a mass of dripping, molten earth.

Combat: Krag can use weapons or their claws in melee. They can also deliver an elemental transfusion through their bite which poisons the victim's blood with the krag's element. The bite causes 2d6 points of damage if it hits. A bitten character must make a saving throw versus death, or his blood will slowly turn into the krag's element. As the blood changes, the victim suffers 1d4 additional points of damage per round. If death results, there is a 45% chance that the victim will become a kragling in 1d4 days. This infection counts as a poison or a disease for purposes of countering, so sweet water or even a *cure disease* spell will halt the process instantly.

Krag also gain complete immunity to their element. They can't be affected or harmed by it in any way. Twice per day, the undead can exercise control over its element. This is limited to 1 cubic foot of material per Hit Die of the krag. Each element may be manipulated however the krag desires, but the attacks listed below are the most common:

- ▲ **Magma jet:** The cone is 1 foot wide at the base, 11 feet long, and 11 feet wide at the end. Anything hit by the magma takes 11d6 points of damage. The victim takes 10d6 on the next round, 9d6 on the third, and so on until he is either incinerated or the molten earth is extinguished or removed. This damage is halved if a character makes a saving throw versus breath weapon.
- ▲ **Sun beam:** A sun beam is 22 feet long and can strike targets in a straight line from the creature's hand to the end of the beam. Anything in the path must make a save versus breath weapon. Failure inflicts 11d6 points of damage and may set combustible materials on fire. A successful save halves this damage.
- ▲ **Silt storm:** Silt krag generally use cunning and traps instead of direct attacks. A favorite tactic is to create a storm 22 feet in diameter around potential prey, then attack in the confusion with claws and bite. Anyone caught in a silt storm receives a -2 penalty to attack, damage, save, and initiative rolls.

▲ *Lightning bolt*: Rain krag's use lightning as their weapon of choice. This acts exactly as a *lightning* bolt spell, causing 11d6 points of damage to anyone hit by it (half if save is successful).

▲ *Flame strike*: A swath of flame leaps from the krag's mouth and bathes anyone within its cone in elemental fire for 11d6 points of damage. The cone is 1 foot wide at the base, 11 feet long, and 11 feet wide at the end.

▲ *Water jet*: Water krag's have the ability to create water inside a victim's lungs. The krag can affect up to 11 individuals, and each must make a save versus death magic. Failure means that they have failed to expel the fluid and drown in a number of rounds equal to 1/3 their Constitution (round up). Only *cure* spells or magic that can remove water will save a character.

▲ *Shower of stone*: Earth krag's can form huge chunks of rocky earth out of the land and use them to slam into opponents. Every victim in an 11-foot radius of the shower's center takes 11d6 points of damage, half if a save versus breath

weapon is made.

▲ *Cyclone*: Air krag's typically create a cyclone with an 11-foot radius. The cyclone can attack aerial creatures. It whips up debris and causes 11d6 points of damage. A save versus breath weapon halves this damage.

Any attack form consisting of a krag's original element does double damage. A silt krag that once served the plane of water, for instance, would take double damage from any water-based spell. Also, a cleric of the krag's current power gains +2 to turn them, though they may never control them. Priests of the original power are at -2.

Habitat/Society: Krag's haunt the area they were killed in and remain only to harm those who enter their lands. Most will actively seek to make an army of kraglings to keep them company, especially if they can bring down a creature of the same race as they were in life.

Ecology: Krag's are rare on Athag, though they are more common around places such as the Silt Sea. They can also be found wherever one element threatens another and clerics are sent to protect their patron.



Kragling

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY/CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low to Average
TREASURE:	Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-12
ARMOR CLASS:	6, 8
MOVEMENT:	12
HIT DICE:	3, 5
THAC0:	17, 15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-10, 1-6/1-6/2-20
SPECIAL ATTACKS:	Elemental transfusion
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (3-7 feet tall)
MORALE:	Steady (11-12)
XP VALUE:	175, 420
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 9; PSPs 30 Att: EW, II; Def: MBk, TS *AT1; MTHAC0 18; MAC 8

PLAYER'S OPTION: *AT1; MTHAC0 18; MAC 8

Clairsentience: *Sciences*— precognition; *Devotions*— feel light, feel sound.

Telepathy: *Sciences*— mindlink; *Devotions*— attraction, contact (life detection), ego whip (inflict pain), id insinuation (invisibility), sight link.

Kraglings are creatures who have perished from the elemental transfusion attack of a krag. Anything that dies in this manner has a 45% chance of coming back as a kragling in 1-4 days. Kraglings, like the krag who created them, are undead creatures. They come in two versions: lesser kraglings and greater kraglings. Both types are described below.

Kraglings look like skeletal versions of their living forms, though they also take on the appearance of their maker's element. Sun kraglings have baked and brittle-looking bones that reflect any ambient light, while rain kragling's bones are covered with slimy fungus or dripping molds. Other types should follow a similar type of appearance, based on the controlling element or paraelement.

Any creature can become a kragling if it was killed by the elemental transfusion of a krag. Silt spawn, humanoids, demihumans, humans, and even nonhumanoid monsters are all subject to the transfusion attack and thus can become kraglings. What type of kragling and how powerful it is depends on the creature's Hit Dice.

Greater kraglings are created when creatures with more than 4 Hit Dice are killed by a krag's elemental transfusion. Lesser kraglings are created via the same process, though the creatures must have less than 4 Hit Dice to fall into this weaker category.

Kraglings can communicate with beings of their new element and can also speak whatever languages they knew in life. They can communicate with the krag who created them through a special psionic link.

Combat: Kraglings attack by claws or whatever other natural appendages they might have. Even creatures who did not have claws in life will develop them when they become kraglings. Lesser kraglings cause 1d4 points of damage with each successful claw strike, while greater kraglings cause 1d6 points of damage. Greater kraglings may occasionally use

weapons, though those of magma or fire will not, since their touch eventually destroys most materials.

The kragling's special attack is a lesser version of the krag's elemental transfusion delivered with the monster's bite. The effects of the elemental transfusion are in addition to the normal damage caused by the bite (1d10 for lesser kraglings, 2d10 for greater kraglings). In the case of the kragling, the elemental transfusion produces much more of a local effect. A magma kragling's bite, for instance, leaves a steaming wound spattered with molten stone. The bite of a water kragling causes the wound to swell and burst with excess moisture. They can't create other kraglings using this attack.

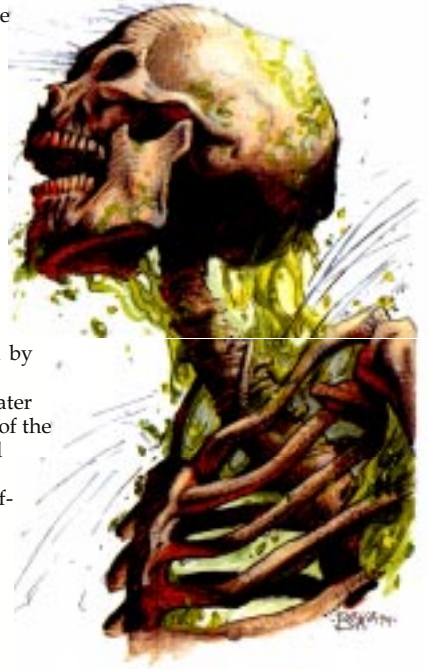
The elemental transfusion of a kragling has the following affect, depending on whether or not the victim made a saving throw versus death magic. For a lesser kragling, a save means that no additional effect is evident, while a failed save causes 1d4 points of additional damage from the transfusion. For a greater kragling, the transfusion causes 1d6 points of additional damage. A successful save cuts the damage in half.

Kraglings have no control over the elements they are tied to. They are immune to their patron element and are adversely affected by diametrically opposed powers (just like the krag who created them). As with krag, priests receive a +2 bonus to turn kraglings of the same element.

When destroyed by the turning ability of a cleric, a kragling collapses into a pile of bones and the element it is tied to. In this case, the kragling is completely destroyed. When destroyed by spells or combat, a kragling will reform in 1d12 days and return to the service of its krag master.

Habitat/Society: Kraglings of low intelligence tend to mimic the actions they performed when they were alive. Kragling zhackals, for instance, continue to roam about the krag's lair and hunt for food, even though they no longer need to eat. Kraglings with more intelligence know what they are and remember their painful deaths. Though they are aware of their actions and may even be opposed to them, the krag exercises complete control over the minds and bodies of the kraglings it created, and can command them at any time. Typical directions given to kraglings by the krag who control them include protecting the region around the krag's lair and the lair itself, seeking out other victims ripe for transformation into kraglings, and watching for signs of powerful intruders—especially intruders aligned to a krag's opposite element.

Ecology: Kraglings don't need to eat or sleep, though many will continue to pass food through their skeletal ribs in a pathetic mockery of their former lives. When not stalking prey, a kragling will almost always be found in the vicinity of its master, and more times than not in the company of other kraglings.



CLIMATE/TERRAIN:	Any (Tablelands)
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	5+2
THACO:	15
NO. OF ATTACKS:	
DAMAGE/ATTCK:	1d4+1/1d4+1/1d10
SPECIAL ATTACKS:	Roar, rear claws (1d6+1/1d6+1)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4' high, 6' long)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	4/20
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 7

The lirr is a large, warm-blooded reptile that resembles a large lion. It possesses bright, multi-colored plumage that it uses for silent communication.

The lirr has a long, sleek, dark gray body. Its scales are small and fine, almost like those of a snake's. Around its neck and at the end of its tail sit rings of a weblike membrane. Colored brilliant red, yellow, and orange, these rings normally lie flat against the creature's scales. When prey is sighted, however, the membrane fills with air, puffing up to alert other lirr that quarry is nearby. The lirr's four muscular legs grant a powerful spring, giving it the ability to outrun most prey.

Combat: The lirr's first offensive move is not to slice its target with claws or teeth, but to render its victims immobile. Once aware of a potential meal, the lirr lets go with a forceful roar. The roar has a devastating effect for all creatures (with the capacity to hear) within a 40-foot by 10-foot path directly in front of the lirr. Creatures must successfully save vs. petrification to avoid being stunned for 1-4 rounds. Characters who stuff wax or similar material in their ears save at +4 and those within the area of affect of a *silence* spell suffer no ill effects from the roar. Lirrs can combine efforts to increase the chance of stunning prey, each additional lirr's bellow resulting in a -1 to the victim's chance/to be stunned. A stunned creature can perform no action (including psionics) and attacks against it have a +4 bonus. This makes a large pack particularly dangerous.

Once the lirr is close enough to strike, it lashes out with its two front claws, inflicting 2-5 points of damage with each hit. If both claws connect in the same

melee round, the lirr can effectively support itself on its target to bring its rear claws to bear. Each rear claw that hits causes 2-7 points of damage. Regardless of other strikes, the lirr can also bite, causing 1-10 (1d10) points of damage.

When needed, the lirr is capable of leaping great distances, over ridges and up to ledges. With a running start, a lirr has a vertical leap of 15 feet or horizontal leap of 30 feet. From a standing position, however, the lirr's horizontal lump distance is halved.

Habitat/Society: Lirr live and hunt in packs. Males hunt and females raise the young, but both genders protect the pack as a whole. When food and water are scarce, though, the lirr are intelligent enough to split up. Lirr that are not currently parenting offspring leave the region in search of better sources of sustenance.

Lirr packs are exceptionally quarrelsome. Particularly intelligent quarry might be able to escape one pack by leading pursuers into the lair of another.

Ecology: A female lirr produces 2-8 (2d4) eggs every two years, which hatch in approximately three months. Lirr spend about nine months developing into adults and can live as long as 45 years. Though only the birth mother is concerned for her eggs, any female will protect the pack's young once they have hatched.

Mountain Lirr

Some smaller lirr packs seem to prefer the rockier terrain of the mountain ranges, finding a modicum of comfort in the cooler cave temperatures. There is little physiological difference between the lirr and its mountainous cousins. The only deviation is that the lirr's characteristically bright colors are absent from this variation's ringed membrane. The muted coloring and smaller hunting packs (2d4 members) make mountain lirrs considerably more difficult to spot, giving prey a -2 to surprise.



Mastyrial

CLIMATE/TERRAIN:	Desert	Black Mountain
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)
TREASURE:	D	Nil
ALIGNMENT:	Neutral	Neutral
No. APPEARING:	1-3 (1d3)	5-20 (5d4)
ARMOR CLASS:	0	0
MOVEMENT:	15	12
HIT DICE:	12	8
THAC0:	9	13
NO. OF ATTACKS:	4	3
DAMAGE/ATTACK:	1d10/1d10/ 2db/1d6	1d6/1d6/2d4/ 3d4
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Regeneration, immune to blunt weapons	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (5'-6')	S (3' long)
MORALE:	Steady (11)	Very steady (13)
LEVEL/XP VALUE:	10,000	3,000
PSIONICS SUMMARY:	Nil	See below
PLAYER'S OPTION:	MAC 7	MAC 4

The mastyrial lives in the desert regions of Athas, spending most of its time hibernating beneath the sands. It resembles an oversized scorpion. The creature propels itself using its six legs and has large jagged claws and a tail that makes up most of its length. The mastyrial is deep brown to orange-red and has a striped pattern on its back that resembles drifting sand when viewed from a distance. This affords the beast a form of camouflage if gusting wind uncovers its top while in a deep state of sleep. The mastyrial sometimes lacks any pigment at all.

The mastyrial has two areas of darker skin on its head that resemble eyes. Its real eyes are smaller and farther forward on the creature's head. The mastyrial spends most of its life underground and relies on its other senses, particularly its hearing. Similar to bats, the mastyrial emits clicking sounds that allow it to determine the direction and distance of the nearest prey. Other than the clicking sounds and the sounds made when in motion, this fell beast is completely silent and seems almost supernatural in combat.

Combat: Mostly, the mastyrial lies asleep in a state of hibernation. But if the creature detects prey within striking distance, it bursts from its resting place and attacks. The victim is easily detected if moving across the sand as the mastyrials' hearing can detect the distance and direction of a victim below ground more accurately than above ground. The first attack made by a submerged mastyrial is made

at +2 because of this accuracy, however the beast gets no tail attack during the first round because it is the last part of the creature to emerge.

The mastyrial attacks using its two pinchers (1d10 points of damage each), a bite (2d6 points of damage), and its tail (1d6 points of damage). The tail causes poison damage in addition to the 1-6 (1d6) points of standard damage. A victim successfully hit by the tail of the creature sustains 30 points of damage, 15 points of damage if a successful save vs. poison is made. Such saving throws are made at -1 because of the potency of the venom. If the tail hits with a natural 20, the victim is impaled on the tail and receives 2d6 points of damage in addition to the poison damage.

The tough, chitinous shell of the mastyrial gives the beast a naturally tough AC. It also gives the beast an immunity to any blunt or crushing weapon such as clubs, maces, or flails. The beast regenerates 3 hp per round. If the mastyrial is reduced to fewer than 25% of its maximum hit points it tunnels under the sand to nurse its wounds and lie in wait for prey less likely to fight back.

Habitat/Society: Mastyrials are solitary creatures and are generally found in small groups of 1-3. They tend to live underground or in crevasses or ruins.

The male of the species is smaller than the female. Mastyrials mate just once in their lives. After mating, the female stings the male with its venom and ingests him. The male makes no attempt to escape even if the sting doesn't kill him outright. Each lair has 4-20 mastyrial eggs.

Ecology: The mastyrial's natural diet usually consists of giant spiders, giant ants, and other giant versions of Athasian insects and arachnids. The mastyrial acts as a form of pest control in the deserts of Athas. The beast rarely eats anything that it didn't kill and never eats the carcass of any animal that was killed more than an hour prior.

The chitinous shell of the mastyrial is valued by warriors for its protective qualities and its ventilation. The shell is frequently used as material in shields and armor. The poison is also highly sought by both defilers and assassins.

Black Mastyrial

PSIONICS SUMMARY: Dis 2/Sci 2/Dev 7; Ps 9; PSPs 30
Att: EW, II; Def: IF, TS

PLAYER'S OPTION: #AT1; MTHAC0 18; MAC4

Clairsentient: *Sciences* - clairvoyance; *Devotions* - feel light, hear light, know direction.

Telepathy: *Sciences* - mindlink; *Devotions* - contact (attraction), ego whip (invisiblity), id insinuation (synaptic static) send thoughts.

The black mastyrial makes its home in the mountainous regions of Athas. The creature spends most of its time in a state

of stasis resembling hibernation.

Black mastyrals are similar to mastyrals, but they are only 3 feet long. They are social creatures, living in small packs or communities. These beasts are believed to have originally been separated from their kin and survived underground for thousands of years. They are blind and have no apparent visual organs. Their color ranges from black to light brown. The carapace of the black mastyril is ridged and bony, and when completely motionless and low to the ground, it resembles rock. There are enormous, gnarled mandibles to either side of the black mastyrals' mouths. So strong are these appendages that they can be used to cut stone and rock. These beasts can tunnel into stone and rock to protect themselves from the elements and the few creatures that are their enemy.

Combat: When a creature stumbles upon a pack of these beasts that is on the surface and the intruder seems to be fairly helpless, the black mastyrals attack using their pincers (1d6×2 points of damage), stingers (2d4 points of damage), and mandibles (3d4 points of damage). Only three beasts can attack a man-sized opponent simultaneously. A target hit by the stingers must make a successful save vs. poison or receive 1d4 more points of damage from the poison for each sting. Even if no damage is taken, the area stung swells and within 1-4 (1d4) rounds is completely numb and useless. Roll 1d6 to determine the part of the body stung (1=head, 2=right arm, 3=left arm, 4=right leg, 5=left leg, and 6=body or tail). The numbness lasts for 1 turn and a head sting indicates that the victim becomes disoriented and wanders aimlessly for the duration.

The black mastyril has very powerful pincers and mandibles. An attack that hits with an unmodified 20 locks onto the opponent, causing an additional 1-6 (1d6) points of damage per round (for the pincer) or 1-8 (1d8) points of damage per round (for the mandibles). Once these appendages are locked, only the death of the black mastyril or a successful Bend Bars/Lift Gates roll at +4 removes the creature. This attack also makes black mastyrals more vulnerable and any attacks against them from opponents other than their current victim are made at +2.

Black mastyrals spend most of their time hibernating beneath the surface of the rock with only the top of their head exposed to sight. Mastyrals so concealed are not detectable 90% of the time. If a creature wanders within 100 feet of a pack of concealed black mastyrals, it is detected by one of the beasts. Black mastyrals then use their psionic abilities of clairvoyance, contact, and send thought to attempt to lure the prey closer and inform the pack of the in-

truder. Once within striking distance, the pack leaps and launches an attack. A being so attacked must make a successful save vs. paralyzation or be surprised and suffers the accompanying penalties to initiative.

If the pack is reduced to fewer than half their original numbers, they retreat back into their holes. While in their holes, only the toughest portion of their carapace is exposed and they are immune to all nonmagical and physical attacks. To harm the mastyrals, they must be removed from this cavity or the rock must be removed from around them.



Habitat/Society:

Black mastyrals live in a communal environment but are confined by their solitary nature. Each beast tunnels its own dwelling within the community and they are all members of the same family or pack. All other beasts, including black mastyrals from outside of the pack, are considered to be prey. Because of sparse food supplies in their ecosystem, mastyrals attack almost any creature wandering into their midst. The pack is intimidated by creatures larger than giant-sized and only attack during periods of severe famine.

Black mastyrals are far more intelligent than the desert mastyrals and have developed a group intelligence. They are in constant psionic contact with one another. Therefore, there is a sense of history and learning that far exceeds their low intelligence. Each black mastyril has the knowledge of its ancestors. If part of the pack survives an encounter with a creature, any weakness experienced is incorporated into the pack and grants each mastyril a +1 bonus against any future encounters with this type of being. So there is a 2% cumulative chance per individual that any particular type of creature has already been encountered by the pack. This contact conflicts with their genetic desire to be independent which has basically caused them to become insane.

Ecology:

The black mastyril is carnivorous, but it also serves as a scavenger and clears nearby dead. The claws and pincers of the black mastyril are highly sought for use in weapons. A bladed weapon honed from the carapace of a black mastyril receives a +1 attack bonus and +1 to all damage inflicted.

Meorty

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Genius (17-18)
TREASURE:	B, E, H
ALIGNMENT:	Lawful evil
NO. APPEARING:	1
ARMOR CLASS:	0 or better
MOVEMENT:	12
HIT DICE:	As in life, minimum 10 HD
THAC0:	As in life, minimum 11
NO. OF ATTACKS:	As in life, or 2
DAMAGE/ATTACK:	By weapon type, or 1d6+6/1d6+6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 magical weapon or better to hit
MAGIC RESISTANCE:	25% (see below)
SIZE:	M (6' tall)
MORALE:	Fearless (19-20)
LEVEL/XP VALUE:	20,000 + 2,000 per HD over 10
PSIONICS SUMMARY:	Dis 4/Sci 6/Dev 17; PS 15; PSPs 80 Att: all; Def: all

PLAYER'S OPTION: #AT 3/2; MTHAC0 9; MAC 0

Clairsentience: *Sciences* – clairvoyance; *Devotions* – danger sense, psionic sense.

Psychometabolism: *Sciences* – life draining; *Devotions* – cause decay, displacement.

Psychoportive: *Sciences* – teleport; *Devotions* – astral projection, dream travel, dimension door, teleport trigger.

Telepathy: *Sciences* – domination, mindlink, psionic blast ([mass domination](#)); *Devotions* – awe, contact ([ESP](#)), ego whip ([inflict pain](#)), id insinuation ([life detection](#)), mind bar, mind thrust ([amnesia](#)), psychic crush ([identity penetration](#)), send thoughts, truthhear.

Meorties are undead guardians from the Green Age who continue to watch over their ancient domains and enforce their ancient laws. These long-forgotten domains once covered the Tyr region and beyond in the time when psionics was the power of the day and great forests spread across the face of Athas. In most cases, all that remains of these domains are the meorty crypts and the memories of these undead guardians. Meorties emerge only to punish those who violate the ancient laws.

Meorties are gaunt, mummified corpses that are either wrapped in moldy cloth or wear rotting burial clothing befitting their station. They are always adorned with ancient jewelry of elaborate workmanship, and they usually carry the weapons they wielded in life. Their eyes glow with bright green embers and they move with regal grace.

Meorties have deep, reverberating voices but seldom speak except to announce the crimes for which they are about to punish trespassers. They speak only the ancient languages they knew in life.

Combat: A meorty usually teleports somewhere near those who have violated its ancient laws and approaches in a calm manner. It calmly informs the offenders of the laws they have violated and asks them to accept their punishments with honor. Those who refuse to allow themselves to be slaughtered at the hands of the meorty are attacked. A meorty uses its psionic powers against opponents, especially domination. If physical violence is required, a meorty attacks with the weapons it wielded in life or with its fists (causing 1-6 (1d6) points of damage, plus a 6 point bonus for their great strength).

Meorties can only be hit by a +1 or better magical weapon, by spells or psionics, or by creatures with more than 6 HD or magical properties. Meorties are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death magic*. Meorties have 25% magic resistance.

Meorties retain the powers and abilities of their character class in life. Most of these ancient guardians are psionists, though they can also be fighters. As they come from the age before magic, there are no meorty wizards.

Meorties have the power to control other ancient undead as 15th-level clerics.

Habitat/Society: Meorties were created long ago through the necromancies of high priests and through the use of long-lost psionic abilities for the purpose of serving as the protectors of various Green-Age domains. Each domain selected a guardian to be turned into a meorty, thus creating a protector to enforce the laws for all time. It no longer matters that the domains and the laws that governed them are so much dust. The meorties continue to serve the territories they were bound to by undeath.

Though evil by the nature of their existence, meorties take no initiative in harming others. They prefer to rest in peace. They are bound by their state of undeath to enforce the ancient laws of their long-forgotten domains, however, and will emerge from their eternal slumber to pass judgment on those who violate the laws.

No records of the ancient laws or the boundaries of the ancient domains remain, so it is impossible to know exactly what is considered a violation where. Most travelers learn that it is safer to follow the local customs when they're far from the city-states, especially the more bizarre ones, as they are most likely observations of ancient laws.

Meorties reside in secret subterranean tombs of elaborate design. These tombs are massive and intricate in design, filled with countless undead and ancient treasures. No living beings are permitted to enter the tombs. Those who trespass are hunted down relentlessly and destroyed by the offended meorty and its undead minions, as is anyone else who learned about the tomb and its location.

Ecology: Meorties possess information concerning the ancient history of Athas, especially of the Green Age, before the Time of Magic and the Cleansing Wars. However, living beings are rarely in a position to question a meorty about its knowledge. If a living being makes contact with a meorty, it's almost always because the living one somehow violated the laws that the undead meorty enforces. The crypts of meorties are rumored to contain valuable psionic items, metal, and other riches from the Green Age.

Proctor Drelto of Antalus

Human male F 20; AC -2 (field plate, shield), MV 15, hp 112; THAC0 1 (Str +1), #AT 3, Dmg 1d8+4 (long sword +3, Str +1), SZ M, ML Fearless (20), AL LE

S 17, D 17, C 15, I 16, W 15, Ch

Special Undead Powers: claws, increased movement rate

Special Undead Weaknesses: spell susceptibility, sunlight susceptibility

Proctor Drelto was once a feared and powerful law-keeper in the long-forgotten province of Antalus. He was voluntarily transformed into a meorty so that he could continue to defend Antalus for eternity

Drelto almost never emerges from his tomb in the mountains north of the Lost Oasis unless the major laws of ancient Antalus are broken. The laws include the murder of children and the elderly, traveling on nights when both of Athas's moons are absent from the sky, and using psionics within public halls. (As no public halls from Antalus remain, Drelto considers the public buildings in nearby Fort Melidor to be part of his domain. The residents of the fort keep this custom to appease the ancient undead.)

Drelto makes a study of the history of Athas. His tomb holds a vast collection of books and items of historical significance from the Green Age up to the present day, and he can often behave leniently toward those who add to his collection. His lair is guarded by a number of lesser undead which he controls.

Odrela, 5th Law-Keeper of Bodach

Human female F15, AC 2 (chainmail +2, shield) MV 12; hp 94; THAC0 6; #AT

Dmg 1d6+1 (short sword +1); MR 15%; SZ M; ML Fearless (19); AL LE S 15, D 15, C 15, I 16, W 18, Ch 16

Special Undead Powers: cause fear, drain attribute, enhanced senses
Special Undead Weaknesses energy susceptibility (normal damage from cold-based attacks)

Odrela was one of the most respected law-keepers in the history of ancient Bodach. When the time came to select a new meorty to administer to the domain, she accepted her fate and joined the ranks of the undead protectors. However, Odrela was always quick to find a merciful solution to any transgression. This doesn't mean she disregarded the laws and statutes of Bodach, but that she sought punishments less severe than death whenever possible.

As a meorty, however, crimes and punishments are much more rigidly defined. She is bound by her undead nature to carry out her duty whether she likes it or not. The bloody task of executing sentences has taken its toll on Odrela. She has gone quite mad over the centuries, and how she reacts to those who enter her territory depends on which part of her mind has dominance on any given day.

There is a 60% chance that Odrela's merciful side will be dominant at any particular time. If this is the case, she ignores living beings unless they break any of ancient Bodach's laws. She appears before law-breakers to inform them of their transgressions, then orders them to leave the area immediately. If her vengeful nature is dominant, then all living beings who enter her domain are considered to be law-breakers. It doesn't matter if they break a law or not, Odrela seeks to punish them as long as they remain in the area she oversees.

The laws Odrela keeps watch over include codes against harming priests and domestic animals, stealing, and the wearing of red on the holy days of ancient Bodach.



CLIMATE/TERRAIN:	Any land (mainly urban)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Any neutral
NO. APPEARING:	1
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	1+4
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 or by weapon +2
SPECIAL ATTACKS:	Strength bonus
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 7

Muls became common shortly after the Cleansing Wars about 2,000 years ago. They were intentionally bred by the sorcerers for use in the armies and gladiatorial arenas of their respective city-states.

Muls are the product of crossbreeding a human and dwarf parent to create offspring who have the best physical characteristics of both races. Once grown, muls retain the incredible endurance and raw strength of their dwarven heritage and the agility and long limbs of their human side. Such strength combined with dexterity and leverage makes muls very powerful humanoids. Adult muls are 6 to 7 feet tall. They weigh 250 to 275 pounds, but some particularly strong muls weigh as much as 300 pounds.

Muls are always lean, their metabolisms devoted to muscle growth and near-continuous activity. Their skin is usually fair, though is occasionally the coppery color of their dwarven parent. Their faces are very human, though subtly altered. Their foreheads set off larger-than-normal eye ridges and their ears are pointed and swept back against the side of the head. Almost all muls, male and female, are bald. Slave muls are tattooed at an early age to denote ownership, occupation, parentage or, in the case of mul gladiators, to denote teams, weapon preferences, or victories.

A mul raised by both parents speaks either human or dwarf and has an 80% chance to speak the other fluently. If the mul was reared without his original parents, as is often the case, his language is the common language of slaves, and his command of it is dictated by how important his owner thought language skills would be to his function.

Combat: Muls are very often born into the gladiatorial pits. Slave owners order the union of a human and dwarf for the express purpose of bearing a mul to become a gladiator. As infants, muls can bring a great price on the block. Their incredible strength and speed make them excellent warriors, and the mobs in the cities adore their mul champions.

Armed muls fight with a variety of weapons—spears, swords, impalers, and quabones are the favorites. In the arenas, muls using wrist razors are crowd pleasers. No matter the weapon the muls use, their great strength makes them a force to be reckoned with. Muls receive a +2 damage bonus when attacking with hand-held or thrown weapons.

Unarmed muls are also ferocious fighters. When using the Punching and Wrestling Results table from the Player's Handbook, muls automatically gain a +1 damage bonus and their %K.O. number is raised 5% for every hit.

Roughly half of all muls possess some a psionic wild talent. Slave owners spend many anxious years waiting for their young muls to grow and mature, hoping for outstanding wild talents that make them more valuable. Check for each mul encountered to see if he has a wild talent (50%) and, if so, consult *The Complete Psionics Handbook* to determine the wild talent the mul possesses.

Muls can outperform any human laborer and can continue without stopping for days at a time. When performing heavy labor, such as stone work construction or running, muls can work continuously for as long as 24 hours. Medium labor such as jogging, climbing, mining, light construction requires less energy and can be kept up for 36 hours straight. Lighter labor, such as training or walking, does not affect muls until after 48 hours have passed. Once such a feat of endurance has ended, muls must sleep, though just eight continuous hours of uninterrupted sleep will dispel any nonmagical exhaustion. Irregular schedules are straining to muls' longevity, so rest is always desired. Muls adopt a human 16 hours awake to 8 hours of sleep schedule whenever possible.

Habitat/Society: Muls have no racial history or culture. They are sterile so they have no cause to gather into family groups or communities. And since most muls live out their lives as slaves, they aren't allowed to congregate outside their specific function. These conditions make the muls' existence, even free muls, isolated and lonely.

Mul slave trade is very profitable. A single mul can have many owners in his life, sometimes bought back and forth among many households in a single city. Free muls who allow themselves to be captured by slavers are easily sold into bondage again. A slave trader can make as much on the sale of a mul as he might with a dozen humans.

Once born into slavery, the mul's difficult life is just beginning. Often the parents of the mul child resent the act they were put through and shun the child. These outcasts live a hard existence for the first few years of life, left without attention to grow

wild and savage. Eventually the mul child is taken from the general slave population and raised in a secluded environment. There the child is nourished and minimally educated. By adolescence, the child begins training in the profession chosen by its master, usually combat or heavy labor. The latter are given specific instruction in construction techniques and the management of other slaves. Construction muls are eventually returned to the general slave population. Those destined for the arena, however, receive far different treatment.

A successful mul gladiator is a money maker for his owner. An owner of a mul gladiator with a few victories wants to keep the success alive, treating his property like he would any other good investment. A winning mul gladiator might have a complete retinue of other slaves to tend his every whim, oiling his body, bringing him food and drink on command. The line between owner and slave becomes somewhat blurred, but the mul is never allowed to forget that he is wholly owned. "Pampered like a mul is an expression often bandied about common folk, but it burns in the ears of the muls who have lived it.

Mul head tattoos can have a variety of meanings and there are several messages that can be gleaned from a mul's highly decorated head. The basic design denotes the mul's ownership. For instance, the centered three-eyed skulls are the marks of the guard slaves of the templars of Urik, while swirling ram's horns indicate the Merchant House of Tsalaxa. Specific weapons can also be tattooed, showing the gladiator's favorites. Weapon handlers need only look at the mul to see what weapon he might need in the coming match. Hash marks at the base of the skull, just above the neck, denote victories, while pictograms in the same spot usually portray beasts or monsters the gladiator has killed in the arena. Enslaved muls tend to accept their tattoos as a part of their existence. Free muls hate them and what they represent. Mentioning their tattoos might cause free muls to fight to defend their honor.

Fewer than 20% of all muls are free. Even then, they are always in danger of being captured by slavers and returned to servitude, so they disappear from the well-traveled lands. Most free muls barter their fighting skills for coin, but many turn their backs on combat and seek the ways of the priest, psionicist, or even merchant.

The elf tribes have some respect for muls, as well, noting their incredible endurance as more elf like than human. A mul who finds himself among the Sky Singers or other elf tribes may do better passing their tests and initiations.

A solitary free mul is likely to have few possessions, just the essentials for survival in the life of a wanderer. He usually has food and water enough to sustain him for a few days or weeks, plus basic clothing and protection against the elements. A

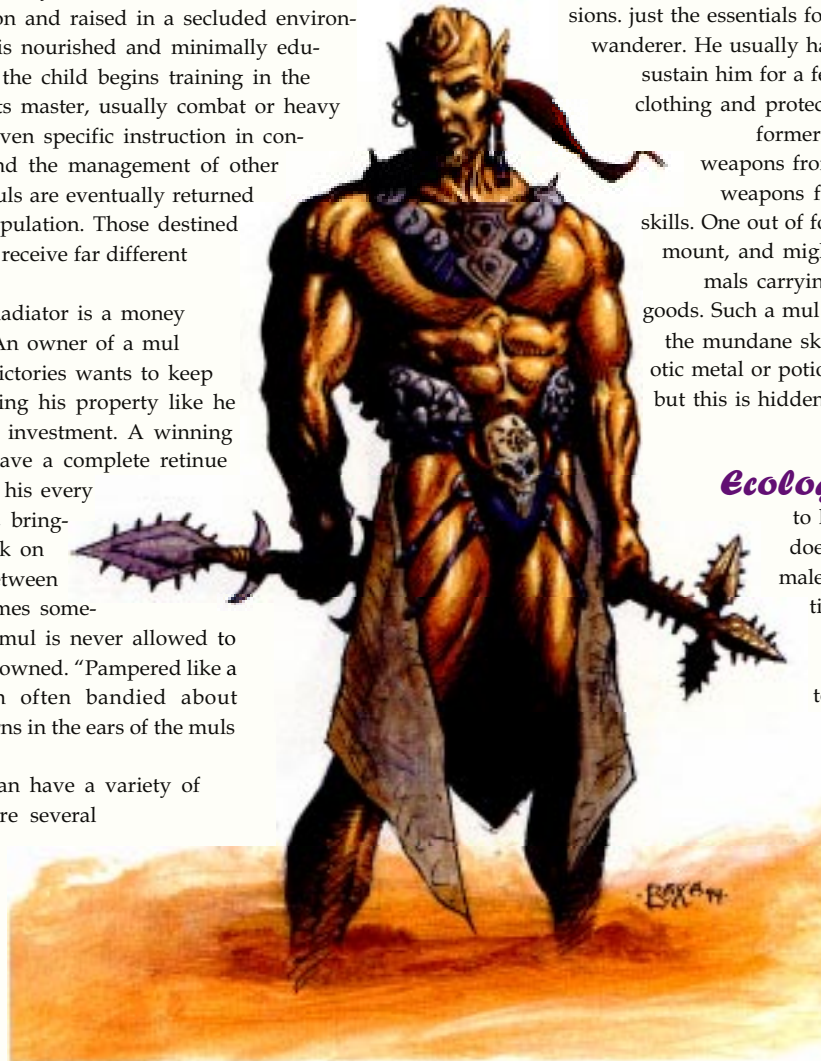
former gladiator might have metal weapons from his arena days, plus other weapons fashioned using his technical skills. One out of four has a crodlu or kank as a mount, and might have additional pack animals carrying other possessions or trade goods. Such a mul has a variety of goods, from the mundane skins or grain, to the more exotic metal or potion fruits. He also has money, but this is hidden and he protects it carefully.

Ecology: Muls can only be born to human and dwarf parents. It does not matter which parent is male and which female. Conception is difficult, sometimes requiring months. Once achieved, carrying the child to term takes a full 12 months, endangering the mother's life the entire time. The moment of birth is also very difficult, as the mother's body struggles to let go of the unnatural child she has been carrying. A humaner is only 40% likely to survive the pregnancy and 40% likely to survive the birth. A dwarf mother is stronger and better able to

survive, she is 60% likely to survive the pregnancy and 60% likely to survive the birth. The child survives pregnancy if the mother does, but has only a 75% chance of surviving the birth regardless of the mother's race. An experienced wet nurse who has assisted in the birth of a mul child gives both mother and child a +10% bonus to their chances of surviving both the pregnancy and the birth. Such women are known as "mul-mothers" and are very valuable to the breeding slave owner.

Muls often take humans and less often, dwarves, to be lifelong mates. These childless couples are apt to take orphans into their households, and the harsh climate and wars of Athas provide a seemingly endless stream of orphans. Emotionally, muls are unfettered, subject to the full range of happiness and despair, love and rage.

Muls live an average of 90 years.



Nikaal

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	10-100 (1d10×10)
ARMOR CLASS:	8
MOVEMENT:	10
HIT DICE:	3
THACO:	18
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or 1d4/1d4
SPECIAL ATTACKS:	Acid spit
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	175
PSIONICS SUMMARY:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: PsC; Def: MB #AT1; MTHAC0 20; MAC 8
PLAYER'S OPTION:	

Telepathy: *Sciences* – mindlink; *Devotions* – contact (ESP), sight link, psychic crush ([sound link](#)).

The nikaal are a mysterious race of lizard like humanoids. They are far-wandering traders and explorers. Though their origin is shrouded in mystery, some Athasians believe there is a nikaal homeland beyond the Ringing Mountains.

The nikaal are 5 to 6 feet tall and weigh 150 to 250 pounds. Although their facial features are similar to humans, their scales and eyes set them apart. Their bodies are covered with fine, purple scales that regulate the body temperature in the searing desert sun and prevent evaporation of vital fluids. Nikaal need half as much water as humans, and they have twice the endurance while exposed to the harsh environment of Athas. Nikaalian eyes have a distinctly serpentine shape and color.

Combat: As traders, nikaal try to avoid unnecessary combat. When provoked, nikaal can be savage.

Nikaal rarely use armor as it disrupts their natural thermostats. If the situation warrants, individuals may use wooden breast plates or hide armor but never metal armor. Wearing any armor doubles the nikaal's water needs and metal armor quadruples water requirements. Frequently, nikaal use a small to medium-sized shield.

Nikaal can use any weapons, but are known to prefer blowguns, javelins, spears, clubs, swords, and polearms. The nikaal have a weapon that is unique among their race, a polearm with a circular, jagged blade called a "tkaesali" (12 pounds, size L, type S, MV 8, Dmg 1-8/1-12). Tkaesali are reserved for celebrated warriors, tribal elders, and shaman. They are frequently decorated with totems and war trophies. Nikaal carrying tkaesali are treated with reverence by other nikaal. If an individual loses his tkaesali, he is ostracized until he finds his prized weapon. If it is in the possession of a member of another race, that individual must be defeated in personal combat to regain stature among the tribe.

Nikaal frequently go into combat without the benefit of weapons. In such situations, the creatures attack with two claws for 1-4 (1d4) points of damage each. Nikaal



also have the ability to spit acid. This attack causes 2-8 (2d4) points of damage and can be made once every third combat round. Victims can save vs. breath weapon for half damage. This acid attack is in addition to any other melee attack the nikaal receive.

Habitat/Society: The nikaal are a nomadic tribal race led by an elder council. Nikaal tribes range from 10-100 members. Tribes usually travel between major urban areas of Athas, trading goods acquired from other towns and in their journeys.

For every 10 nikaal in a tribe there is an elite warrior with 5 HD. If there are 30 or more, there is also a captain (AC 5 and 7 HD) that leads the tribe in combat.

The tribal shaman is a cleric that worships any one of the elemental planes. Rarely do these clerics reach higher than 5th level and never higher than 8th.

Ecology: Nikaal live an average of 50 years. Because they are nomadic tribes rarely stay in one place for more than a week except during a tribal crisis, such as the appointment of a new elder.

Pakubrazi

CLIMATE/TERRAIN:	Urban and inhabited areas
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B, R
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4 (1d4)
ARMOR CLASS:	9 or 6, or by armor
MOVEMENT:	12, F1 18 (D)
HIT DICE:	6 HD
THACO:	15, or 14 w/weapon
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2d4+2/2d4+2/1d4, or weapon +3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Fanatic (17-18)
LEVEL/XP VALUE:	975
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 6

Pakubrazi are insect creatures that feed on the blood of living creatures. They look like crosses between giant ticks and giant flies.

A pakubrazi can shapechange any part or all of its body into humanoid form. The pakubrazi can pick the race, but not the individual features. The humanoid shape for each race is always the same, and can be recognized if seen again. The individual pieces that can be formed are: primary legs, secondary insect legs, arms, eyes, feeders, head, carapace, torso with wings. This flexibility allows for a wide variety of hybrid forms.

Combat: In its natural insect form, a pakubrazi can attack with two claws and a bite. The two claws are not very large, but the extraordinary strength of the creature allows it to do significant amounts of damage. Using humanoid hands it can wield a weapon with a Strength of 19. The bite is actually a feeder tube which extrudes from the mouth to puncture the skin. Once it hits, the pakubrazi can automatically drain 1-2 points of Constitution every round. Death occurs if the victim is drained to zero. A pakubrazi needs 20 points a week for basic sustenance. Victims regain 1 point a day.

Any humanoid creature bitten by a pakubrazi may become tainted. If enough Pakubrazi genetic material gets into the blood stream of the humanoid, it will try to force the person to change. The body's immune system will fight the taint. There is a 5% chance per point of Constitution drained that the victim will become tainted.

During any moment of excitement or stress, there is a 10% chance that the tainted creature will change 1d6 parts of its body into insect forms. The person becomes a wild beast lusting after the blood of the nearest available victim. The change lasts for 1d4x10 rounds, or until the tainted creature drains 10 points of blood. It is rumored that the halflings may know a cure for the taint, but nothing else short of a wish spell will rid a body of pakubrazi taint.

Roll 1d8 for Changes

1	Primary legs	5	Feeder tubes
2	Secondary legs	6	Whole head
3	Arms	7	Carapace
4	Eyes	8	Torso w/wings



When it has a human torso, its Armor Class is 9. The insect carapace gives it an Armor Class of 6. It can retain a basically human shape and be protected by the carapace. Although its secondary insect legs cannot attack, they do allow it to climb vertical surfaces, and even hang from ceilings. A pakubrazi needs small cracks, bumps or somethings to cling to when climbing.

Habitat/Society: Pakubrazi are parasites, living off of other civilized races. They maintain a charade of normal life among these races, and are masterful actors. Frequently solitary, they are capable of cooperating in small groups. Each Pakubrazi or cooperative group establishes its own hunting territory. They defend this territory to the death.

Ecology: Pakubrazi are thought to be a remnant of the Green Age. On rare occasions, pakubrazi blood has been used to intentionally taint an enemy by slipping it into his food. It makes a horrific form of revenge.

Paraelemental Beast, General

Paraelemental beasts are creatures native to the four paraelemental planes (known as the Paraelemental Planes of Magma, Rain, Silt, and Sun by Athasian clerics and scholars). Born of two elements, paraelemental beasts find peaceful existence only on their respective paraelemental planes. There the two elements blend, co-existing in a comfortable state. Anywhere else, the conflicting natures of these semi-intelligent beasts emerge, seeking to overpower each other. This gives conjured paraelemental beasts personalities that range from mean and confused to murderous and irrational. Either way, they aren't the friendliest of creatures to meet outside their native planes—even on their best days.

As with elemental beasts, paraelemental beasts aren't worshipped by the priests of Athas. They are considered divine in nature, however, as these creatures are composed of the pure forces of the elements. Still, that doesn't make them revered. Elemental priests don't trust things of the paraelemental planes, so the beasts are rarely called upon by the clerics of air, earth, fire, and water.

Paraelemental clerics, on the other hand, readily conjure the divine beasts to increase their own power or to perform missions that benefit their patron paraelementals. Like the paraelementals they serve, these clerics seek quantity over quality. Nothing elevates the position of a paraelemental priest like the presence of a beast from his associated plane. The longer such a beast remains with him, the more favored by the paraelementals he's believed to be.

Paraelemental beasts will only be encountered on Athas if summoned by magical means. Each beast adopts a shell composed of the basic elements it represents. If the shell is destroyed, it returns to its native plane.

These beasts can only be harmed by magical weapons with a +1 attack bonus or better, wizard and priest spells, and psionic powers from the Telekinetic and Psychoportive disciplines. Spells related to their native planes in any way don't effect them, and defiling magic doesn't have any additional adverse effects on them besides the normal effects of the spells (as it does on lesser elementals).

Summoning a Paraelemental Beast

There are three methods for calling a paraelemental beast to the Prime Material Plane conjured by spell (*conjure elemental*, wizard or priest version), conjured by staff, or conjured by summoning device. The level of control gained over a paraelemental beast is influenced by the method used to summon it.

Controlling a Paraelemental Beast

Concentration during the summoning process is essential to ensuring control over a conjured paraelemental beast. Any distraction to the summoner, either mental or physical, results. In a failure to control the beast when it arrives on the Prime Material Plane Control lasts for the duration of the spell that summoned it plus one day per level of the summoner, until the shell housing the beast is destroyed, or until its rage and insanity overcome it. Paraelemental beasts that are uncontrolled and acting upon their own desires are called *free-willed*.

Unlike the elemental beasts, paraelemental beasts aren't bothered by pain caused by the impurity of the Prime Material Plane. Instead, they suffer from elevated emotions due to the steady separation of their mixed natures that results from being removed from their native plane. Each day outside its native plane, a paraelemental beast becomes more enraged and insane. Even if successfully controlled, a beast must check each day to see if its rage overcomes it.

The base chance for a paraelemental beast to be overcome by its insanity is 10%. This increases by 10% each day, until after nine days, when the chance remains fixed at 90%. On the day that a check is failed, the beast's rage becomes a blinding fury. It attacks any living creatures nearby and then flees in an attempt to find its way home (or a suitable terrain type where it can find some small comfort).

Paraelemental Beasts on Athas

Paraelemental beasts aren't native to Athas. They can only arrive via magical summons, and they have no way to leave of their own accord. Controlled beasts are usually in the presence of or working for a priest whose patron is of their native planes. Uncontrolled beasts are very rare, and always found in the vicinity of some terrain feature that closely resembles the environment of their native planes.

Paraelemental beasts of rain are the rarest type of these creatures encountered, as the shell they inhabit can't survive long under the harsh, crimson sun. Paraelemental beasts of silt are the most common, as these creatures have actually found a niche in Athasian ecology.

Paraelemental Beast, Magma

CLIMATE/TERRAIN:	Anywhere there is lava
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Magma
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9, SW 15
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6/3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 or better magical weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Elite (15)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10

Paraelemental beasts of magma are found only near volcanos and other places lava flows to the surface. When summoned they form themselves from the magma as it pours from the ground.

Paraelemental beasts of magma resemble large humanoid creatures similar to baatezu in form except they are composed solely of magma. They have massive wings of dripping magma that are at least 10 feet across when spread. They have huge, clawed hands and clawed feet. They have thick, lumbering tails as long as 7 feet. Their bodies are almost black on the surface, but the surface constantly cracks open as they move, revealing the bright red magma beneath. Their eyes are always fiery red and never blacken as they cool. They leave a lava trail wherever they go and anything near them most likely melts or ignites.

Combat: Paraelemental beasts of magma attack with their huge, clawed hands for 1-6 (1d6) points of damage plus 1-12 (1d12) points of additional damage because of the great heat radiating from them.

The creatures can swim through magma at a speed of 15 and they can also

use open pits of magma to launch themselves into the air. They crash down on their opponents, causing double damage with their claws. This attack also gives them a +3 bonus to their attack roll and imposes a -5 penalty on their opponents' surprise rolls.

Touching the creature causes 1-12 (1d12) points of burn damage to those not protected from magical fire and heat. All flammable objects (including clothing) that come in contact with the creature must successfully save vs. magical fire at -2 or they ignite.

Paraelemental beasts of magma can fire blasts of molten lava at opponents as far as 30 feet away. The blast causes 4-24 (4d6) points of damage unless a successful save vs. spell is made for only half damage or unless the target is resistant to fire-based and heat-based attacks.

Nonmagical weapons that touch these creatures melt or burn away if hit. The hit causes the creature no damage, but the weapon must make a successful save vs. magical fire at -6 or be destroyed. Magical weapons cause -1 point of damage per die of damage caused. The weapons also become red hot and must make a successful save vs. magical fire (no penalty) or they too are destroyed.

Paraelemental creatures of magma can regenerate 1 hit point per round if they are in contact with lava. If they are within an open pit of magma they can regenerate 3 hit points per round.

They are immune to all heat-based and flame-based attacks, but suffer double damage from cold-based attacks. They suffer 1 point of damage for every five gallons of water poured on them. They cannot regenerate damage caused by water unless they are in an open pit of magma.

Habitat/Society:

Paraelemental beasts of magma are solitary creatures. Freewilled beasts often take up residence inside volcanos or other lava flows where they have full access to their paraelement. They seldom interact with others except to attack those who remind them of their summoners.

Ecology:

Paraelemental beast of magma hold no natural place on the Prime Material Plane. They seldom interact with other creatures and actively cause eruptions only to injure other living creatures after the beasts have been attacked for no



Paraelemental Beast, Rain

CLIMATE/TERRAIN:	Anywhere it has recently rained
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Water
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	F130 (A)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 magical weapon or better
MAGIC RESISTANCE:	Nil
SIZE:	H (16' tall)
MORALE:	Elite (15--16)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10

Paraelemental beasts of rain are the rarest of all the paraelemental beasts because they can only be conjured where it is currently raining. Also, rain paraelemental beasts usually find the Athasian climate too intolerable and return to the elemental inner plane shortly after gaining free will.

Paraelemental beasts of rain appear to be free-floating waterfalls. They are composed of heavy rain drops that fall down and then up again, over and over in a circular pattern. They draw what little humidity they can from Athas' atmosphere to sustain themselves.

They speak their own language that is formed from the sound of falling rain drops, but only they can understand it.

Combat: Rain paraelemental beasts appear to be harmless, but they have a number of powerful attacks. Their attacks, combined with their great speed, make them difficult and unpredictable opponents.

Rain paraelemental beasts can direct blasts of rain toward their opponents. These blasts are so focused that they cause 3-18 (3d6) points of damage and knock down the victims unless the opponent makes a successful Dexterity roll at -4.

Those who attempt to walk through the creature suffer great internal damage as the water within their own bodies begins following the same circular pattern as the water that makes up the creature. For each round a victim spends inside the paraelemental beast, it suffers 4-32 (4d8) points of damage unless it makes a successful save vs. death magic, in which case it suffers half damage. Rain paraelemental beasts often force others inside themselves for this effect.

Rain paraelemental beasts can also cause damage to all living beings within a radius equal in feet to their current hit points by draining the moisture from their bodies to add to its own rain. Rain paraelementals cannot use this attack while taking any other action and remain motionless while doing so. All living victims must make a successful save vs. spells or suffer 1-6 (1d6) points of damage from dehydration. Rain paraelemental beasts gain half as many hit points as their victims lose.

Magical fire causes full damage to rain paraelementals, but they easily extinguish nonmagical fire smaller than a bonfire without suffering damage.



Habitat/Society: Rain paraelemental beasts often over oases, wells, small lakes, and other sources of water, gathering moisture from them in order to retain their forms. They seldom remain on the Prime Material Plane for more than a few weeks before returning to the Elemental Inner Plane. In rare cases, rain paraelemental beasts have been known to hover over entire city-states, gathering moisture from the local water supply and from the inhabitants themselves. The templars must dispatch them quickly before they kill all the local inhabitants and become too powerful to dismiss.

Ecology: Rain paraelemental beasts have no natural on Athas.

Paraelemental Beast, Silt

CLIMATE/TERRAIN:	Large areas of silt
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	silt
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9, Sw 15
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1d6 (x6)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 magical weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (12' across)
MORALE:	Elite (15)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 9

Paraelemental beasts of silt can only be summoned in places where there are large amounts of silt. If they gain free will, they often travel to the Sea of Silt or other places where they can roam freely in their element forever.

Paraelemental creatures of silt resemble the krackens of legend, except they are composed entirely of silt. They have 8 octopus-like tentacles, but their upper bodies are serpentlike. Their heads are similar to those of silt drakes in size and shape. Their necks are about 7 feet long, as are their tentacles. Their tentacles do not have suction cups but are strong enough to pick up human-sized beings in their grasp and agile enough to batter opponents. A billow of fine silt dust rises like steam from their nostrils.

Combat: Paraelemental beasts of silt attack with their mouths and six of their tentacles. Their bite causes 3-18 (3d6) points of damage. Each tentacle causes 1-6 (1d6) points of damage and on a successful strike there is a 50% chance it wraps around the victim and constricts for 2-8 (2d4) points of damage each following round until the tentacle is cut loose or the victim breaks free. Any human-sized or smaller creature can be attacked by the creature with only one tentacle at a time.

Once a victim has been grabbed, the creature attempts to pull it down into the silt where it suffocates. On a percentage roll of 1-25 neither of a victim's arms are pinned, on a roll of 26-50 the left arm is pinned, on a roll of 51-75 the right arm is pinned, and on a roll of 76-100 both arms are pinned. When both arms are pinned, the victim cannot attack. When one arm is pinned, the character's attack rolls are at -3. When neither arm is pinned, the victim's attack rolls are at -1. The tentacles have 18/01 Strength and any creature with Strength

greater than 18/01 can negate its constriction attacks by pulling against it. When this happens, the creature bites the victim until it stops struggling. The creature does not need to make an attack roll and can automatically bite any victim held this way.

Each tentacle has 8 hit points (in addition to the creature's 8 HD1). When it receives 8 points of damage it turns into fine silt and pours to the ground. The paraelemental beast can no longer keep mental control over its shape because of the damage it suffers.

The paraelemental beast of silt has the fearsome whirlpool attack. The creature can swirl about within the silt, creating a funnelling effect. The effect draws everything within a 1-foot radius per hit point it has straight down into the funnel. Once it stops spinning, the silt above closes in, trapping any creature drawn in below the surface. Victims must make eight successful Constitution rolls in a row to reach the surface before breathing in silt. Victims who breath in silt must make a successful save vs. death magic at -3 or they die. If the save is successful, they receive 2-20 (2d10) points of damage and must continue toward the surface, attempting their remaining Constitution rolls.

Paraelemental beasts of silt are virtually invisible until they attack because they usually slink about in the same silt

from which they are made. Only when they rise above the silt are their shapes visible.

Paraelemental beasts of silt receive double damage from all wind-based attacks and no damage from attacks relating to their own para-element. Whenever in direct contact with a large quantity of silt, they can regenerate at a rate of 2 hit points per round.

Habitat/Society: Paraelemental beasts of silt are solitary creatures. They generally roam about silt-filled areas, attacking only those who attack them or those who remind them of their summoners (including most humans, humanoids, and demihumans).

Ecology: While paraelemental beasts of silt are unnatural extraplanar creatures, they have found a place in the ecology of Athas. They now help reduce number of predators that roam their silt-filled homes.



Paraelemental Beast, Sun

CLIMATE/TERRAIN:	Any surface area
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Sunlight
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6, F1 36 (D)
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3d6/2d6/2d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 magical weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (16' wingspan)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 9

Paraelemental beasts of sun can be summoned anywhere there is strong sunlight, of which there is no shortage in Athas. Paraelemental beasts of sun that gain free will often choose to make Athas their permanent home because of the great presence of their para-element.

Paraelemental beasts of sun resemble the phoenix of legend. They are two-headed birds composed of flames sustained by the rays of the suns. Their flaming wings span 16 feet across. Their two heads work in tandem, seemingly under the control of one brain. It hurts to look directly at paraelemental beasts of sun because they radiate light even more intense than a light spell.

Combat: Paraelemental beasts of sun attack by swooping down on their opponents and attacking them with their two talons for 2-12 (2d6) points of damage each, and with one of their beaks for 3-18 (3d6) points of damage. Opponents with resistance to magical flames suffer only half damage. The talons and beak are fiery hot and they leave terrible burns on their victims.

Flammable objects that touch these creatures ignite and burn until extinguished or totally consumed unless they successfully save vs. magical fire at a -2.

Paraelemental beasts of sun can generate intense heat from their bodies that cause sunstroke and dehydration. For each round the creature uses this attack, all victims within a 1-foot radius per hit point it has lose 1-6 (1d6) points of Constitution unless the victims make a successful save vs. breath weapon or have some special protection from heat stroke and dehydration.

Paraelemental beasts of sun regenerate 3 hit points per round while in sunlight. When removed from sunlight, their regeneration powers do not function and they have a -4 penalty to attack and damage rolls.

Their flight speed is reduced by -3 for every 12 hours straight they are not exposed to sunlight and they also lose 2-12 hit points.

The creatures can create massive

bursts of sunlight from their bodies that can blind any seeing opponent within a 150-foot radius unless the opponent makes a successful save vs. spell. All undead caught in this burst of light suffer 6-36 (6d6) points of damage with no saving throw. When the paraelemental beasts use this power they lose 5 hit points because they burns up part of themselves producing the light. When they reach zero hit points they explode into solar energy producing the same effect as this power.

Paraelemental beasts of sun are immune to all heat-based and fire-based attacks, both nonmagical and magical. They can only be hit by a +1 or better magical weapon, by creatures of 4 HD or greater, and by creatures with magical abilities. They are immune to all *sleep*, *charm*, and *hold* spells. Cold-based attacks cause them 1 additional point of damage per die of damage caused *Darkness* spells cause them 2-12 (2d6) points of damage and *continual darkness* causes them 4-24 (4d6) points of damage.



Habitat/Society: Paraelemental beasts of sun gather in small flocks of as many as 10 whenever possible, but because of their rarity on the Prime Material Plane, they are usually encountered alone. They spend most of their time flying high above the land, basking in solar energy. They seldom attack creatures except in defense or when they spot humans, humanoids, or demihumans that remind them of those who summoned them.

Ecology: Paraelemental beasts of sun are among the easiest creatures to summon and outnumber all other paraelemental beasts two to one. They are often spotted circling far overhead but are almost never seen near the ground except when they are recently summoned or when they attack those whom they believe summoned them.

Psionocus

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	See below
INTELLIGENCE:	See below
TREASURE:	Nil
ALIGNMENT:	See below
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	6, Fl 18 (A)
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or 1d4
SPECIAL ATTACKS:	Poison bite
SPECIAL DEFENSES:	Psionic absorption
MAGIC RESISTANCE:	Nil
SIZE:	T (18" tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	270
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 3

A psionocus is a creature created by powerful psionics for use as a familiar and a scout.

Psionoci resemble small, winged lizards. Their wings are batlike, with a thin membrane stretched between a skeletal frame. Although they lack front legs, their small feet sport razor sharp claws that can be deadly in combat. Psionoci also have pointed teeth they use to inject their poison.

Combat: Psionoci prefer to avoid combat with more than one creature at a time. If psionoci must fight, they can either use their bite and inject their poison or, while flying, they can make diving attacks with their claws.

If possible, a psionocus descends upon its intended victim and attacks with its bite. A powerful venom is injected into the foe that causes a deep and fitful sleep lasting 5-50 (5d10)

minutes (successful save vs. poison to negate). During this sleep, two psionic strength points bleed away each round. psionocus within 30 feet of the sleeping victim absorbs these points as its diet. These points can be transferred to the psionocus' creator, as if using the harness subconscious proficiency.

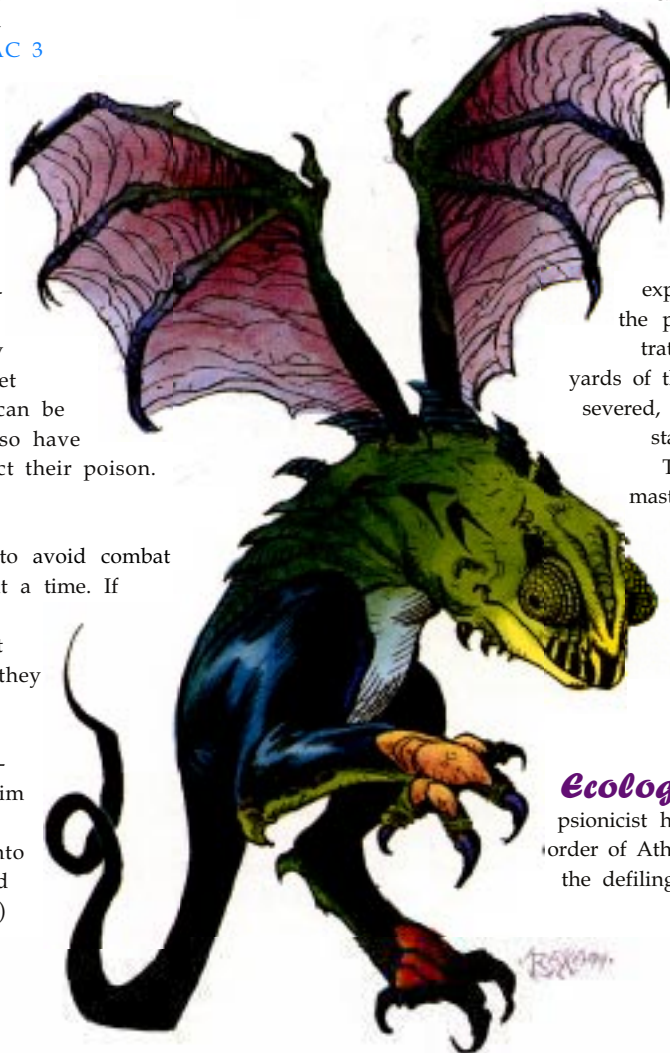
The creature's saving throws are the same as that of its creator. Spells that affect one don't usually affect the other. However, mind affecting spells and psionic mind attacks affect the creator when focused on the psionocus. Any attack that destroys the psionocus causes its creator to lose 5-50(5d10) PSPs and the creator must make a successful system shock roll or lose two experience levels.

Habitat/Society: Psionoci are psychic constructs. Only psionics of at least 8th level with the Empower science and Cell Adjustment devotion can make one. A gem worth at least 2,000 gp becomes the brain of the psionocus while one pint of the creator's blood forms its body. It takes six weeks of uninterrupted effort to make a psionocus. If more than one psionocus is linked to the same creator, they will attack each other until only one remains.

After it is complete, the psionocus is mentally linked to its creator. Its creator sees and hears everything the psionocus experiences. Its creator can control the psionocus, with minimal concentration, as long as he is within 400 yards of the creature. If the psionic link is severed, the psionocus enters a comatose state and may easily be destroyed.

The psionocus is a reflection of its master's temperament and personality. The psionocus has the same intelligence as its creator and reflects his mannerisms and quirks. It is, however, a separate entity from its creator. It cannot be taken over by another psionocist.

Ecology: As psychic constructs, psionocists have no links to the natural order of Athas. They are not affected by the defiling magics of dragons as are other natural beings.



PSURLON

	Psurlon	Psurlon Adept	Giant Psurlon
CLIMATE/TERRAIN:	Astral Plane	Astral Plane	Astral Plane
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Community	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Genius (17-18)	Supragenius (19-20)	Genius (17-18)
TREASURE:	V	R, V	C, G, V
ALIGNMENT:	Lawful evil	Lawful evil	Neutral evil
No. APPEARING:	1 (1 d4 on the Astral Plane)	1	1
ARMOR CLASS:	4	3	2
MOVEMENT:	9	9	15
HIT DICE:	7	12	18
THACO:	13	9	5
NO. OF ATTACKS:	3	3	J
DAMAGE/ATTACK:	3d4/3d4/2d8	3d6/3d6/3d8	3d8/3d8/3d10
SPECIAL ATTACKS:	Psionics	Psionics	Psionics
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	40%	50%	60%
SIZE:	M (5' tall, 7' long)	M (6' tall, 10' long)	H (14' tall, 20' long)
MORALE:	Elite (15-16)	Fanatic (17-18)	Fearless (19)
LEVEL/XP VALUE:	4,000	9,000	15,000
PSIONICS:	See below	See below	See below
PSIONICS SUMMARY:	Dis 3/Sci 4/Dev 12 PS 13; PSPs 50 Att: EW, II, MT, PsC; Def: IF, MB, MBk, TS	Dis 4/Sci 6/Dev 17 PS 15; PSPs 75 Att: all; Def: all	Dis 5/Sci 8/Dev 20 PS 17; PSPs 100 Att: all; Def: all
PLAYER'S OPTION:	#AT 3/2; MTHACO 13; MAC 5	#AT 3/2; MTHACO 9; MAC 1	#AT2; MTHACO 6; MAC -2

Typical Psurlon

Telepathy: *Sciences*— mass domination, mind link; *Devotions*— id insinuation (**conceal thoughts**), contact (**awe**), psychic crush (**synaptic static**), mind thrust (**domination**), ego whip (**inflict pain**).

Psychoportive: *Sciences*— banishment; *Devotions*— astral projection, time/space anchor.

Psychometabolic: *Sciences*— life draining; *Devotions*— body control, mind over body, enhanced strength, flesh armor, pro-long.

Psurlons are extremely intelligent wormlike humanoids. The psurlons are an advanced race living on the Astral Plane, and are sometimes summoned by evil psionics who have the power to *summon planar creatures*.

Psurlons have earthwormlike bodies, legs that end in toothed maws, and arms that end in claws with black talons. Their heads are similar to those of earthworms, with large, gaping maws ringed with teethlike projections. They have no eyes and use other senses to "see". They wear richly colored robes and never wear armor or carry weapons.

Psurlons communicate with one another telepathically and through grunts, and squeals.

Combat: When psurlons engage in physical combat they use both their claws, causing 3-12 (3d4) points of damage each, and their bite, for 2-16 (2d8) points of damage. They seldom engage in physical combat, preferring to fight psionically.

Psurlons have a natural AC 4 and can only be hit by a +1 or better magical weapon or by creatures of 6 HD or better and those with natural magical abilities. Wounds of other types cause very little damage and heal instantly. Their enhanced protection is because of their magical and psionic experimentation on their own flesh. Psurlons are immune to all *sleep*, *charm*, and *hold* spells and have 40% magic resistance.

Habitat/Society: Many thousands of years ago the psurlons lived on another world. The psurlons were a highly evolved race with vast knowledge and psionic power. In their quest for knowledge and power, the psurlons developed a means to psychically link all members of their race. However, disaster struck. A psychic backlash occurred, creating a massive rift into the Astral Plane, and their home world was destroyed. All surviving psurlons were sucked into the rift and became permanent residents of the Astral Plane.

With their world destroyed, the psurlons built cities within the Astral Plane, and have no desire to return to the Prime Material Plane. In the Astral Plane they can pursue research that is impossible elsewhere. They have noted Athas because it

is a world that could survive the massive amounts of psionic force they used to destroy their own world. As a race they have to particular plans for Athas, although individual Psurlons might have some. The psurlons, who are far smaller in number than they were on their home world, are trying to boost their psionic powers and hone their abilities in order to attempt the mind meld again, despite their diminished population.

Psurlons are only encountered on Athas when summoned. Their knowledge is sought by many, especially psionicists and wizards who travel the Astral Plane. They hate being forced to serve, and seek vengeance upon those who summon them.

Ecology: Psurlons normally feed on the flesh of living creatures, especially that of other sentient races. They particularly like human and halfling flesh.

The typical lifespan of a psurlon is 1,500 years. They are at the top of the food chain and are seldom preyed upon. Athasian rocs consider psurlons a delicacy, but fortunately for the psurlons there are no rocs on the Astral Plane.

Some evil psionicists summon psurlons in hopes of gaining their knowledge. The price is very high and often leads to the death of the summoner. Summoners who gain knowledge from psurlons and then attempt to slay them or send them back are tracked down and forced to pay what is due either by the psurlons they summoned or by others of their race.

Psurlon Adepts

Same as for a typical psurlon, plus:

Telepathy: *Sciences* – psionic blast (ultra-blast) *Devotions* – psychic drain.

Clairsentience: *Sciences* – clairvoyance; *Devotions* – combat mind, danger sense, know location, spirit sense.

Psurlon adepts serve as leaders of the small psurlon communities. They are specially gifted psurlons whose psionic

potential extend beyond that of most within their race. They are trained from an early age to serve as both a protector and a leader among the psurlons.

Some psurlons have become astral explorers, traveling across the Astral Plane, seeking new knowledge and power, hunting food and suitable creatures that might be subjugated and used as slave labor. Small exploration parties usually consist of 2-8 (2d4) psurlon adepts.

Giant Psurlons

As for psurlon adept, plus

Psychometabolic: *Devotions* – double pain.

Psychokinesis: *Sciences* – disintegrate, telekinesis, *Devotions* – levitations, inertial barrier

Giant psurlons are mutated psurlons who existed when their kind destroyed their world. They absorbed so much psionic energy when their world was destroyed that they became nearly immortal and they grew in size and psionic ability.

Only a handful of these creatures are left. These creatures make their own solitary dens upon the Astral Plane and have little contact with others, including those of their own kind, since other psurlons consider them cursed monsters.

There are a few, however, who have taken control of small psurlon communities, ruling them as harshly as any sorcerer king ever ruled.

Giant psurlons can attack with their claws and bite that cause far greater damage than those of both typical psurlons and psurlon adepts, but they seldom need to do so.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Highly (13-14)
TREASURE:	E, V
ALIGNMENT:	Any
NO. APPEARING:	1-4 (1d4)
ARMOR CLASS:	As in life, or 0 (see below)
MOVEMENT:	9, F1 18 (B)
HIT DICE:	As in life, minimum 8 HD
THACO:	As in life, minimum 13
NO. OF ATTACKS:	As in life, or 1
DAMAGE/ATTACK:	By weapon type, or 1d8
SPECIAL ATTACKS:	Cause disease (see below)
SPECIAL DEFENSES:	+1 or better magical weapon to hit (see below)
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
LEVEL/XP VALUE:	3,000 + 1,000 per HD over 8
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 5

Raaigs are incorporeal undead who serve as guardians of temples dedicated to ancient, long-forgotten gods. All raaigs are thousands of years old and the shrines they guard include stone buildings, underground complexes, wooded groves, and deserted grottos.

Raaigs appear much as they did in life, except they are incorporeal. They usually dress in the raiment of a warrior or priest. All raaigs are of the old races (human, elf, dwarf, giant, and halfling). Raaigs can turn invisible at will and seldom make their presence known except to those they are trying to warn away.

Raaigs can communicate with all intelligent creatures. This innate power may be treated as a tongues spell.

Combat: Raaigs warn trespassers at least once before taking action against them. If the trespassers disobey them, the raaigs attack by surprise. Raaigs become materialized during the attacks and use either the weapon they wielded in life or their touch. Their touch inflicts 1-8 (1d8) points of damage, causing open sores to appear immediately on those they touch and infecting them as a cause disease spell.

Raaigs can be harmed only on the Ethereal Plane or when they are corporeal. They can be injured only by +1 or better magical weapons, spells, or by 6 HD or greater beings. They are immune to *sleep*, *charm*, and *hold* spells and all poisons and paralyzation attacks. Holy water has no effect on them, but a raise dead spell destroys them if they fail a save vs. spell.

Even when raaigs become corporeal, they can remain invisible, imposing a -6 penalty on the sur-

prise rolls of those they attack. Those who cannot see or detect the raaigs have a -2 penalty to their attack rolls.

Habitat/Society: Raaigs are unaffected by daylight and appear whenever they must. Raaigs are seldom seen, but appear to those who are unworthy of entering their temples to refuse them entry. They allow those who hold similar beliefs to their own (those of the same alignment) to enter their temples as long as they do not steal from them. Occasionally they even speak with those who have somehow proven themselves worthy, but they speak in their own long-dead language that requires magic to translate.

Ecology: Raaigs reside on the Ethereal Plane near the shrines they guard. They rarely leave their temples, because for each day they are more than 500 feet away from them, they lose 1 HD until they either return or fade away totally. If they return to their temples, they regain 1 Hit Die per day.

Eldena, Guardian of the Mountain Temple

Elf female C14, AC 5 (*cloak of protection* +3); MV 9, FL 18(B); hp 58, THACO 12; *AT 1; Dmg 1d8+2 (bow +2) or 1d4 (dagger), SZ M, ML Fearless (19); AL N
S 9, D 16, C 15, I 16, W 18, Ch 18

Spells: 1st level- *animal friendship*, *bles*, *command* (×2), *cure light wounds* (×2), *light*, *protection from evil*, *sanctuary*; 2nd level- *barkskin*, *charm person* (×2), *hold person* (×2), *messenger*, *obscurement*, *silence 15' radius*, *withdraw*; 3rd level- *cure disease*, *curse*, *dispel magic* (×2), *hold animal*, *locate object*, *magical vestment*, *prayer*; 4th level- *animal summoning 1*, *cure serious wounds*, *detect lie* (×2), *hallucinatory forest*, *spell immunity*; 5th level- *quest* (×2), *raise dead*; 6th level- *blade barrier*, *heroes' feast*, 7th level- *symbol*
Special Undead Powers: cause fear, +1 all saves, +2 weapon needed to hit

Special Undead Weaknesses: code of honor, easier to turn

Millennia ago, Eldena was the last high priestess of the mountain temple before the great wars started that would destroy the world as she knew it. In hopes of protecting her temple, she called upon her god to transform her into one of the undead so she could always watch over the sacred place and protect it from the evils of the world.

The dieties do not recognize Athas, so their was nothing resulted from her plea. Despairing, she poisoned herself. However, Eldena's belief was so strong, that upon her death she was transformed into a raaig and remains bound to the temple.

Eldena longs for companionship with others, but finds that she cannot be with the living for long periods of time without becoming depressed completely. She does have the power to turn a dead spirit into a Raaig, but only at the moment of the person's death, and only if the spirit is truly willing to become one. The new Raaig must always remain within 500 feet of Eldena, or fade away to nothing. She longs to be able to create such a companion for herself someday.

Eldena has become known as a great healer among the nomadic elves who sometimes live below the mountain. Adventurers might hear of her through the legends of the people of the area and it might even be possible to convince her to aid an injured victim. However, she could demand that one of the adventurers join her as a raaig for doing so.

Nameless Sentinel of the Forbidden Caverns

Human male F9; AC -3 (full plate +2, shield +1); MV 9, FL 18(B); hp 77; THACO 11; #AT 3/2; Dmg 1d8+5 (battle axe +2 Str +3); MR 45%; SZ M; ML Fearless (19); AL LE

S 19, D 12, C 18, I 13, W 14, Ch 10

Special Undead Powers: control undead, enhanced senses

Special Undead Weaknesses: can't cross running water, code of honor, reduced weapon resistance

This enigmatic watchman appears when anyone tries to enter a cave leading down into a series of tunnels and caverns that run deep within the limestone below a mountain.

The "forbidden cavern," as it is called, is said to be the home of a long-dead culture. Supposedly there are buildings far below in the caverns and great treasure and large numbers of underground springs that provide a vast amount of water to the underground lakes.

Adventurers who hear of this myth and search out the cavern have trouble finding it and must face a number of challenges first. Once they reach the entrance itself, this guardian appears and immediately attacks the adventurers without warning. He attacks by surprise if possible and attempts to take out spellcasters first.

This undead cannot speak at all and refuses to listen to anyone except Varoxil Rante, whom he will



narrow cave so he can attack them one-on-one with his spells

Varoxil Rante, Sentinel of the Forbidden Caverns

Human male C10; AC -2 (full plate +2); MV 9, FL 18(B); hp 55; THACO 12; *AT 1; Dmg 1d8+2 (long sword +2); SZ M; ML Fearless (19); AL LE S 9, D 16, C 15, I 16, W 18, Ch 17

Spells: 1st level- *command* (×2), *darkness*, *detect good*, *detect magic*, *light*, *magical stone*; 2nd level- *charm person* (×2), *dust devil*, *hold person*, *know alignment* (×2); 3rd level- *continual darkness*, *bestow curse*, *dispel magic*, *stone shape*; 4th level- *cause serious wounds*, *detect lie*, *poison* (×2), *tongues*; 5th level- *conjure earth elemental*, *transmute rock to mud*

Special Undead Powers: accelerate aging; cause despair. control undead. fangs

Special Undead Weaknesses: easier to turn, energy susceptibility (double damage from electricity)

Varoxil Rante was once a priest to the people inhabiting the Forbidden Caverns. His most sacred duty was to protect the springs from outsiders seeking to steal the water. Even in undeath Rante continues to perform the same job, though his people have long since passed away.

Rante is an evil being who allows no one to enter, not even if they are of the same alignment as he, because he views all as outsiders to the sacred place. He allows no one to drink from the water of the caverns. He is insane enough to believe that some of his people might still be alive, living deep within the caverns where he cannot travel.

As the last remaining priest, the nameless sentinel who also guards the caverns answers to him. Rante often allows adventurers to enter the mouth of the

Racked Spirit

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night or darkness
DIET:	None
INTELLIGENCE:	Average (8-10)
TREASURE:	M (×2), 0
ALIGNMENT:	Chaotic evil
NO. APPEARING:	3-12 (3d4)
ARMOR CLASS:	6, or as in life (see below)
MOVEMENT:	12, F1 18 (B)
HIT DICE:	As in life, or 4
THACO:	As in life, or 17
NO. OF ATTACKS:	As in life, or 2
DAMAGE/ATTACK:	By weapon type. or 1d6
SPECIAL ATTACKS:	Energy drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	2,000 + 500 per HD over 4
PSIONICS SUMMARY:	Dis 3/Sci4/Dev 13, PS 14; PSPs 55 Att: EW, IL, MT, PB; Def: IF, MB, TS, TW

PLAYER'S OPTION: #ATI; MTHAC0 17; MAC 8

Telepathic: *Sciences* – mindlink, psionic blast ([switch personality](#)); *Devotions* – contact (ESP), ego whip ([aversion](#)), empathy, false sensory input, id insinuation ([send thoughts](#)), inflict pain, life detection, mind thrust ([phobia amplification](#)) repugnance, telepathic projection, truthhear.

Psychokinesis: *Sciences* – telekinesis; *Devotions* – molecular manipulation, soften.

Clairsentience: *Sciences* – aura sight; *Devotions* – none.

Racked spirits are the evil remnants of persons who committed acts during their lives that violated the very nature of their being. Racked spirits cannot appease their consciences and the only way to suppress their personal agony is by destroying the lives of happy living beings.

They look just as they did at the time of their death, except they are slightly transparent because part of them is still on the Ethereal Plane Racked spirits vary in race, but dwarven banshees are the most common. Dwarven banshees are created whenever dwarves forsake their life purpose.

Combat: Racked spirits usually attack with their touch that causes 1-6 (1d6) points of damage from its chill. Even creatures immune to cold-based attacks receive the damage Their touch drains one

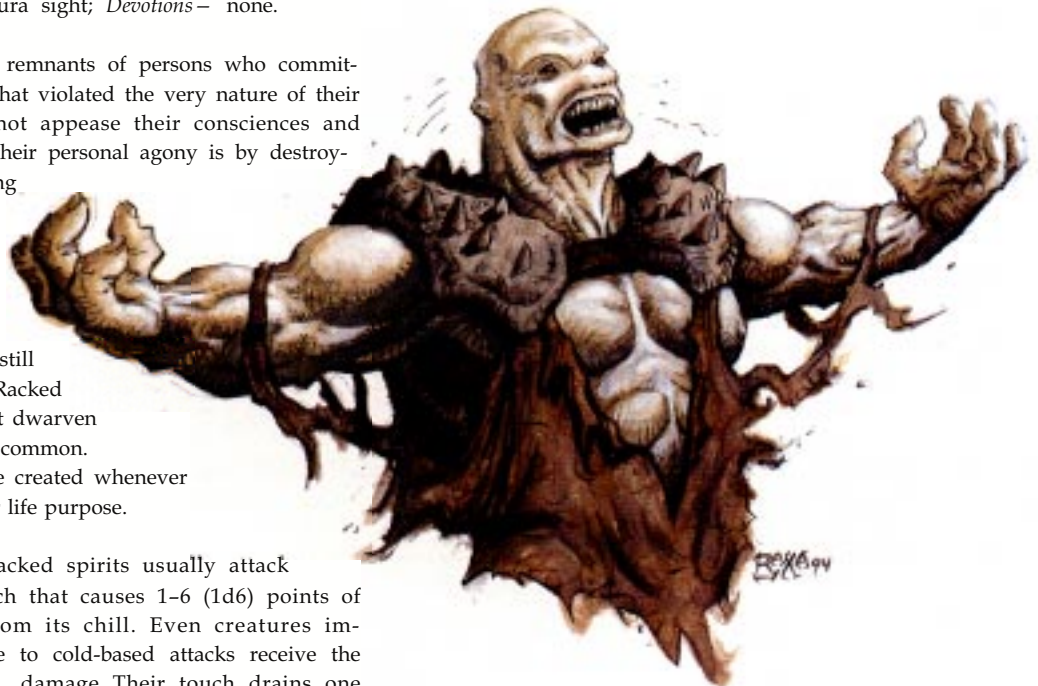
energy level from their victim. The damage from the chill can heal normally, but the experience points must be earned again, or regained with a restoration spell. A being drained of all its life energy becomes a lesser spirit that has only half its former experience level and none of the racked spirit psionic powers. Lesser spirits are under the control of the racked spirits who destroy them. Those who become lesser spirits can only be laid to rest by destroying the racked spirit.

Racked spirits single out happy individuals, attempting to ruin their lives through "bad luck." They appear to those they have ruined to offer their help in exchange for services. The services they require always conflict with the strongest beliefs of the victims. If the victims refuse to do what the spirit's request, the spirit descends on them and drains their life energy. Those who agree and go against their own beliefs become full-strength racked spirits upon their deaths.

Racked spirits can only be harmed by a +1 or better magical weapon, a creature of 5 HD or greater, or by creatures with magical abilities. Racked spirits are immune to *sleep*, *charm*, *hold*, and cold-based spells, and poisons and paralysis. Holy elements inflicts 2-8 (2d4) points of damage. A *raise dead* spell destroys racked spirits if its save vs. spell is not successful.

Habitat/Society: Racked spirits can roam anywhere at will. They do not associate with one another.

Ecology: Like most undead, racked spirits have no ecological impact.



Retriever, Obsidian

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non (0)
TREASURE:	Z
ALIGNMENT:	Neutral evil
No. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	18
HIT DICE:	11
THACO:	9
No. OF ATTACKS:	4
DAMAGE/ATTACK:	3d6 (x4)
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	20%
SIZE:	L (10' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	9,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION :	MAC 9



While at first this creature appears to be some form of spider, the obsidian retriever is the product of some ancient Athasian sorcery long lost to the known realm.

The obsidian retriever appears similar to the extra-planar creature known as the retriever and might be the result of some ancient magical experiment gone awry. The obsidian retriever is an obsidian stone golem in the shape of a spider. The obsidian retriever's four front legs end in barbed needlelike appendages. It has six eyes, two are used for vision and four are imbued with magical attacks.

Combat: The obsidian retriever sits motionless as long as the guarded objects are untouched by thieves. If the treasure is threatened, the retriever immediately attacks. The obsidian retriever is single-minded and relentless in its attack on intruders. Initially the creature attacks with the powers in one of its four magical eyes. Each of the eyes contains powers associated with one of the four elemental spheres of magic (earth, air, fire, and water). These powers are *flesh to stone* (earth), *sand storm* (air), *fireball* (fire), and *ice storm* (water). These abilities have the same effects as the spells of the same names and are cast as if by a 15th level spellcaster. Once used, each eye needs 5 rounds to recharge.

The obsidian retriever also can rear up on its back legs and attack with all four of its barbed appendages for 3-18 (3d6) points of damage each. These attacks can be focused on one opponent or can be used against different targets simultaneously. If all four legs hit the same target in one round, the victim is locked in the retriever's needle like legs. If the victim falls a save vs. breath weapon, he receives another 4-24 (4d6) points of damage per round. The victim receives this saving throw every round of the embrace. To escape, the victim needs a successful Bend Bars/Lift Gates roll.

If a thief escapes with a guarded item, the obsidian retriever relentlessly pursues the perpetrator. The retriever has the innate ability to *locate object* and *find path* at will. The retriever's primary objective is to find and return the stolen item. Anyone who interferes with this goal is attacked.

The obsidian retriever is immune to all mind affecting spells. Fire-based spells and bladed weapons cause only half damage. Weapons must be +2 or better to hit these golems. Lightning-based and electrical-based attacks cause double damage. *Rock to mud* slows a retriever for 2-12 (2d6) rounds. Blunted weapons have a +1 modifier to their damage because of the brittle nature of the obsidian from which these creatures are formed.

Habitat/Society: As magical constructs, these beings have no place in any habitat on Athas. They are prized possessions of dragon kings and are controlled through the use of extraordinarily powerful psionic talents. They are also occasionally found in ancient ruins as guardians to whatever treasures such lost societies possessed. Obsidian retrievers take no action of their own accord. Retrievers must be ordered psionically to take a specific action or to guard a specific item. Even with the advantages of shared thought that psionics can afford, retrievers can only understand simple commands.

Ecology: Since the obsidian retriever is not a creature of the natural order, it has no place in any ecosystem on Athas. It neither eats nor sleeps and does not die unless destroyed. If the construct is damaged in combat it can heal if a special mud made from obsidian dust is spread across the damaged surfaces of the creature and a *mud to stone* spell is cast upon it.

Ruktoi

CLIMATE/TERRAIN:	Sea of Silt, silt basins
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	9, Sw 15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d12
SPECIAL ATTACKS:	Smother
SPECIAL DEFENSES:	Cloud, levitation
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 30

The ruktoi is solitary sentinel of the silt sea, able to paddle along its surface or lurk just beneath, patiently awaiting prey. Some ruktoi have been captured and either domesticated or controlled to ferry

passengers or small cargos across the endless silt basin.

The ruktoi's each end in three long, splayed digits, webbed for use as paddles. The tail ends in a broad flap of skin that aids in navigating across the surface of the Sea of Silt. When stationary, the ruktoi's light gray skin makes it almost impossible to see in the silt. Often the ruktoi hovers just below the surface with only its snout and eyes exposed.

Ruktoi have no spoken language. They communicate with each other through body motions and scent.

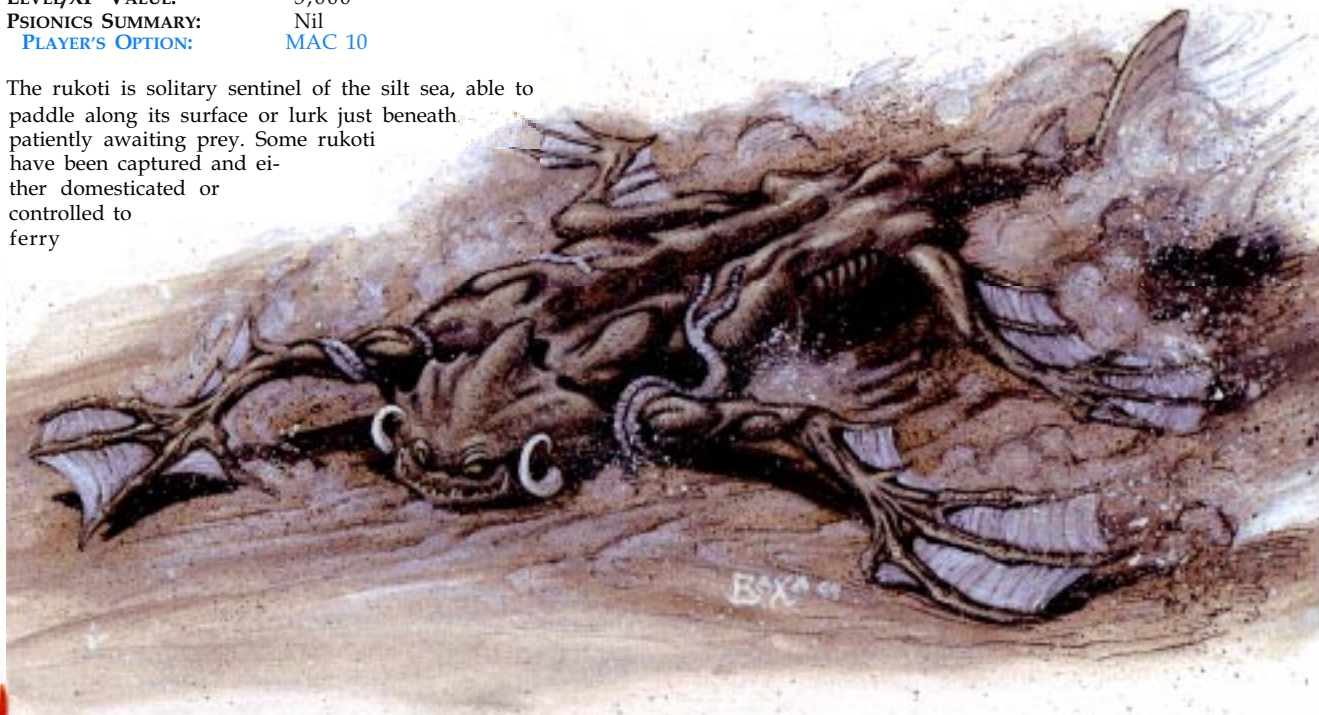
Combat: The ruktoi uses its silt-borne mobility to chase down less agile prey. The creature's broad body and limbs aren't enough to keep the animal afloat in the silt. The ruktoi

can levitate, as the spell, at will. The levitation ability does not allow it to rise above the surface of the silt.

The ruktoi's can attack once per round with its bite, inflicting 1-12 (1d12) points of damage. It can use its powerful limbs to immobilize an opponent and smother it beneath the silt. This requires a successful attack roll. If successful, the ruktoi has grabbed its opponent. The target must successfully save vs. petrification at -3 (allowed once per round) or be pulled beneath the surface.

While struggling to free itself from the grip of a ruktoi, an opponent can hold its breath, see the *Player's Handbook* for rules on holding one's breath. The opponent can escape the grip of the ruktoi if a Bend Bars/Lift Gates roll is successful.

If the ruktoi loses half its total hit points in damage it kicks up a cloud of silt to cover its escape. For that round its movement is 9. All opponents must successfully save vs. spells or be blinded for a round and lose sight of the ruktoi. Those who fail cannot pursue the ruktoi. that round If they have no other means of tracking the animal's movements, the ruktoi escapes into the expanses of the Sea of Silt.



Habitat/Society: Ruktoi are denizens of the Sea of Silt and the various silt basins near its shore. In the wild, they are solitary hunters that prey upon floaters and unsuspecting silt runners.

Ecology: Ruktoi associate with each other only to mate. The female lays a dispersed pattern of 10-30 eggs that sink to the bottom of the silt. Those that survive the rigors of the silt hatch after six weeks and float to the surface. The young ruktoi reach adult size in just six weeks.

	Brajeti	Ethilum	Kaltori	Zathosi
CLIMATE/TERRAIN:	Sands	Winds	Volcanos	Mountains
FREQUENCY:	Rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	High (13-14)	High (13-14)	High (13-14)	High (13-14)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
No. APPEARING:	1	1	1	1
ARMOR CLASS:	3	6	2	4
MOVEMENT:	18, Fl 18 (B)	12, Fl 24 (A)	12, Fl 15 (B)	9, Fl 18 (B)
HIT DICE:	10+3	6+3	9+3	14+3
THACO:	11	15	11	7
No. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3d6+2	2d6+2	4d6+6	4d8+8
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (10' tall)	L (12' tall)	L (8' tall)	M (7' tall)
MORALE:	Elite (15-16)	Elite (15-16)	Fanatic (17)	Fanatic (18)
LEVEL/XP VALUE:	8,000	3,000	9,000	14,000
PSIONICS:	Nil	Nil	Nil	Nil
PSIONICS SUMMARY:	Nil	Nil	Nil	Nil
PLAYER'S OPTION:	MAC 9	MAC 9	MAC 9	MAC 9

Ruvoka are creatures from the elemental planes. They travel the planes easily, even the Astral Plane, but on Athas they are bound to certain locations. They often work with druids. It is said druids who reach 18th-level or higher can become ruvoka. Ruvoka have their own language, but with other intelligent beings use a limited form of telepathy.

The four best known ruvoka are the brajети, ethilum, kaltori, and zathosi, Brajети resemble large, well-tanned, hairless humans who dress in bronze armor and carry bronze swords and shields. Ethilum resemble large, pale blue, elflike beings with white feathered wings and long, flowing hair, wearing only white clothing and armed with whips and javelins. Kaltori are bearded, red-skinned, stocky, human-looking beings wearing searing hot plate armor and bearing fiery red tridents. Zathosi are large, gray-skinned, wrinkled humanlike creatures resembling old men. Zathosi wear stone-colored robes and carry mauls of stone.

Combat: Brajети attack with their swords. Ethilum attack with their javelins or whips. Kaltori attack with their tridents doing an additional 2-12 (2d6) points of damage from its magical heat. Zathosi attack with their mauls. Their mauls require a Strength of 21 to lift and use effectively. All ruvoka weapons are considered +2 magical weapons.

All ruvoka can cast spells as druids of 20th level Brajети have major access to the Sphere of Earth spells and minor access to the Sphere of Air spells Ethilum have major access to the Sphere of Air. Kaltori have major access to the Sphere of Fire and minor access to the Sphere of Earth. Zathosi have major access to the sphere of Earth.

Habitat/Society: Ruvoka are extremely secretive and little is known about their homes.

Ecology: Rukova are elemental creatures that are outside the ecology of Athas.



Sand Howler

CLIMATE/TERRAIN:	Sand wastes, Tablelands
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-16 (2d8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	4+2
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d3/1d3/1d6
SPECIAL ATTACKS:	Paralyzing gaze
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	420
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 6

Sand howlers are desert-dwelling creatures that hunt in packs. They are known for their terrible howls that they use to signal each other when tracking down then prey. Worse than their howls are their eight terrible eyes that are capable of paralyzing anyone who gazes upon them.

Sand howlers are lizardlike creatures who resemble dogs except for their eight eyes. They have oversized heads in order to support



their many eyes. They have large yellow tusks. Sand howlers are dark brown to light brown in color, though the rare ones have white skin.

Combat: Sand howlers attack with their two foreclaws, each causing 1-3 points of damage, and with their bite that cause 1-6 (1d6) points of damage. Sand howlers try to remain unseen until they are all ready to close in on their prey by surprise. They circle their victims and close in on them, trying to wear them down.

Those who look into their many eyes become paralyzed unless.

They make a successful save

vs. paralyzation. The effects last for 2-8 (2d4) rounds or until a *remove paralysis* spell is cast on the victim.

Sand howlers prefer smaller prey, but when hungry they attack creatures as large as themselves. They prefer single victims rather than groups and only attack a group of intended victims if they outnumber the victims two to one and have the benefit of surprise over them.

Often single sand howlers go out on their own to track down food. Once they find potential prey, they let out a series of howls that signal the other members of their pack. The pack signals back and joins the scout. Victims almost never see the individual scouts, as sand howlers are adept at stalking and remaining out of sight, but they can hear the howls and might be able to follow their tracks should they find them.

Habitat/Society: Sand howlers live and hunt in packs. Each pack is led by a single, large, male sand howler. This dominant male has full hit points and his attacks are at +1 to attack and damage. The other sand howlers also hold positions within the pack's hierarchy of dominance. There is a 20% chance that a pair of howlers has one or two young. These young sand howlers are too young to fight, but they can be captured and trained to serve as war beasts or hunting animals. Sand howlers are rarely encountered alone and are seldom seen except by their intended prey.

Sand howlers make their dens in desolate areas since they do not like to compete with other predators for food. Then dens are deep, labyrinthine tunnel systems. Where they hide from the surface heat

and where they hibernate for short periods of time. They often drag their prey back to their dens. Occasionally there is treasure among the remains of past victims.

Ecology: Sand howler pups can be trained as guards or tracking beasts. Their hunting skills are remarkable and their keen sense of smell makes them among the best desert trackers available. Many mercenaries in Athas capture them and train them to chase down runaway slaves. In the Tableland they have been hunted to near extinction in the last few years by those who fear them and those who would domesticate them.

The pelts of white sand howlers often bring about 150 gp because of their rarity, beauty, and protection they provide from heat.

SCORPION

	Barbed	Gold
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Common
ORGANIZATION:	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)
TREASURE:	D	D
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4 (1d4)	1-4 (1d4)
ARMOR CLASS:	1	6
MOVEMENT:	9	6
HIT DICE:	9+5	2+2
THAC0:	11	19
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d12/1d12/1d6	1-2/1-2/1
SPECIAL ATTACKS:	Poison sting	Poison sting
SPECIAL DEFENSES:	Barbs	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (8'-12' long)	S (1'-2' long)
MORALE:	Steady (12)	Average (10)
LEVEL/XP VALUE:	3,000	175
PSIONICS SUMMARY:	Nil	Nil
PLAYER'S OPTION:	MAC 6	MAC 5

Barbed scorpions are incredibly large creatures that prey on any living thing they find. They make their homes in caves among the rocky badlands, but are found all over Athas, living wherever they can find enough food to exist.

Barbed scorpions average 10 feet long from pincher to tail. Their carapace is a dull gray to a dusty tan. They are covered with large, sharp, protruding barbs that can cause terrible damage to anyone who gets close to these creatures. Their long, segmented tail is as long as their body and arcs overhead with a venomous stinger the size of a short sword. They make a terrible clacking noise as they move about.



Combat: A barbed scorpion attacks any living being that approaches it. It moves about, wildly attacking with both of its pinchers and its tail in each round. Attacks by its pinchers cause 1-12 (1d12) points of damage and captures opponents within its grip. Once captured, victims can break free only by making a successful Bend Bars/Lift Gates roll. If the attempt fails, the barbed scorpion stings the victim the next round. If the barbed scorpion does not have a victim in its grasp, it makes a regular attack with its stingers.

The barbed scorpion's hard, chitinous carapace provides it with AC 1. Anyone attempting to attack the barbed scorpion with short or medium length melee weapons must make a Dexterity roll at -3 each round to avoid receiving 2-8 (2d4) additional points of damage from running into the moving creature's barbs while attacking it.

Their stinger causes 1-6 (1d6) points of damage and injects venom into the wound. The victim must successfully save vs. poison (type C) or within 2-5 minutes the victim suffers 25 points of damage. If the save is successful, the victim suffers only 2-8 (2d4) points of damage. The barbed scorpion is not immune to its own venom.

Habitat/Society: Barbed scorpions travel and hunt for food either alone or in small swarms.

Ecology: Barbed scorpions prey on wild animals and weary travelers. Their dens often contain the undigestible remains of former prey, including some valuables that might still be intact. There is a 60% chance of finding type D treasure.

Gold Scorpion

Gold scorpions are small scorpions found throughout Athas. Their name comes from their gold carapace that shines brightly in the sun. Because of their size, they can crawl into anything and are often unnoticed until it is too late.

They attack three times each round, once with each pincher, each causing 1-2 points of damage, and with their stinger that causes 1 point of damage and injects the strongest venom (type D) known into the victim. The victim must make a successful save vs. poison at -3 or suffer 30 points of damage. If the save is successful, the victim suffers 2-12 (2d6) points of damage.

Seed, Brain

CLIMATE/TERRAIN:	Forest Ridge and mudflats
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	Nil
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (9'-10' tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	270
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 10; PSPs 40 Att: EW, II, MT; Def: MB, MBk, TS *ATI; MTHAC0 16; MAC 4

PLAYER'S OPTION:

Psychometabolism: *Sciences*— life draining; *Devotions*— displacement, flesh armor, immovability.

Telepathy: *Sciences*— domination, mindlink; *Devotions*— attraction, contact ([send thoughts](#)), ego whip ([sight link](#)), id insinuation ([inflict pain](#)), mind thrust ([synaptic static](#)) phobia amplification.

The brain seed is a rare and cunning plant with strong psionic abilities. The plant has a deep-seated hatred for wizards, especially defilers.

The brain seed is a large sentient plant with a purple hue to its stalks. The plant's white and yellow flowers are always in bloom. The center stalk has a large "bulb" in the center that houses the brain of the plant. At the end of this stalk is the brain seed's mouth.

Combat: The brain seed locates and attracts prey using its seeds. The plant releases thousands of seeds each week.

Beings walking within 200 yards of a brain seed plant must make a successful save vs. breath weapon at +2, or become infected with a seed. Potential victims who make Wisdom checks notice the seeds and can remove them before any harm is done. A seed that comes into contact with the flesh and goes unnoticed will plant short roots into the skin within 1d6 rounds. This allows the brain seed to establish contact using its psionic abilities. Normal psionic combat rules apply to all brain seed psionic attacks.

Once contact has been made, the plant attempts to use its domination ability to take control of its victim. If its victim is with a small group (one to three individuals), it uses the dominated individual to lure the party to the main plant. When the group arrives, the brain seed commands its victim to attack the party. The plant uses its life draining ability to attack as well. When the rest of the party has been defeated, the brain seed drains the life force from its dominated victim and any others still alive. With a large party, the brain seed commands the dominated individual to slip away when he is least likely to be noticed. The plant brings the victim to its location to be killed.



If physically threatened, the brain seed uses its psionic abilities of flesh armor and displacement to lower its effective AC. Then it uses three whip-like reeds to attack its adversary. These tails each cause 1-6 (1d6) points of damage.

Habitat/Society: The brain seed is native to the Forest Ridge and the mudflats. It is a solitary being that reproduces using the same seeds used to dominate its victims. It does not communicate with other brain seeds. If another begins to grow near an existing adult, the adult brain seed uses its next victim to destroy the seedling.

The brain seed fears and hates wizards, particularly defilers. If a defiler is among those infected with a seed, the plant attempts to dominate him before any other. If this fails, the brain seed dominates another and attacks the defiler.

Ecology: The brain seed is carnivorous and feeds upon any creature it can dominate and lure to it. While it is not prey to any creatures on Athas, it is extremely susceptible to defiling magic. If the plant is within the defiler's radius of destruction on any spell of 3rd level or higher, the spell kills the master plant.

Silt Horror, Black

CLIMATE/TERRAIN:	Any silt
FREQUENCY:	Common
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3-12 (3d4)
ARMOR CLASS:	7
MOVEMENT:	3, Sw9
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1+bite
DAMAGE/ATTACK:	1d8/1d4
SPECIAL ATTACKS:	Entangle, poison
SPECIAL DEFENSES:	Air jet
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	650
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 11; PSPs 40 Att: EW, II, Def: MBk, TS

PLAYER'S OPTION: #AT1; MTHACO 18; MAC 8

Clairsentience: *Sciences*— precognition, *Devotions*— feel sound, feel light.

Telepathy *Sciences*— mindlink, *Devotions*— attraction, contact (false sensory input), ego whip (inflict pain), id insinuation (invincible foes), life detection.

The black silt horror is the smallest and most common of the silt horrors. Resembling a black, dusty octopus or squid with a writhing mass of eight barbed tentacles, the black horror is obviously related to the other horrors. It is much smaller than other silt horrors and roams in groups called clutches. The black silt horror aggressively hunts anything it can catch. Large clutches have attacked white horrors and wading giants.

Combat: Black silt horrors attack with pack tactics, dividing into a pursuing group and an ambushing group. The pursuers rapidly let toward the prey to drive the victims toward their clutch-mates, who wait beneath the sand. If the tactic works, there is a -2 penalty to their opponents' surprise rolls; otherwise they break cover and join the pursuit.

Black silt horrors attack with their lashing tentacles. They try to entwine a victim to immobilize it, inflicting 1-8 (1d8) points of damage with a successful attack. The black horror attacks only once for all its tentacles, individually, the tentacle attacks are negligible. On any round the black silt horror hits with its tentacles it can immediately try to bite. If it hits, the bite inflicts 1-4 (1d4) points of damage and injects a paralyzing poison. The victim must successfully save vs. poison or be paralyzed for 3-12 (3d4) rounds. If the silt horror's roll is a natural 20 for its tentacle attack, the



horror entwines the victim with its tentacles, pinning one to four limbs. The silt horror automatically hits entwined victims each round for normal tentacle damage and can also attempt to bite. It releases entwined victims if it is reduced to 8 hp or less.

The tentacles of the black silt horror are AC 6 and have 4 hp each. The horror flees if it loses more than five tentacles. When fleeing combat the black silt horror can direct its air jet to create an impenetrable cloud of dust, covering its escape. Any creature caught in the dust cloud must make a successful save vs. breath weapon or be blinded by the silt and begin choking and coughing for 1-4 (1d4) rounds.

Habitat/Society: Black silt horrors are a matriarchal society. The largest; female, the clutch leader, develops rudimentary psionic abilities that aid in capturing prey. Black silt horrors are found in the Sea of Silt and many smaller silt basins.

Once a year the black silt horrors of the Sea of Silt migrate to the same spot they were born. Here, a mating ritual lasting two weeks takes place. When the mating season is over, the horrors separate into their clutches and return to their home areas.

Ecology: Many Athasian sages believe the horrors to be descendants of an ancient water dwelling creature. This has been evidenced by rock formations containing the impressions of creatures bearing a striking resemblance to the silt horror.

Black silt horrors have a voracious appetite and will eat even after a large feeding. They are not picky eaters and consider any creature they can chase down to be their next meal. Their favorite food is the silt runner.

Silt Horror, Magma

CLIMATE/TERRAIN:	Any volcanic
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	8
DAMAGE/ATTAK:	1d8 (x8)
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (25' long)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	5,000
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 11, PSPs 40 Att: MT, PsC, Def: MB, TS #AT1; MTHAC0 18; MAC 6

PLAYER'S OPTION:

Clairsentience: *Sciences* – clairvoyance. *Devotions* – danger sense, hear light.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (*empathy*), mind thrust (*send thoughts*), psychic crush (*sight link*), synaptic static, life detection.

The magma horror inhabits areas that are rife in volcanic activity. It is a blood-red color, deepening to black near the top of the head. It has eight tentacles that can grow as long as 25 feet. Unlike the other horrors, the magma horror is very intelligent and has formidable psionic abilities. Because the magma horror has no eyes, it uses its psionic powers to sense the presence of prey.

Combat: The magma silt horror lies in wait in pools of magma, hot springs, fumaroles, and geysers. The horror uses its psionic abilities to sense the presence of prey and to lure that prey to it. Periodically the horror activates its life detection and clairvoyance psionic abilities to detect the availability of its next meal. If a creature large enough to be considered a meal is sensed, the magma horror attempts to establish psionic contact with its target and communicate with it using mind link and send thoughts. The ultimate goal of such a communication is to convince the being to approach the location of the horror. Once the prey is in range, the magma

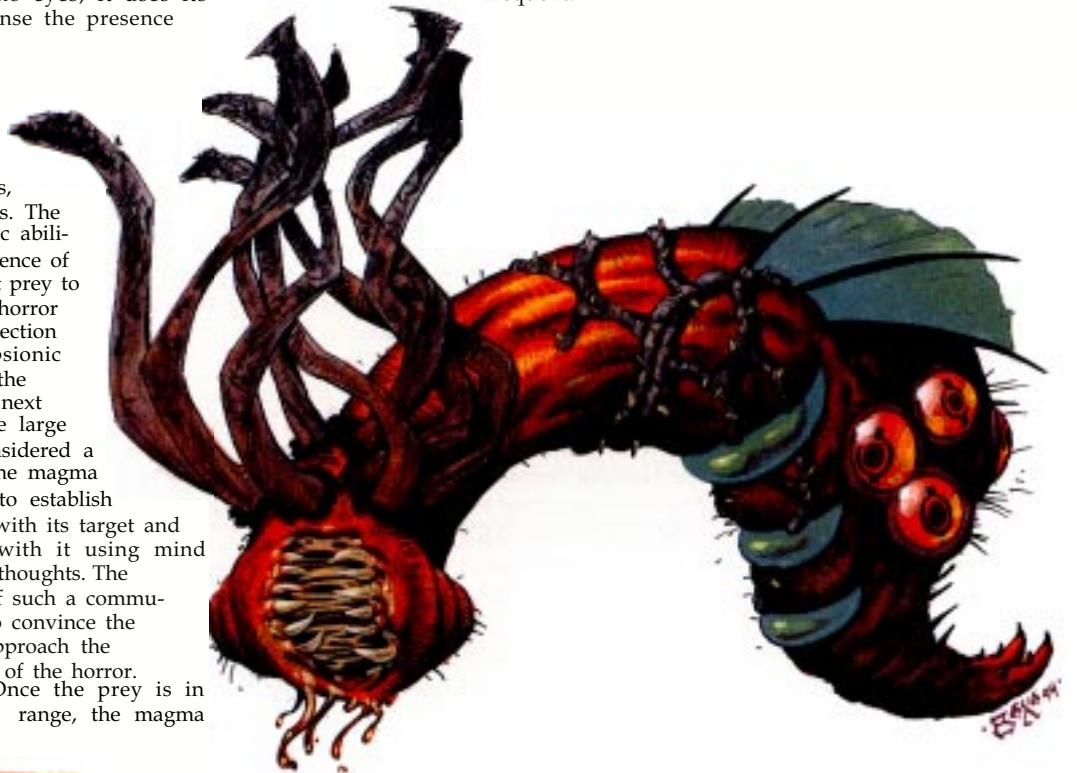
silt horror launches its attack. It attacks with all eight arms, hoping to wrap a tentacle around its target. If the horror exceeds its attack roll by four or more, it ensnares the unfortunate creature. Any creature caught in a tentacle suffers an additional 1-8 (1d8) points of damage per round and 1-4 (1d4) limbs are pinned and unusable. The magma horror also attempts to drag the victim into the magma (or water). A successful Open Doors roll allows the victim to stand his ground. If the prey is dragged into the magma or hot water it suffers any applicable heat damage.

For a victim to escape, the tentacle must be severed. Each tentacle requires a total of 8 points of damage before being cut. Any attacks that miss the tentacle must be rolled again to see if the ensnared creature is hit instead.

If the magma silt horror is in danger of losing the combat or more than half of its tentacles, it uses its steam jet to escape. Any creature within 90 feet of the creature must make a successful save vs. breath weapon or be engulfed by a cloud of steam. While this attack causes no damage, it blocks normal vision and infravision and allows the horror to make its escape. The magma horror is immune to all heat-based and fire-based attacks, but suffers double damage from all cold-based attacks.

Habitat/Society: The magma silt horror is a solitary creature. It meets infrequently for mating purposes. Once the process is complete, it parts ways. The horror sometimes moves within its domain from a geyser to a hot spring to a lava flow, but always remains in familiar territory.

Ecology: As with all horrors, the magma silt horror is always ravenous and takes every opportunity to feed. This horror must feed at least once every six weeks or it begins to weaken. Sometimes this is a challenge, as the areas these creatures call home are not the types of places that many creatures frequent.



Silt Horror, Red

CLIMATE/TERRAIN:	Any slit, mudflats.
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any (night)
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6 (8)
MOVEMENT:	8 (6)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1d8 (x8)
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Air jet
MAGIC RESISTANCE:	Nil
SIZE:	L (12' body)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	2,000
PSIONICS SUMMARY:	Dis 2/Sci 1/Dev 5; PS 8; PSPs 25 Att: PB; Def: IF

PLAYER'S OPTION: #AT1; MTHAC0 19; MAC 9

Telepathy: Sciences— psionic blast ([mindlink](#)); *Devotions*— attraction, contact ([life detection](#)), ESP, false sensory input, repugnance.

The red silt horror is the most mobile of the horrors, able to propel itself across the surface of Athas using four tentacles that can support its weight.

The red silt horror is one of the smaller horrors, measuring about 12 feet long. The creature gets its name from the scarlet hue of its leathery hide.

Combat: The red silt horror tries to lure prey to it using its psionic abilities to establish contact with its quarry. It uses either its telepathic devotion attraction or its ESP to discover what the victim desires most. Once this desire is determined, the red silt horror uses false sensory input to create a complete sensory image of the desired object.

Once the red horror lures the creature close, this aggressive creature launches its attack. Initially it attempts to hit the victim with its eight tentacles. If the horror exceeds its attack roll by four or more, the intended victim is entangled by one of the tentacles. Each round thereafter the ensnared creature receives damage at the rate of 1-6 (1d6) points per round. One to four of the victim's limbs are rendered useless by the constricting tentacle. A victim can escape from a tentacle's clutch by making a successful Bend Bars/Lift Gates roll. A victim can also be released if the tentacle receives at least 6 points of damage. Attacks that miss against an entwined tentacle require an additional attack roll to see if the slit horror's victim has been hit instead.

On any round that a tentacle scores a hit, the red silt horror also receives a bite attack on the same opponent. This attack causes 1-6 (1d6) points of damage and injects a poison. The victim must make a successful save vs. poison or be paralyzed for 3-18 (3d6) rounds. A creature that has been entangled can receive a bite attack every round that it is caught in the horror's deadly embrace.

If the red slit horror has only 10 hit points remaining or loses four or more of its tentacles, it uses its air jet to create a cloud of silt or sand. Any creatures within 60 feet of the horror must make a successful save vs. breath weapon or be blinded for 1-4 (1d4) rounds. Such creatures must

also make a Constitution check or begin sneezing and coughing for 1-4 (1d4) rounds. The horror cannot create this cloud in a mudflat.

Habitat/Society: The red silt horror prefers to live in the Sea of Silt and stays there as long as it can maintain a regular diet. If traffic should slow to the point that the horror can't feed itself, it moves to another silt basin, a mudflat, or even the desert. This journey is always made at night to limit the chances that it is seen and attacked. While on the surface, the red silt horror has a decreased movement of 6 per round. Also, its AC is lowered to 8. Once a suitable lair is found, the red silt horror uses its air jet to dig into the ground where it awaits its next victim.

Ecology: The red silt horror has a voracious appetite. It has been known to devour creatures twice its size, only to catch another creature hours later. Giants are the favored food of the red silt horror.



Silt Spawn

CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Uncommon
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d6
ARMOR CLASS:	8
MOVEMENT:	15 (in silt)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Steady (12)
XP VALUE:	65
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 7

Silt spawn are the young of the silt horrors that roam the Sea of Silt. Unlike their adult counterparts, coloration is more difficult to detect at this young age. It seems that the young are born with random colors and only take on the appearance of silt horrors as they reach maturity. Silt spawn only remotely resemble the adult creatures they will become, and few who see them would even guess at a connection between the smaller silt spawn and the huge, multitentacled silt horrors they grow into.

Silt spawn have tentacles and teeth, like the adult horrors, but they appear flatter, less bulbous. They keep this flat shape until reaching a size of about 10 feet long, then they start to take on the characteristics that differentiate them as adult silt horrors.

Combat: When aroused, a clutch of young horrors will gauge their prey's strength before attacking as a group. The only attack form available to the silt spawn is a bite, as its tentacles have not yet developed enough strength to be used offensively. The silt spawn usually concentrate on a single target, hoping to drag it under the silt where the entire clutch can share in the feast.

Though the silt spawn are small, their varied nature and youthful energy makes them deadly in their own right. Because of their ability to move quietly through the silt, opponents receive a -2 penalty to all surprise rolls. If a victim is surprised, in the first round of combat all of the silt spawn get to make a free attack against the target.

One tactic that the spawn have learned is to drag prey deeper into the slit. If more

than two of the spawn manage to bite a character *in the same round*, the victim must make a successful Strength check or be dragged a number of feet into the silt equal to the number of silt spawn that bit him. A character who failed a Strength check and was bitten by three spawn would be dragged three feet deeper into the silt. If the victim is standing on a shoal ledge or reef, this can often lead to a quick and dusty death—as well as provide a hearty meal for a clutch of silt spawn.

Habitat/Society: Silt spawn live in ruins or rocky sanctuaries beneath the silt where larger creatures usually can't get at them. When they sense prey nearby, they quietly move toward the surface and wait to ambush them.

While adult silt horrors are solitary creatures, silt spawn live in clutches of 2-12 creatures. They have the same constant hunger that drives the silt horrors, but silt spawn will actually work together to capture prey. Many of the techniques they learn to use in the clutch will serve them just as well when they reach adulthood. Once they are full grown, silt horrors use their many tentacles to grab and drag prey instead of relying on the help of clutchmates.

Unlike adult silt horrors, silt spawn are tasty and can be used as a source of food. While giants will avoid silt horrors unless desperately hungry, they will seek out silt spawn as a delicacy. For this reason, and because of their smaller size, silt spawn tend to be much faster than their adult counterparts. Their sleek design gives them the ability to "fly" through silt. They do this by employing powerful body muscles and their shorter tentacles to produce movement—much like eels swim through water.

A silt horror always lingers near silt-covered ruins and buried reefs as it prepares to give birth. After an adult horror gives birth to a clutch of silt spawn, the spawn take refuge in the ruins or reefs to avoid the gnawing hunger of their parent. A silt horror has no love for its spawn, and will try to eat its young with as much enthusiasm as it shows other living things. Once the spawn have escaped the horror's tentacles (and not all do), the horror responds to the call of the deeper silt and moves away from the birthing ground. The spawn remain in the protected area until they reach a size that will make them less likely targets of the adult horrors.

A clutch of silt spawn is usually, but not always, made up of the offspring of a single horror. Sometimes two or more horrors will give birth in the same area at approximately the same time. In this rare instance, all of the spawn will seek each other out and form a massive clutch. They lose this companionship when they reach adulthood, as silt spawn grow increasingly independent as they mature into silt horrors.

Ecology: Silt spawn live in clutches until they are too big to fit in the shallow silt. Then they move out into the depths of the Silt Sea to become true silt horrors. Though different colored horrors have been known to prey on each other, silt priests claim that those that are raised in the same clutch—

even if they are of different species—will not. Perhaps this is due to some scent or other natural phenomenon native to their breeding beds.

Silt spawn are sometimes hunted not only as food, but because their outer layer of skin can be used to make waterproof sacks. The giants of the Silt Sea islands make water containers and storage sacks out of the silt spawn they capture—after hollowing them out and removing all of the tasty meat first.

A weed called draxia that grows on the islands of the Sea of Silt can be turned into an ointment that repels silt spawn and irritates silt horrors. When the plant's juice is rubbed on the skin, it acts as a repellent to drive away silt spawn. The smell lasts for two hours, during which time silt spawn will not come within 10 feet of a person or creature coated with the stuff. While silt horrors don't like the smell, they can ignore it and attack as usual in its presence. In fact, many times the irritation caused by the plant's juice will simply serve to infuriate a silt horror. There is a 60% chance that a silt horror will ignore all other targets to attack a character that smells of draxia weed.

Spawn Heritage

(Divination)

Level: 2nd

Range: 30 feet

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: 10-foot radius

Saving Throw: None

The elves of the coast traffick in spell components and mystic powders. Silt spawn tentacles can be used for both. However, different types of silt spawn are needed for different spells and powders. The elves have developed a spell that will reveal the type of silt horror the spawn will become. The physical component is a bit of dried hide from an adult silt horror. Technically the spell will only reveal if the silt spawn is of the same type as this bit of dried flesh. However, the more types of dried silt horror hide the caster is holding the more types of silt spawn he can identify.

Although the silt spawn is a delicacy among the giants of the Silt Sea, the tentacles are not. They are hard and rubbery, with a bitter flavor. The giants trade the tentacles to the elves.

Spawn Song

(Conjuration/Summoning)

Level: 4th

Sphere: Animal

Range: 0

Components: V, S

Duration: 10 rounds

Casting time: 10 rounds

Area of Effect: 240-yard radius

Saving Throw: None

The shaman giants of the Silt Sea know a spell that can summon 2d6 silt spawn. It must be used carefully, because it



does not make the creatures tame or placid. In fact, the summoning convinces the silt spawn that the cleric is himself a meal that will satisfy their raging appetites.

The cleric actually sings the spell while in contact with the silt. So long as he sings, the spell calls to the silt spawn. The song only lasts 10 rounds, after which the spell is broken.

To make effective use of this spell, the cleric works with spawn trappers. The cleric is extremely vulnerable. The trappers must scoop up the silt spawn from the silt before they get too close to the shaman. Fortunately for the trappers, the silt spawn are oblivious to everything except the singing shaman.

If this spell is used to lure specific silt spawn, those creatures do get a saving throw vs. spell to ignore the spell. The 2d6 silt spawn drawn to the cleric are assumed to be those that have failed their saving throw.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	War band
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Any neutral
NO. APPEARING:	5-30
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4+1
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8+1 Strength or 1d3 bite
SPECIAL ATTACKS:	Formation attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (7' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	420
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 5

Sligs are wide-jawed humanoids of the desert wilderness. Male sligs are tall and muscular, standing seven feet tall and weighing more than 300 pounds. Their skin color varies from a sickly white to tan and deep brown. Long red or auburn hair grows on their heads, forearms, and thighs, and sometimes on the back and rump as well. This hair is sometimes braided but more often left long. They have no ability to store fat in their bodies, so are especially lean in appearance.

Sligs seldom stand to their full height, instead adopting a hunched posture that allows their arms to assist in locomotion. Their arms and legs are extremely powerful. Their hands have a thumb and three very long fingers, each tipped with blunt black claws. Their heads are tapered at the top giving way to an extremely wide, but not protruding jaw. Their teeth are nasty, broken, and yellow, and are always displayed in a maniacal grin. Their eyes vary in color from black to silver beneath thick, almost reptile like ridges. Female sligs are similar in appearance, but much smaller, standing about 5 feet tall. Their hair is always braided, and their skin color is very light, usually white or tan. All sligs wear clothing made from animal skins and leather and carry their possessions in pouches. Different clothing denotes rank within the war band.

Sligs have a spoken language, but the number of concepts and words is limited to the essential concepts of their simple existence. Humans can learn slig speech, though no slig has ever done the reverse. There is no written version of the slig language. To facilitate the hunt and kill, male sligs have a telepathic communication. The telepathy is instinctive, restricted to necessary communication about the hunt and formation attacks and it cannot be used to send or receive any other messages.

Combat: Sligs are individually impressive, but not invincible. What makes them particularly formidable is their ability to attack in concert with one another, seeking out new and interesting ways to corner and kill their prey. Those appearing in any encounter are a war band of males. Females and young are found only in the lair. Females flee with their young when discovered and never fight.

Sligs fight with bone swords or wooden spears tipped with bone or chitin points. Either weapon inflicts 1-8 (1d8) points of damage plus 1

point because of the great strength of the attacking slig. When they have no weapons, sligs can also attack with their bite. The wide row of front teeth inflict 1-3 points of damage.

Sligs also have an instinctive ability to fight in small formations, using special talents to make the group more effective than the individuals. A slig formation consists of five sligs—two armed with swords, three armed with spears. The sword-armed sligs stand close in the front rank, while the spear-bearing sligs take up the back. The two outer spear-bearers can attack to either side of the front rank sligs, while the center one attacks between them. The slig telepathy allows them to move without breaking the formation and lets them wield their weapons in such a rhythm that they never interfere with one another. All five sligs in a formation can attack any creature that either of the front rank sword-armed sligs can attack. If any of the sligs fall in combat, others can fill in the gaps. These sligs can attack without penalty in the round they join the formation. Sligs can also combine formations to attack a single target or use multiple formations or individual warriors to protect the flanks of those in combat.

Sligs also employ a number of unique tactics to best defeat their prey, especially prey that is ultimately stronger than they are. This is not a complete list of Slig tactics. Sligs pride themselves in devising new tactics, and such are the exclusive conversations around slig campfires.

Baiting: Sligs are clever enough to know what adventurers want—treasure, metal, and even the mundane such as water or food. They have been known to move ahead of traveling adventurers to set up obvious caches of such items lured to catch them off their guard. These caches are most often set into ditches or ravines so the slig can surround from above, gaining the obvious height advantage. The cache can be as simple as a half-buried barrel or crate or as elaborate as the mock wreckage of an ambushed caravan, complete with slain animals and smoldering wagons.

Kidnapping/Theft: Sligs also know of something more tempting than an item never possessed, and that is something a traveler has lost. Sligs set up complicated schemes to sneak into camps to snatch valuables or even unwitting prisoners, then beat a hasty retreat, leaving an easy-to-follow trail. Again, they lead the pursuers to a remote point where they can take advantage of the terrain in combat, such as rocky badlands or deep wadis. There is little hope for prisoners taken by sligs unless the pursuers can catch up to them in time.

Track Ambush: When no travelers readily present themselves, sligs entrench along a common track and wait. Sligs dig their own separate holes, barely large enough to get into with their weapons, then their fellows cover it with a hide stretched over a frame. The hide is camouflaged with sand, rocks, and scrub and the sligs wait patiently for passersby. The ambushers use their telepathy to launch the assault silently, yet simultaneously. The sligs between Urik and Raam were so successful that the merchant houses there, Stel and M'ke, put a bounty on them to clear them from the area. Many coins later, sligs are as plentiful as ever across the Great Alluvial Sand Wastes.

Habitat/Society: The war band is leaderless. There is no hierarchy among the warriors. The natural telepathy gives the sligs more cohesion and "leadership" than any chieftain could provide. Tactics are instantly

conceived and executed by the collective group of warriors. Slig warriors within the band keep track of major kills using ritual scarring along the forearms and calves, but individual success merely dictates mating rights, not leadership, during the hunt.

Unlike most creatures of the sand wastes, sligs are actually sedentary monsters, preparing permanent homes from which they deploy their war bands. They are very adaptable to their terrain, taking advantage of the best of the local features to create a permanent, safe living environment. Sligs in the rocky badlands, for instance, pile stones and slabs beneath natural outcroppings to form the basis of their dwellings. Their architecture is crude and they have no bonding materials such as cement, but such lairs are sturdy and present formidable defenses. Sligs nearer to the mountains, most often seek out caves that they widen and expand for their own uses. Slig miners seek out metal digging tools among their victims.

The slig family unit is ever-changing. Slig females take mates three times per year and each time with a different male based on his most recent performance on the hunt. This way, consistently good hunters get the opportunity to father more children than less successful ones. Slig communities are not given to cooperating with one another, and it is extremely rare that a slig from one community can gain acceptance into another.

When not hunting, slig males are also crude craftsmen. They use available materials to fashion their weapons, the spears and swords of the attack formations, hewing them from stone or bone depending on what is available. Sligs use every bit of their kills, including the hides. From them they create leather harnesses and pouches, shelters, and blankets. By human or dwarven standards, slig craftsmanship is primitive, but it provides them with the tools they need to survive. They supplement their own tools with those they take from their victims. Sligs never leave anything valuable at the site of the kill unless they are forced to retreat. A slig warrior likely has some item taken from another, more technological race.



Ecology: Slig females mate three times per year. Gestation takes three months, after which she gives birth to a single child. Twins and triplets are also possible, with roughly the frequency common to human births. The young mature quickly, growing to self sufficiency within the community in just six months and then to full maturity in just one year. To achieve this growth slig children eat ravenously of the kills brought back by the hunters. The saying "sligging down" one's meal comes from the few who have witnessed the inside of a slig community and lived to tell about it.

Sligs cannot naturally store fat within their own bodies, so they must feed constantly. The hunt follows a thrice daily cycle—the dawn hunt, the midday hunt, and the midnight hunt. Kills are taken immediately to the community where females and children are allowed to dine first, followed by the hunters. A slig that doesn't get nourishment for three days will die of starvation. But sligs have a natural ability to recycle their bodily fluids, so need surprisingly little water considering their environment and activity level.

Alchemists have noted the pseudopsionic nature of the slig telepathy and seek specimens with which to experiment. It is believed that slig blood or marrow is actually a stimulant to psionic activity, but these are just old wives' tales. Serious attempts by alchemists to prove them right, however, have made sligs quite valuable. Some in Raam and Balic have offered as much as 20 cp for a live slig.

Spider

CLIMATE/TERRAIN:	Dark Subterranean	Mountain Any	Silt Silt
FREQUENCY:	Very rare	Very rare	Common
ORGANIZATION:	Tribe (patrol)	Pack	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Highly to exceptional (13-16)	Exceptional (15-16)	Animal (1)
TREASURE:	Q (×2)	E, N, Q	Nil
ALIGNMENT:	Neutral	Chaotic neutral	Neutral
NO. APPEARING:	2-20 (1-4+2)	5-20	6-36
ARMOR CLASS:	2	2	7
MOVEMENT:	15	12	12, Sw 12
HIT DICE:	6	5+3	1+1
THACO:	15	13	19
NO. OF ATTACKS:	3	1	1
DAMAGE/ATTACK:	1-10 (×2)/1-6	1-8	1-3
SPECIAL ATTACKS:	See below	Poison	Poison
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (4'-6' long)	M (6' tall)	T (6" long)
MORALE:	Elite (15)	Fanatic (18)	Average (9)
LEVEL/XP VALUE:	Warrior 975 Mage 2,000 Queen 3,000 (8 HD) Psionist add 2,000	975	65
PSIONICS SUMMARY:	Varies	10% chance	Nil
PLAYER'S OPTION:	MAC 7	MAC 5	MAC 7

Psionics

PSIONICS SUMMARY: Dis 2/Sci 3/Dev 10; PS 11; PSPs 40
Att: EW, MT, PsC; Def: IF, MB, TS
PLAYER'S OPTION: #AT1; MTHACO 16; MAC 5

Clairsentient: *Sciences* – clairaudience, clairvoyance; *Devotions* – danger sense, feel sound, know direction, radial navigation, know location.

Telepathic: *Sciences* – mindlink; *Devotions* – contact (inflict pain), ego whip (invisibility), false sensory input, mind thrust (mindbar), psychic crush (send thoughts).

Queens

PSIONICS SUMMARY: Dis 3/Sci3/Dev 11; PS 13; PSPs 50
Att: EW, II, MT, Def IF, MBk, TW
PLAYER'S OPTION: #AT1; MTHACO 15; MAC 4

Same as above, plus

Psychometabolic: *Sciences* – life draining; *Devotions* – expansion.

Dark spiders are intelligent, subterranean arachnids that live in small tribal units. Their race is divided among various functions—some have psionic powers and some can use defiler magic. Tribes are ruled by a powerful queen who is both a 6th-level psionist and a 6th-level defiler.

Dark spiders are huge, disgusting spiders with oily black skin

mottled with deep purple or red. They have somewhat humanoid faces and the more intelligent ones can actually speak the common tongue of merchants.

Combat: In melee, dark spiders attack with two forelegs and a poison bite. The forelegs cause 1-10 (1d10) points of damage and the bite causes 1-6 (1d6) points of damage, plus poison. Their poison (type F) is deadly if the victim does not immediately successfully save vs. poison. A successful save prevents any damage to the victim, while a failed save causes immediate death.

The spiders often lay snares made from their webs to entrap their foes. They then descend upon their victims in one group at a time. Their psionics often lure potential victims into their webs.

The psionists and defilers among them sometimes lead hunting parties of warrior dark spiders. They often sneak up on living creatures that are asleep. They usually attempt to bind them with their webbing and bring them back alive for their queen, but victims are poisoned and fed upon immediately if they put up a struggle.

Habitat/Society: There seem to be three types of spiders in a tribe. The first, and most common, is the warrior spider. One in five dark spiders is slightly more intelligent and has limited psionic powers. The second type of dark spider is the mage spider. These spiders also have slightly greater intelligence than other dark spiders. Defiler dark spiders are known to use as high as 6th-level defiler magic and 20% of them have psionics. These spiders share an elite position with the defiler dark spiders and act as leaders of warrior dark spiders. The last

and most feared dark spider is the queen spider. The queen spider is an extremely powerful and skilled psionist/defiler. She is considered a 7th-level defiler and a 6th-level psionist. Her poison (type E) is even more deadly than that of other dark spiders and causes death if the victim does not make a successful save and 20 points of damage even if the save was successful.

Ecology: Dark spiders no natural enemies, but often make enemies of beings living near their lairs. Their young are born in web sacks, located in the lair's hatchery.

The poison is highly prized by assassins. In rare cases, the spiders have been known to trade silk for live food. A number of merchant houses are rumored to trade slaves as food in exchange for valuable silk.

Mountain Spiders

Mountain spiders are large creatures that resemble most other spiders except for their size and color. They blend in well with their surroundings, taking on the coloration of the rocks within the area shortly after birth.

They make their dens in small caves on cliff walls and mountain sides. They often prey upon birds and other creatures that get too close to their caves.

Combat: Mountain spiders prefer to attack by surprise. They attack by biting their opponents for 1-8 (1d8) points of damage and their bite carries with it a strong venom (type 0) that causes paralysis in a victim in 2-24 (2d12) minutes unless the victim makes a successful save vs. poison.

Habitat/Society: There is a 10% chance that a mountain spider has the following psionic powers

PSIONICS SUMMARY: Dis 3/Sci 4/Dev 12; PS 13; PSPs 50
Att: EW, IL, MT, PB;
Def: IF, MB, TS, TW

PLAYER'S OPTION: #AT 3/2 MTHAC0 14; MAC 3



Telepathic: *Sciences* – domination, mass domination, psionic blast (**ultrablast**), mindlink; *Devotions* – attraction, awe, contact (**inflict pain**) ego whip (ESP) empathy, id insinuation (**Phobia amplification**), invincible foes, mind thrust (**repugnance**).

Psychometabolic: *Sciences* – nil; *Devotions* – body weaponry (the weapons produced resemble insect parts), cat fall.

Clairensience: *Sciences* – none; *Devotions* – danger sense, sensitivity to observation.

Mountain spiders are highly intelligent creatures and they use many tricks to lure in prey. They often place shiny metal objects just inside the entrances of their caves where the sun will shine on them, hoping the glare will attract the interest of travelers.

It is believed that many of their tunnels link together and that the mountain spiders have an almost tribal society composed of various smaller packs. Because no intelligent creature has crawled through the tunnels of these creatures, the truth remains unknown.

Ecology: Mountain spiders consume living flesh and blood, and they are especially fond of wounded rocs.

The venom of mountain spiders is highly prized by assassins. A skilled priest, defiler, or preserver can transform it into a potion to cure paralysis.

Silt Spiders

Silt spiders are small spiders that easily blend into silt-filled areas. They can swim through silt easily and often attack unseen, deep within the silt. They swarm all over anything that comes within their area. Worse than their bites is their poison. The poison causes no damage, but unless a victim makes a successful save vs. poison at +2, he becomes paralyzed and cannot move.

Paralyzed victims are easily preyed upon by the swarming silt spiders. While the poison's effects wear off in 2-12 (2d6) rounds, most victims are bitten so many times they become food for the spiders long before the paralysis wears off.

SPINEWYRM

CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12, F1 15 (B)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (30' long)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	2,000
PSIONICS SUMMARY:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: none; Def: MBk
PLAYER'S OPTION:	#AT 1 MTHACO 19; MAC 9

Psychometabolism: *Sciences* – shadow-form; *Devotions* – chameleon power, displacement, ectoplasmic form.

The spinewyrm is closely related to the silk wyrm and kills its victims by constriction.

Like the silk wyrm, the spinewyrm has chitinous shell. The hard shell makes it very difficult to damage these creatures. Bony plates run from head to tail. In addition to this shell, rows of cruel spikes adorn the plates. These spines impale a victim caught by the vice-like grip of the spinewyrm's constriction. Though these serpents have no wings, they can fly because of a special organ unique to the wyrms of Athas.

Combat: This creature flies over the Tablelands of Athas in search of prey, but it rarely attacks before dusk. Because the spinewyrm swallows its food whole, it often takes a great deal of time for digestion to be complete, particularly with large quarry. Even after the meal is consumed it can take as long as 12 hours for enough of the food to be digested to make movement practical.

When a spinewyrm spots a likely candidate for its next meal, it favors using its ectoplasmic form and chameleon power to blend into the background. Using these two powers in conjunction makes the spinewyrm 90% undetectable to the naked eye. When a potential victim is within range, the creature dives, still in its camouflaged form, to attack its opponent. Such attacks are made at +4 if the wyrm goes undetected.

On a successful attack roll, an opponent is caught in the death grip of the spinewyrm's constriction and receives 2-12 (2d6) points of damage that round unless the intended victim makes a successful Dexterity check at -4. Each successive round the victim suffers another 2-8 (2d4) points of damage. The victim must make a save vs. death magic every round after the third in the spinewyrm's grip. If the victim fails the save, he loses consciousness. At this point the spinewyrm flies off, carrying its victim to some remote bluff or spire to feed.

If the spinewyrm loses 75% of its hit points, it releases its prey and shoots some of its spines at its opponents. The wyrm can launch as many as eight (2d4) such spines at no more than two targets that



are within 10 feet of each other. Each spine requires a separate attack roll and causes 1-6 (1d6) points of damage each. These spines grow back in six weeks.

Habitat/Society: The spinewyrm is a solitary creature that roams the countryside searching for food. Occasionally groups of two to six spinewyrms are seen traveling together. Since this generally happens during the same time of year, it is believed to be some type of mating migration.

The spinewyrm is fascinated by any shiny objects and collects these things in its lair. Often gems, coins, jewelry, and any other object that glistens can be found in the spinewyrm's nest.

Ecology: Spinewyrms keep a nest on some remote peak where they prefer to take their prey. The usually build these nests into a shallow cave that allows them to hide when they sleep and feed.

When feeding, the spinewyrm disconnects its lower jaw and envelopes its prey whole. Depending on the size of the meal, it could take from 1-6 hours to ingest the entire being. Sufficient digestion to allow flight could take another one to six hours.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	R, S
ALIGNMENT:	Lawful neutral or lawful evil
NO. APPEARING:	5-30
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	L
DAMAGE/ATTACK:	1-8+4 or by weapon type
SPECIAL ATTACKS:	Bite (see below)
SPECIAL DEFENSES:	Half damage from fire-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (9-10)
LEVEL/XP VALUE:	Warrior 270, shaman 975
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 8

Ssurrans are nomadic, humanoid reptiles. Some are raiders while others are simple hunters. As lizard men of the desert, they have adapted to the heat of the Athasian day and are active even during the blazing mid-day heat.

Adult ssurrans are 4 to 6 feet tall, weighing from 180 to 225 pounds. There is little difference between males and females. Their skin tones range from light green to brown to red. Their faces are humanoid, but they have forked tongues. Ssurrans speak their own language that sounds like grunts, growls, and hissing. Their tails are 2 to 3 feet long and are not prehensile. Ssurrans typically dress in little more than loin cloths, bone jewelry, and armor. They usually carry weapons they have taken from past victims.

Combat: Ssurrans are fierce but disorganized fighters who prefer to outnumber their opponents in a fair fight. They ambush their intended victims and attack from behind as often as possible should their intended victims be greater in number than they wish to handle. They fight an opponent until that single opponent is dead, then they loot the body and mark it with their claw so they can claim it as their own food after the battle.

Ssurrans attack with either their weapons or their claws. Because of their great strength and the sharpness of their claws, each claw causes 5-12 (1d8+4) points of damage. If they become desperate, they can also bite their opponents for 5-8 (1d4+4) points of damage.

For each group of 10 or more ssurrans encountered, one is a shaman/leader with maximum hit points and 3rd level clerical abilities. If 20 or more are encountered, there are two sub-leaders with 5 HD and 3rd level clerical abilities along with one leader with 8 HD and 6th level clerical abilities. The leader is 50% likely to be protected by 1-3 bodyguards with maximum hit points.

Habitat/Society: Ssurrans roam Athas, seeking shelter and food. There have been cases when multiple tribes have joined together against a common threat. These multi-tribal groups are led by a council of elders formed from the shaman/leaders of each tribe. There is a 50% chance that there is also one central leader who has 14 HD and 9th level clerical abilities. This leader is protected by 2-5 personal bodyguards.



Ssurrans are strict carnivores. They prefer the flesh of halflings, but prey upon any living thing they find. Ssurrans are nomadic creatures and they generally stay in one area for only a few weeks before moving on.

Ecology: Ssurrans have few natural enemies, but many required ones. They prey on human, demihuman and humanoid settlements whenever possible. If they capture a large number of these creatures, ssurrans hold a great feast and sacrifice the rest to their obscure gods. Ssurran eggs are inedible, as is their flesh, but their skin is sometimes worked as scale armor (AC 6) that is resistant to heat.

Civilized Ssurrans

Slavers and mercenaries often attack tribes of ssurrans in hopes of acquiring their young. Most tribes have about 25% their number in young. These young often tram as gladiators since they are exotic and their natural strength and fighting ability make them worthy combatants.

Some ssurrans earn or purchase their own freedom. They often become bodyguards to the wealthy, desert trackers, mercenaries, and even templars. The merchant houses highly seek their services as scouts because of their great survival in-

Stalking Horror

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (E)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12
HIT DICE:	18
THACO:	3
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	2-16 (x7)
SPECIAL ATTACKS:	Psionics, spells, constriction, bite +1 or better to hit,
SPECIAL DEFENSES:	spell immunity, invisibility
MAGIC RESISTANCE:	25%
SIZE:	H (25' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	12,000
PSIONICS SUMMARY:	Dis 4/Sci 6/Dev 17; PS 16; PSPs 75 Att: all; Def: all

PLAYER'S OPTION: #AT3/2 MTHACO 9; MAC 2

Psychokinesis: *Sciences* – disintegrate, telekinesis; *Devotions* – control body, inertial barrier, molecular manipulation, opposite reaction.

Psychometabolism: *Sciences* – life draining; *Devotions* – body equilibrium, displacement, ectoplasmic form.

Psychoportation: *Sciences* – summon planar creature; *Devotions* – astral projection, time shift, wrench.

Telepathy: *Sciences* – mind link, psionic blast (**ultrablast**); *Devotions* – contact (**awe**) ego whip (**inflict pain**) id insinuation (**invisiblity**) mind bar, mind thrust (**psionic residue**), psychic crush (**phobia amplification**) psychic drain.

The stalking horror, also known as the moonbeast, is one of the most feared creatures on Athas. Few have seen one and survived to describe it. Those who escape are usually so addle-brained that their words make little sense. The only reported sightings are on clear Athasian nights when the moons are in a specific alignment. The stalking horror is believed to be the result of some ancient summoning.

The moonbeast has a large octopoid body with at least 10 tentacles. Within the circle of tentacles lies its tooth-filled maw. Some witnesses report at least three rows of needle-sharp fangs inside. Its bulbous body is covered with 36 eye stalks, each a foot long. They give the beast 360-degree vision. It can retract the stalks to protect its eyes as it oozes through tight spaces.

The tentacles are lined with hooks that it uses to grip and rend. They provide the primary means of locomotion for the beast. It reaches ahead with several tentacles and pulls its bulbous body behind it.

Its skin is a mottled gray and is covered with a slimy secretion. Both the slime and its amorphous body allow the beast to pull itself through openings as small as a human-sized doorway. Its tentacles, which can be up to 20 feet long, have the strength to tear apart buildings.

Combat: These monsters are absolutely devastating in combat and have been known to destroy entire towns. The remains of

herds of kanks, erdland, and even mekillots have been found completely decimated by these voracious eaters.

Though the moon beast is usually invisible, its bulk causes a great deal of noise and vibrations, making surprise nearly impossible. The stalking horror always shows its true form before attacking.

In melee, the stalking horror has many attack forms available. The beast can use as many as 7 of its tentacles to attack during melee, each causing 2-8 (2d16) points of damage per strike. Any attack four or more greater than the THACO indicates that the victim has been grabbed by the tentacle. It can then constrict for an additional 1-10 (1d10) points of damage per round. Any creature caught in a tentacle has a chance of having at least one limb pinned. If a creature is grabbed, roll percentile dice. The results are as follows: one arm (1-25) left, 26-50 right), no arms (51-75), or both arms (76-100) pinned. A constricted character cannot cast spells, but can attack the tentacle (if only one hand is free the character attacks at -31. The vice-like grip of the tentacles is so strong that no creature can force them open, regardless of its strength. The tentacle must be severed to free the victim. Each tentacle must suffer 12 points of damage from a slashing or piercing weapon before it is severed.

The toothy mouth of these creatures is devastating in combat, capable of causing 3-30 (3d10) points of damage per attack. The beast can only bite creatures held in its tentacles. In this case the bite is in addition to other melee attacks. Also, the stalking horror has limited magic resistance (25%) and is immune to all spells less than 3rd level.

The stalking horror has the innate ability to use defiler magic. These magical abilities require no verbal, semantic, or material components. The creature can cast *wall of fog*, *fog cloud*, *mirror image*, *dispel magic*, *fireball*, *lightning bolt*, *spectral force*, (*Evard's*) *black tentacles*, *ice storm*, *cloudkill*, and *chain lightning* once per day. All spells cast from the creature should be considered as cast by a 12th-level defiler. They have the appropriate effect on the surrounding terrain.

The stalking horror constantly emits an aura of *fear*. All creatures within 60 feet of the moonbeast must make a successful save vs. paralyzation or be frozen in terror. This effect lasts for 2d6 rounds, during which the victim cannot run, attack, cast spells, or use psionics.

The stalking horror also has extraordinary psionic abilities. Among its favored psionic attack forms are life draining, phobia amplification, and time shift. Frequently, the moonbeast uses the phobia amplification to intensify the horror a victim feels when affected by the *aura of fear*. Any creature subject to both attack forms, provided they fail their initial save, must make a system shock roll. Failure means the victim goes into shock and babbles incoherently for 1-6 (1d6) weeks. After this time the victim remembers nothing of the encounter with the moonbeast.

Habitat/Society: The moonbeast remains dormant for months or even years at a time. But when the moons of Athas are in the right configuration, the beast awakens from its dormancy to feed on the creatures of Athas. The moonbeast leaves its lair only at night, only to feed, and does so invisibly.

When dormant, the moonbeast uses its psionic discipline to astral project itself to its home plane. It spends all its time projecting itself where it last remembers being "happy." The beast stops projecting long enough to rest and regain its PSPs, then returns to the Astral Plane. But when the moons are in the right configuration, it triggers something in the creature that brings it out of its trance to

feed. It eats almost anything animal. Its diet, however, is very unusual: it eats only the bones of its victims, leaving the rest of the body behind. It wails its anger and frustration at having its physical form stranded with no means to take itself back home.

The stalking horror prefers to lair away from civilization in caves and ruins that have long been abandoned. This allows the creature the time to meditate and rest without being disturbed. Stalking horrors position their lairs in very defensible locations.

Ecology: While the stalking horror eats almost anything, it has no natural predators. Its flesh is unpalatable to beings on the Prime Material Plane. Eating the flesh of the moonbeast causes nausea and hallucinations that last 2d4 hours after which the consumer falls into a deep coma for 1d4 days. During that time the consumer has horrifying dreams of a gray and misty world with bizarre and mutated creatures that slither and crawl across the sparse landscape.

Though the flesh cannot be eaten, the hide of the creature makes excellent armor and shields. If properly treated, the hide can make leather armor with an effective AC 5. It also gives its wearer a +1 bonus on saving throws for all spells of 1st and 2nd level. Few merchants are aware of the value of the hide, since few moonbeasts have ever been killed.

Moonstone Magical Items

The moonbeast also stalks prey that have magical items strongly linked to the beast's summoning. Each horror has at least one item to which it is bonded. These items can range from jewelry to weapons to sculptures, but they have several things in common. First, each item has a gemstone of not less than 500 gp value as an element of its construction. Second, these items have at least one powerful magical property, such as *wall of fog*, *fog cloud*, *dispel magic*, *fireball*, *lightning bolt*, *(Evard's) black tentacles* or *cloud-kill*. This power can be used once per day. The possessor of the item has 25% magic resistance. If the item is a weapon, it may have an enchantment of as much as +2. This item cannot harm the stalking horror to which it is linked. It may, however, be used against other stalking horrors.

These items also have some horrifying side effects. The owner of the item becomes *very* possessive of the item. The possessor attempts to stay in physical contact with the item at all times and becomes violent if it is forcibly removed. Anyone possessing such an item gradually becomes a creature of the night. After possessing the item for one continuous month, the possessor suffers a -1 penalty to all attack rolls, ability checks, and saving throws while in sunlight. The same rolls receive a +1 bonus if the character is bathed in the light of the full moon.

Characters possessing these items may carry them for years before they discover their deadly link to a moonbeast.



Once the moonbeast has awakened and sated its appetite, it seeks out and attempts to destroy the individual possessing the item. If the moonbeast succeeds, it leaves the item for someone else to find. One sage has speculated that the moonbeast leaves the item, then returns to destroy its possessor as revenge for being summoned to Athas.

Tarek

CLIMATE/TERRAIN:	Any plains
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	P (D)
ALIGNMENT:	Lawful neutral
No. APPEARING:	2-12/20-60 (tribe)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4/1d4 or by weapon +2
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Fight past death
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (12)
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PSPs 30 Att: MT, PsC; Def: MBk, TS #AT1; MTHACO 18; MAC 7

PLAYER'S OPTION:

Clairsentience: *Sciences*— true sight; *Devotions*— combat mind, martial trance, psionic sense.

Telepathy: *Sciences*— mindlink; *Devotions*— contact (ESP), invisibility, mind thrust (inflict pain), psychic crush (psychic blade).

Tareks are big, musclebound, and hairless bipeds that inhabit the hilly and mountainous areas of Athas. They have square, big-boned heads with sloping foreheads and massive brow ridges. Their flat noses have flared nostrils, and their domed muzzles are full of sharp teeth. Their powerful arms are so long that their knuckles drag along the ground. Tareks have a distinct musky odor that can be detected from as far away as 15 feet.

Tareks move with jerky, awkward strides except when engaged in combat. Then they exhibit a style and grace usually uncommon in creatures of their size and build. To watch them engage in combat is to watch fluid motions that are as artistic as dance — unless the viewer happens to be on the receiving end of the deadly spectacle.

Tareks speak their own language, as well as the common language of the Tyr region. Their voices are harsh and guttural, as fearful in tone as their appearance and lust as powerful.

Combat: Tareks are violent and aggressive. They place great value and honor in physical prowess. Their great strength gives them a +2 damage bonus when using weapons, though their huge fists can do considerable damage on their own (1d4). While tareks will use weapons, they shun armor of any sort. Instead, they rely on their own tough hides and natural combat agility to protect them.

The most common weapons employed by terek warriors are the handfork and the heartpick. The handfork serves equally well as a parrying tool or a slicing weapon that does 1d6 points of damage. The handfork is usually made out of obsidian, but 10% of these weapons are forged from iron or steel. The heartpick, usually made of bone, is a hammerlike weapon with a serrated pick on the front and a heavy, flat head

on the back. The bone heartpick inflicts 1d8 points of damage.

In the wild, tareks fight in concert, making them extremely formidable opponents. They have such a developed sense of teamwork that for every terek fighting together against the same foe, their THACO number improves by 1. So, two tareks fighting the same enemy have a THACO of 18 (instead of 19), while five tareks would each have THACOs of 14. This attack bonus is only applied when tareks team up against a single foe or group of foes, not when each terek in the group fights a different opponent.

This attack bonus and their natural ferocity make tareks extremely popular in the gladiatorial arenas of the city-states. They are often set up as mated pairs, giving them an advantage over other gladiator teams. In rare instances, as many as six tareks are teamed against one huge opponent for special contests. The crowds love to watch terek teams tear into a braxat or other terror from the wastes. Such contests are so popular in Nibenay that a select group of templars are assigned to keep the arena stocked with both tareks and monsters to pit them against for the monthly Festival of Ral.

Due to their great strength and remarkable constitutions, tareks have the ability to battle beyond the point where other creatures would succumb to wounds and other injuries. Even when dealt a fatal blow, tareks continue to fight after death. In game terms, tareks can continue to attack until they are reduced to -10 hit points without suffering any penalties. When they do take enough damage to reduce them to -10, tareks finally succumb to the damage they've sustained.

Habitat/Society: Tareks gather in tribes, building small communities in the hills and mountains of the Tyr region. These communities often sustain themselves by raiding, and visitors are not welcome. Unless a group of visitors include an obvious elemental cleric, terek warriors rush out to kill or drive the intruders away. In rare instances, members of a community will be sent out to trade with merchant caravans, but few traders will blindly conduct business with these representatives. More often than not, such representatives are decoys for an unseen raiding party. More than one caravan has been taken by surprise while negotiating a deal with terek traders.

For every six tareks encountered, there will be one leader. A terek leader has 3 HD and a THACO of 18. In groups of 20 or more, one terek hero will be present. Terek heroes have 5 HD and THACOs of 16. A tribal community has a chief with 7 HD and a THACO of 14.

Tareks hate wizardly magic in all its forms. They go out of their way to destroy defilers, and they'll even chase away preservers who use their magic in the vicinity of a terek community. This hatred of magic translates into a strong dislike for elves, since elves often deal in the business of spell components and have an innate love for all things magical. Terek raiders often attack elf tribes that wander too close to their territory as an automatic response to the probable proximity of wizardly magic.

On the other hand, tareks have a great deal of respect for all types of priestly magic. The elemental forces that hold sway over the world receive as much reverence as the violent-tempered tareks are capable of giving. However, terek tribes tolerate only one kind of cleric in their midst—earth clerics. Tareks respect the earth and everything connected with its elemental nature. They consider themselves to be born of the earth, and feel a kinship with the mountains and hills they choose to live among. "Solid is the terek, strong like the earth, and numerous as the soil," sing the earth clerics of the terek tribes.

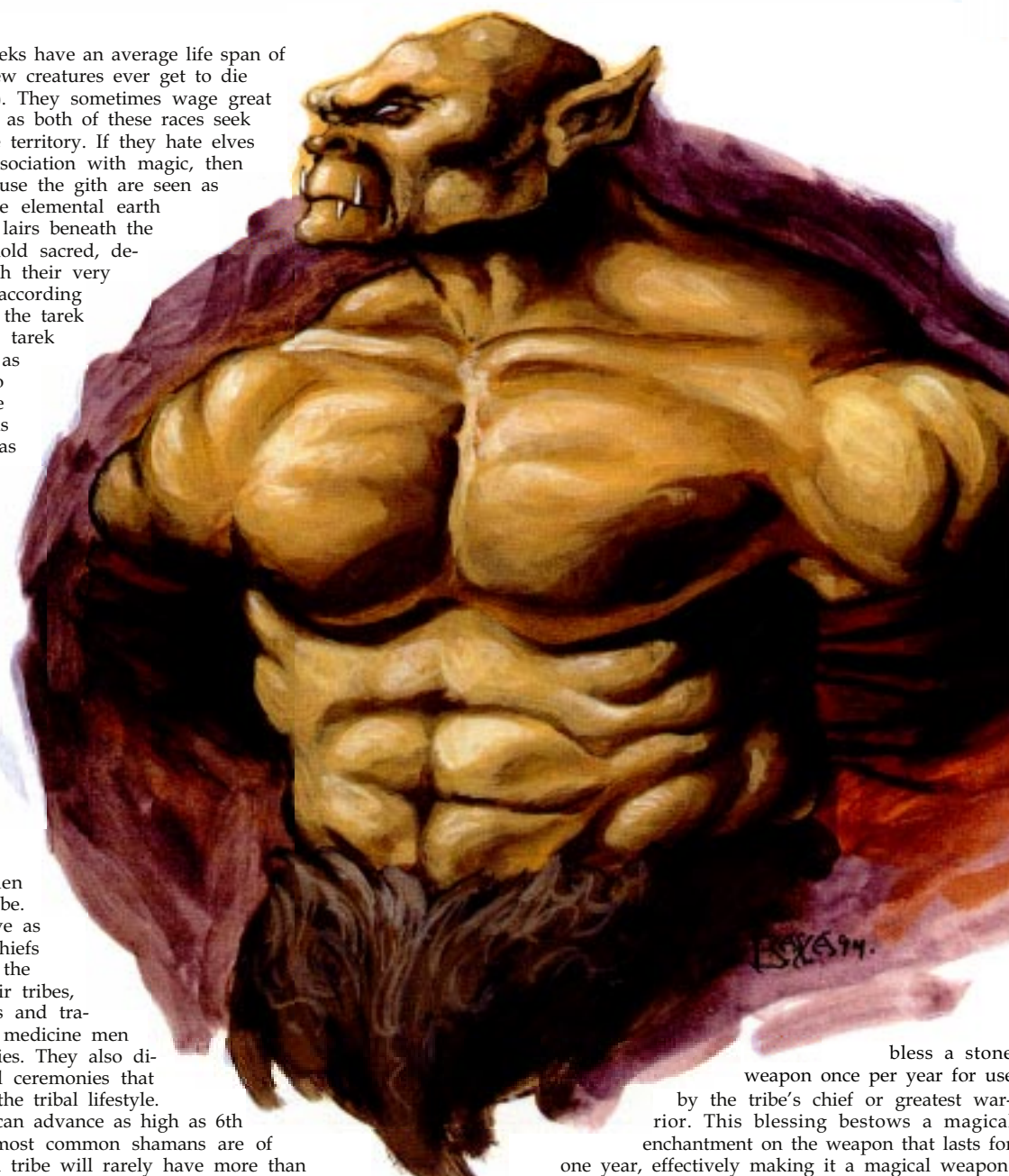
Ecology: Tareks have an average life span of 50 years (though few creatures ever get to die naturally on Athas). They sometimes wage great wars with the gith, as both of these races seek to control the same territory. If they hate elves because of their association with magic, then they hate gith because the gith are seen as abominations to the elemental earth forces. Gith set up lairs beneath the mountains tareks hold sacred, defiling the earth with their very presence (at least according to the teachings of the tarek shamans). As such, tarek communities see it as their sacred duty to keep gith out of the mountains and hills they have selected as their homes.

Tarek Shamans

Tarek shamans are always elemental earth clerics. These tareks constantly commune with nature, and thus live near to but outside the tarek community they're attached to. This lends them an air of mystery that helps strengthen their role in the tribe. Tarek shamans serve as advisers to tribal chiefs and leaders, direct the spiritual life of their tribes, teach tribal legends and traditions, and act as medicine men for their communities. They also direct the rituals and ceremonies that make up much of the tribal lifestyle.

Tarek shamans can advance as high as 6th level, though the most common shamans are of 2nd to 4th level. A tribe will rarely have more than one earth shaman attached to it, and never more than three. Tarek shamans who reach 6th level are looked upon as great holy men who serve the most powerful elemental earth forces. Lower level tarek shamans from all over will come to study for a time at the feet of such holy tareks. There is a 50% chance that there will be from 2-8 (2d4) lesser shamans studying with a 6th-level tarek shaman at any given time. At all other times, the 6th-level shaman serves his community alone or with 1-2 apprentices. Only the largest, most powerful tribes have 6th-level shamans administering to their needs.

Because of their intimate connection to the earth, tarek shamans shun weapons made out of any material other than stone or obsidian. Tarek shamans of 3rd level or higher can



bless a stone weapon once per year for use by the tribe's chief or greatest warrior. This blessing bestows a magical enchantment on the weapon that lasts for one year, effectively making it a magical weapon.

Magical bonuses are based upon the level of the tarek shaman: 3rd-level shamans grant a +1 bonus, 4th-level shamans grant a +2 bonus, 5th-level shamans grant a +3 bonus, and 6th-level shamans grant a +4 bonus to the blessed weapons. If a blessed weapon is taken from the tarek who is intended to wield it, it slowly loses its enchantment. After 1d6 weeks, it reverts to a normal stone or obsidian weapon.

Tari

CLIMATE/TERRAIN:	Tari	Warrior	Chieftain
FREQUENCY:	Any	Any	Any
ORGANIZATION:	Uncommon	Rare	Very rare
ACTIVITY CYCLE:	Pack	Pack	Pack
DIET:	Night	Night	Night
INTELLIGENCE:	Scavenger	Scavenger	Scavenger
TREASURE:	Average (8-10)	Average (8-10)	Average (8-10)
ALIGNMENT:	Lair C, Individual M	Lair C, Individual M	Lair C, Individual M
NO. APPEARING:	Neutral	Neutral	Neutral
ARMOR CLASS:	5-30	2-12	1
MOVEMENT:	6	5	6
HIT DICE:	9	9	9
THACO:	3	4+2	4
NO. OF ATTACKS:	17	17	17
DAMAGE/ATTACK:	3	3	2
SPECIAL ATTACKS:	1-3 bite or by weapon	1-8/1-8/1-3	1-6/1-3
SPECIAL DEFENSES:	Disease	Disease	Disease
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	Nil	Nil	Nil
MORALE:	S (4' tall)	M (5' tall)	M (5' tall)
LEVEL/XP VALUE:	Average (8-10)	Elite (15-16)	Average (8-10)
PSIONICS SUMMARY:	120	175	175/270
PLAYER'S OPTION:	Nil	Nil	Nil
	MAC 9	MAC 8	MAC 7

The tari are commonly referred to as ratmen by the other denizens of the Tyr region. They are small, furry humanoid scavengers, capable of thriving on food and water too polluted for humans to ingest. Bunted freely as pests, the tari are the barbaric descendants of a once thriving culture who inhabited lands to the south of the Tyr region.

The tari are unimpressive creatures, roughly 5 feet tall and weighing 100 pounds. They move about as bipeds, but sometimes walk on their knuckles. Their tails are about 2½ feet long, used mainly for balance, and just strong enough that they can wrap it around a branch and hang from it. Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these. Many tari use dyes from gyava berries to create rings or spots of color for decoration. Males and females alike often braid the longer hair along the back of the neck and the base of the spine and decorate these with beads or feathers. Their mouths are filled with needlelike teeth, and to either side they have long black hairs that add to their overall ratlike appearance.

Tari wear no clothing, though warriors sometimes have leather jerkins or even chitin greaves. Chieftains and warriors are taller than other tari and the former are usually highly decorated with dyes, beads, and ceremonial garb.

Tari have a high-pitched, squeaky language all their own. They can send and receive some signals that are beyond the human ear's ability to hear. Chieftains sometimes have psionic powers that allow them to communicate with their packs and other beings. Tari can learn other languages, namely human and elven, though the sounds of humanoid speech are difficult for them to make with their mouths. There is a 5% chance a tari knows human or elven, but only a 50% chance that humans understand the communication.

Combat: Tari are nocturnal scavengers and hunters that travel in packs. A pack attacks humans or human-sized animals only if they outnumber them three to one. A pack has 5-30 normal tari, 2-12 warriors, and 1 chieftain. If they decide to attack, they wait until the quietest hours before dawn to surround and then attack. Warriors always stay in a single group around one arc of the enclosing circle, and the chieftain advances behind his warriors. Tari do not attack foes larger than human-sized, but they will trail the injured and weak, hoping they perish in the desert.

Normal tari have a 50% chance of having a weapon, usually a wooden or bone sword or spear that inflicts 1-6 (1d6) points of damage. Those without weapons bite for 1-3 points of damage. Warriors fight with two bone weapons that each cause 1-8 (1d8) points of damage and can bite in the same round. Chieftains fight with ceremonial clubs that inflict 1-6 (1d6) points of damage and bite.

Each time a tari successfully bites an opponent it has a 5% chance of inflicting a disease. The victim can avoid the effects if he successfully saves vs. poison. Once infected, the victim becomes feverish and virtually incapacitated in 1-6 hours. On the third day after contracting the disease, the victim loses 1-3 hit points per day, permanently. There are many false cures for the tari disease sold in the marketplaces of Athas. The only sure means is a *cure disease* spell. Even that will restore the lost hit points.

Each tari chieftain has one psionic wild talent that the DM should determine during an encounter by using *The Complete Psionic Handbook*. If the wild talent has any combat value, the pack changes its tactics to take advantage and, if defeated, the chieftain is worth the higher XP value listed. If the chieftain is slain, the rest of the tari flee.

Habitat/Society: The lives of the urban and wilderness tari are quite different, though their tactics for the kill are universal. Both travel in packs, but their approaches to survival are quite different.

The urban tari are denizens of the sewers and garbage heaps. By day they sleep beneath the filth of human society, and by night they gather the food and water to keep themselves alive, but they also seek out creature comforts for themselves and their chieftains. The small, furry thieves scour the buildings, scurrying up walls and through windows, stealing everything they can. They aren't particularly good thieves, making a lot of noise, upsetting tables and toppling chairs in their clumsy approach. Though not work for children, a warrior can earn a good living hunting tari, earning about 8 ceramic pieces a head.

The urban tari lair is a hodgepodge of stolen finery and trash. Crates are covered with silk and linens, while plush pillows and rugs adorn the floors and walls. Ratmen tend their chieftain who wears the jewelry and rags the neighborhood provides. If left alone, a tari pack can live in relative luxury, unnoticed beneath the bustling city.

The wilderness, however, is not so kind. Wasteland tari are nomadic scavengers, scouting miles in all directions to find the richest grounds, contending with the desert's other creatures for the little food to be had.

Wilderness tari move their few belongings and families in triangular frames of leather and wooden poles. These frames are piled with belongings and dragged along the ground. Occasionally, tari use pack animals, such as inix or crodlu. Corraling such a beast can take an entire pack and cost many tari lives. Tari animal handlers are very rare, but can become very important to the wilderness packs.

The tari race once boasted a thriving culture far to the south of the Tvr region. Ythri, the legendary capital city, is now a ruin lost among the crags. Their education and knowledge was much greater than today and their technology allowed them to build stone and concrete structures. What happened to their civilization is a mystery. The tari of the Tvr region have no written history. What remains is a collection of exaggerated myths and legends describing wondrous works.

Ecology: Tari mate once per year. The females of a single pack go into heat during the conjunction of the moons, initiating the mating season. Each female gestates for six months before giving birth to a litter of 2-8 young. The baby tari rely on the mother for their nourishment for the first three months of their lives, after which they are taught to hunt and survive on their own.

Young tari require another year to gain full maturity. During that time they are taught the harsh survival skills of the wilderness or the thieving and stealth skills of the city. Immature tari receive only 1 Hit Die and there can be 3-36 of them with a pack

in its lair.

Their disease-causing venom is produced by two glands set deep in the jaw. Each bite produces a flow of venom that sprays from two openings to either side of the main canines. Retrieving the glands from fallen tari is a difficult and dangerous task, but the deadly properties of their contents makes them valuable to the alchemists and bards of the cities. A pair of tari disease glands can bring as much as 12 ceramic bits in the larger cities.



ESX 044

Thri-kreen

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clutch and pack
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	Varies
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2d12
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	6+3
THACO:	13
NO. OF ATTACKS:	5 or 2
DAMAGE/ATTACK:	1d4 (x4)/1d4+1, or 1d4+1 and by weapon
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Missile dodge
MAGIC RESISTANCE:	Nil
SIZE:	L (11' long)
MORALE:	Fanatic (17-18)
LEVEL/XP VALUE:	1,400
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION :	MAC 7

The figures given above are for mature adult thri-kreen. Others have the following abilities, based on their age (they age one age category per year until they reach mature adult):

	Claw/bite			Special	
	HD	THACO	XP	Damage	Ability
Larva	1+3	19	65	1/1	-
Child	2+3	17	120	1/1	-
Young	3+3	17	175	1d3/1d3	leap
Young adult	4+3	15	270	1d3/1d3	-
Adult	5+3	15	975	1d4/1d4+1	venom, chatkcha
Mature adult	6+3	13	1,400	1d4/1d4+1	dodge missiles

Thri-kreen are a race of large, intelligent insects often referred to as "mantis warriors." They are found in most areas of Athas and they prefer to roam the plains where they have hunting territories. Thri-kreen have no need of sleep and can remain active through the day and night.

Mature adult thri-kreen are 7 feet tall at the shoulder and 11 feet long. Six limbs protrude from their midsection, two are used for walking and the other four end in hands.

The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated law structure that manipulates food as the thri-kreen chews. The antennae help the individual to maneuver through brush and grasslands in the darkness (they also lessen any melee combat penalty

from darkness or blindness by 1; missile combat is not affected). Thri-kreen often wear harnesses and

even some forms of clothing, but they never wear armor.

The two subspecies of thri-kreen found in the Tyr Region are the jeral and the to'ksa. Jeral have short necks and antennae. Their hands each have three fingers and the shells of their abdomens are segmented. To'ksa have four-fingered hands, long necks, and long antennae. They also have a long, solid shell that covers the top of the abdomen, and a thin layer of skin that covers the rest of their chitin.

The thri-kreen native language uses several sounds found in humanoid languages, but also uses clicks and grinding sounds. While it is difficult for other creatures to speak this tongue, it is just as difficult for thri-kreen to imitate more standard speech patterns. Thri-kreen speak their own language, but some (perhaps 30%) understand common.

Combat: The majority of thri-kreen are hunters, concerned primarily with finding enough prey to support the pack. Thri-kreen hunters seldom attack other sentient beings for food, but will defend themselves if attacked. Some thri-kreen have strayed from hunting and have begun raiding, these thri-kreen are the scourge of all other creatures. Thri-kreen attack in a well-coordinated group, generally weakening their enemies with psionics and missile weapons before engaging in melee. They also stalk prey and are relentless in their pursuit. Because thri-kreen do not sleep, their ability in siege combat is superior. A raiding party can continue an assault long after their opponents have tired. Though thri-kreen can win most battles by force, they win some through attrition and endurance.

The thri-kreen's chitinous exoskeletons give them AC 5 naturally. Thri-kreen are immune to *charm person* and *hold person* spells. Unarmed, thri-kreen can attack with 4 claws and 1 bite attack per round. If using a weapon, thri-kreen can attack with weapon and bite. The gythka, a polearm with a blade at each end, can slash for 1-6 (1d6) points of damage against man-sized or smaller targets, or 1-10 (1d10) points of damage against larger targets. The gythka can be thrown as a spear to inflict 3-8 (1d6+2) points of damage. Thri-kreen also learn special combat maneuvers as they grow older, learning all by the time they are mature adults.

Leap: This ability allows thri-kreen to leap 20 feet straight up or 50 feet forward. They cannot leap backward.

Chatkcha: This is a crystalline throwing wedge. A thri-kreen can throw 2 chatkcha per round, as far as 270 feet. A chatkcha causes 3-8 (1d6+2) points of damage when it hits, and returns to the thrower when it misses. Generally, only adult thri-kreen use the chatkcha. The thri-kreen ceremony of adulthood is associated with the chatkcha.

Venom: This venom is delivered through an older thri-kreen's bite. Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2-20 (2d10) rounds, man-sized for 2-16 (2d8) rounds, large creatures for 1-8 (1d8) rounds, and huge and gargantuan creatures for only 1 round.

Dodge missiles: A mature thri-kreen can dodge missiles fired at it with a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical mis-

siles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: Some thri-kreen have psionic wild talents. There is a 50% chance that any thri-kreen will have a psionic wild talent, described in *The Complete Psionics Handbook*.

Magical items:

Thri-kreen can use most magical items, though those designed for humanoid creatures cannot be worn properly, so do not function for a thri-kreen.

Habitat/Society:

Thri-kreen hatch from eggs. Those who hatch from the same group of eggs are considered a clutch. The bond of a clutchmate goes beyond family or friendship. When thri-kreen enter humanoid society, they still feel compelled to belong to a clutch and often accept humanoids as clutchmates.

In their natural habitats thri-kreen organize into hunting packs. There are no permanent thri-kreen communities. Each pack consists of several clutches and ranges over a wide territory that the pack considers to be theirs for purposes of hunting. Small packs consist only of mature adults. Packs of more than eight thri-kreen are about two-thirds mature adults and one-third other age categories (in about equal numbers).

Thri-kreen clutches and packs are organized along a strict order of dominance. The toughest member is the leader, the second most powerful is the second in command, and so forth. A thri-kreen can challenge a superior for dominance, initiating a contest. The combatants fight until one surrenders or dies. Afterward, the matter is settled and there are no lingering resentments, because all thri-kreen agree that a strong leader makes a strong pack. The challenger is doing what is best for the pack, not seeking personal gain, and after a challenge, both individuals

can go about their business, confident of their status within the group.

When thri-kreen are not engaged in hunting, they make and repair weapons, teach skills to their young, and create works of art, usually sculpture. Thri-kreen also decorate their chitin with etchings or sometimes paints. Thri-kreen also pride themselves in the quality of their weapons, especially the chatkcha. Many chatkcha are decorative as well as functional and have designs carved into them. Some chatkcha become heirlooms and are passed on from generation to generation within a pack. If an heirloom chatkcha is lost or stolen, thri-kreen consider it a point of honor to recover it.

Thri-kreen are monogamous and never betray the bond between mates. Mating usually takes place late in the year at the time of the ascending sun.

From 10–30 eggs are laid approximately 30 days later. Eggs not eaten by predators hatch about 60 days later. Thri-kreen advance one age category per year until they become mature adults. A thri-kreen seldom lives for more than 35 years.

Ecology:

Thri-kreen are carnivores. They seldom hunt other intelligent creatures for food, but will do so in times of need.

Mantis warriors have a well-known taste for elves, which keeps both races at an uneasy peace at best.

When raiding instead of simply hunting, thri-kreen are rarely interested in items

with monetary value, usu-

ally concentrating on those things they can eat. Thri-kreen packs carry little that could be considered treasure, though their weapons and tools are considered valuable by some. Thri-kreen chitin can also be used for armor by humanoids if care is taken.



Tohr-kreen (J'ez & J'hol)

	J'ez	J'hol
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Common in the North, very rare elsewhere	Common in the North, very rare elsewhere
ORGANIZATION:	Clutch and state	Clutch and state
ACTIVITY CYCLE:	Constant	Constant
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to genius (8-18)	Average to exceptional (8-16)
TREASURE:	U (see below)	U (see below)
ALIGNMENT:	Any lawful	Any non-good
NO. APPEARING:	3d12	3d10
ARMOR CLASS:	5	5
MOVEMENT:	18	18
HIT DICE:	6+3	6+3
THACO:	13	13
NO. OF ATTACKS:	5 or 2	5 or 2
DAMAGE/ATTACK:	1d3 (x4)/1d6+1 or 1db+1 and by weapon	1d4 (x4)/1d4+1 or 1d4+1 and by weapon
SPECIAL ATTACKS:	Paralyzation	Leap
SPECIAL DEFENSES:	Missile dodge	Missile dodge
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9' long)	M (6' tall)
MORALE:	Elite (15-16)	Fanatic (17-18)
LEVEL/XP VALUE:	1,400	1,400
PSIONICS SUMMARY:	Nil	Nil
PLAYER'S OPTION:	MAC 6	MAC 7

Tohr-kreen are large, intelligent insects, very similar to thri-kreen. Tohr-kreen build permanent settlements in the lands far to the north of the Tablelands, home to Tyr and the other humanoid city-states. For many years, the tohr-kreen have sent scouts to the Tyr region. These scouts are called *zik-trin'ta* by other tohr-kreen, but are known as tohr-kreen to the peoples of the Tablelands. The *zik-trin'ta* are known as tohr-kreen in the MONSTROUS COMPENDIUM appendix for the DARK SUN campaign setting.

The most common tohr-kreen of the north are the j'ez, who have black chitin, and the j'hol, who are smaller and have red chitin. Members of both species have aggressive natures. Both are similar in most ways to thri-kreen.

J'ez Tohr-kreen

The figures given above are for mature adult j'ez. Others have the following abilities, based on their age (they age one age category every two years until they reach mature adult):

	Claw/bite			Damage	Special Ability
	HD	THACO	XP		
Larva	1+3	19	65	1/1d2	-
Child	2+3	17	120	1/1d3	-
Young	3+3	17	175	1d3/1d4	leap
Young adult	4+3	15	270	1d3/1d6	venom
Adult	5+3	15	975	1d4/1d6+1	chatkcha
Mature adult	6+3	13	1,400	1d4/1d6+1	dodge missiles

J'ez have black chitin and four-fingered hands. Skin stretches over their chitin and they have long antennae. J'ez also have mouths that are odd for kreen. The general arrangement is circular, and the j'ez have inward-pointing fanglike parts around the circumference of their relatively flexible mouths. Extensions reach

from the sides of the mouth and help secure food to be taken in by the "fangs," which dispense the tohr-kreen's venom.

Combat: J'ez enjoy combat and war and are good military leaders. They prefer to use psionics against their opponents when possible, closing to melee when psionic attack is not an option. J'ez prefer manufactured weapons, especially the gythka, that can slash for 1-6 (1d6) points of damage against targets of man-size or smaller, or for 1-10 (1d10) points of damage against a larger target. Like thri-kreen, j'ez tohr-kreen have a natural AC 5 because of their exoskeletons, and are immune to hold person and *charm person* spells. They learn other special abilities as they age.

Leap: This ability allows j'ez to leap 20 feet straight up or 50 feet forward. They cannot leap backward.

Venom: A bite delivers this venom. Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2-10 (2d10) rounds, man-sized for 2-8 (2d8) rounds, large creatures for 1-8 (1d8) rounds, and huge and gargantuan creatures for 1 round.

Chatkcha: J'ez can throw two chatkcha per round, as far as 270 feet. A chatkcha causes 3-8 (1d6+2) points of damage when it hits, and returns to the thrower when it misses.

Dodge missiles: Mature j'ez can dodge missiles fired at them with a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: Many j'ez (50%) are psionics. The rest have psionic wild talents (see *The Complete psionics Handbook*).

Magical and psionic items: J'ez never use magical items, but all have at least one item with psionic powers.

Habitat/Society: J'ez usually live in rocky badlands and sandy wastes, terrain that exists throughout most of their nation in the North. J'ez are often psionics and philosophers, but tend to be aggressive. Their philosophy requires them to remain combat capable. J'ez have mating habits and gestation periods similar to those of thri-kreen. J'ez can live to be 80 years old.

Ecology: Tohr-kreen are carnivores. They build towns and cities. They work with a similar species, the *zik-chil*, to produce *zik-trin'ta* scouts.

J'ez architecture and art are average, but their literature is superb. Treasure carried by a j'ez is often books and gems (substitute psionic items for any indicated magical items).

J'hol Tohr-kreen

The figures given are for mature adult j'hol. Others have the following abilities, based on their age (they age one age category per year until they reach mature adult):

	Claw/bite			Damage	Special Ability
	HD	THACO	XP		
Larva	1+3	19	65	1/1	-
Child	2+3	17	120	1/1	-
Young	3+3	17	175	1d3/1d3	leap
Young adult	4+3	15	270	1d3/1d3	chatkcha, kyorkcha, dodge missiles
Adult	5+3	15	975	1d4/1d4+1	venom
Mature adult	6+3	13	1,400	1d4 / 1d4 + 1	-



A j'hol has red chitin, three claws per hand, and large antennae. A j'hol's abdomen is small compared to other kreens, and the j'hol is almost humanoid in appearance. A j'hol is better built for stony barrens and rocky badlands, terrain that exists throughout most of its nation.

Combat: J'hol enjoy combat. Many have warrior character classes and some are psionics. J'hol prefer long-range combat with missiles and psionics, but also use their leaping ability to charge into combat (standard charging adjustments, -2 to initiative, +2 to attack rolls, and a +1 penalty to AC). J'hol usually enter melee using a gythka, but also fight with claws and bite if necessary. J'hol tohr-kreen have a natural AC 5 because of their exoskeletons and are immune to *hold person* and *charm person* spells. They also learn other special abilities as they grow older.

Leap: This ability allows j'hol to leap 30 feet straight up or 60 feet forward. They can leap backward 10 feet.

Chatkcha: J'hol can throw two chatkcha or kyorkcha per round, as far as 270 feet. A chatkcha causes 3-8 (1d6+2) points of damage, the kyorkcha, 3-10 (1d8+2) points of damage. Both weapons return to the thrower if they miss.

Dodge missiles: Mature j'hol can dodge missiles fired at them on a roll of 8 or better on 1d20. They cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Venom: Though j'hol produce venom like other kreen, most use it to produce the crystal needed to make chatkcha and kyorkcha. Only 5% of j'hol actually have a venomous bite. Their venom paralyzes most creatures for 1-4 (1d4) rounds, huge and gargantuan creatures for only 1 round.

Psionics: At least one j'hol (and as many as 25%) in a

group is a psionist. About 50% of the rest have psionic wild talents, described in *The Complete Psionics Handbook*.

Magical and psionic items: J'hol rarely use magical items, but sometimes carry items with psionic powers.

Habitat/Society: J'hol are more inclined toward building and crafting than the other tohr-kreen. Their cities are elaborately made, and usually quite large, with vast parks, ornate decorations, high walkways, and tall spires.

Popular professions among j'hol include the psionist and all warrior professions. Gladiators are rare among j'hol, but j'hol enjoy combat and like watching gladiatorial contests; their arenas are some of the most popular in the North.

J'hol have mating habits and gestation periods similar to those of thri-kreen and can live to be 50 years old.

Ecology: J'hol are builders and make fine clothing and tools, and they are the only kreen who routinely work metal. J'hol make beautiful crystalline weapons. For individuals, a finely made crystalline weapon (a chatkcha or kyorkcha, or a gythka with crystalline heads) should be substituted for indicated art objects, while a psionic item should be used if a magical item is indicated.

Tohr-kreen (T'keech & Tondi)

CLIMATE/TERRAIN:	T'keech Any land	Tondi Any fertile land
FREQUENCY:	Uncommon in the North	Rare, and only in the North
ORGANIZATION:	Clutch	Solitary or clutch
ACTIVITY CYCLE:	Constant	Constant
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average to high (8-14)	Average to exceptional (8-16)
TREASURE:	Varies	Varies
ALIGNMENT:	Neutral good	Neutral
NO. APPEARING:	2d4	1d6
ARMOR CLASS:	5	5
MOVEMENT:	18	18
HIT DICE:	6+3	6+3
THACO:	13	13
NO. OF ATTACKS:	5 or 2	5 or 2
DAMAGE/ATTACK:	1d4+1 (x5) or 1d4+1 and by weapon	1d4 (x4)/1d4+1 or 1d4+1 and by weapon
SPECIAL ATTACKS:	Paralyzation	Paralyzation
SPECIAL DEFENSES:	Dodge missiles	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (11' long)
MORALE:	Elite (15-16)	Fearless (19-20)
LEVEL/XP VALUE:	1,400	1,400
PSIONICS SUMMARY:	Nil	Nil
PLAYER'S OPTION:	MAC 8	MAC 7

These tohr-kreen are large, intelligent insects similar to thri-kreen. Like other tohr-kreen, t'keech and tondi are found in permanent settlements far north of the Tyr region. They seldom build their own settlements, however, and are usually found among other tohr-kreen.

T'keech have green chitin and are relatively non-aggressive. Tondi have a similar temperament, but have chitin that is a pinkish-purple in color.

T'keech Tohr-kreen

The figures given above are for mature adult t'keech. Others have the following abilities, based on their age (they age one age category every two years until they reach mature adult):

	Claw/bite			Damage	Special Ability
	HD	THACO	XP		
Larva	1+3	19	65	1/1d2	—
Child	2+3	17	120	1/1d3	—
Young	3+3	17	175	1d3/1d4	leap
Young adult	4+3	15	270	1d3/1d6	venom, chatkcha
Adult	5+3	15	975	1d4/1d6+1	—
Mature adult	6+3	13	1,400	1d4/1d6+1	dodge missiles

T'keech have green chitin, indicating that they once lived in areas where plants were common. The green is a fairly dark shade, with lighter green along the thorax and abdomen. T'keech have small abdomens and are similar in build to j'hol. T'keech have long antennae and four-clawed hands.

Combat: T'keech do not seek combat, but are quite capable when challenged. They refer melee combat and almost always

attack without weapons, using their claws and bite. A group of t'keech includes one priest or druid and one with a warrior character class (usually a ranger). T'keech have a natural AC 5 because of their exoskeletons and are immune to *hold person* and *charm person* spells. They develop other abilities as they grow older.

Leap: This ability allows t'keech to leap 30 feet straight up or 60 feet forward. They can leap 10 feet backward.

Venom: A bite delivers thus venom. Anyone bitten must make a successful save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2-20 (2d10) rounds, man-sized for 2-16 (2d8) rounds, large creatures for 1-8 (1d8) rounds, and huge and gargantuan creatures for 1 round.

Chatkcha: T'keech can throw two chatkcha per round, as far as 270 feet. A chatkcha causes 1d6+2 points of damage when it hits, and returns to the thrower when it misses.

Dodge missiles: Mature t'keech can dodge missiles fired at them on a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: About 50% of t'keech have psionic wild talents, described in *The Complete psionics Handbook*.

Magical and psionic items: T'keech rarely have contact with magical items, but use such items if possible (unless the item is made specifically for a humanoid). T'keech sometimes use psionic items.

Habitat/Society: Most t'keech serve as laborers in the northern tohr-kreen nations. Small clutches of t'keech are found in each nation. T'keech are almost never nomadic, but some clutches have small, independent settlements near oases. T'keech prefer to live in scrub plants and near oases, though they can be found anywhere in the North.

T'keech have mating habits and gestation periods similar to those of thri-kreen. They can live to be 75 years old.

Ecology: Tohr-kreen are carnivores. They almost always live in permanent settlements. T'keech produce quality crafts, but are seldom artists. Treasure carried by a t'keech usually consists of tools, weapons, and simple pieces of art.

Tondi Tohr-kreen

The figures given are for mature adult tondi. Others have the following abilities, based on their age (they age one age category per three years until they reach mature adult):

	Claw/bite			Damage	Special Ability
	HD	THACO	XP		
Larva	1+3	19	65	1/1	camouflage
Child	2+3	17	120	1/1	—
Young	3+3	17	175	1d3/1d3	—
Young adult	4+3	15	270	1d3/1d3	venom, chatkcha
Adult	5+3	15	975	1d4/1d4+1	leap
Mature adult	6+3	13	1,400	1d4/1d4+1	dodge missiles

The tondi are the most unusual of kreen. Their chitin is a mottled, pinkish-purple, and the exoskeletons of their abdomens are elaborately decorated with protrusions. When still, tondi look like giant flowers, or outcroppings of rock crystal (found in some places in the North). Besides their odd chitin, tondi

are similar to other kreen. They have abdomens as large as those of to'ksa thri-kreen, long antennae, and three-clawed hands.

Combat: Tondi avoid combat and usually avoid contact with non-kreen altogether. Almost all tondi who choose a profession become druids. An individual encountered has druidic abilities, while one of any group of tondi is a druid as well.

If forced into combat, tondi prefer psionics and spells if possible, then missile combat, then melee combat. In melee, they rely on their wits and weapons.

Tondi have a natural AC 5 because of their exoskeletons and are immune to *hold person* and *charm person* spells. They also learn other special abilities as they grow older.

Venom: The venom of the tondi, delivered through the bite, is somewhat different from the venom of other kreen. The victim of a tondi's bite must make a successful save vs. paralyzation or be paralyzed. Creatures of man-size or smaller are paralyzed for 3-24 (3d8) rounds, while all others are paralyzed for 2-16 (2d8) rounds, regardless of size.

Chatkcha: Tondi can throw two chatkcha per round, as far as 270 feet. A chatkcha causes 3-8 (1d6+2) points of damage when it hits, and returns to the thrower if it misses. A tondi chatkcha is a pale lavender in color.

Leap: This ability allows tondi to leap 10 feet straight up or 40 feet forward. They cannot leap backward.

Dodge missiles: Mature tondi can dodge missiles fired at them on a roll of 11 or better on 1d20, they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes) modify this roll by their magical bonus.

Psionics: About 50% of tondi have psionic wild talents, described in *The Complete psionics Handbook*.

Magical and psionic items: Tondi have little experience with magical items, but use them when given the opportunity. They sometimes use psionic items as well

Habitat/Society:

Tondi are quite rare. They tend to be of neutral alignment, and most have a love of nature.

Most are skilled herbalists. There are certain areas of badlands in the North with outcroppings of pinkish rock crystal, and large flowers are found in the scrub plains of the North.

Tondi often lay eggs near these flowers and adults often live among the rocky badlands or in gardens of the flowers.

Rare in the North, tondi are completely unknown in the Tablelands. Still, it is rumored that the kreen druid of the Lost Oasis, Durwadala, is a tondi. Durwadala certainly fits the general description of the tondi personality, with her love of nature and detachment from other intelligent life forms. Since no one in memory has seen Durwadala, it is entirely possible that she is a tondi.

All tondi are female: They reproduce by parthenogenesis, laying eggs that hatch into more females.

Ecology: Tondi care for nature and seek to preserve plants and wildlife, with the exception of those needed for hunting. Tondi care little for material goods and they seldom carry any items, so almost never have treasure. Some carry special magical or psionic items, using them to defend themselves.



Trin

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2 d12
ARMOR CLASS:	5
MOVEMENT:	21
HIT DICE:	5+3
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d6/3d6
SPECIAL ATTACKS:	Hold opponents and bite for 1d6+1 damage plus paralysis. leap, surprise bonus
SPECIAL DEFENSES:	Missile dodge, -4 to opponent's power score rolls
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Fearless (19-20)
LEVEL/XP VALUE:	9,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 5

Trin are large, intelligent insects similar to thri-kreen and are closely related. They are sometimes called thri-trin. They are slightly smaller than thri-kreen and appear brutish and primitive by comparison. Trin have sandy-yellow exoskeletons with gray mottling that allows them to blend into their surroundings. Trin have long antennae, long necks, and solid shells over their abdomens. Trin have large jaws and have two arms and four legs. Their arms end in large, vicious, hinged claws.

These brutes roam the countryside attacking any animal that comes close, including thri-kreen, tohr-kreen, and other trin. Because of their claws, trin cannot use tools or weapons. Their language is also rudimentary, and they speak only the most basic level of the thri-kreen language.

Combat: Like thri-kreen, trin never sleep, are immune to *charm person* and *hold person* spells, and are protected by their chitinous exoskeletons (AC 5). Trin have a natural resistance to psionics. Anyone using a psionic power against a Trin suffers a -4 penalty to his power score. Using the Player's Option rules, the Trin's MAC is unusually tough.

These creatures hunt either by lying in wait for prey and then leaping on it, or by running after it until the prey tires. Trin can remain perfectly still. This skill, combined with the creatures' natural camouflage, gives opponents a -2 penalty to surprise rolls when attacked by a lurking trin. Since trin are faster than almost every other Athasian creature (including thri-kreen who do not exert themselves), running down prey is a very viable option. Trin that run after prey attempt to leap onto it. Whether leaping from a running start or the perfectly immobile lurking start, trin receive standard charging bonuses (-2 to initiative, +2 to the attack roll, +1 penalty to AC) for the leap. Trin can leap 50 feet forward or 20 feet straight up, but cannot leap backward. Trin communicate partly by pheromones (scent). A trin clutch has something akin to a groupmind and can coordinate attacks even without verbal communication.

If a trin hits with both claws, it holds the opponent. The victim can try once each round to break the trin's hold, and can do so with a successful Bend Bars/Lift Gates roll. The hold is also broken if the trin dies.

If the victim fails to break the



trin's hold, the creature's claws clamp down again, causing 3-18 (3d6) points of additional damage.

Each round a trin holds an opponent, it tries to bite the victim. The trin receives a +4 to attack rolls with a bite used against a held opponent. If the trin is attacked by others while holding and attempting to bite a victim, the trin may try to carry the victim to a safer place for dining. A trin's carrying Strength is 20, meaning it can carry a victim that weighs 535 pounds or less.

Like thri-kreen, trin can dodge missiles, but are less graceful and dodge successfully on a roll of 11 or better on a 1d20.

Habitat/Society: Trin have no real society, living the life of primitive, nomadic hunters. They mate at will, with eggs being laid about 30 days later and hatching in another 60 days. Only about half of the trin eggs laid hatch. Others are eaten by predators, including other trin. The creatures reach maturity in about a year.

Ecology: Trin are supreme hunters in their homes, generally falling only to intelligent or extremely powerful opponents. They eat all forms of animal life.

CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Q
ALIGNMENT:	Neutral
NO. APPEARING:	1-20
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	5+1
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	2-9 (x2), 1-10 or by weapon
SPECIAL ATTACKS:	Headbutt, +1 attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (13' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	2 7 0
PSIONICS SUMMARY:	Dis 1/Sci 1/Dev 3; PS 7; PSPs 20 Att: none; Def: IF
PLAYER'S OPTION:	#AT0; MTHAC0 19; MAC 9

Psychometabolism: *Sciences* – shadow-form; *Devotions* – adrenalin control, body weaponry, flesh armor.

The tul'k is a bony creature that predominantly inhabits the mountains of Athas, but it has been seen in other terrain. It is a gaunt, primitive, humanoid that stands as tall as a half-giant. Its scalp lacks any skin or hair, leaving sun-bleached white bone to protrude through the top of its head. The tul'k's low brow and large nose gives it an almost neanderthal visage. Its skin is an ashen gray. It has body hair similar to a human's, that ranges from black to gray.

Combat: In melee combat tul'ks are formidable foes and are unexpectedly cunning. A favored tactic of the tul'ks is to set ambushes among the rocks of their mountain homes. If given the opportunity to prepare, tul'ks use their shadow form ability in order to get close to their quarry.

When in melee, tul'ks prefer to use their large, bony hands as clubs. Their arms are unusually long and give the tul'k a +1 THAC0 bonus in melee combat against creatures of the same size or smaller. These attacks can deliver 2-9 (1d8+1) points of damage. Alternately, they may use the psionic ability of body weaponry to turn their hands into weapons. If the combat seems to be going against them.

Once each round tul'ks can use the exposed bone on their heads to butt their foes for 1-10 (1d10) points of damage. On a roll of 20, the victim must make a successful save vs. petrification or be knocked unconscious for 1d4 rounds.

The tough, leathery hide of these creatures affords them an AC 6. They also have the psionic devotion of flesh armor that is cumulative with innate AC.

Habitat/Society: Tul'ks are the degenerated remnants of the Dune Stalker elven tribe. The mysterious Pristine Tower altered the elf tribe, turning them into tul'ks.

Tul'ks group into bands of as many as 20 members. They are nomadic within the territory they call their home. They have a primitive form of communication that consists of grunts, growls, and hand signs. The hand signs are generally used in combat.

The largest and strongest member of the clan is the leader, and as with many animals, the dominant male is the sire of most offspring. The young that are born of a male other than the dominant male are allowed to grow old enough to fend for



themselves and are then exiled from the clan. If the child's mother, or the child himself, can drive off the clan leader when he attempts to exile the child, the child is allowed to remain. Exiles that survive are rogue tul'k and are not accepted by any clan. New leaders "pardon" all offspring conceived prior to their tenure and the young are allowed to stay with the clan.

Tul'ks have a strong affinity for gems and jewelry. They hoard and protect their treasure to the best of their ability, (though not usually to the death). They are never found with treasure of any other kind.

Ecology: While tul'ks are primitive creatures, they are not malicious. In fact, they are outright timid with most intelligent races. They attack only to obtain food. Though attacks on humans and humanoids are not unheard of, they normally occur in times when other tul'k food sources have become scarce. Favored food sources of tul'ks include Athasian rots, z'tal, and erdlu.



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night or darkness
DIET:	See below
INTELLIGENCE:	Supragenius (19-20)
TREASURE:	F, T (x2)
ALIGNMENT:	Any evil
NO. APPEARING:	1
ARMOR CLASS:	As in life, or 3
MOVEMENT:	12
HIT DICE:	As in life +4 hp per HD minimum 13 HD
THACO:	7
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1d6+6 or by weapon plus bonus
SPECIAL ATTACKS:	Energy drain (see below)
SPECIAL DEFENSES:	+1 or better magical weapon
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Fanatic (17-18)
LEVEL/XP VALUE:	10,000 + 2,000 per HD over 13
PSIONIC'S SUMMARY:	Nil
PLAYER'S OPTION:	MAC 4

T'lizes are undead defilers whose spirits have outlived their bodies. They are extremely powerful undead who seek magical knowledge and power above all else and exist as such to continue their study of magic. They seldom associate with the living except when mortals provide suitable pawns.

Because they appear much as they did in life, t'lizes can move freely among the living. Their only unusual features are their skin, which is extremely pale, and their weight, which often diminishes until they become no greater than average in build. T'lizes must anoint themselves with numerous oils and substances that prevent their bodies from deteriorating. They must also feast upon the life energy of the living to sustain their own energies.

T'lizes may be detected in a number of ways. They cast no reflection or shadow and they move in complete silence.

Combat: T'lizes seldom engage in combat. They prefer to use magic against their opponents and allow their minions to do the fighting for them. T'lizes are still fierce combatants. They always have unusually high Strength, which gives them combat bonuses.

T'lizes exist on both the Prime Material and Negative Material Planes at the same time. Their powerful negative essence allows them to drain 2 life energy levels from any living being they touch with their bare hands. Loss includes all hit points, combat abilities, and spellcasting abilities associated with those two levels. The levels may be regained only through a *restoration* spell or earned again normally. A character slain by a t'liz through its life energy drain becomes an Athasian wraith under direct command of the t'liz. Only a special quest by the character's companions can save him.

All creatures who see t'lizes must make a fear check at -3 when they save vs. spells because these undead radiate an *aura of fear*. The aura's effects can be nullified by a *remove fear*, *cloak of bravery*, or similar spell.

T'lizes can only be harmed by +1 or better magical weapons, by creatures of 8 HD or more, or by creatures with magical abilities. Other weapons do not cause damage to them. T'lizes regenerate 2 hit points per round. Reducing a t'liz to zero hit points does not kill it. It must be burned and its ashes must be spread apart or it will regenerate.

These undead are immune to all *sleep*, *charm*, and *hold* spells and all forms of poison and paralysis. All cold-based and electrical attacks cause only half damage to them.

All t'lizes were defilers in life and retain all their spell casting abilities. T'lizes continue to grow in power through their studies. They range in level from 18th to 30th.

Because of their great power and undead nature, they can control other undead as if they were clerics of the same level as their defiler experience level.

T'lizes receive 6-36 points of damage from a raise dead spell if they fail their save vs. spells, and suffer half damage if their save is successful. T'lizes are also unable to come into any consecrated area dedicated to any good alignment. T'lizes prefer darkness and can see perfectly in it, but suffer -4 to their attack rolls in broad sunlight since they cannot concentrate enough to cast spells in such bright light.

Habitat/Society: T'lizes usually make their lairs underground. They tend to prefer locations near cemeteries or other places of death, as they feel their necromantic studies function best in these locations. Such places also isolate them from the living, whom they dearly hate.

Often, t'lizes have large numbers of undead serving them as minions. These minions protect their lairs, bring them living victims for their experiments, and provide them with the equipment they need for their studies.

T'lizes hate other t'lizes as much, if not more, than they hate the living. Viewing their own kind as rivals, they are known to engage in century-long disputes. Either out of boredom or to annoy other t'lizes, they often pit their undead minions against the undead minions of other t'lizes.

T'lizes are known for their scheming nature. While they occasionally have dealings with the living, they do so only to further some nefarious plan of their own. They are said to dabble in politics and trade, but only if they can make their unseen presence felt as hardship upon the living.

Ecology: T'lizes have no place among the living so they must creep about in the darkest recesses of the night. They are totally evil and dedicated to their own foul schemes. Their unnatural presence will cause all animals to become nervous and to sound a cry of alarm when in their presence and flee if at all possible.

These undead have much to offer foolhardy power seekers in the way of magical lore and historical knowledge, but they cannot be trusted even in the most simple of agreements.

Nevarli

Human female defiler 19; AC 4 (*bracers of defense* AC 4); MV 12; hp 49; THACO 13 (Str +1); #AT 1; Dmg 1d4+3 (*bronze dagger* +2, Str +1), SZ M; ML Fanatic (17); AL CE
S 17, D 15, C 18, I 19, W 15, Ch 14

Spells: 1st level— *burning hands*, *change self*, *identify*, *protection from good*, *shocking grasp*; 2nd level— *continual light*, *darkness* 15' radius, *detect good*, *detect invisibility*, *improved phantasmal force*; 3rd level— *blink*, *dispel magic* (×2), *fireball*, *wraithform*; 4th level— *charm monster*, *confusion*, *dimension door*, *ice storm*, *phantasmal killer*; 5th level— *animate dead*, *hold monster*, *magic jar*, *nightmare*, *telekinesis*; 6th level— *chain lightning*, *death fog*, *invisible stalker*; 7th level— *finger of death*, *reverse gravity*, *teleport without error*; 8th level— *monster summoning VI*, *power word blind*, *prismatic wall*; 9th level— *astral spell*

Special Undead Powers:

cause disease, claws, drain life, increased movement rate (15)

Special Undead Weaknesses:

must eat flesh from corpses, must drink blood
Nevarli's love of magic was so powerful that when she found the spells and anointments that would sustain her in undeath so she could continue her magical studies, she used them. She has been a t'liz for more than 1,200 years and has taken more lives than have been lost in many wars.

She considers herself evil incarnate and explores all possible expressions of her nature by inflicting as much pain as possible upon the living. Currently, she plans to create her own vast army of undead to aid her in overtaking the outlying villages near Raam. She is in league with two other t'lizes (each of whom intends to betray the others) who are combining their vast resources and personal power to overthrow the established sorcerer king of Raam. The defilers already have many spies and assassins in Raam.

If a group of adventurers discovers her conspiracy, Nevarli would either enlist their aid or try to have them destroyed, depending upon their own goals and alignments.

Kedomir

Human male defiler 23; AC 4 (*ring of protection* +3, *cloak of protection* +1); MV 12; hp 43; THACO 12 (Str +1); #AT 1; Dmg 1d4+5



(*dagger* +2, Str +3);
SZ M, ML Fanatic (18);

AL NE
S 19, D 16, C 13, 120, W
16, Ch 15

Spells: 1st level— *burning hands* (×2), *grease*, *hold portal*, *Jump*; 2nd level— *ESP*, *fog cloud*, *forget*, *invisibility*, *mirror image*; 3rd level— *clairvoyance*, *dispel magic*, *lightning bolt* (×2); 4th level— *dig*, *fumble*, *polymorph other* (×2), *wall of fire*; 5th level— *advanced illusion*, *climate dead*, *feblemind*, *pass wall*, *teleport*; 6th level— *control weather*, *geas* (×3), *shades*; 7th level— *forcecage*, *power word stun*, *spell turning* (×2), *statue*; 8th level— *mass charm* (×2), *maze*, *permanency*, *polymorph any object*, *trap the soul*; 9th level— *imprisonment*, *temporal stasis*, *wish*

Special Undead Powers:

cause fear, control undead, enhanced senses, increased weapon resistance (+2 weapon to hit)

Special Undead Weaknesses: bound to an area, sunlight vulnerability

The t'liz known as Kedomir has spent countless centuries pursuing the dark defiler arts while maintaining an identity as a mysterious and powerful slaver. He has countless thieves and slave merchants working on his behalf and holds vast unseen power in the city of Urik. Slaves are brought before Kedomir for inspection and those who are not drained of life to sustain Kedomir's undead existence are taken away and sold to sustain his wealth.

Anyone who deals in slaves or seeks to purchase slaves will have contact with servants of Kedomir and any who harm or steal from his thieves and slavers suffer the wrath of the t'liz.

Undead

The undead of Athas are classified as either freewilled undead or controlled undead. Freewilled undead once belonged to an intelligent species and in undeath continue to think for themselves. They are often referred to simply as undead. Controlled undead are animated corpses such as skeletons and zombies that may not belong to an intelligent species. In undeath they are controlled by others, usually evil wizards or priests. They are often referred to as the walking dead. Freewilled undead are far more dangerous than controlled undead as they can think and act independently.

All undead are intolerant of all intelligent living races and most attack them on sight. Even undead who were of good alignment in life are evil in undeath and do not tolerate the presence of living beings for long. Many undead actually seek out and attack living beings whom they sense nearby.

Undead seldom need food or water and are immune to the harshest elements. They are often unaffected by normal weapons and can resist massive amounts of damage without being slowed down.

The undead of Athas are all unique creatures. While undead are classified by their basic powers and weaknesses, most have additional powers and weaknesses beyond those commonly associated with creatures of their type. Undead retain all the powers, skills, and abilities they possessed in life based upon their character class and level.

The type of undead a creature becomes upon death is based upon the motivation or event that caused the undead to resist death. While certain races are more likely to become certain types of undead, this is because members of that particular race often share similar motivations.

The different categories of undead on Athas are the dhaot, fael, kaisharga, meorty, raaig, racked spirit, skeleton, zombie, thinking zombie, t'liz, and wraith. Each has a complete description within this book.

Dhaot: Dhaots are incorporeal undead who cannot rest until they return home. Even after returning home as spirits, they often find they cannot rest until their physical remains are also returned to their home. The desert is filled with dhaots of halflings who died outside their beloved forests.

Fael: Faels are gluttonous undead who appear wherever a large amount of food is present. They try to remain inconspicuous, but their insatiable hunger eventually gives them away as they eat every scrap of food in sight. Faels are never full as their hunger is derived from their insatiable hunger for excesses they had in life. Most faels are from the upper echelons of society and most are elves or humans.

Kaisharga: Often called the Dead Lords, the kaisharga are undead similar to lichs. They voluntarily sought undeath, believing it to be a form of immortality. They are incredibly powerful and extremely rare.

The largest known collection of them is found in the Valley of Dust and Fire.

Meorty: Meorties are undead who

were once protectors of domain that vanished more than 2,000 years ago. They were placed in crypts with large amounts of treasure, so they might continue to look after their realms in death. They emerge from their crypts and hunt down those who violate their ancient laws. Each ancient domain has its own ancient laws and its own meorties, however, the boundaries of the ancient domains have been forgotten and even the ancient laws are lost except for those held over as customs by the people of the various regions. Those who see a meorty's crypt seldom live to tell of the experience. All meorties are of the old races (human, elf, dwarf, giant, and halfling).

Raaig: Raaigs are incorporeal spirits sustained by their unwavering belief and sense of duty to ancient gods that no longer exist on Athas. Raaigs serve as guardians to ancient shrines and temples, protecting them from those who follow different moral precepts, primarily those of different alignment than themselves. They occasionally appear to those they deem worthy who are of the same alignment. All raaigs are at least 2,000 years old and all are of the old races (human, elf, dwarf, giant, and halfling).

Racked spirit: Racked spirits are incorporeal undead animated by their own guilt over committing some act that violated their basic nature. These guilty spirits suffer eternally and only gain joy and peace through acts of destruction. The dwarven banshee, created when a dwarf forsakes his life purpose, is the most common.

Skeleton and zombie: Skeletons and zombies are controlled undead. They retain none of the special powers, skills, or abilities they possessed in life. They are simply animated corpses controlled by an evil wizard or priest. Most skeletons and zombies are man-sized or smaller, but larger corpses such as mekilot skeletons and zombie giants are often animated by more powerful necromancers.

Thinking zombie: Thinking zombies are freewilled zombies often identifiable by the spark of hate burning within their eyes. Creatures who die before completing an important task (often under the compulsion of a *geas* or *quest* spell) often become thinking zombies. They continue in their effort to complete their quest and are often very clever in their approaches. They never allow themselves to be diverted from their goal. Many thinking zombies are giants and half-giants, as they are often selected for quests because of their size and strength.

T'liz: T'lizes are powerful defilers who died before completing their magical studies. They continue in their studies as undead and are among the most powerful and dangerous of the undead. Most defilers are hunted down and destroyed by the sorcerer kings and the Veiled Alliance before becoming t'lizes. They are valuable sources of information since they live for centuries, but they are evil and cunning and only associate with and aid the living when it is to their own advantage.

Wraith: Athasian wraiths differ from other wraiths in that they voluntarily embraced undeath as a form of existence. They are incorporeal spirits, and servants of the

Dragon. They are occasionally found among the ancient ruins guarding the bodies and possessions of their dead relatives.

Special Undead Powers

Accelerate Aging: The undead have the power to cause a living victim to age 5–30 (1d6×5) years with their touch. The victim receives a save vs. spells, gaining +1 to their save for each HD they have greater than that of the undead.

Cause Despair: The undead have the power to cause living victims within a 30-foot or greater (30 feet + 10 feet per HD more than 5) radius to lose hope and become depressed. Victims must successfully save vs. spells or suffer a –1 to –4 penalty (1d4) on all rolls for a number of turns equal to twice the undead's HD.

Cause Fear: The undead have the power to cause fear in any living creature within 10 feet. Treat the effects as those caused by a *dragon's fear* aura. Those with fewer than 1 HD flee for 4–24 (4d6) turns. Those with fewer HD than the undead must successfully save vs. petrification or suffer a –2 penalty on attack rolls against the undead.

Cause Paralysis: The undead's touch causes paralysis for 2–8 (2d4) rounds (1%–50%), 2–8 (2d4) turns (51%–75%), 2–8 (2d4) hours (76%–90%), or 2–8 (2d4) days (91%–100%). Victims must successfully save vs. paralysis to avoid the effects.

Cause Revulsion: The undead can cause all within a certain (30 feet + 10 feet per HD more than 5) radius to become physically ill, suffering extreme nausea. Victims must successfully save vs. spells or suffer a –1 to –4 (1d4) penalty on all rolls for a number of turns equal to twice the undead's HD.

Claws: The undead has claws, either retractable or not, that cause 1–6 (1d6) points of damage. If the undead already have claws, then the claws are longer and sharper, causing an additional +2 damage.

Control Undead: The undead have the power to control undead as an evil cleric equal in level to their HD. If they were clerics during life, their power to control undead is increased by 1–8 (1d8) levels.

Drain Attributes: The undead can drain 1–4 (d4) points from one of a victim's attributes with its touch. The victim must make a successful save vs. death so no attributes are lost, but if the save is failed, the attribute points are lost. The effects last a number of days equal to twice the undead's HD. After that, the points are regained at a rate of 3 per day. If a victim's attribute is reduced to zero, the victim falls unconscious until at least one attribute point returns.

Drain PSPs: The undead can drain 3–24 (3d8) PSPs from their victims if they have psionics. The victim must make a successful save vs. paralyzation to resist the effect.

Enhanced Senses: While all undead typically possess infravision, those with this power have one or more specially acute senses. Their senses allow them to spot the living much easier and they are more difficult to surprise (–1 to their surprise roll).

Fangs: The undead have fangs that serve as an additional attack, causing 1–4 (1d4) points of damage. If the undead already have fangs, the damage they cause is. Increased by +2 as the fangs are longer and sharper than usual.

Improved Saves: The undead gain +1 on all saving throws.

Increased Attribute: The undead have an attribute of 19–24 in one attribute of the DM's choosing.

Increased Hit Points: The undead have an additional 1–4 (1d4) hit points per HD.

Increased Movement Rate: The undead's movement rate is 3 more than other undead of its kind.

Increased Psionic Strength: This power is useful only to undead who have psionic powers. Undead with psionic powers receive an additional 3 PSPs per HD.

Increased Weapon Resistance: The undead can be hit only by a creature with greater HD than themselves or by a +1 or greater magical weapon. If the undead already have a +1 THAC0 bonus, then increase the defense to +2, meaning they can only be hit by a creature at least 2 HD greater than themselves or with a +2 or greater magical weapon. If the undead already have a +2 THAC0 bonus, then increase the defenses to +3, meaning they can only be hit by a creature at least 3 HD greater than themselves or with a +3 or greater magical weapon.

Magic Resistance: The undead have an additional 5% magic resistance per HD up to 90%.

Produce Undead: The undead can produce one lesser controlled undead (animated skeletons or zombies) for each HD they have. This may be used once per day and there must be skeletons or corpses present.

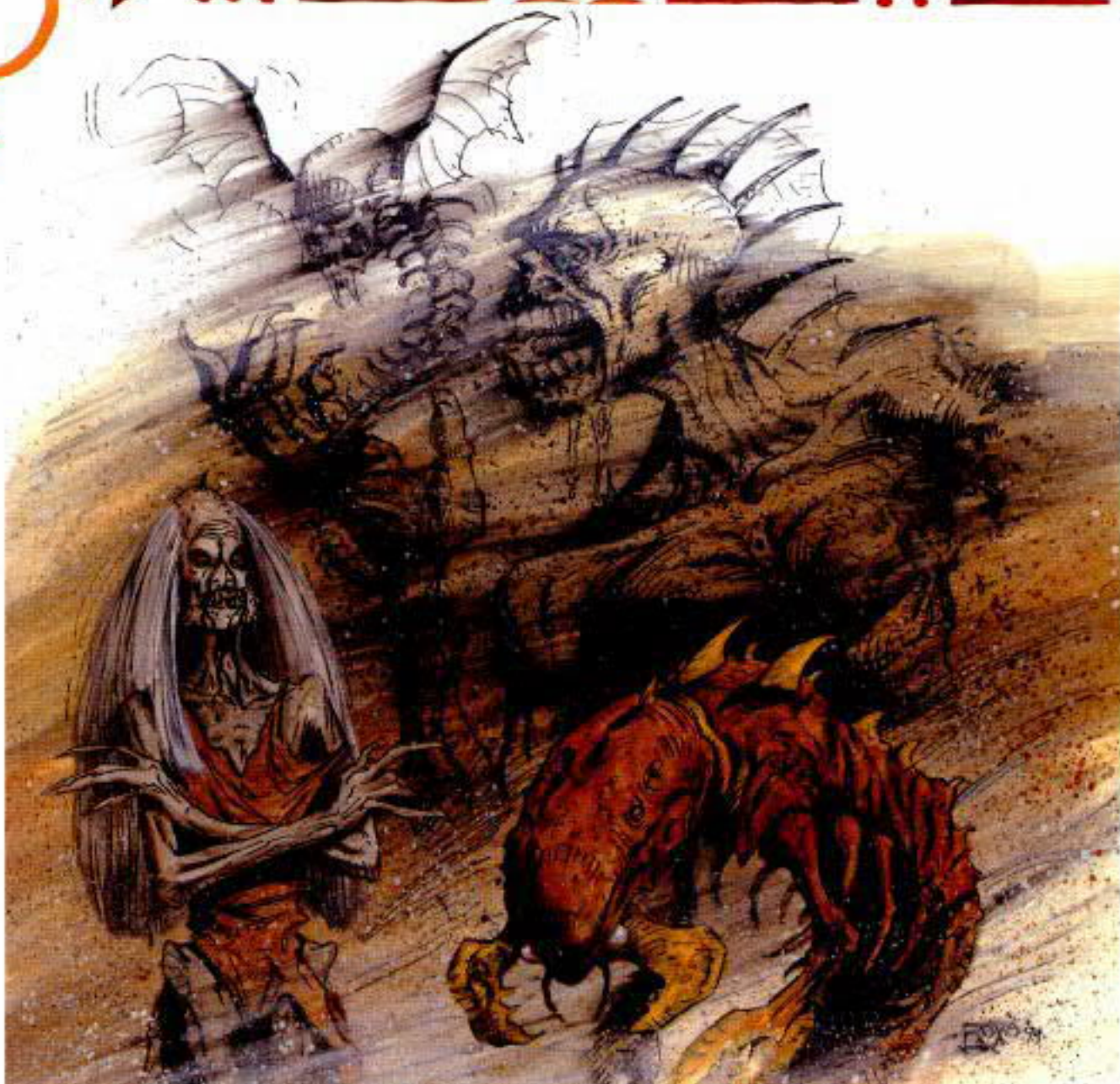
Psionic Wild Talents: The undead have one or two psionic wild talents per 3 HD, along with any prerequisite psionic powers they might require. The DM can choose the wild talents or select them randomly by using Table 12 in *The Complete psionics Handbook*. The undead have a number of PSPs to use for each of their powers plus an additional 4 PSPs per HD more than 1.

Regeneration: The undead can regenerate 1 hit point per round. If they can already regenerate 1 hit point per round, then their regeneration increases to 2 hit points per round.

Spell Immunity: The undead are immune to 1–4 (1d4) spells of the DM's choosing.

Spell-like Power: The undead can cast any selected spells totaling a certain number of levels based on their Hit Dice levels. The number and level of the innate spells possessed by the undead is based upon their HD.

Spell levels gained, based on undead's Hit Dice: 1–3 HD gains 1–3 spell levels, 4–6 HD gains 1–4 spell levels, 7–9 HD gains 1–6 spell levels, 10–12 HD gains 2–8 spell levels, 13–15 HD gains 3–12 spell levels; maximum spell level of 5th level, 16+ HD



gains 3-12+2 spell levels; maximum spell level of 6th level. The spells can be cast at will, there is no limit to the number of times these spells may be cast, and no spell components are required. Treat the spell as though it were cast by a wizard or priest of a level equal to the undead's Hit Dice. Common selections include;

Level one (wizard) *audible glamor, change self, chill touch, dancing lights, enlarge, hold portal, hypnotism, phantasmal force, protection from good, spider climb, spook, taunt, wall of fog,* (priest) *curse, command, darkness, destroy water, cause light wounds, detect good, faerie fire, pass without trace, pu-*

trefy food and drink, cause fear

Level two: (wizard) *alter self, blindness, blur, darkness-15' radius, detect good, ESP, improved phantasmal force, invisibility, knock, undetectable alignment, levitate, scare, spectral hand;* (priest) *undetectable charm, dust devil, enthrall, hold person, obscurement, resist fire/resist cold, silence-15' radius*

Level three: (wizard) *blink, clairaudience, clairvoyance, delude, dispel magic, fly, gust of wind, hold person, infravision, monster summoning I, non-detection, phantom steed, protection from good-10' radius, spectral force, suggestion, wraithform;* (priest) *animate dead, continual darkness, cause blindness or deafness, cause disease, locate object, bestow curse, speak with dead*

Level four: (wizard) *confusion, contagion, dimension door, emotion, fear, fumble, hallucinatory terrain, improved invisibility, monster summoning II, phantasmal killer, polymorph other, polymorph self curse, shadow monsters;* (priest) *control temperature-*

morph self, curse, shadow monsters; (priest) control temperature-10' radius, cause serious wounds, undetectable lie, lower water, poison

Level five: (wizard) advanced illusion, chaos, contact other plane, demi-shadow monsters, distance distortion, domination, nightmare, false vision, hold monster, magic jar, monster summoning III, passwall, shadow door, shadow magic, summon shadow, telekinesis; (priest) air walk, control winds, cause critical wounds, dispel good, insect plague, plane shift, quest, slay living

Level six: (wizard) control weather, death fog, death spell, demi-shadow magic, disintegrate, geas, guards and wards, invisible stalker, legend lore, lower water, mass suggestion, monster summoning IV, move earth, permanent illusion, programmed illusion, project image, shades, veil; (priest) animate object, harm

Transformation: Roll 1d6. On a roll of 1-4 the undead can take the form of a number of natural creatures equal to the roll. On a roll of 5 they can transform into a mist, and on a roll of 6 they can transform into mist and 1-4 (1d4) natural creatures. The undead retain their hit points, but gain any natural attacks common to the natural creature they become. The creature cannot be larger than human-sized. In mist form, undead can travel freely and are immune to all weapons.

Number of Special Undead Weaknesses

Roll 1d8, 1-2 = no special weaknesses, 3-4 = one special weakness, 5-6 = two special weaknesses, 7 = three special weaknesses, 8 = four special weaknesses

Roll 1d100	Type of Undead Weaknesses*
01-07	Low morale
08-13	Easier to turn
14-20	Reduced resistance
21-26	Rotten stench
27-32	Susceptibility to iron
33-38	Must eat corpse flesh
39-44	Code of honor
45-50	Energy
51-56	Must eat living flesh
57-62	Cast no shadow
63-68	Susceptibility to obsidian
69-75	Susceptibility to spells
76-82	Can't cross running water
83-88	Sunlight vulnerability
89-94	Must drink blood
95-100	Bound to an area susceptibility

*If a weakness is rolled twice, the effects are doubled. If rolled three times, the effects are tripled. If rolled four times, the effects are quadrupled, and so on.

Special Undead Weaknesses

Bound to an Area: The undead are bound to an area and cannot leave. The DM may choose the size of the area can be from the size of one room to a few square miles.

Cannot Cross Running Water: The undead become terrified of running water and crossing it cause the undead 3-12 (3d4) points of damage per round.

Cast No Shadow: The undead have no shadow and are easily recognizable as undead by those knowledgeable of their nature.

Code of Honor: The undead are bound to certain rules of behavior. They cannot break their code. The undead can be manipulated and forced into serving those who know their code well.

Easier to Turn: The undead are turned as undead 3 Hit Dice (1 HD minimum) less than their own Hit Dice.

Elemental Susceptibility: While almost all undead are immune to cold-based attacks and many take only half damage from electrical attacks, undead with this weakness take damage normally from one of these two forms of energy or take double damage from some other form of energy.

Low Morale: The undead cannot have a Morale score higher than 10.

Must Drink Blood: The undead must drink blood each day in order to sustain themselves. Most prefer the blood of humans and demihumans.

Must Eat Corpse Flesh: The undead must consume corpse flesh to sustain their existence. The undead often rob graves for food.

Must Eat Living Flesh: The undead must kill and eat living creatures, most likely humans and demihumans.

Reduced Resistance: The undead can be hit by weapons one less greater in magical value than they can normally be hit with. This has no effect on those who can already be hit with nonmagical weapons.

Rotten Stench: The undead can be smelled a great distance away and will easily be identifiable as undead.

Sunlight Vulnerability: The undead are completely nocturnal since direct sunlight causes them 1-6 (1d6) points of damage per round.

Susceptibility to Iron: The undead can be hit by iron weapons, even if they can normally be hit only with magical weapons. This has no effect on undead who can be hit with nonmagical weapons.

Susceptibility to Obsidian: The undead can be hit by obsidian weapons, even if they can normally be hit only with magical weapons. This has no effect on undead who can be hit with nonmagical weapons.

Susceptibility to Spells: The undead are susceptible to all *sleep*, *hold*, and *charm* spells, unlike most other undead.

Wraith, Athasian

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average to High
TREASURE:	R
ALIGNMENT:	Neutral evil
NO. APPEARING:	1 or 1-4
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	7+3
THACO:	14
NO. OF ATTACKS:	1 or 3/2 w/weapon
DAMAGE/ATTACK:	1d4 or by weapon type
SPECIAL ATTACKS:	Animate object, inhabit body, chill touch
SPECIAL DEFENSES:	+2 weapon or better to hit
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Very steady (13-14)
LEVEL/XP VALUE:	2,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 7

An Athasian wraith is a noncorporeal undead capable of moving freely between the Gray and the land of the living. It can possess unliving objects of all sorts, ranging from weapons to furniture to corpses, as well as unintelligent creatures such as scorpions, insects, or slimes. Outside its host object, an Athasian wraith is barely visible, appearing only as a gray shade or a mass of churning darkness. Its form resembles its living body, but it can also assume a mist-like appearance. No matter what form a wraith takes, it can always be spotted by its glowing eyes, which range from a bright purple to blood red.

Wraiths who take human corpses as hosts fill out the dead flesh with their own misty form. When a section of the host is cut away, the same part of the wraith becomes visible. For instance, if an Athasian wraith possessed a corpse and the host's right arm were chopped off, the wraith's right arm would be visible in its place.

Athasian wraiths are capable of communicating verbally with the living and speak the same languages they spoke in life or have learned in undeath. They are free to communicate as they please outside their hosts, but are limited to the capabilities of the hosts they inhabit.

Combat: Athasian wraiths in their own forms can attack once per round with their fists, causing 1-4 (1d4) points of damage per attack. As the wraiths' fists pass through their opponents, the icy chill of death causes additional damage. Like the spell *chill touch*, the touch of a wraith causes 1d4 points of damage and the loss of 1 point of Strength unless a

save vs. death is made. Lost Strength returns at the rate of 1 point per hour. A victim reduced to 0 Strength points dies immediately.

A wraith can reach into a living creature and grip its heart. This requires an attack roll made with a -4 penalty. Each round that the living creature is held, it must make a saving throw to shrug off the effects of the wraith's *chill touch*. While holding a living heart, a wraith can tell if the heart's owner is lying and can even read surface thoughts. A character held in such a way can't free himself, but any attack that causes damage to the wraith makes the undead release its grip immediately.

Wraiths inhabiting inanimate objects, living creatures, or corpses attack with the natural combat forms or with weapons. Damage inflicted on the host does not harm the wraith or even slow it down. A living creature, such as a scorpion or a kank, can be sliced to ribbons while the wraith continues to press its attack through the host. Inanimate objects, such as statues, suits of armor, or swords, can be animated to behave as though they were alive.

Wraiths can only be injured by enchanted weapons of +2 or better. Spells can also be used to harm them, but normal weapons and psionics don't affect them. While inhabiting a host, damage from attacks that can harm a wraith only cause half damage until the host form is destroyed.

Using an enchanted weapon against a wraith is dangerous, however. Every time a wraith comes in contact with a magical weapon, there is a chance that the weapon will be tainted. The chance that an enchanted weapon will be tainted depends on what it is made out of: metal 75%, rock 50%, bone or wood 25%. Every time a weapon is tainted, it loses one of its magical bonuses. Thus, a long sword +2 that is tainted becomes a +1. If it is tainted again, it loses all magical properties. As long as some enchantment remains, the weapon can be restored to its original form through the use of a remove curse spell. Weapons that have lost all magical bonuses cannot be restored.

Living creatures are allowed saving throws versus death to fight off a wraith's attempt to take them over.

Athasian wraiths are immune to paralyzation and poison, along with *sleep*, *charm*, *hold*, *death*, and cold-based spells. A raise dead spell utterly destroys an Athasian wraith if it fails a saving throw vs. death.

Habitat/Society: The Gray, one of the two parallel planes of existence next to the Prime Material Plane of Athas (the other is the Black), is the natural home of Athasian wraiths. In the Gray, the spirits of the dead slowly dissolve and are absorbed. Some spirits, like wraiths, don't suffer this fate. They are sustained by a force even more powerful than the Gray—their everlasting faith in a cause greater than themselves. Wraiths can freely travel between the Gray and the Prime Material Plane to serve whatever cause sustains them.

All wraiths need something important from their lives to

serve as magnets for their spirits. These items can be candles of faith, like in the Crimson shrine, or brilliant gems full of life force, such as the gems used by the Dragon's wraith knights.

Ecology: Wraiths are merely undead shadows of the living, though they can have an effect on the material world when they so choose. Most wraiths seek to drive away those who still have life pulsing in their veins, seeking to defend the ancient sites they inhabit... Some, however, have a greater goal in mind and are motivated by a faith that lasts well beyond the death of their physical forms.

The Crimson Shrine, a temple of the ancients located in Under Tyr, is home to a host of extremely dedicated wraiths. Called the Crimson Knights, they inhabit full suits of steel armor and wield tall halberds. It is said that the pure of heart have nothing to fear from the Crimson Knights, but all others are actively barred from entering their temple. Thousands of candles flicker within the darkness of the temple, kept burning by the faith of the wraiths.

Another group of Athasian wraiths continue to walk the burning sands of Athas in the service of Borys the Dragon, though their true devotion seems to be to the return of Rajaat.

Nikolos

Human male F11; AC 2; MV 9; HD 7+3; hp 45; THAC0 14; #AT 1; Dmg 1d4 + *chill touch*; SZ M; ML 13; AL NE S 18, D 11, C 15, I 8, W 9, Ch 14

Special Undead Powers: None

Special Undead Weaknesses: Unlike other forms of undead, as a wraith, Nikolos does not retain any of his skills as an 11th-level fighter. Similarly, his character attributes do not affect his combat scores.

Nikolos was one of Borys the Thirteenth Champion's select knights during the Cleansing Wars of ages past. Like the other select knights, Nikolos continued to serve Borys after his death by becoming a wraith. However, Nikolos

and the knights were as dedicated to Rajaat the Warbringer's cause as was Borys, so when Borys betrayed Rajaat and became the Dragon, Nikolos and the knights found their loyalties divided.

This division didn't become evident until the events surrounding Free Tyr's war with Urik, when the hero Rikus discovered the citadel that served as the wraith's tomb.

Until that event, Nikolos and the other wraiths had been waiting patiently for Borys's return. Now, while they still serve Borys to all outward appearances, they also seek to help Rajaat return from the prison he was trapped in by the champions who betrayed him.

Nikolos, like all of Borys's wraiths, is bound to a gem that contains the entirety of his life energy. Borys's knights were so dedicated to the Thirteenth Champion because with the gems serving as repositories for their life forces, it is possible for the wraiths to be resurrected at some point in time.

When Nikolos appears in his wraith form, he looks like a gray shade armored in gray plate. He carries no visible weapon. As he goes about serving the Dragon, Nikolos is very careful not to betray the goals of Rajaat. He will serve the Dragon faithfully as long as that service doesn't hamper the eventual return of the Warbringer.

Nikolos is as arrogant and sure of himself in death as he was in life. He is a consummate knight, ready to defend his beliefs and code even beyond the veil of death. When he has to interact physically with the material world, Nikolos likes to inhabit living creatures with animal-level intelligence. He is particularly fond of poisonous creatures such as scorpions and snakes.



Xerichou

CLIMATE/TERRAIN:	Any dry land
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary, flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	6-36
ARMOR CLASS:	5
MOVEMENT:	9, F1 15 (0)
HIT DICE:	3
THACO:	17
No. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	5 (1' long, 3' wingspan)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	270
PSIONICS SUMMARY:	Dis 2/Sci 2/Dev 7; PS 10; PSPs 35 Att: MT, PsC; Def: MB, TS

PLAYER'S OPTION: #AT1; MTHACO 18; MAC 8

Psychometabolic: *Sciences* – complete healing; *Devotions* – body control, body weaponry, cell adjustment, displacement.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (*aversion*), mind thrust (*inflict pain*), psychic crush (*psychic drain*).

Xerichous are flying, vicious predators. Xerichous begin their life as relatively small, armored, wormlike creatures. After their metamorphosis, xerichous become flying, 6-legged predators. They are deep brown to red-brown in color and have a tough, leathery hide. They also have sparse tufts of hair sprouting from around their joints and underbelly. After this change, xerichous begin to flock with others of their kind. They emit loud shrieking caws when attacking potential prey.

Combat: Xerichous flock together to breed and to insure their survival through safety in numbers. The beasts attack by flying in and raking the razorlike edge of their wings into their intended victims, causing 2-8 (2d4) points of damage on a successful attack. Though they are small creatures individually, a flock will attack beings as large as giants.

While attacking, the creatures use their numerous psionic abilities to confuse their prey. Xerichous use teleport, displacement, and timeshift to change their location and disorient their victims. When one of the creatures begins this behavior, all their comrades follow suit. During the first three rounds of this attack, the flock attacks at +1 and victims can make no attacks for 1-4 rounds unless a successful save vs. petrification is made at -2.

If a xerichou falls below 10% of its maximum hit points, it teleports back to its lair (if it has enough psionic strength points) or will disengage the enemy and fly back to its lair. Once back in the lair it rests, using its psionics to heal all damage sustained during the encounter.



Habitat/Society: When a larvae is half a year old, it climbs a high precipice and hook its legs into the surface. It then begin the long process of cocooning itself into a shell that looks almost rocklike. While in this stage they are 90% likely to be mistaken for a natural rock formation. After hatching, the creature instinctively returns to its ancestral nesting grounds where mating and egg laying takes place and the whole process begins once again.

Ecology: While in larval form, xerichous are considered a delicacy the thri-kreen. Also the secretions made while cocooned are highly sought for their astral properties for use in potions and research.

The larvae are beige in color, completely silent, and have no combat ability (HD 1, AC 8, MV 6). They crawl using 12 small stublike appendages with sharp hooks on the bottom. The hooks allow the larvae to climb vertical surfaces and even hang upside down. Larvae are solitary and omnivorous, eating anything that does not move.

Zombie, Thinking

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any, see below
DIET:	Carnivorous (human flesh)
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	As in life, or 6
MOVEMENT:	12
HIT DICE:	As in life, minimum 5+6
THACO:	As in life, minimum 15
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon type or 1-6/1-6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S-L (4'-15')
MORALE:	Fearless (19-20)
LEVEL/XP VALUE:	420 + 65 per HD over 5
PSIONICS SUMMARY:	Varies
PLAYER'S OPTION:	MAC 5

A thinking zombie is a creature who has died and its spirit cannot rest until it has completed the task. The body remains animate and the zombie is semi-free willed, bound only by its dedication to completing its assigned duties.

Thinking zombies are easy to identify because their bodies are usually in very good condition since they reanimated shortly after death. Their eyes burn with a spark of hate for all living things and a consuming desire to complete their task and achieve final rest. Most thinking zombies are giants or half-giants as those creatures are often subject to the *geas* and quest spells that create them. They usually wear the same clothes they had in life and carry the same weapons. Any wounds they had on their body in death would betray their undead nature, as the flesh of thinking zombies does not heal even if they regain lost hit points. Those who travel freely in the day often begin to stink like rotting corpses, so most prefer to move about at night.

Combat: Thinking zombies are clever undead. They retain the same intelligence they had in life, though it is focused on the purpose for which they still exist. They avoid the living whenever possible, but attack anyone who tries to prevent them from completing their task.

Thinking zombies have 18/76 Strength, unless their Strength in life was greater, in which case it remains the same. Those with 18/76 Strength gain a +2 bonus to their attack roll and cause +4 attack damage. Thinking zombies retain the same Dexterity they had in life. They can use normal weapons, including missile weapons, and commonly attack with the weapons they carried in life. They can also attack with their fists, causing 5-10 points of damage.

The bite of a thinking zombie has the same effect as the 3rd level priest spell *cause disease*, infecting the victim with a fatal disease.

Thinking zombies are immune to all *sleep*, *hold*, *charm*, *illusions*, *mind-affecting spells*, *death magic*, and all cold-based spells, and all forms of poison and paralysis. They suffer only half damage from magic missiles and all fire and electrical attacks. Holy water causes them 2-8 (2d4) points of damage. Raise dead requires them to make a successful save vs. spell or be destroyed.

Habitat/Society: Thinking zombies are far more active at night during the day. Darkness allows them to more easily pass as living beings and the heat of the day

causes them to stink like rotting corpses. Animals will bark and growl whenever thinking zombies are nearby.

Ecology: Thinking zombies hold no natural place among the living and seek an end to their own existence. They cannot actively seek any other end to their existence except through completion of their assigned task. They do not rest until it is done. They might return as racked spirits because they were unable to complete their tasks as thinking zombies.

Evirdele Ironhand

Human female templar 6; AC 4 (*studded leather +1*); MV 12; hp 23, THACO 18, #AT 1; Dmg 1d4+1 (*dagger +1*). SZ M, ML Fearless (19); AL LE

S 9, D 15, C 12, I 18, W 17, Ch 13

Spells: 1st level— *cause fear*, *command*, *protection from good*, *sanctuary*; 2nd level— *hold person*, *obscurement*, *snake charm*, *wyvern watch*; 3rd level— *animate dead*, *spek with dead*

Special Undead Powers: cause despair, cause revulsion

Special Undead Weaknesses: none

Evirdele served as a loyal templar in the service of Dictator Andropinis, sorcerer-king of Balic, until she was falsely accused and condemned as a traitor. She was tortured into a false confession before her peers, as an example, and then slain and revived as a thinking zombie.

Evirdele hates her masters and the magic that sustains her allows her no peace. She must hunt down five former templars who did actually betray Dictator Andropinis, and who were also said to be her co-conspirators.

So far Evirdele has tracked down and killed one of the templars. Her victims have lost their spells, but she continues to receive her own from the sorcerer-king until she has completed her tasks.

She might accidentally wrongly identify possible adventurers as her targets. She might also enlist the aid of others if her targets are well-protected.

Claktor Bloodfist

Mul male gladiator 4; AC 5 (*hide armor*, *armor optimization*); MV 12; hp, 39; THACO 16 (Str +1); #AT 1; Dmg 1d8+1 (*long sword*, Str +1). SZ M, ML Fearless (20); AL NE

S 17, D 14, C 20, I 13, W 8, Ch 11

Special Undead Powers: none

Special Undead Weaknesses: casts no shadow

Claktor was making a living as a burglar, working with a thief. The pair accidentally chose the wrong home to burglarize and were killed by the powerful defiler who lived there. The thieves were raised from the dead by the defiler almost as a joke.

The thinking zombies were sent out to find a particular preserver with whom the defiler had previous run-ins. The pair are supposed to steal one particular magical item of great power and as many other magical items as they can find and return with the items as soon as possible.

The pair found the preserver, but the thief was completely destroyed and Claktor learned the preserver had lost the magical item to another mage. Claktor escaped the preserver and now searches for that device and its owner.

A group of adventurers might unwittingly acquire the item Claktor is looking for during their travels. Claktor will get the item he seeks one way or another or die trying. He might be willing to work out some exchange of services pay a fair price if at all possible.

Beli Iton

Half-giant female R7/Ps6; AC 4 (*leather armor+2, shield +1*); MV 12; hp 42; THAC0 11 (Str +3); #AT 3/2; Dmg 1d6+8 (trident, Str +7); SZ L; ML Fearless (20); AL LE S 23, D 13, C 17, I 16, W 16, Ch 15

Special Undead Powers: drain life

Special Undead Weaknesses: code of honor

PSIONICS SUMMARY:

Dis 3/Sci 3/Dev 11; PS 12; PSPs 45

Att: EW, MT, PsC; Def: IF, MB, TW

PLAYER'S OPTION:

#AT1; MTHAC0 16; MAC 7

Psychokinetic: *Sciences* – telekinesis; *Devotions* – inertial barrier.

Psychometabolism:

Sciences – energy containment; *Devotions* – adrenalin control, body equilibrium, body weaponry, displacement, ectoplasmic form, heightened senses.

Telepathy: *Sciences* – mindlink; *Devotions* – contact (*conceal thoughts*), ego whip (*false sensory input*), mind thrust (*inflict pain*) psychic crush (*sight link*).

Beli Iton was exploring the lair of a t'liz with a group of adventurers when she was attacked and killed by rot grubs. Her party left her and intended to come back for

her body, but were unable to do so, as they were forced to make a quick escape from the undead of the lair.

The t'liz found the dead adventurer and transformed her into a thinking zombie.

She was sent out by the t'liz to kill her friends for trespassing in the lair of the t'liz.

She has been trying to fight her orders, but has been unable to control herself. She has already killed one of

her closest friends and suffers deep emotional pain because of it. She has considered death,

but the magic that animates

her forces her to avoid her

own death.

Beli Iton is now looking for a

mage or priest of sufficient power

to release her from the quest

she is forced to fulfill before she can rest.

Levgar Giantslayer

Human male gladiator 8; AC 1 (studded leather, *shield +2*);

MV 12; hp 51; THAC0 11 (Str +2); #AT 3/2; Dmg 2d4+3

(gythka polearm, Str +3);

SZ M; ML Fearless (19); AL NE

S 20, D 17, C 16, I 12, W 7, Ch 10

Special Undead Powers: claws

Special Undead Weaknesses: none

Levgar Giantslayer has been a thinking zombie for more than 700 years. His quest requires him to hunt down and slay all half-giants and giants of a particular lineage.

He has had great success so far, despite his own limited personal power. He hires others to kill on his behalf and by using careful strategy to catch his opponents off guard.

Any half-giant adventurer might actually be of the lineage Levgar is set out to destroy, and he will use everything in his power to hunt down stalk, and kill the adventurer whenever he is most off guard.



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Appendix II

The sky rumbles with impending rain . . . droplets hiss in the blasted air before reaching the parched ground. A leviathan bursts through the clouds, its silver scales glinting in the crimson sun. The rain drake pauses, then moves in with jaws opened wide. . . .



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