



Advanced Dungeons & Dragons[®]

2nd Edition



Monster Collection



Collected by Kadmon (a_kadmon@freemail.hu)

Visit <http://alkony.com> or <http://rpg.rulez.org/member/alkony>



Monster Collection



Appendix

TSR, Inc.
POB 756
Lake Geneva
WI 53147



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

Animals, Domestic



	Erdlu	Kank	Mekillot	Inix
CLIMATE/TERRAIN:	Tablelands or Hinterlands	Tablelands or Hinterlands	Tablelands or Hinterlands	Tablelands or Hinterlands
FREQUENCY	Common	Common	Rare	Uncommon
ORGANIZATION:	Flock	Hive	Solitary	Solitary
ACTIVITY CYCLE:	Day	Any	Day	Day
DIET	Omnivore	Omnivore	Omnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	50-500	50-500	1 or 2	1 or 2
ARMOR CLASS:	(5d10x10)	(5d10x10)	7 (underside 9)	6
MOVEMENT	18	15	9	15
HIT DICE:	3	2	11	6
THAC0:	2"	19	9	15
NO. OF ATTACKS:		1	1	2
DAMAGE/ATTACK:	1d6/1d4	1d6	1d6	1d6/1d8
SPECIAL ATTACKS:	Nil	See below	Swallow or crush	Crush
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (7' tall)	L (8' long)	G (30' long)	H (16 + ' long)
MORALE:	Average (10)	Elite (14)	Elite (14)	Steady (12)
XP VALUE:	65	35	6,000	650
PSIONICS:	Nil	Nil	Nil	Nil

There are numerous domesticated animals on Athas. Some of the most common ones, at least in the Hinter and Tablelands, are described here.

Erdlu

Erdlus are flightless, featherless birds covered with flaky gray-to-red scales. They weigh as much as 200 pounds and stand up to seven feet tall. They have powerful, lanky legs ending in four-toed feet with razor-sharp claws, and can run at great speeds over short distances (no more than half-a-mile). Their bodies are massive and round, with a pair of useless wings folded at their sides. Attached to their yellow, snake-like necks are small round heads with huge wedge-shaped beaks.

Erdlus make ideal herd animals, as they can eat many forms of tough vegetation, as well as snakes, lizards, and other small reptiles. They instinctively band together in flocks for protection. When threatened, their first impulse is to flee. If this is not possible, the entire flock will turn and give battle as a group. When they fight, they strike at their attackers with their sharp beaks and then rake them with their claws.

Erdlu eggs are an excellent food, containing all the nutrients that a human or demihuman needs to survive for months at a time. If eaten raw, they can even substitute for water (1 gallon per egg) for periods of up to one week. In addition, the hard scales of their wings make excellent shields or armor (AC 6), their beaks can be used to make fine spearheads, and their claws are often crafted into daggers or tools.

Kank

Kanks are large docile insects. Their bodies have a black chitinous exoskeleton, and are divided into three sections: head, thorax,

and abdomen. Kanks often weigh as much as 400 pounds and stand up to four feet tall at the back, with bodies as long as eight feet from head to abdomen. Around their mouths, they have a pair of multi-jointed pincers which they use to carry objects, to feed themselves, and occasionally to fight with. On their thoraxes, they have six lanky legs ending in a single flexible claw with which the kank can grip the surfaces it walks upon. Their bulbous abdomens have no appendages, and are simply carried above the ground.

Kanks are often used as caravan mounts, as they can travel for a full day at their top speed, carrying a two-hundred pound passenger *and* two-hundred pounds of cargo. They also make decent herd animals and are especially valued by elves. Because they can digest nearly any sort of organic matter, these hardy beasts will thrive in almost any environment. In addition, they require little attention, for a kank hive instinctively organizes itself into *food producers*, *soldiers*, and *brood queens*.

The food producers secrete melon-sized globules of green honey that they store on the their abdomens to feed the young and, when food is scarce, the rest of the hive. Humans and demihumans can live on this nectar alone for periods of up to three weeks, but must supplement their diets with meat and/or vegetation after longer periods. The sweet taste of this nectar makes it very valuable, and it is this that has caused the kank to be domesticated. It should be noted that wild kanks produce far fewer globules than their carefully breed cousins.

When the tribe stops in an area that looks as though there is a considerable amount of vegetation, the brood queens lay a clutch of twenty to fifty eggs. The soldier kanks, along with the rest of the hive, ferociously defend this area from all predators, and will not leave until the eggs hatch. Herders must delay their migrations or abandon their hives when this conflicts with their plans.

In a fight, the soldiers attack first, striking with their pincers for

1d6 points of damage. In addition, any victim hit by a soldier is injected with Class O poison (save vs. poison or be paralyzed in 2d12 rounds). If pressed, the food producers will also fight, but they lack the poison of the soldiers. The brood queen never attacks, even in self defense.

Although predators may attack kanks for the food producers' honey globules, only the foulest carrion eaters will eat kank flesh. As soon as a kank dies, its meat emits a foul-smelling odor that not even a starving man can stomach. The chitinous exoskeleton of kanks can be scraped and cut into solid plates of armor (AC5), but it is somewhat brittle and each time it is hit there is a 20% chance that it will shatter.

Mekillot

Mekillots are mighty lizards weighing up to six-tons, with huge, mound-shaped bodies as long as 30 feet. Their backs and heads are covered with a thick shell that serves as both a sunshade and protection from attacks by other large creatures. Their undersides are covered with much softer scales (AC 8).

Despite their vicious dispositions, mekillots are often used as caravan beasts. A hitched pair can pull a wagon weighing 10-20 tons at a slow, plodding pace. Mekillots are never truly tame, however; even when they are hitched to a wagon, the stubborn creatures have been known to turn off the road and go wandering off for days—without any apparent reason. They are also noted for making snacks of their handlers. Because of the difficulties of controlling these beasts, most caravans rely on psionics with the appropriate powers to drive them.

In a fight, mekillots attack with their long tongues, striking for 1d6 damage. On a natural roll of 20, the tongue grasps the victim

and tries to draw him into his mouth. He must save vs. paralyzation to avoid being swallowed and slowly killed by the great beast's digestive system. Swallowed individuals are helpless to employ any form of attack other than psionics on the mekillot that consumed them.

Mekillots protect their vulnerable undersides by instinctively dropping to their bellies when anything crawls beneath them. This causes 2d12 points of damage to the creature they drop upon and may injure the mekillot, depending on what it is trying to flatten.

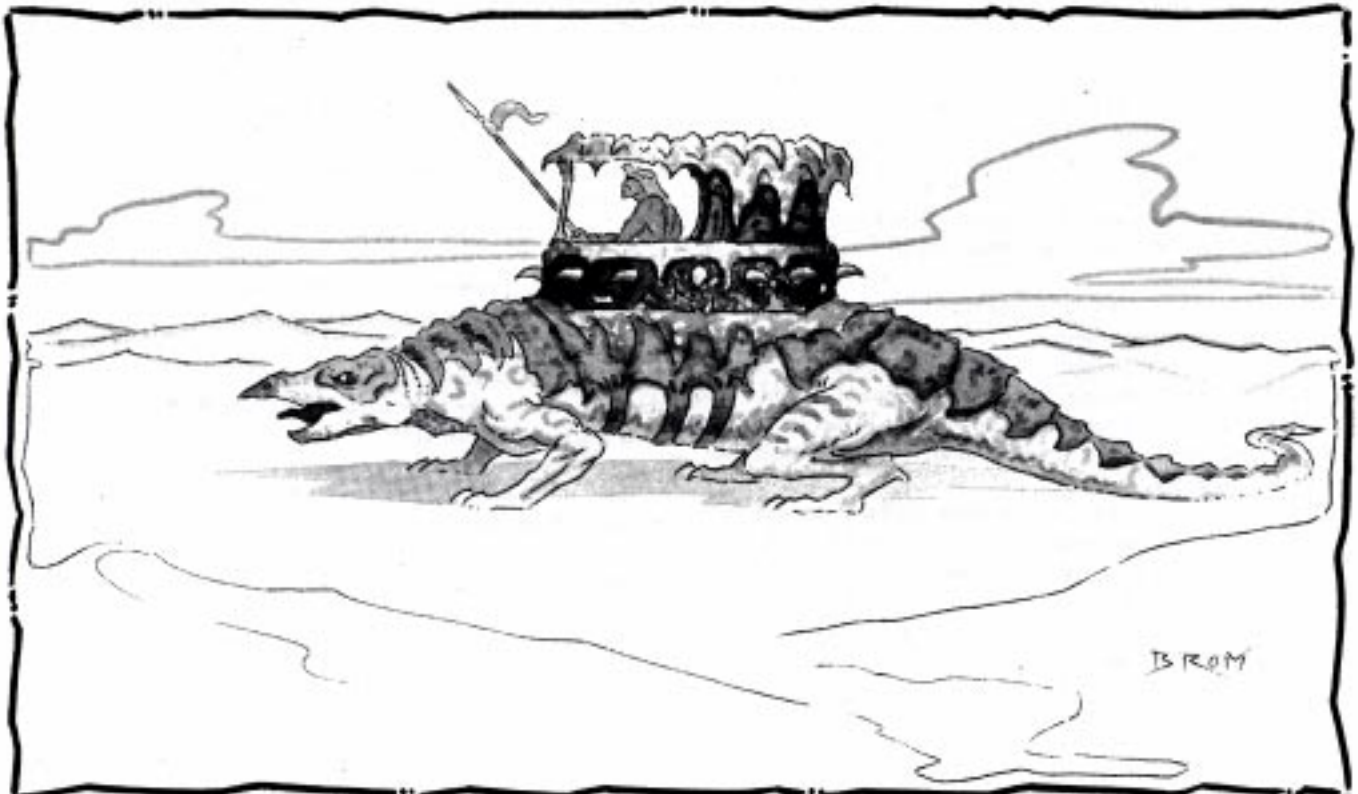
Inix

The inix is a large lizard midway in size between a kank and mekillot. It weighs about two tons and grows up to sixteen feet long. Its back is protected by a thick shell, while its belly is covered with a layer of flexible scales.

Inix make spirited mounts, and are capable of carrying up to a seven-hundred and fifty pounds. They move at steady pace for hours on end, and over short distances, their charge is as fast as that of a kank. Inix riders often travel in howdahs, small box-like carriages that are strapped to the beast's back.

The one major drawback to traveling by inix is that these large herbivores need vast amounts of forage. If they don't get enough to eat they are nearly impossible to control. Thus, they are seldom used in regions where forage is at a premium.

In combat, inix slap with their immense tail (1d6 damage) and bite (1d8 damage). On a natural biting attack roll of 20, they grasp man-sized or smaller opponents and do an additional 1d20 points of crushing damage. Their shells are useful for making armor (AC 5), and their scaly underbellies can be used to make a type of fine leather armor (AC7).



Animal, Domestic

Erdlu

CLIMATE/TERRAIN:	Tablelands/ Hinterlands
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	50-500 (5d10x10)
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
No. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Speed
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Average (10)
LEVEL/XP VALUE:	65
PSIONICS SUMMARY:	Nil
<i>Player's Option:</i>	MAC 8

Inix

CLIMATE/TERRAIN:	Tablelands/ Hinterlands
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	1 or 2
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
No. OF ATTACKS:	2
DAMAGE/ATTACK:	1d6/1d8
SPECIAL ATTACKS:	Crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (16 feet long)
MORALE:	Steady (12)
LEVEL/XP VALUE:	650
PSIONICS SUMMARY:	Nil
<i>Player's Option:</i>	MAC 8

Erdlus are large flightless, featherless birds covered with flaky scales that range in color from pale gray to deep red. An erdlu can weigh as much as 200 pounds and grow to a height of 7 feet. Its massive, round body has a pair of useless wings that fold in at its sides. A snakelike neck rises to a small round head with a huge, wedge-shaped beak. A pair of powerful, lanky legs extend down from the body and end in four-toed, razor-clawed feet.

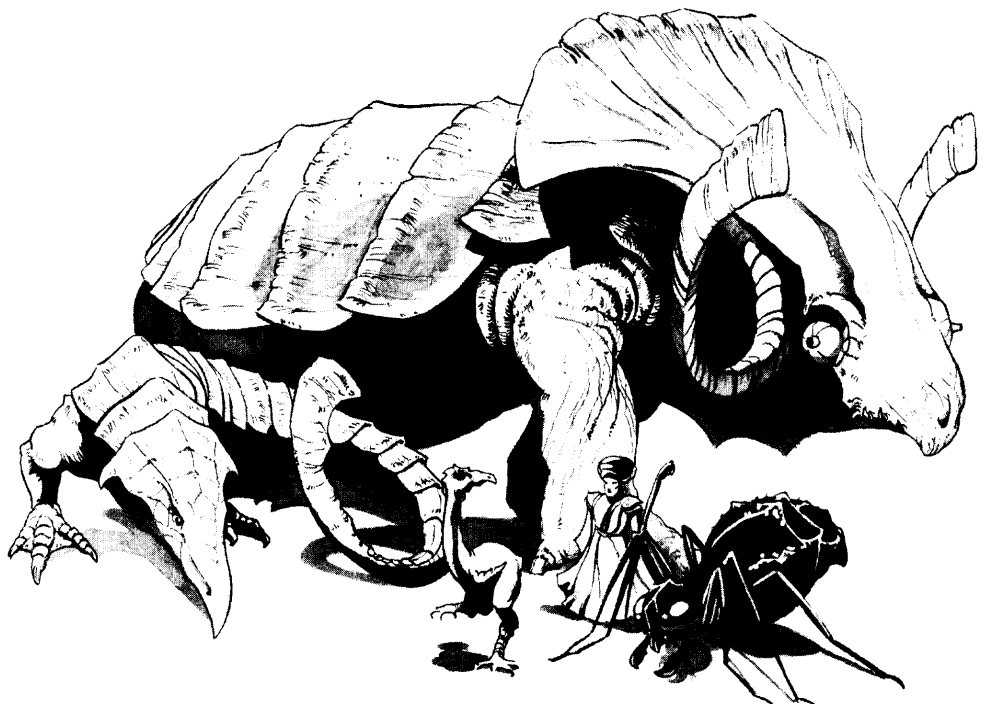
Erdlus make ideal herd animals because of their temperaments and ability to survive on a variety of foods. They can eat many forms of tough vegetation, as well as snakes, reptiles, and insects. The eggs that erdlus provide are an excellent source of nutrition. A diet of erdlu eggs can keep a human or demihuman alive for months at a time, for the eggs are packed with a variety of nutrients and essential vitamins. If an erdlu egg is eaten raw, it is a substitute for one gallon of water. However, this substitution isn't perfect and can only be used successfully for no more than one week. The meat of an erdlu also makes an excellent meal.

In groups, erdlus instinctively flock together for protection. If threatened, these creatures usually flee. For short distances of no more than half a mile, erdlus can race along at great speeds (movement rate 18). Their normal walking pace is much slower (movement rate 12). When escape isn't possible, the flock turns and fights as a group. They strike first with sharp beaks (inflicting 1d6 points of damage) then rake with one of their claws (causing 1d4 points of damage).

The hard scales of an erdlu's wings can be fashioned into shields or even armor (with an AC of 6), its beak can be used to make fine spearheads, and its claws can be crafted into daggers or tools.

An **inix** is a large lizard that falls between kanks and mekillots for sheer size. It weighs about two tons and grows to lengths of 16 feet. The inix's back is protected by a thick shell, while flexible scales cover its underside.

Inixes make spirited mounts. They move at a steady pace for as much as a full day and night without needing rest (movement rate 15), and can reach speeds equivalent to a kank (movement rate 18) for short distances (one mile). They can carry as much as 750 pounds of passengers and cargo. Inix riders often travel in *howdahs*, small boxlike carriages strapped to the lizard's back. The major drawback to the inix is that it needs large amounts of vegetation and must forage every few hours to maintain its strength. If an inix doesn't get enough to eat, it becomes nearly impossible to control. For this reason, these lizards aren't used on trips where forage land is scarce.



Kank

CLIMATE/TERRAIN:	Tablelands/ Hinterlands
FREQUENCY:	Common
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	50-500 (5d10x10)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	2
THACO:	19
No. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8 feet long)
MORALE:	Elite (14)
LEVEL/XP VALUE:	35
PSIONICS SUMMARY:	Nil
Player's Option:	MAC 7

Mekillot

CLIMATE/TERRAIN:	Tablelands/ Hinterlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	1 or 2
ARMOR CLASS:	7 (9)
MOVEMENT:	9
HIT DICE:	11
THACO:	9
No. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Swallow, crush
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30 feet long)
MORALE:	Steady (12)
LEVEL/XP VALUE:	6,000
PSIONICS SUMMARY:	Nil
Player's Option:	MAC 5

An inix can attack with its tail, slapping for 1d6 points of damage, and deliver a powerful bite (1d8 points of damage) in a single round. On a natural roll of 20 when making a biting attack, the inix grasps any human-sized or smaller target. This target receives an additional 1d20 points of crushing damage.

Inix shells make very good armor (AC 5), while the flexible scales of an inix's underside can be woven into a fine leather mesh (AC 7).

Kanks are large docile insects often used as mounts by the people of the Tablelands. A black exoskeleton of chitin covers their segmented bodies. The three body sections are the head, thorax, and abdomen. They weigh as much as 400 pounds, grow to heights of 4 feet at the back, and as long as 8 feet from head to abdomen. Around their mouths they have multijointed pincers that they can use to carry objects, feed themselves, or fight. Six lanky legs descend from their thoraxes. Each ends in a single flexible claw that allows them to grip the surfaces they walk upon.

Kanks are often used as caravan mounts. They can travel a full day at their top speed, carrying a 200-pound passenger and 200 pounds of cargo. Kanks make decent herd animals, but usually only elves employ them as such. As kanks can digest almost any sort of organic matter, they can thrive in most terrain types. In addition, these creatures require little special attention. A kank hive instinctively organizes itself into *food producers*, *soldiers*, and *brood queens*.

Food producing kanks secrete melon-sized globules of green honey. These are stored in their abdomens and used to feed the hive's young. (When other sources of food are scarce, this honey is also used to feed the rest of the hive.) Humans and demihumans can live exclusively on this nectar for up to three weeks before their bodies begin demanding other sources of nutrition, such as meats and vegetables. The sweet taste of the nectar is the only thing that attracts herders to these creatures, and domesticated kanks produce more globules than those living in the wild.

When the brood queens prepares to lay eggs, the hive digs into an area of extensive vegetation. Each queen can lay 20 to 50 eggs. While the hive waits for the eggs to hatch (it won't move from the spot until they do), the soldier kanks ferociously defend the area from all predators. Herders must wait as well or abandon the hive.

A kank's pincers cause 1d6 points of damage. In addition, a target hit by the pincers must save versus poison or be paralyzed in 2d12 rounds. The effects of the poison wear off after 2d6 hours. Note that only soldier kanks produce poison. Food producing kanks can fight if necessary, but brood queens never join in a battle-even to defend themselves or their young.

While the globules of honey produced by kanks are sweet and good tasting, only the most desperate carrion eater will consume kank flesh. When a kank dies, its body produces chemicals that drench the meat with a foul-smelling odor that can make even the hungriest giant sick.

Kank chitin can be fashioned into armor (AC 5), though its brittle nature makes it susceptible to shattering. Every time the armor is hit, there's a 20% chance it will shatter and be rendered useless.

Mekillots are mighty lizards weighing up to six tons. They have huge, mound-shaped bodies growing to lengths of 30 feet. A thick shell covers the back and head of a mekillot, providing protection from the sun and good defense (AC 7) against attacks. Its underside has a softer shell that's more vulnerable to damage (AC 9).

Mekillots have savage dispositions, but their size and great strength make them excellent caravan beasts. A hitched pair of mekillots can pull a wagon weighing up to 20 tons at a slow, plodding pace. Caravan leaders must be prepared for their unpredictable natures, however. As they can never be truly tamed, the stubborn creatures have been known to turn off the road and go wandering for no apparent reason-still drawing their loaded wagons. Mekillots are also noted for eating their handlers and other members of a caravan team. Psionist handlers are best equipped to deal with these difficult beasts.

In combat, a mekillot's long tongue strikes with amazing speed and power (inflicting 1d8 points of damage). On a natural roll of 20, the tongue grasps the target it hit and pulls it toward the mekillot's gaping maw. The target must save versus paralyzation or be swallowed whole. Swallowed beings are nearly helpless. They can't use any attack forms except for psionics, and after 2d6 hours they are consumed by the beast's digestive juices.

Mekillots have a second special attack form, but it's used as a purely defensive reaction. When something crawls beneath a mekillot, the creature instinctively drops to its belly to protect its softer undershell. The weight of the mekillot causes crushing damage (2d12 points), but the beast may also sustain injury depending on what it falls upon.

Avangion



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (13-14)
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THAC0:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	M to L (6-12')
MORALE:	Fanatic (17-18)
XP VALUE:	Varies

In the entire known history of the Tyr region, there has never been a preserver who has advanced far enough in experience to mimic the metamorphosis of defilers and become an advanced being. But it is possible.

The transformation forces the preserver to pass through a series of steps that lead from human to avangion, but where the defiler/dragon metamorphosis is characterized by massive destruction and great pain, the preserver/avangion blend is a more serene, peaceful process of light, water, and the life-giving properties of the dying world of Athas.

Only humans who are dual-classed 20th-level preservers and psionicists can proceed from 21st to 30th level as an avangion. The transformation is time-consuming and difficult, but ultimately rewarding.

A preserver who transforms into an avangion undergoes a series of magnificent changes. In the earliest stages of this metamorphosis, the avangion retains almost all human characteristics. Closer to the ultimate form, the flesh becomes radiant silver, and wide, elegant gossamer wings sprout. Eventually, the preserver's arms and legs become less and less useful. In the end, the legs are too fragile to support body weight, the arms too delicate for anything but fine manipulation.

Like dragons, avangions are effectively immortal. The passage of long periods of time mean nothing to their physical form. Avangions also have the following spell-like abilities, which are permanently active: *tongues*, *know alignment*, *ESP*, and *detect lies*.

Combat: Avangions are not fond of physical combat. They are generally physically weak and depend upon their powerful magics and potent psionics to defend themselves. Among the most powerful weapons of the avangion is its ability to employ *psionic enchantment*. The spell chart at the end of this entry indicates the magic available to the avangion at the various levels of progression. Further, an avangion has the powers of a psionicist of equal level.

Another powerful ability is the gradual development of a magical aura. This aura is visible as a bright light that radiates from the creature's gleaming body. When it first manifests, the aura acts as a *protection from evil* spell and also dissipates any magical darkness on contacts. Later, it causes all evil creatures within to suffer as if they had been hit by a *ray of enfeeblement*. Ultimately, it becomes an almost impenetrable defensive barrier, acting as a massive *globe of invulnerability*.

Habitat/Society: Unlike dragons, avangions go through no animalistic stage where they lose their mental faculties. On the contrary, as an avangion progresses through the stages of its metamorphosis, its intellect increases, marked by increases in its Wisdom score (presented on the chart at the end of this entry).



These extremely powerful creatures are concerned with adventures of epic proportions—they have the power and influence to do so. They are the first of their kind in recorded history, a focus of change toward good, and perhaps are the most powerful good creatures on Athas.

Advanced beings like the avangion are extremely powerful, but large numbers of lesser creatures can still bring them down. The downfall of many dragons is their inability to work as a team. Avangion certainly attract followers in campaign play, though they must leave these people for stretches of time during their metamorphosis.

Ecology: Avangions and dragons are arch-enemies who seek each other out for battle whenever possible. Clashes between such powerful creatures can have horrible side effects and often end in stalemates. In such battles, the dragon generally takes a wholly offensive tack, whereas the avangion employs more subtle strategies and defensive tactics.

A preserver on the road to becoming an avangion must employ the *preserver metamorphosis* spell at each stage of advancement in level and power. The preserver changes physical form drastically upon the spell's completion, each time bridging approximately one-tenth the gap between human and full avangion form.

The exact material components, preparation time, and casting time depend on what level the preserver is about to achieve (grouped by level into low, middle, high, and final metamorphosis).

Low (21st, 22nd, and 23rd levels): As the next level draws near, a calling within leads the preserver to leave the company of his fellows and seek isolation. For low-level metamorphosis, the preserver must gather physical remains of the enemies of life, usually those of high-level defilers—their bodily remains, destructive belongings or artifacts, ash from their spellcasting, etc. These items must be gathered during the preserver's period of isolation as evidence of a devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. Any interruption results in spell failure. The preserver may have other characters present during casting.

Middle (24th, 25th, and 26th levels): The preserver advancing through these intermediate levels hears another calling for isolation. The material components at the middle levels are gifts gathered from no fewer than three



powerful good creatures during isolation. Obviously, the powerful creatures realize the consequences of contact for the preserver, so they leave the gifts after the preserver achieves extremely dangerous or important goals. The material component for the spell (not consumed in casting) is a single tree or bush personally saved by the preserver from defiler magic destruction. The casting time is 12 hours. The preserver must cast the spell in a forest or area of dense vegetation—at the time of casting, there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High (27th, 28th, and 29th levels): Unlike previous eve advancements, the preserver has no calling toward isolation at high levels, but instead must collect a core group of companions, no fewer than eight in number and of at least 10 levels or Hit Dice each. All the companions must be of good alignment. The preserver must spend the preparation time with these characters. The material components are a single gift from each of the companions in the core group. During the casting of the spell, the preserver must have the aid of a single companion for the entire ceremony. If the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver—new companions must be found for each of 27th, 28th, and 29th levels.

Final (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrub grass, forests, or any combination) at least five miles in diameter. At the time of casting, the lush lands must be free of evil creatures. The material components are a diamond, of no less than 10,000 gp value, with which to capture the life-giving qualities of sunlight; a large stone tomb; and a perfectly sealed glass case built around both preserver and tomb. The casting time is one round. Once the spell is cast, the preserver/avangion, diamond, and stone tomb disappear, bound for planes unknown. After many months, perhaps as long as two years, the avangion returns, wholly transformed, to the glass case. If the glass case is damaged in the meantime, the avangion is lost to oblivion.

Avangion Ability Charts

Lvl	HD*	AC	Immune	THAC0	Move	MR	Aura	Bonus
21	10+11	9	—	10	?	10%	Nil	Nil
22	10+12	8	+1	10	?	15%	Nil	Nil
23	10+13	7	+1	9	?	20%	Nil	Nil
24	10+14	6	+2	9	?	25%	Nil	Nil
25	10+15	4	+2	8	? ^a	30%	Nil	Nil
26	10+16	2	+3	8	? ^b	40%	Nil	Nil
27	10+17	0	+3	7 ^c	0 ^d	50%	Nil	+1 Wis
28	10+18	-2	+5	7 ^c	0 ^e	60%	90 ^f	+1 Wis
29	10+19	-4	+5	5 ^c	0 ^e	70%	1 50 ^g	+1 Wis
30	10+20	-6	+5	5 ^c	0 ^h	80%	2 00 ⁱ	+2 Wis

- * avangions use 4-sided hit dice
- ¹ can be hit only by +1 or better magical weapons
- ² can be hit only by +2 or better magical weapons
- ^a now has a “flying” movement rate of 24 (A)
- ^b now has a “flying” movement rate of 36 (A)
- ^c can no longer wield weapons or make any physical attacks
- ^d can no longer walk, must hover or fly at all times
- ^e now has a “flying” movement rate of 48 (A)
- ^f the aura of light acts as a *protection from evil* at this point and dispels any magical *darkness* within its listed radius
- ^g the aura of light gains the ability to affect all evil creatures in its radius with a *ray of enfeeblement*
- ^h now has a “flying” movement rate of 60 (A)
- ⁱ the aura of light gains the ability to act as a *globe of invulnerability*

Note: Regardless of level, an avangion saves as a 21 +-level wizard.

Spells Available

Level	1	2	3	4	5	6	7	8	9	10
20	5	5	5	5	5	4	3	3	2	1
21	5	5	5	5	5	4	4	4	2	1
22	5	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	5	3
27	6	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	6	4
30	7	7	7	7	7	7	7	6	6	4

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
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Swarm, gnawing
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (2' long)
MORALE:	Unsteady (5-7)
XP VALUE:	65
PSIONICS:	Nil

Ferreted away in the broken crags and tiny caves of the barrens is the timid baazrag—timid, that is, until the pack has been angered.

Individually, a baazrag is an unimpressive creature. No more than 2' long, it is one of the smallest omnivorous animals in the stony barren regions. The baazrag's face is protected from above by a natural bone 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 left unprotected below the bony covering. The baazrag's humped back is covered with a hard, natural armor that protects the animal as a whole, especially the fluid storage sack just beneath the shell, vital to the animal's long-term survival. Its four legs are comparatively frail but adequate for their purpose; the baazrag merely darts around its rocky home seeking shelter against predators, not outrunning them on the plains. The animal's tail is 4" -5" long; while it can be used to slap tiny insects and rodents, it is no threat to larger animals as a weapon. Baazrags vary greatly in coloration, which changes with age. A baazrag is born at its darkest color: reddish-brown, green, even yellow or orange. As the animal grows, the color fades from its original richness until it turns a pale, sandy gray in old age.

Baazrags have a complicated language of squeals and chirps to attract mates and warn the pack of danger. Other creatures can communicate with them using psionics or magic.

Combat: If found alone, a baazrag attempts to flee rather than fight, even against creatures roughly its size. Most baazrags don't wander far from their home, a hole just big enough for itself in a rocky bastion no more than three rounds of movement distant. Once inside its home of stone, it is well protected from physical attacks.

A baazrag can only attack with its bite (1-3 hp damage). If a baazrag achieves a successful bite attack against the same target in two consecutive rounds, then it has gnawed the target's flesh. When a baazrag gnaws, glands behind its jaw release a mild toxin that greatly slows natural healing throughout the victim's body. After being gnawed by a baazrag, a victim will heal at one fifth the normal rate; this applies to all current damage. For example, a fighter with 35 hp suffers 15 hp damage from previous combat, then gets gnawed by a baazrag that inflicts 5 more hp damage. Normally, it would take the fighter 20 days of rest to heal his damage, but the gnaw attack extends that to 100 days of rest. Magical healing negates the toxin, as does a neutralize poison spell.

If an attacker cannot kill all the baazrags he originally encountered in the first five rounds, the pack swarms the area. On the sixth and subsequent rounds of combat, an additional 2-16 baazrags ar-



rive to attack. This lasts until the attackers have been killed or driven off, or until the pack has sustained more than 100 casualties, in which case the baazrags flee.

Habitat/Society: Baazrag packs are very loosely knit and band together only in defense of their territory. Individuals do not cooperate in hunting or gathering of food.

Noble families of Tyr and Balic began domestication of baazrags centuries ago to rid their household of annoying insects and pests. Since then, some have organized teams of baazrags to pull wagons. Every baazrag can pull 50 lbs. of wagon and cargo. A wagon that weighs 100 lbs., loaded with 500 lbs. of materials, requires a 12-baazrag team to pull it, for a movement rate of 9. Double that number raises the movement rate to 15, the maximum speed for any team of baazrags.

Other baazrags are specially trained to hunt unwanted pests around homes or in sewers and cisterns. Though not adapted to it naturally, a baazrag can be taught to swim. The templars of Tyr have a special service branch with several dozen such baazrags, dispatched upon demand to infested sections of the high bureaus.

Ecology: Baazrag females bear live young in litters of 2-6 (2d3). The young live with the mother in her home until they reach adulthood (about eight weeks), at which time they move out into the stony barrens to find homes of their own.

A baazrag can be slain and eaten. Each animal has 25 lbs. of edible meat. The fluid sack beneath the armor shell on its back contains 1-4 pints of water, but this is tainted by the same toxin that prevents normal healing after a gnaw attack. The water can be purified by a purify food and water spell or by a neutralize poison spell. Failure to purify the sack water makes the character sick for 1-6 hours.

Wild baazrag can be captured and sold in various city-states as pets or team animals. An undamaged baazrag fetches 10 cp in the marketplaces of the Tyr region.



CLIMATE/TERRAIN: Tablelands

FREQUENCY: Uncommon

ORGANIZATION: Tribe

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: L

TREASURE: M, (I)

ALIGNMENT: Lawful evil

NO. APPEARING: 1-10

ARMOR CLASS: 7

MOVEMENT: 12

HIT DICE: 5

THACO: 15

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4+2

SPECIAL ATTACKS: Constitution drain

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

SIZE: M (6' tall)

MORALE: Average (8-10)

XP VALUE: 650

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/1/5	E W, P B / M —	12	35

Telepathy — *Sciences*: domination; *Devotions*: attraction, ego whip, psionic blast, mind blank, contact.

Note: These psionics are common to most belgoi. It is not unusual for individuals of higher status to have more powerful psionics, however.

At first sight, the belgoi appear human—end then you notice the long claws on the end of their fingers, their puckered, toothless mouths, and their webbed, three-toed feet. They are a race of ignorant demihumans who dwell in the most forlorn wastes of Athas. They have a taste for the flesh of intelligent races and no ruler will tolerate them within five day's travel of his city.

Combat: Belgoi usually attack by sneaking up on their victim's camp and selecting a juicy looking target. Each belgoi rings a small bell that allows it to make contact with its victim, then attempts to use *domination* to take over the victim's body and have him leave camp, or *attraction* to lure the victim into the darkness. If the belgoi's *contact* is successful, only the victim can hear the bell, but if it fails, then the entire party hears it.

Once the victim is lured out of camp, the belgoi caresses and touches the victim, temporarily draining 1d6 points of Constitution per round (duration: 1d4 turns, victim loses all bonuses due to high Constitution). Upon reaching 0 Constitution points, the victim falls unconscious, and the belgoi sits down to feast.



If forced into melee combat, the belgoi strike with their wicked claws, inflicting 1d4+2 points of damage. Each time they hit, the victim must save vs. poison or lose 1d6 points of Constitution (as described above).

When a battle starts to go against the belgoi, they will flee and fetch replacements for any of their fallen comrades, then return a short time later to attack again. Therefore, battles with belgoi often turn into long, running fights that last for many days. The only way to prevent the belgoi from returning time after time is to kill them all before they have a chance to escape.

Habitat/Society: Basically, the belgoi form huge raiding tribes and behave as such. They tend to make their homes in forlorn parts of the desert, but journey forth in great numbers to harass the trading routes, settled villages, and anywhere else they can find a plentiful supply of poorly defended people.

Belgoi hosts tend to move in small parties of 1-10 individuals. When they encounter likely-looking prey, the scouting party usually attacks, looking to its own dinner first. If they have stumbled across a large group, however, they will fetch other members of their tribe and return to attack with greater numbers.

Ecology: Belgoi often leave the land barren and desolate behind them, stripped of all animal and vegetable life. They are second only to the foulest of defilers in the destruction they cause to the world about them.

CLIMATE/TERRAIN:	Crescent Forest
FREQUENCY:	Common
ORGANIZATION:	None
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Incidental
ALIGNMENT:	Nil
NO. APPEARING:	1-10
ARMOR CLASS:	6
MOVEMENT:	1/2
HIT DICE:	3-5
THAC0:	17
NO. OF ATTACKS:	1 per 5' length
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Strength loss clinging
SPECIAL DEFENSES:	Half damage from crushing attacks
MAGIC RESISTANCE:	Nil
SIZE:	L-G (4' long per HD)
MORALE:	Steady
XP VALUE:	50

The bloodvine is a danger to anyone who travels in the Crescent Forest. It is a parasite, dangerous primarily to those weak with hunger or thirst, or to sleeping victims. These parasitic plants consume the very blood of those they capture, and travelers report finding skeletons of fairly sizable creatures lashed tight to agafari tree trunk by these potent vines.

Combat: The bloodvine moves extremely slowly, at only 1/2' per round. Bloodvines are attracted by warmth, particularly that of a living creature. They move only at night.

The bloodvine attack by injecting roots into its target. If the bloodvine has approached a target (which it will do only at night), this requires an attack roll. However, if the target touches the vine with bare flesh (day or night), the attack is automatically successful. The roots are covered with a sap which anesthetizes the wounds so that the victim feels no pain. An unconscious victim will not awaken, and a conscious victim must make an Intelligence check to determine that he has been attacked.

Once the bloodvine has seized its prey, it drink the victim's blood via its roots, causing 1d3 hit points of damage/round. In addition, the loss of blood diminishes the character's Strength by 1 point. Once the roots are inserted, no additional attack roll is required to inflict this damage and Strength loss each round.

To remove the vine, the victim (or someone aiding the victim) must make a Bend Bars roll; only one roll may be made each round. On a successful roll, the vine tears away (inflicting 1d6 hit points of damage). On an unsuccessful roll the vine remains attached, but the victim suffers an additional point of damage from the stress of tearing roots. Should the victim be separated from the vine, lost Strength returns at a rate of 1 point per hour.

The bloodvine takes half damage from crushing attacks. A bloodvine will not approach within two feet of a fire, and indeed it suffers double damage from fire attack. Cold inflicts only 1 point of damage per damage die, but it immobilizes the affected section of the vine for a number of rounds equal to the damage roll. Electrical attacks act as a haste spell on the bloodvine for 1d4 rounds. A bloodvine is killed instantly by a *warp wood* spell, or by the destructive effect caused when a



defiler casts a spell.

It is fairly easy to avoid bloodvines if one is aware of them. They move so slowly that the potential victim can just walk away. They are unable to completely leave their agafari tree, so they will not pursue a victim beyond a few tens of feet from their tree.

Habitat/Society: Bloodvines live on the bark of the agafari tree and are found only in the Crescent Forest. Growth begins at ground level and winds its way up the tree. Agafari trees that have been completely surrounded by bloodvine can be found in the central portions of the forest. Such vines represent a tremendous threat to travelers, as there are literally hundreds of feet of bloodvine in such infestations.

Ecology: Bloodvines live on the fluids they extract from insects and small mammals. They can live for as long as three months on nothing but rain, extracting nourishment from the agafari bark. After a month of such deprivation, however, the bloodvine loses the ability to move, and after three months the bloodvine dies.

Each bloodvine is inextricably attached to the tree which is its host. Bloodvines cannot be transplanted from one tree to another, nor will a bloodvine grow anywhere but on an agafari tree. How bloodvines reproduce is a mystery, but it is impossible to eradicate them completely; kill every bloodvine on an agafari tree and within a month new bloodvines will again sprout.

CLIMATE/TERRAIN:	Tablelands, Mountains, and Hinterlands
FREQUENCY:	R are
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	R, V
ALIGNMENT:	Neutral evil

NO. APPEARING:	1 or 2
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon +10
SPECIAL ATTACKS:	Breath Weapon
SPECIAL DEFENSES:	Hit only by magical or steel weapons
MAGIC RESISTANCE:	Nil
SIZE:	H
MORALE:	Fanatic (18-13)
XP VALUE:	5,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	1/2/10	MT, PB, PsC /	15	80
		IF, MB, M –		
		TS, TW		

Telepathy-- *Sciences:* psychic crush, tower of iron will. *Devotions:* mind thrust, psionic blast, intellect fortress, mental barrier, mind blank, thought shield, awe, contact, inflict pain, invincible foes.

It is difficult to tell whether the braxat are of mammalian or reptilian stock. Their backs are covered with thick, articulated shells, their heads have a squarish lizard-like shape giving them a reptilian appearance, and the crowns of their heads are defended by three to five horny protrusions. At the same time, they walk upright on two feet, can speak with a human-like voice, have a fully opposable thumb, and are warm-blooded.

Combat: Braxat are hunters by nature, and their fighting tactics reflect this. They will often use psionic attacks (*inflict pain* or *invincible foes*) in an attempt to disable their opponents and reduce the risk to themselves.

After attacking psionically, the braxat wade into hand-to-hand combat, usually carrying a massive spiked club that inflicts 2d4 points of damage.

They use their breath weapon only as a last resort, for it tends to render the prey unsuitable for consumption. This cone of acid is one foot in diameter at the base and extends for ten-feet, where it is five feet in diameter. It does 2d10 points of damage to anything it touches (save vs. breath weapon for ½ damage).

Braxat suffer damage only when hit by steel weapons or those with a magical enchantment upon them. All other weapons glance off of them harmlessly, although they may be knocked prone or



otherwise affected by them.

Habitat/Society: Braxats are found throughout Athas, wandering the forlorn wastes in search of prey. They are usually solitary creatures, but may rarely be found in mated pairs (in this case, the young are usually safely hidden away in a remote cavern).


Ecology: Braxat are true terrors of the desert, usually attacking at night in search of fresh meat. Although they will eat caravan mounts on occasion (with the exception of kanks), they prefer intelligent races.

Braxat shells make excellent shields and armor plates (AC2). Because of this, they are sometimes hunted by other creatures living near them. Because of the power of the braxat, however, would-be hunters often find the tables turned upon them and end up the targets of a deadly ambush.

Bvanen

Climate/Terrain	Base of the Jagged Cliffs
Frequency:	Very Rare
Organization:	Tribal
Activity Cycle:	Nocturnal
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	Nil
Alignment:	Neutral Good
No. Appearing:	3d4
Armor Class:	4
Movement:	6, Sw 12
Hit Dice:	3+1
Thac0:	17
No. of Attacks:	3
Damage/Attack:	1d3/1d3/1d4+1
Special Attacks:	Secreted ooze
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5' tall)
Morale:	Average (8-10)
XP Value:	420





PSIONICS SUMMARY: Dis 2/Sci 3/Dev 10; PS 10; PSPs 40

Att: EW, II, MT; **Def:** MB, MBk, TS

PLAYER'S OPTION: #AT 1; MTHAC0 16; MAC 4

Psychometabolism: Sciences—animal affinity;

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

Bvanen are a race of intelligent, benevolent amphibians that dwell in the swamp at the base of the Jagged Cliffs. Their hesitant, distrustful nature often forces them into conflicts they would otherwise choose to avoid.

Combat: These amphibians use a claw/claw/bite routine (never weapons), but are not strong fighters. They do have a special attack power, however, which they use to partially immobilize their foes. Every bvanen secretes a sticky, quick-hardening ooze through pores on its skin. This hardened ooze provides not only a protective shell around the bvanen, but a weapon that can be used to stick to foes on a successful claw attack roll instead of inflicting damage. On the round after a blow has landed, the foe cannot use the struck body part (roll 1d8: 1—head; 2-3, right arm; 4-5, left arm; 6-8, either leg) until a bend bars roll is made (either by the character or a companion). A hit to the head indicates that the foe suffocates as if drowning. A group of bvanen can quickly completely incapacitate an enemy when working in conjunction.

This secretion has one other use. It seals over the bvanen's wounds as soon as they are inflicted. Bvanen are therefore immune to the effects of *swords of wounding* and similar magical weapons that cause bleeding. Further, the ooze and its healing abilities effectively reduce all damage taken by 1 point.

Approximately 1 in 6 bvanen possesses the listed psionic powers.

Habitat/Society: The bvanen live in partially submerged caves at the base of the Jagged Cliffs and in temporary camps throughout the dismal swamp. They use their hardened secretions to build nests out of wood and plants. Their society is divided up into two groups: caretakers and hunter/warriors. Caretakers see to the needs of the tribe and the tribe's domesticated animals. Every bvanen camp or village has domesticated animals—giant fish, giant frogs, aquatic inix, giant insects, and others. They are used for transport, food, and sometimes as guardians.

The bvanen have their own language, and use a series of scars on their flesh to indicate rank and position within society. The bvanen have a strict hierarchy, each individual has a specific place within the social structure. The scar symbols showrank, the scars becoming more intricate as one raises in the social order.

Although they are generally a kind and gentle race, the bvanen are reclusive and suspicious of strangers, often choosing to fight defensively rather than risk letting their guard down and trusting a potential enemy.

Ecology: It is unknown whether the Bvanen are natural creatures or bred from the sorcerous ooze of the swamp. They have never been encountered anywhere other than the Jagged Cliffs. They hunt and raise animals for food, but they will never knowingly eat an intelligent creature.



® , ™ & © 1994 TSR, Inc. All Rights Reserved.

Caller in Darkness

CLIMATE/TERRAIN:	Giustenal environs
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Spiritual energy
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	N E
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Special
MORALE:	Fearless (20)
XP VALUE:	Special

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
18	All	All/All	16	750

The Caller in Darkness is just one name applied to the entity that haunts the ruins of ancient Giustenal. Most who have traveled through the area know the stories of some unknown being or object of incredible power that seeks to make contact with vulnerable minds. It calls to those with even the smallest amount of talent in the Way, driving them mad and making them commit foul acts of violence.

The Caller is a multitude of spirits trapped in a supernatural storm that exists in the Ethereal Plane adjacent to Giustenal. In the physical world, the Caller has no shape. It can only interact through the use of psionics. On the Ethereal Plane, it appears as a huge whirlwind full of swirling, howling spirits.

The Caller's native language is the tongue of ancient

Giustenal. It communicates via psionics, using visions and projecting images to contact other psionic minds.

Combat: To maintain its own existence, the Caller in Darkness probes a five-mile area around the ruins. It searches with psionic signals, waiting for someone to respond to its psionic call. It tries to overwhelm that person's mind and draw him or her to the ruins. Those contacted by the Caller who die within Giustenal's walls are sucked into the spirit storm and become part of the group consciousness.

The Caller is very particular about who it searches for. It is only interested in psionics or those with wild talents. It ignores those who have no natural capacity with the Way. Further, it is only interested in the same minds as those who were living in Giustenal at the time of the city's destruction—humans, elves, half-elves, dwarves, and halflings.

Outside the ruined walls but within the Caller's range, any use of psionics by those the Caller seeks has a chance of attracting its attention. Every use of a power has a base 25% chance of attracting the Caller. This base is increased by the number of PSPs expended to initiate and maintain the power. (The check is made after the power expires.) Once the Caller notices a psionic mind, it attacks with a powerful form of contact. It can attempt to contact a noticed character outside the ruins once per day. The character must make a saving throw versus spells. Failure indicates that contact has been established. If contact isn't established, nothing else occurs that day but the character has a feeling of dread.

Once contact is established outside Giustenal, a victim begins to experience delusions. These manifest as visions of loved ones or something else the victim most desires. The victim understands the voices and visions, but he or she speaks in the ancient language of Giustenal. These illusions are benevolent and draw the character toward the ruins. Every hour after contact, the victim must make another saving throw versus spells. Success or failure, the victim wants to enter the

ancient city. Success means the victim doesn't have to drop everything and rush ahead. Failure means the compulsion overwhelms the character and he or she begins the final trek to Giustenal. At this point, the victim may even attempt to kill his companions-especially if they try to stop him from reaching the ruins.

Inside the ruins, the base chance to notice the use of a psionic power is 50%, increased by spent PSPs. Contact attacks can be made twice a day in the city. Visions inside the city turn dark. The people of Giustenal died in horror. Fear gave the supernatural storm its power, and the Caller seeks to replicate that terror in its victims before they die. Once a victim begins to experience terrifying visions (many related to the destruction of the city), others nearby suffer from fear spill-over. This spill-over affects everyone, regardless of race or psionic ability.

Every half hour inside the walls, characters (other than those who have been contacted by the Caller) must make saving throws versus paralyzation to control their rising fear. After a number of failed rolls equal to one-quarter of the character's Wisdom (rounded up), the character succumbs to his fear and acts as though a fear spell was cast.

Contacted characters are hit with a series of increasingly malevolent visions, one every half hour. With each vision, a character must make a saving throw versus paralyzation. The saving throw receives a penalty based on how many visions have been experienced. On the first, the penalty is -1; the second, -2, and so on. Each failure causes the loss of 1d4 points of Wisdom. When a character's Wisdom drops to 0, the Caller can finally unleash its most devastating attack-causing the character to take his or her own life.

A contacted character who dies within the walls of Giustenal is sucked into the spirit storm. While trapped in the storm, the character can't be resurrected or raised. The natural duration of imprisonment for new victims is $100 + 2d20$ years. A wish or other spell capable of selecting spirits from the Ethereal Plane can draw victims from the Caller's grasp.



The Caller can follow a character it notices as long as the character remains within its range. The range only extends along the surface. Once the character enters the tunnels beneath Giustenal, the Caller can no longer follow him. It can concentrate attacks on multiple victims in a single day, so all psionic users are in danger while in the Giustenal region.

Habitat/Society: While the Caller consists of thousands of individual spirits, it believes itself to be a single entity. It was created from the mass carnage inflicted on Giustenal by the sorcerer-kings who killed Dregoth. The vortices which funnel the elemental powers of the sorcerer-kings produced a separate whirlwind in the Ethereal Plane adjacent to Giustenal. The spirits of the city's dead were caught in the storm, and over the centuries their powerful psionic energies have merged into a group consciousness.

Ecology: As the supernatural winds slowly abate, some of the spirits have been released. The group consciousness doesn't see this as a good thing. It believes that it is dying. The Caller seek more psionic souls to add to the storm.

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
THAC0:	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 VALUE:	420
PSIONICS SUMMARY:	
Level	Dis/Sci/Dev
3	2/1/3
Attack / Def	Score
— / M —	15
	PSPs
	40

Clairsentience— *Sciences*: object reading, sensitivity to psychic impressions; *Devotions*: danger sense.

Telepathy— *Sciences*: none; *Devotions*: life detection (special ability, no cost), mind blank

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 week 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 attack 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 pack, 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. Templars 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 attack 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:	Desert, scrub plains
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	5-30 (5d6)
ARMOR CLASS:	4
MOVEMENT:	24
HIT DICE:	4 + 4
THACO:	15
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1d8/1d4/1d4/1d6/1d6
SPECIAL ATTACKS:	Grapple
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L
MORALE:	Unsteady (5-7)
XP VALUE:	420

Crodlu are large, reptilian animals that roam the deserts and scrublands of Athas in herds. Easily domesticated, they are widely used for transportation or as beasts of burden, particularly by merchant houses.

Crodlu resemble enormous, scaled ostriches with long arms that end in wicked claws. They vary in color from dusty yellow to brick red, with splotches or rosettes of contrasting color along their dorsal sides and lighter colored scales along the belly. Their tough, scaly hide gives them an Armor Class of 4. Powerful muscles enable them to run across the sands at high speed. While their eyesight is poor, their sense of smell is acute, more than making up for their visual impairment.

Combat: Since they can survive in Athas's merciless environment, crodlu are well able to take care of themselves. The beast's two powerful hind legs kick for 1d6 each, while each hand can claw for 1d4, while the wicked beak bites for 1d8. If both claws hit, the crodlu has grappled with its foe, allowing the beak to hit automatically for double damage.

Habitat/Society: Crodlu travel in herds of 5 to 30. Of these, one-fifth are chicks (1d8 hit points, a single 1d4 bite attack) and the remainder are adults. Each herd is led by a single adult male with AC 3 and 6 Hit Dice. If attacked, adult crodlu form a defensive ring around the young and, if necessary, die to defend them.

If taken from the herd as chicks, crodlu may be trained to



serve as mounts. Only 10% of adult crodlu may be so trained, while male leaders can never be trained.

Ecology: Each female crodlu may give birth to a single young each year. The chicks are able to run and fight within a few minutes of birth. Crodlu are omnivorous, feeding off anything edible they find, sometimes even resorting to pack hunting techniques against smaller animals.

When used as riding beasts, crodlu are unparalleled, carrying their riders with great speed and endurance. While crodlu normally flee rather than fight if carrying a rider or cargo, war crodlu may be trained to use their substantial combat abilities in battle. Also valuable as beasts of burden, crodlu can carry substantial loads, although larger amounts reduce their movement, as shown in the following table.

Weight Carried	Maximum Movement
0-90 lbs.	24
91-180 lbs.	18
181-270 lbs.	12
271-360 lbs.	6
361 + lbs.	0 *

*Crodlu refuse to move if loaded down with more than 360 pounds.

Crodlu, Heavy

CLIMATE/TERRAIN:	Sandy wastes, stony barrens
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	18
HIT DICE:	6+6
THACO:	13
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-10/1-6/1-6/1-8/1-8
SPECIAL ATTACKS:	Ram
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12' tall)
MORALE:	Average (8-10)
XP VALUE:	2,000
PSIONICS:	Nil

The heavy crodlu is a mammoth riding beast, bred in the cities for its incredible strength. It is used in groups for pulling large wagons and individually as a war mount. Many heavy crodlu have escaped into the wilderness, where they have integrated with wild crodlu herds.

Like its lighter counterpart, the heavy crodlu is a bipedal lizard. Its hind legs are thick and broad to support itself and a considerable load even on loose sand or gravel. The forelimbs are long but not especially strong. The claws are naturally sharp but are often filed to points or even shod with glass or metal blades for battle. The bony plates on top of its head give the beast greater protection there, and let the head be used for a ramming attack. The heavy crodlu's back, the back of its neck, and the top of its head and face are covered with thick scales, while its underbelly and throat have softer, leathery scales. Heavy crodlu can be any of a variety of colors, from light brown and sandy yellow to deep green approaching black. Generally, the harder scales are a darker color than the softer ones. Heavy crodlu have longer tongues than their brethren, and they have an unfortunate tendency to drool (a terribly waste of liquids, some say).

The heavy crodlu communicates with other crodlus with snorts that convey very basic concepts. More intelligent creatures can communicate with them through magic or psionics.

Combat: In individual combat, a heavy crodlu can make five separate attacks: one bite, two foreclaws, and two hindclaws. When carrying a rider or pulling a load, the heavy crodlu cannot bring its hindclaws into play. A bite inflicts 1-10 hp damage; foreclaws inflict 1-6 hp damage each; and the powerful hindclaws can inflict 1-8 hp damage each.

The heavy crodlu is also capable of a powerful ram attack. A heavy crodlu can ram when alone or when carrying a rider, but not when pulling a load. The animal cannot make any other attacks in the round it makes a ram attack. To initiate a ram attack, the intended target must be at least 60' distant at the start of the round; if not, the ram cannot be initiated. The heavy crodlu must be able to run directly at its target without obstruction. On a successful attack, the target suffers 3-24 hp damage as the heavy crodlu slams into it with the bony plates of its head. If the heavy crodlu fails its attack roll, it continues moving in a straight line for its full movement. If it subsequently runs into an immovable object, such as a rock outcropping or wall, the heavy crodlu itself suffers 1-10 hp damage. Once the initial target is missed, the heavy crodlu cannot redirect its ram attack against another target, even if the latter lies in the path of the heavy crodlu's movement.

Heavy crodlu specially prepared for combat may have bladed foreclaws or armor. Bladed foreclaws increase the damage by one point (1d6 + 1). Some riders have even had the blades enchanted or blessed to enhance their mounts' combat effectiveness. Heavy crodlu armor comes in three varieties: cloth, partial leather, and full leather. Cloth armor weighs effectively nothing, costs 20 cp, and gives the animal AC 3. Partial leather armor is stiffened, covering the face, neck, throat, and sides,



weighs 30 lbs., costs 55 cp, and gives the animal AC 2. Full leather armor is reinforced with bone and bits of metal, covering the face, neck, throat, forelimbs, sides, flanks, and belly; it weighs 100 lbs., costs 130 cp, and gives the animal AC 1.

Habitat/Society: Domestic heavy crodlu can be found in cities and on caravan routes. Special pens, maintained for crossbreeding to continue the line, are owned by noble families and merchant houses, even by the sorcerer-kings themselves. Heavy crodlu can be teamed with standard crodlu, but the different breeds have a tendency to dislike each other, sometimes turning on one another in territorial struggle at the most awkward times. In battle formations, units of heavy crodlu cavalry must at times be separated from normal crodlu; many armies with both keep them separated as matter of course.

Many heavy crodlu have escaped captivity and returned to the wild, either running off from caravans or slipping away riderless after a large battle. Heavy crodlu seek out herds of standard crodlu, where their great size affords them leadership. They seek out their brethren because of two overriding instincts: the herd mentality, and the need to mate.

Ecology: Heavy crodlu cross with standard crodlu and bear smaller offspring. After a couple of generations, the strength of the heavy crodlu ancestry is insignificant within the herd.

Heavy crodlu can carry up to 600 lbs. of passengers, cargo, or armor. Their movement rate depends on their present load:

Weight carried	Maximum movement
0-240 lbs.	18
241-360 lbs.	12
361-450 lbs.	8
451-600 lbs.	6
601+ lbs.	0*

* Heavy crodlu refuse to move if loaded down with more than 600 lbs.

CLIMATE/TERRAIN:	Black Waters Oasis
FREQUENCY:	Common
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Average (10)
TREASURE:	Nil
ALIGNMENT:	Neutral Good (Chaotic Evil)
NO. APPEARING:	100-1,000
ARMOR CLASS:	8
MOVEMENT:	8
HIT DICE:	1
THAC0:	18
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Special
XP VALUE:	70
PSIONICS:	Nil

The curse of the Black Waters reduces its victims to undead slaves of the oasis. These undead are either cursed dead or hungry bodies, each of which is discussed in more detail below.

Both types of undead must remain within a mile of the Black Waters Oasis. They are cursed to always appear before anyone coming to the oasis, either to warn them away or to lure them to their doom.

Cursed Dead

These creatures resemble skeletons, although they still have human eyes. They are clothed in tatters and rarely have any weapons to speak of. They are pitiful victims of the curse of Black Waters, tormented by a never-ending thirst that cannot be quenched. They often drink from the oasis, desperate to soothe their parched throats.

If the cursed dead are the first to see characters coming to the oasis, they will do whatever they can to shoo them away. The cursed dead do not wish others to fall prey to the curse. They are not violent and will do nothing to stop those who attack them, for once their physical forms have been destroyed they may lie in peace. Though the cursed dead can speak, it causes them intense physical pain that may last for hours. They only speak when they absolutely must, keeping to short sentences.

The cursed dead are immediately aware if anyone with the *black waters* scroll enters the oasis and will do what they can to guide such characters to Phabum. They will let anyone who does not have the *black waters* scroll leave the oasis without incident. If characters try to leave with the scroll, the cursed dead will do what they can, short of killing the characters, to keep the *scroll*. It is, after all, their only hope of salvation.

Combat: Cursed dead do not fight unless they are forced to. Their bony claws cause 1d4 points of damage.

Habitat/Society: The cursed dead must stay within one mile of the Black Waters Oasis; they have no society to speak of.



Ecology: Cursed dead warn of the dangers of the Black Waters Oasis, but have no real role in nature.

Hungry Bodies

Hungry bodies are bloated zombies; their decaying flesh stinks of the grave. But their eyes prove them something other than typical zombies—their eye sockets blaze with black flames. Hungry bodies are normally clothed in tattered rags and carry a variety of weapons.

Hungry bodies desire more than anything else to become powerful undead. They believe that they can accomplish this by luring others to their end at the Black Waters Oasis and make every effort to do this. Unfortunately, they are terribly misguided: They can never rise above their current level and their agony will never end.

Combat: The hungry bodies despise the living and will do anything within their power to destroy them. They typically attack in packs of 5 to 10, wielding whatever motley weapons they find lying about the oasis. They never use armor as their clumsy fingers cannot lace or fasten it. They often set up strategic ambushes for unfortunate travelers near the oasis. Packs of hungry bodies often travel their allotted mile from the oasis seeking victims.

Habitat/Society: As cursed dead, above.

Ecology: The hungry bodies have no role in nature.

Dolphin, Athasian

CLIMATE/TERRAIN:	The Last Sea
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Any good
No. APPEARING:	1-10
ARMOR CLASS:	4
MOVEMENT:	Sw 30
HIT DICE:	3+3
THACO:	18
No. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Save as a 5th-level fighter, psionic abilities
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Elite (13)
XP VALUE:	270
PSIONICS SUMMARY:	Random Wild Talent
PLAYER'S OPTION:	MAC 7



Just as on other worlds, dolphins on Athas are intelligent, seagoing mammals. But Athasian dolphins, however, do have a few unique differences.

For one thing, the skin of an Athasian dolphin is thicker than usual for other dolphins, and it is entirely silvery white. The sun reflects brilliantly off of its surface, keeping the dolphins cool during even the height of the day's heat. Few sights are more beautiful on Athas—or more rare—than a pod (school) of dolphins racing along the surface of Marnita, arching in and out of the water in sparkling brilliance.

Also, the nose of an Athasian dolphin is a bit thicker and harder than that of a normal dolphin. This is a result of the species' constant war with Athasian sharks as they have evolved down through the millennia. A nose punch from an Athasian dolphin is something that few creatures can attempt to laugh off.

Other than these differences, however, Athasian dolphins are nearly identical to any others. Their bodies are long, compact, and muscular. They have a large dorsal fin, a powerful tail, and a blowhole atop their heads. When near to one another, Athasian dolphins communicate via a series of high-pitched squeals, some of which are beyond the upper range of human hearing. When further apart, the dolphins use their innate telepathy to keep in constant contact.

Combat: While innately peaceful by nature, Athasian dolphins have grown to be more warlike than their ancestors, as a result of their ongoing war with Marnita's native shark population. They generally attack only when threatened, but unless they are outnumbered at least two to one, dolphins will always attack sharks. Dolphins fight as an organized unit, taking commands telepathically from a leader of their group. They are especially ferocious when protecting their young, doing anything necessary—even sacrificing their own lives—to ensure their safety.

In addition to their telepathic powers, all dolphins are psionic wild talents. They simply don't have the discipline to study the Way and become full psionists, but they are more than happy to use their natural mental abilities to fight for their pod.

Habitat/Society: There is only a single species of dolphin found on Athas, and its members reside only in Marnita, the only remaining body of salt water in the world.

At one time, during the Blue and even the Green Ages, dolphins populated a good part of the planet. They were friendly to the halflings during their rule, even going so far as to enter joint ventures with them to construct incredible underwater structures, complete with air supplies, which they could use as shelter in times of storms.

They communicated with the halflings through a form of animal telepathy which all dolphins had. In this way, the halflings were able to learn a great deal about the dolphins and their amazing aquatic culture. Sadly, this knowledge has largely been lost throughout the ages.

During the Green Age, the dolphins were appalled at the damage that had been done to their precious ocean. They began to distance themselves from other sentient creatures, whom they blamed for the despoilment of their shared environment. Over the millennia, most of these races lost all communication with the dolphins. Only the lizard men, with whom the dolphins shared a great deal of their habitat, have remained in communication with the creatures.

At the end of the Green Age, nearly all dolphins on Athas were destroyed as their watery homes dried up, leaving their bodies to bake unprotected in the sun. The only exception to this tragic rule was the pod of dolphins still living in the Last Sea.

For many centuries after the region of Marnita was closed off from the outside world, the Last Sea dolphins had kept in regular contact via telepathy with their brethren in other parts of the planet. It was a dark day for the surviving dolphins when the last of their unprotected siblings beached itself in dismay on a not-too-distant mud flat, in what was eventually to become the Silt Sea.

Since then, the Athasian dolphins have vowed to carry on the great oral traditions of their people and act as a living legacy to those who have gone before them. Because the dolphins can communicate telepathically, they can transmit memories to their progeny down through the ages. Even the youngest member of the Last Sea pod remembers the days of the Blue Age and the times when the seas covered the face of Athas and dolphins filled the waters like the stars in the sky.

Ecology: Athasian dolphins are both hunters and hunted. In the relative safety of Marnita, their most typical foes are the Athasian sharks with which they share the water. The ongoing conflict between the dolphins and the sharks has only rarely broken into all-out war. Most times it only involves clashes between small patrols that run into each other more by happenstance than design.

Despite this and any other predators in Marnita (like the squark), the dolphin population thrives there. Although they generally refuse to communicate with the people living on the shores of the Last Sea, they have managed to strike up an implicit treaty of nonaggression with them. They are not hunted by the humanoids, and in exchange, people somehow stranded in the middle of the sea can count on assistance from a friendly patrol of dolphins that will carry them back to the shore—if they're lucky enough to get there before the sharks do, of course.

The dolphins cooperate a bit more readily with the lizard men population, although they only rarely talk to them about anything more than coordinating their defense efforts against the sharks. Still, upon a rare occasion, lizard men have even been seen riding on the backs of a group of dolphins, in order to travel quickly to a distant shore of the Last Sea. The relationship between these two races is based on mutual respect, though, and the lizard men are careful not to abuse this privilege by using it overmuch.

A few human fishers have managed to strike up a friendship with these creatures, despite the fact that the dolphins refuse to communicate with them telepathically in any but the direst of times. Such rare people realize fully how lucky they are.



® & © 1994 TSR, Inc. All Rights Reserved.

Dragon Beetle

CLIMATE/TERRAIN:	Giustenal under-region
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-16
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Venom
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1 foot long)
MORALE:	Unsteady 6-7)
XP VALUE:	65

Dragon beetles are dark crimson in color with black-trimmed shells. They have three horns, spiked shells, and vicious-looking stingers. Dragon beetles grow to a size of one foot long. When threatened, they produce a raspy, hissing sound.

Unlike other types of beetles, dragon beetles do not have wings. They are basically unintelligent, and do not see or hear very well. They rely on taste and touch to interact with the world around them. While most other types of beetles are not social creatures, dragon beetles live together in units called nests. The nest is the most important location for a dragon beetle, and it will defend the nest from all intruders.

Dragon beetles seem to communicate among themselves by touch and a small variety of sounds, but they have no capacity for understanding or communicating with intelligent creatures.

Combat: Dragon beetles have two attack forms they

can use. The primary attack is a bite that delivers 1d4 points of damage via strong mandibles. The second attack form is a stinger that delivers a dose of venom on a successful hit. The stinger's physical damage is negligible, and the poison only affects drakes, dragons, and dray. To others, the sting is only slightly more bothersome than a normal insect bite. It hurts a little at first, then itches, but produces no other harmful effects.

Dragon beetles produce venom that doesn't harm humans or demihumans. If a drake, dragon, or dray is hit by a dragon beetle's stinger, it must make a saving throw versus poison. A successful save inflicts 1d10 points of damage. A failed save causes 2d10 points of damage and mark the area around the insertion point with a burning red scar.

Lone dragon beetles are not typically aggressive. When confronted, a lone dragon beetle flees unless there is no escape route. Even then, it will not attack. Instead, it lies perfectly still and hisses, refusing to fight even if attacks are launched against it. In groups of two or more, however, dragon beetles become very aggressive. Any creature that comes within 10 feet of a group of beetles suffers from bite and stinger attacks. If intruders approach a dragon beetle hive, all present beetles swarm to attack, gaining a +1 attack roll bonus and a +1 damage bonus to all successful bites.

Habitat/Society: Dragon beetles can be found throughout the under-region beneath Giustenal. The Groaning City, Kragmorta, and even New Giustenal are infested with the creatures. They live in groups of up to 16 beetles. They establish nests in the underground ruins, in cramped caves, and even in thick clumps of underground vegetation. At least half of the nest ranges out to hunt every day, seeking recently killed creatures or prey that a group of beetles can easily take down.

The dray of New Giustenal, for example, must constantly watch for signs of dragon beetle activity in the fanner fields. Small fanners are often targeted by packs of prowling dragon beetles. The fact that the venom of

a dragon beetle is toxic to a dray makes the creatures especially dangerous, and fanner field guard duty is not a particularly sought after assignment.

Nests are always led by larger, stronger dragon beetles. A nest leader is always 3 HD, with a stronger shell that provides AC 5. The bite of a nest leader causes 1d6 points of damage. Its venom inflicts 1d12 points of damage on dray and other draconic species (2d12 if a successful save is rolled).

Ecology: Dragon beetles eat carrion, though they have been known to bring down small creatures when they attack in sufficient numbers. The dray of Kragmorta and New Giustenal are particularly susceptible to the poison of dragon beetles, and sometimes find themselves as meals for a nest of the creatures. When a sufficient supply of meat is found (either carrion or prey killed by the dragon beetles), the dragon beetles work together to haul the body back to the nest. In the nest, the body is used not only as a food source (a medium-sized creature can last for as long as two months) but as a depository for eggs. The females of the nest lay their eggs within the carcass. When the eggs hatch (in about one month's time), the newborn beetles feast upon the remaining flesh until they are strong enough to emerge and join the rest of the nest. Adventurers who come across a dragon beetle nest can sometimes find treasure on these egg-infested carcasses (especially on the body of a dead dray).

It is possible to extract dragon beetle venom and coat weapons with it, causing great harm to dray opponents. Each beetle can produce 1-4 doses or coatings, and each dose is good for a single effect. On a naked blade, the poison remains potent for one day. In a glass or ceramic container, the venom keeps for a week. Both first and second generation dray have used poison-coated weapons against each other, but the danger inherent in gathering the venom doesn't make its use practical or common.



The first generation dray of Lagmorta sometimes use dragon beetles as part of their tests of adulthood. Young dray are sometimes sent to locate a dragon beetle nest and return with a few of the small creatures. In sufficient numbers, the chitinous shells of the dragon beetles can be used to fashion armor and shields. Creating armor from dragon beetle shells is a painstaking process, and only a few older dray know how to build useful items from the stuff.

Dragon of Tyr



CLIMATE/TERRAIN:	Any
FREQUENCY	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET	Omnivore
INTELLIGENCE:	Supra-genius (20)
TREASURE:	(H)
ALIGNMENT	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	-10
MOVEMENT	15, Fl 45 (A), Jp 5, Br 6
HIT DICE:	32 (250 hit points)
THACO:	-3
NO. OF ATTACKS:	4 + breath weapon or spell & psionic
DAMAGE/ATTACK:	2d10+15/2d10+15/4d12/5d10
SPECIAL ATTACKS:	Breath weapon (25d12)
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	80%
SIZE:	G (40' tall)
MORALE:	Fearless (20)
XP VALUE:	42,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
25	6/12/28	EW,II,MT,PB,PsC/	19	Varies
		IF,MB,M-,TS,TW		(usually 200+)

Clairsentience— *Sciences:* clairvoyance, precognition; *Devotions:* combat mind, danger sense, poison sense.

Psychokinesis— *Sciences:* detonate, disintegrate, telekinesis; *Devotions:* animate shadow, ballistic attack, molecular agitation, soften.

Psychometabolism— *Sciences:* death field, life draining; *Devotions:* body equilibrium, cause decay, chameleon power, ectoplasmic form, heightened senses, reduction, suspend animation.

Psychoportation— *Sciences:* teleport; *Devotions:* dimensional door, dimension walk, teleport trigger, time shift.

Telepathy— *Sciences:* psychic crush, tower of iron will; *Devotions:* contact, ego whip, id insinuation, intellect fortress, mental barrier, mind blank, mind thrust, mindlink, psionic blast, thought shield.

Metapsionics— *Sciences:* ultrablaster.

Defiler Spells: 1) *charm person, friends, hypnotism, sleep, chill touch;* 2) *bind, forget, ray of enfeeblement, scare, spectral hand;* 3) *hold person, suggestion, feign death, hold undead, vampiric touch;* 4) *confusion, emotion, fumble, contagion, enervation;* 5) *chaos, domination, feeblemind, animate dead, magic jar;* 6) *eyebite, mass suggestion, death spell, reincarnation;* 7) *shadow walk, control undead, finger of death;* 8) *binding, mass charm, sink;* 9) *mordenkainen's disjunction, energy drain.*



ian in many ways: it has a long, snake-like neck, whip-like tail, and scaly hide. Yet it walks on two legs, its hands have long, well-developed fingers and thumbs, its bone structure seems faintly humanoid, and its head is long and narrow, with a distinctly mammalian appearance.

Combat: The dragon is a terror in combat. It can attack simultaneously with its massive claws (2d10+15), its fang-filled mouth (4d12), and its whip-like tail (5d10). In addition to its melee attacks, the dragon can use one psionic power *and* cast one magical spell per round. For purposes of determining psionic power and spell effects, it is treated as 20th level psionist and a 20th level defiler. The dragon's saving throw numbers are always "2".

Three times a day, the dragon can breathe a cone of superheated sand during a round instead of using its psionic powers and casting a spell. This cone is five-feet wide at the base, fifty-feet long, and a hundred feet in diameter at its far end. The cone does 25d12 of damage, which is treated as both heat and abrasive damage.

The dragon can be hit only by +2 or better magical weapons. If these are not made of metal, the dragon suffers only ½ damage from the attack. Each round, the dragon automatically regenerates 10 hp. The dragon has an 80% magic resistance to all spells cast against it.

The dragon usually attacks like a hunter, first stalking and then chasing down its prey. Next, if its opponent consists of a large group of individuals, it attacks with its *death field* psionic power, but if the opponent is only a handful of individuals, it attacks them individually with its *life draining* power.

The dragon uses its breath weapon only as a last resort, for it is so destructive that nothing usually remains of any prey that it hits.

Habitat/Society: The dragon wanders over all parts of Athas, usually alone. Occasionally, it visits a sorcerer-king, leaving disaster and chaos in its wake.

Fortunately, there is only one dragon in the Tyr Region, and perhaps in the entire world of Athas. It is tall and thin, with a gnarled bone structure and swollen, bulbous joints. Its appearance is reptil-

Dragon of Tyr



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High to Supra-genius (13-20)
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Fanatic (17-18)
XP VALUE:	Varies

Extremely powerful (20th-level) human and half-elven defiler/psionicists can progress to even greater power if they choose to transform themselves into dragon form. To begin the transformation, the would-be dragon casts a *dragon metamorphosis* spell. This potent incantation is the first use a dragon makes of *psionic enchantment*. Most aspiring dragons lock themselves away and perform their metamorphoses in secret.

After the spell is successfully cast, the dragon drastically changes in both his powers and his physical appearance. Each stage of the metamorphosis is extremely painful. The exact appearance of the dragon differs with the level attained by the defiler, but the defiler will gradually grow in height and weight, take on reptilian features, and, eventually, lose all trace of its humanity. When the metamorphosis is complete, the dragon will be roughly 40 feet long and weigh 50,000 pounds (25 tons), with massive wings and almost impenetrable scales.

Once a character becomes a dragon, he gains certain benefits instantly. Dragons are immune to the effects of time. They no longer age and will never die of "natural causes." Also, a dragon gains the ability to understand and speak any language—this innate ability functions like a *tongues* spell. This is a side effect of the psionic enchantment they employ to transform themselves.

Combat: The exact combat abilities of a dragon differ as it grows in size and power. This information is presented on a chart at the end of this entry, but a brief overview of the creature's general abilities is provided here.

As a dragon advances, it retains all psionic powers it had previously and gains more. With every level advancement, the dragon gains one additional science and one additional discipline. He also gains psionic strength points for every level advancement just as described in the *Complete Psionics Handbook*.

In order to employ the devastating power of *psionic enchantment*, each dragon employs an obsidian orb as a focus. The orb itself is not magical, but is essentially a material component that is required for each psionic enchantment the dragon employs. A dragon can create any number of obsidian orbs and leave them in various places. Rarely is a dragon without an orb. However, before reaching a new level, the dragon must swallow all existing activated orbs as part of the material component for the *dragon metamorphosis* spell. Lack of an orb does not interfere with the dragon's ability to cast spells below 10th level or with psionic ability.

As dragons become more powerful, they can employ their deadly claws in combat. Even at their most rudimentary stage of development, these talons are extremely deadly. Also, the dragon eventually develops a savage set of teeth with powerful jaws, giving it a horrible bite attack. When its tail



grows long enough, it becomes a sweeping bludgeon. Finally, the dragon gains a devastating breath weapon, a cone of superheated sand 5' wide at its base, 50' long, and 100' in diameter at the far end.

A dragon's hide and scales become harder and more invulnerable at each stage of metamorphosis. This is reflected by a sharp improvement in Armor Class, a resistance to non-magical weapons, and overall magic resistance.

These magical items presented in the *Dungeon Master's Guide* can affect character dragons:

Potion of Dragon Control: If such a potion fruit is found in a DARK SUN™ campaign, it works against any dragon. Control lasts for 5d4 rounds.

Scroll of Protection—Dragon Breath: The scroll functions just as described in the *DMG*.

Sword +2, Dragon Slayer: In DARK SUN campaigns, this sword functions against any dragon, regardless of its level.

Spells: From *Tome of Magic*, two spells specifically concern dragons. *Dragonbane* functions just as described in that volume. *Age dragon* has no effect on DARK SUN dragons because they are effectively immortal.

Habitat/Society: Having attained 20th level, human and half-elven defiler/psionicists can choose to undergo a bizarre and painful metamorphosis from human to dragon. Once begun, the metamorphosis cannot be stopped except by the character's death.

All sorcerer-kings of the Seven Cities are at least 21st-level dragons. Though the monarchs have pursued these powers for many centuries, they are only becoming dimly aware that a similar process can also occur with especially powerful preservers (see *Avangion*). Many are still skeptical.

From the 25th through 29th levels, the ascending dragon goes through a terrible rampaging period, brought on by the incredible pain that wracks its body during these final stages. No longer man but not yet a dragon, its need to end the process drives it nearly mad. Its original reason is superseded by an indomitable lust for destruction. The dragon destroys vegetation and animals that do not directly serve its quest for power and advancement.

Dragon of Tyr



Ecology: Defilers who have earned sufficient experience points to advance to the next stage must successfully cast the *dragon metamorphosis* spell. Once cast, the defiler's physical form mutates drastically, becoming less human and more dragon.

The exact material components, preparation time, and casting time differ depending on the level the defiler is about to achieve. The spells are grouped by level into low, middle, high, and final metamorphosis.

Low (21st, 22nd, and 23rd level): The defiler is merely beginning the metamorphosis. The preparation for casting at these levels requires access to ancient documents, tablets, and scrolls that have never been studied by another defiler. Such materials must be studied for at least eight hours every day for an entire year. The material components must include vast riches (at least 10,000 gp worth of jewels, gems, coins, or artistic treasures), a huge structure where the transformation might take place, and no fewer than 1,000 Hit Dice of living creatures for the life-leeching process. The riches vanish and the living creatures are slain one heartbeat after the defiler begins casting. The spell is cast from the deep interior of the structure where the caster will actually transform. No other beings may be present at the instant of casting.

Middle (24th, 25th, and 26th level): The preparation time extends to two years. During this time, the caster visits a powerful creature on an elemental plane for three days of every 15. The material components include fewer riches (at least 5,000 gp) but more living creatures (no fewer than 2,000 Hit Dice). A new structure must be built, which can be used for all three middle level transformations.

High (27th, 28th, and 29th level): The high levels of dragon metamorphosis must take place on either an elemental or the astral plane. No structure or riches are required, but the caster must travel to the plane of choice with no fewer than 200 Hit Dice of living creatures from the Prime Material plane. The living creatures must be no fewer than 10 Hit Dice each and must willingly travel to the plane and participate (i.e., die) in the casting. Casting time is 24 hours, and at least three powerful beings from that plane must cooperate for that time.

Final (30th level): This stage requires no preparation time and but a single material component; the slain body of a good creature defeated in single combat. The victim must be intelligent, have at least 20 Hit Dice, and be capable of casting 9th-level wizard spells or 7th-level priest spells. The spell must be cast over the fallen victim within one hour of the defeat; the casting time is one turn.

The Dragon of Tyr

The dragon listed in the DARK SUN™ boxed set is a completely metamorphosed dragon of 30th level. The great dragon is a ferocious animal with tremendous psionic powers. Because no contenders have challenged the authority of the great dragon in many centuries, common tradition has held that there is only one dragon.

However, because the Tyr region is actually only a small part of a much larger world, there are probably other dragons in distant realms. Whether the great dragon is aware of other distant dragons, only it knows for certain.

Dragon Ability Charts

Lvl	HD*	A C	THAC0	Claws	Bite	Breath	Tail	Move	M R
21	30+10	?	11	Nil	Nil	Nil	Nil	?	Nil
22	35+10	?	10	Nil	Nil	Nil	Nil	?	Nil
23	38+ 10	?	9	Nil	Nil	Nil	Nil	?	Nil
24	40+10	4	8	2d10	Nil	Nil	Nil	15	Nil
25	42+10	0 ¹	7	2d10	4d12	Nil	Nil	15	Nil
26	45+10	-2 ¹	5	2d10+5	4d12	Nil	Nil	15 ^a	Nil
27	48+10	-4 ¹	3	2d10+5	4d12	10d12	Nil	15 ^a	Nil
28	52+10	-6 ²	1	2d10+10	4d12	10d12	5d10	15 ^a	20%
29	56+10	-8 ²	- 1	2d10+10	4d12	20d12	5d10	15 ^b	40%
30	61+ 10	-10 ²	- 3	2d10+15	4d12	25d12	5d10	15 ^c	80%

* dragons use 4-sided Hit Dice
¹ can be hit only by +1 or better magical weapons
² can be hit only by +2 or better magical weapons
^a now has a "jumping" movement rate of 5 (should be 6)
^b now has a "flying" movement rate of 18 (C)
^c now has a "flying" movement rate of 45 (A)

Note: Regardless of level, a dragon saves as a 21 + level wizard.

Spells Available										
Level	1	2	3	4	5	6	7	8	9	10
20	5	5	5	5	5	4	3	3	2	1
21	5	5	5	5	5	4	4	4	2	1
22	5	5	5	5	5	5	4	4	3	1
23	5	5	5	5	5	5	5	5	3	2
24	5	5	5	5	5	5	5	5	4	2
25	5	5	5	5	5	5	5	5	5	2
26	6	6	6	6	5	5	5	5	5	3
27	6	6	6	6	6	6	6	5	5	3
28	6	6	6	6	6	6	6	6	6	3
29	7	7	7	7	6	6	6	6	6	4
30	7	7	7	7	7	7	7	6	6	4

CLIMATE/TERRAIN:	Kragmorta, New Giustenal
FREQUENCY:	Common
ORGANIZATION:	Clan, patrol
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	N, O, R/K, M, N
ALIGNMENT:	A
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	Varies (3d10/4d8)
THAC0:	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)
MORALE:	Varies
XP VALUE:	Varies
PSIONICS SUMMARY:	Random wild talents

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 sorcerer-kings 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 fan-ner beasts, cultivate fungi, and draw fish from the Blackjaw River.



Dregoth, the Undead Dragon King

CLIMATE/TERRAIN:	New Giustenal
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N i l
INTELLIGENCE:	Supra-genius (20)
TREASURE:	H
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	- 8
MOVEMENT:	15, Fl 18 (C)
HIT DICE:	29th level dragon (173 hit points)
THAC0:	- 1
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-20/2-20/4-48
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40 %
SIZE:	G (30 feet tall)
MORALE:	Fearless (20)
XP VALUE:	38,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
29	6/28/60	All/All	18	330

Clairsentience— *Sciences:* aura sight, clairsentience, clairvoyance, object reading, precognition; *Devotions:* combat mind, danger sense, feel sound, know direction, know location, spirit sense.

Psychokinesis— *Sciences:* create object, detonate, disintegrate, molecular rearrangement, telekinesis; *Devotions:* animate object, ballistic attack, control body, control flames, control sound, control wind, inertial barrier, levitation.

Psychometabolism— *Sciences:* complete healing, death field, energy containment, life draining, metamorphosis, shadow-form; *Devotions:* aging, biofeedback, body control, catfall, cause decay, chameleon power, double pain, heightened senses, mind over

body, suspend animation.

Psychoportation— *Sciences:* banishment, summon planar creature, teleport; *Devotions:* astral projection, dimensional door, dimension walk, dream travel, teleport trigger.

Telepathy— *Sciences:* domination, ejection, mass domination, mindlink, mindwipe, probe, psychic crush, tower of iron will; *Devotions:* aversion, awe, conceal thoughts, contact, ego whip, ESP id insinuation, identity penetration, inflict pain, intellect fortress, invisibility, mental barrier, mind bar, mind thrust, phobia amplification, psionic blast, psychic messenger, send thoughts, synaptic static, thought shield.

Metapsionics— *Sciences:* aura alteration, empower, ultrablast; *Devotions:* enhancement, prolong, psychic drain, wrench.

The Dread King Dregoth was killed almost 2,000 years ago by the combined powers of seven sorcerer-kings. Shortly thereafter, Dregoth rose as the undead dragon king. While Dregoth is a unique being, his new state is very similar to that of a *kaisharga*, a lichlike creature native to Athas. He has existed in this state since the day of his return, neither dead nor alive, neither fully human nor fully dragon.

In life, Dregoth was a 29th-level dragon, on the verge of achieving the final stage of metamorphosis. He had been a champion of Rajaat the War-Bringer, a general in the devastating Cleansing Wars that laid waste to the world. When it became clear the War-Bringer was going to betray his champions, Dregoth helped imprison Rajaat. Once Rajaat was safely locked away, Dregoth helped the other champions (now sorcerer-kings) turn Borys into the Dragon of Tyr to guard over the War-Bringer's prison.

Fearing that the insanity that affected the transformed Borys would soon affect Dregoth (who was next in line of the remaining champions to become a full dragon), the sorcerer-kings decided to destroy the Dread King of Giustenal. They ambushed him in his own palace, battering him with the Way, pounding him

with spells, and even striking him with weapons and fists. Dregoth fought as best he could, but the seven struck without warning. He died, and his city died with him.

Dregoth now rules a city far removed from the light of the crimson sun—the city of New Giustenal. He look much like he did in life, one step removed from a full dragon. He is 30 feet long and weighs 20,000 pounds. He has a dragon's form, with wings, scales, a tail, claws, and a devastating breath weapon. This form was badly damaged by the attack of the sorcerer-kings. So, Dregoth's wings are torn, his body still wears the wounds inflicted upon it, and gaping holes show exposed bone in many places. The armored skin that remains is stretched thinly over the skeleton beneath. His eyes, like the eyes of all kaisharga, burn with green fire.

Dregoth can understand and speak all languages.

Combat: In addition to the psionics and spells of a 29th-level dragon, Dregoth has the abilities of a kaisharga.

He uses a devastating claw/claw/bite attack that caused 2d10/2d10/4d12 points of damage. The claw attacks receive an additional 10 points of damage due to Dregoth's great strength. He can unleash a breath weapon that causes 20d12 points of damage to everything in its path. The searing cone is 5 feet wide at the base, 50 feet long, and 100 feet wide at the end. His tail can attack for 5d10 points of damage. Dregoth's undead nature gives him a chilling touch that does 1d10 points of additional damage. Characters touched need to save versus paralyzation or be paralyzed until the condition is dispelled.

The undead dragon king projects an aura of fear. It has a 60-foot range and affects creatures of 8 HD or less. These must make saving throws versus spells or flee in terror for 5d4 rounds

Dregoth can only be hit by +2 or better magical weapons. He is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death* spells. He makes all saving throws as a 21st-



level wizard. Even though he is an undead creature, Dregoth cannot be turned.

Habitat/Society: Dregoth rules the city of New Giustenal, which is located far below the ruins of the ancient city of Giustenal. He created both types of dray, though he banished the first generation. The second generation dray serve him and worship him as a god. When Dregoth isn't locked inside his Dread Palace, he wanders the planes seeking ways to become a true god. This is his quest, though he doesn't know that godhood is impossible to achieve on Athas.

Dregoth never appears to his citizens in his true form. Instead, he wears one of two false forms in front of the masses. The first of these forms is that of a tall, regal dray. This is what most of the people of New Giustenal believe their godking looks like. The second form, used on very rare occasions, is that of a living 29th-level dragon. This form is modeled after Dregoth's true form before it was corrupted by undeath. A combination of magic and psionics, much of it imbued in the amulets and rings Dregoth wears, maintains the illusory forms, though the Dread King can drop or shift between them at will.

Dregoth, the Undead Dragon King



CLIMATE/TERRAIN:	New Giustenal
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supragenius (20)
TREASURE:	H
ALIGNMENT:	Chaotic evil
No. APPEARING:	1
ARMOR CLASS:	- 8
MOVEMENT:	15, Fl 18 (C)
HIT DICE:	29th-level dragon (173 hit points)
THACO:	- 1
No. OF ATTACKS:	3
DAMAGE/ATTACK:	2d10/2d10/4d12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	G (30 feet tall)
MORALE:	Fearless (20)
LEVEL/XP VALUE:	28,000
PSIONICS SUMMARY:	Dis 5/Sci 28/Dev 60; PS 18; PSPs 327
	Att: all; Def: all
<i>Player's Option:</i>	#AT 3/2; MTHACO 1; MAC -5

Clairsentience: *Sciences*— aura sight, clairaudience, clairvoyance, object reading; *Devotions*— combat mind, danger sense, feel sound, know direction, know location, psionic sense, see magic, spirit sense.


Psychokinesis: *Sciences*— create object, detonate, disintegrate, molecular rearrangement, telekinesis; *Devotions*— animate object, animate shadow, ballistic attack, control body, control flames, control sound, control wind, inertial barrier, levitation, magnetize.

Psychometabolism: *Sciences*— complete healing, death field, energy containment, life draining, metamorphosis, shadowform; *Devotions*— aging, biofeedback, body control, catfall, cause decay, chameleon power, displacement, double pain, enhancement, heightened senses, mind over body, prolong, suspend animation.

Psychoportation: *Sciences*— banishment, summon planar creature, summon planar energy, teleport, teleport other; *Devotions*— astral projection, blink, dimensional blade, dimensional door, dimension walk, dream travel, ethereal traveler, phase, shadow walk, summon object, teleport trigger, wrench.

Telepathy: *Sciences*— aura alteration, domination, empower, mass domination, mindlink, psychic crush (*mindwipe*), tower of iron will (*probe*), ultrablast; *Devotions*— aversion, awe, conceal thoughts, contact (*identity penetration*), ego whip (*attraction*), ESP, id insinuation (*psychic messenger*), inflict pain, intellect fortress (*false sensory input*), invisibility, mental barrier (*life detection*), mind thrust (*psionic vampirism*), phobia amplification, psionic blast (*synaptic static*), psychic drain, send thoughts, thought shield (*mind bar*)

The Dread King Dregoth was killed almost 2,000 years ago by the combined powers of seven sorcerer-kings. Shortly thereafter, Dregoth rose as the undead dragon king. While Dregoth is a unique being, his new state is very similar to that of a *kaisharga*, a lichlike creature native to Athas. He has existed in this state since the day of his return, neither dead nor alive, neither fully human nor fully dragon.



In life, Dregoth was a 29th-level dragon, on the verge of achieving the final stage of metamorphosis. He had been a champion of Rajaat the Warbringer, a general in the devastating Cleansing Wars that laid waste to the world. When it became clear the Warbringer was going to betray his Champions, Dregoth helped imprison Rajaat. Once Rajaat was safely locked away, Dregoth helped the other champions (now sorcerer-kings) turn Borys into the Dragon of Tyr to guard over the Warbringer's prison.

The sorcerer-kings decided to destroy the Dread King of Giustenal, who was next in line of the remaining Champions to become a full Dragon. They feared that the insanity that had affected Borys shortly after his transformation would soon affect Dregoth. They ambushed Dregoth in his own palace, battering him with the Way, pounding him with spells, and even striking him with weapons and fists. Dregoth fought bitterly, but the seven struck without warning. He died, and his city died with him.

Dregoth now rules a city far removed from the light of the crimson sun: the city of New Giustenal. He looks much as he did in life, one step removed from a full dragon. He is 30 feet tall and weighs 20,000 pounds. He has a dragon's form, with wings, scales, a tail, claws, and a devastating breath weapon. Dregoth's physical shape was badly damaged by the attack of the sorcerer-kings. So, his wings are torn, his body still wears the wounds inflicted upon it, and gaping holes show exposed bone in many places. The armored skin that remains is stretched thinly over the skeleton beneath. His eyes, like the eyes of all kaisharga, burn with green fire.

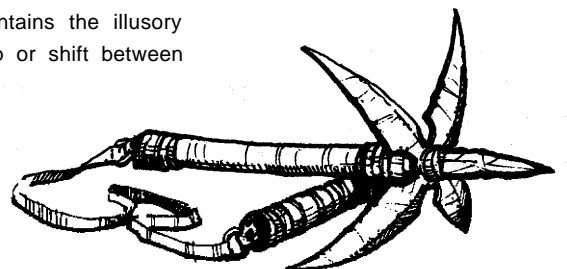
Dregoth can understand and speak all languages.

Combat: In addition to the psionics and spells of a 29th-level dragon, Dregoth has the abilities of a kaisharga. He uses a devastating claw/claw/bite attack that inflicts 2d10/2d10/4d12 points of damage. (The claw attacks receive an additional 10 points of damage because of Dregoth's great strength.) He can unleash a breath weapon that causes 20d12 points of damage to everything in its path. The searing cone is 5 feet wide at the base, 50 feet long, and 100 feet wide at the end. He can attack with his tail, causing 5d10 points of damage. Dregoth's undead nature gives him a chilling touch that does 1d10 points of additional damage. Characters touched need to save versus paralyzation or be paralyzed until the condition is dispelled.

The undead dragon king projects an aura of fear. It has a 60-foot range and affects creatures of 8 HD or less. These must make saving throws versus spells or flee in terror for 5d4 rounds. Dregoth can only be hit by +2 or better magical weapons. He is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death* spells. He makes all saving throws as a 21st-level wizard. Even though he's an undead creature, Dregoth can't be turned.

Habitat/Society: Dregoth rules the city of New Giustenal, which is located far below the ruins of the ancient city of Giustenal. He created two types of dray, one of which serves him and worships him as a god. When Dregoth isn't locked inside his Dread Palace, he wanders the planes seeking ways to become a true god. This is his quest, though he doesn't realize that godhood is impossible to achieve on Athas.

Dregoth never appears to his citizens in his true form. Instead, he wears one of two false forms in front of the masses. The first of these forms is that of a tall, regal dray. This is what most of the people of New Giustenal believe their godking to be. The second form, used on very rare occasions, is that of a living 29th-level dragon. This form is modeled after Dregoth's true form before it was corrupted by undeath. A combination of magic and psionics, much of it imbued in the amulets and rings Dregoth wears, maintains the illusory forms, though the Dread King can drop or shift between them at will.



Drik

CLIMATE/TERRAIN: Rocky badlands
FREQUENCY: Very rare
ORGANIZATION: Family

ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (1)

TREASURE: Nil
ALIGNMENT: Neutral
NO. APPEARING: 2-4

ARMOR CLASS: 2
MOVEMENT: 6
HIT DICE: 16-+6

THACO: 5
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-20

SPECIAL ATTACKS: Ram
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil

SIZE: G (35' long)
MORALE: Elite (13-14)
XP VALUE: 11,000
PSIONICS: Nil

Driks are mammoth herd lizards that roam a very limited range in the rocky badlands around Black Waters. The beast masters of both Urik and Raam have all but depleted the wild driks' numbers, capturing young driks to serve in their armies.

A drik is an incredibly powerful animal, built low to the ground and covered with a thick, horny shell. The shell grows and hardens when the animal reaches full size, stretching from the front shoulders just behind the head all the way back to its rump; the shell is made of bone and a special secreted resin. The beast's head is enormous, with two black eyes and a mouth that could swallow a human whole. Jagged tusks protrude menacingly from its jaw, formidable weapons against other creatures. The drik's four legs are thick and stubby, able to support its own incredible weight even on loose sand. Each foot has four huge claws. Most driks have deep brown scales, though some are light brown or yellow. The resin shell is always dark gray spotted with bone white.

Driks communicate with each other 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 a ponderous beast, but it can still handle itself in combat quite well. The animal's primary weapon is its bite, which inflicts 2-16 hp damage. A drik's head and neck are actually quite agile when held away from the resin shell; a casual observer may fall victim to the drik's seemingly unnatural quickness and reach.

A drik can also attack with its clawed forelegs. However, the animal needs at least three of its legs to maintain balance and carry its own weight, so it can attack with only one foreleg at a time, inflicting 2-20 hp crushing and slashing damage.

Driks use a ram attack against each other or other large, slow-moving objects. A drik can initiate a ram attack if it has at least 30' between it and its target, and provided the target is gargantuan in size (25' or more) and doesn't move more than 60' per round itself. On a successful attack roll, the drik's ram attack inflicts 2-24 hp damage. The drik's ram can also be directed against structures. In this case, no attack roll is necessary, and the ram inflicts damage according to the BATTLESYSTEM™ game rules:

		AD when used against:		
	Hits	Stone	Metal	Wood
Drik ram	6/18	4	6	10

A drik will not normally ram anything but another drik that is invading its territory. It will only ram structures or other creatures



if coaxed to do so by its 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, and they drink out of 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 are their great size and natural protection. Some driks are used to pull massive siege towers or wagons, but often they are instead used as individual, mobile weapons' platforms.

The drik's resin shell can be melted and partially reshaped. Workmen with torches can 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.

Additional defenses can also be attached directly to the drik's outer shell. Wooden or bone barricades can be bolted directly to the shell without hindering the drik.

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

An adult drik itself weighs roughly five tons and can carry considerably more than that without slowing its movements. Up to 2,000 lbs. can be carried on its back before a drik simply refuses to move. A drik can pull up to 10 tons on wheels or drag five tons behind it.

Driks are known to be 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 much higher than for the comparatively docile mekil-lots. No driks have been successfully bred in captivity.

Dune Freak (Anakore)



CLIMATE/TERRAIN:	Any sandy region
FREQUENCY:	Uncommon
ORGANIZATION:	Small Tribes
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	P
ALIGNMENT:	Neutral evil
<hr/>	
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	8
MOVEMENT:	9, 15 Br
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1d4/1d4
SPECIAL ATTACK:	Surprise bonus, Paralyzation, suffocation
SPECIAL DEFENSES:	Burrow
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
XP VALUE:	650
PSIONICS:	Nil



The anakore are a race of dimwitted humanoids with bony, wedge-like heads, small ears pressed close to the sides of their heads, and sunken, beady eyes covered by clear membranes to prevent sand from scratching these delicate tissues.

The bright light of Athas' sun blinds the anakore during the day, but at night they can see as clearly as most beings do during the day. The anakore do not have infravision, however; they do not see body heat. In complete darkness, they are as blind as any human. But if there is even the tiniest amount of light, such as from a star, they see very well.

The anakore have an unusual dorsal ridge running along their spine. This fin is actually a sensitive organ which picks up minute vibrations traveling through the sand. With it, they can locate a solitary creature walking on the sand from as far away as five miles.

Combat: Anakore usually attack their foes by burrowing underneath them, then striking from beneath the victim with their sharp claws. Such victims suffer a -3 penalty to their surprise rolls. The anakore continue to fight from within the sand for as long as possible, imposing a -2 penalty to their opponents' attack rolls.

When an anakore hits a victim with both claws, it holds the individual motionless for a moment and bites with its short, sharp teeth.

While this bite inflicts no damage in itself, it does inject poisonous saliva into the wound. The victim must immediately save vs. paralyzation or be completely unable to move for 1d4 rounds. On the round following paralyzation, the victim is dragged under the sand, suffering an additional 1d4 per round suffocation damage.

Habitat/Society: The anakore live within any sandy heap, such as sand dunes or the alluvial fans at the mouths of the canyons. Normally, they travel and hunt in small packs of two to twelve individuals, with the largest, most aggressive acting as leader. They are rarely found outside of sandy areas, but they can walk upright across various kinds of terrain—though they are unusually vulnerable in this state and will avoid fighting at all costs.

Ecology: The anakore are nomadic burrowers who are constantly moving through the sandy wastes of Athas. It is often possible to identify an area through which anakores have passed by the dead plants found there—the anakores chew the roots away, leaving the upper stalks exposed. In addition to their diet of plant roots, the anakores also eat meat—mekillot, inix, erdlu, elf, dwarf, halfling, and nearly anything except kank.

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: 3d10
ARMOR CLASS: 10
MOVEMENT: 6
HIT DICE: 1
THACO: Normal 19
Uhrakkus 17
Uhrnius 15
Uhrnomus 11

NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d2 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Special resistances
MAGIC RESISTANCE: Nil
SIZE: S (4' tall)
MORALE: Elite (13-14)
XP VALUE: Normal 35
Uhrakkus 175
Uhrnius 420
Uhrnomus 2,000

PSIONICS: Varies



Athasian dwarves are short but extremely powerful demi-humans. They average 4½'-5' in height and tend to have a disproportionately large muscle mass; a full-grown dwarf weighs in the neighborhood of 200 lbs. Lives of hard work in the hot sun leaves them with a rich tan and rugged, calloused hands and feet. Athasian dwarves live up to 250 years.

The dwarven language is harsh and guttural. Most non-dwarves complain that it eventually causes them to go hoarse after speaking it for two or three hours.

Combat: Dwarves approach combat with the same single-mindedness that they do everything else. They show no mercy, seek no quarter, and generally view every conflict as a fight to the death.

Dwarven weapons tend to be sturdy and strong, like dwarves themselves. In addition, the prodigious strength of these creatures makes their weapons especially deadly. Although dwarven hammers, axes, swords, and other weapons vary greatly in type, they usually do 1d8 hp damage. The attack rolls and damage rolls for these weapons will vary based on the materials from which they are built (see the DARK SUN rules book). In addition, the dwarves' strength typically grants a +2 bonus to damage.

Most dwarves shun the use of heavy armor. They sometimes employ shields if the weapon they wield does not require both hands to control, and use breastplates made from bones or chitin (granting them AC 7).

By nature, dwarves are nonmagical and never use magical spells. This restriction does not apply to clerical or templar spells. In addition, they are generally more resistant to poisons and disease than other races. For the average dwarf, this is reflected in a +4 bonus to all saves against magical attacks, illnesses, and toxins. Individual dwarves will have higher or lower bonuses, as detailed in the DARK SUN rules book. Athasian dwarves do have infravision, enabling them to see up to 60' in the dark by detecting differences in heat levels.

Habitat/Society: A dwarf's chief love is toil. A dwarf is never happier than when there is a cause to work or fight for, something he can approach with stoic single-mindedness for weeks, months, years, or even decades at a time. The task to which a dwarf is presently committed is referred to as his *focus*. A dwarf's focus will always be a feat requiring at least one week to complete. Actually, a dwarf's commitment to his focus is based in his physiology; those who complete their lives before they complete their foci live out their afterlives as banshees in the wastes, haunting their unfinished works!

Free dwarves organize around their families. Blood ties are ties of honor and respect. Debts from one dwarven family to the next are passed down from generation to generation. The typical dwarven community has 30-300 dwarves in it. For every 10 dwarves there is one *uhrakkus* (sub-leader) with 3 HD and a steel weapon. For every 50 dwarves there is one *uhrnius* (leader) with 5 HD and a magical weapon of some type. Every *uhrnius* will have either psionic or clerical abilities. For every 100 dwarves there is one *uhrnomus* (over-leader) with 10 HD, having the abilities of both a psionist and cleric, a magical weapon, and 1d4 other magical objects at his disposal.

Ecology: Dwarves dwell in virtually all types of terrain on Athas. Dwarven communities rarely grow larger than 100-200 individuals, the total of a dozen or so honor-bound extended families. The location in which a dwarven community springs up is dependent upon the focus of its founder.



®, ™ & © 1994 TSR, Inc. All Rights Reserved.

Dwarf, Cursed Dead

CLIMATE/TERRAIN:	Groaning City
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 2-5
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapons to hit
MAGIC RESISTANCE:	15%
SIZE:	M (4 feet tall)
MORALE:	Fanatic (18)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1/2/4	-/IF,MB	12	50

Psychometabolism— *Sciences*: death field, life draining; *Devotions*: aging, body weaponry, cause decay, ectoplasmic form.

The demihumans of ancient Giustenal fled to the uppermost cavern beneath the city to escape the Cleansing Wars and the wrath of their sorcerer-king, Dregoth. Eventually, Dregoth discovered the place the demihumans took sanctuary, and his troops were sent below to destroy them. The last group of defenders were the dwarves guarding the Hall of the Lion in the cavern that would come to be called the Groaning City. Dregoth personally helped defeat the dwarves, and he watched as each of them was hanged from the trees in front of the place they sought to defend. When

his troops set fire to the remains of the settlement, Dregoth cursed the dwarves for defying him. On that day the cursed dead were born.

The cursed dead dwarves are undead creatures who look much like they did in life. They wear faded yellow robes with lion images emblazoned on the fronts. Because of the way they died, their heads bounce on broken necks. Ropes of giant hair still hang around their necks, further evidence of the terrible fate that befell them.

The bodies of many of these dwarves still sway from rotting nooses. They let out low, haunting moans whenever someone enters the cavern, thus giving the ruins the name of the Groaning City. Occasionally, a rope breaks and a cursed dead is freed from its tree to roam the cavern. Visitors to the ruins may run into these free cursed dead among the ruins on the overlook in the northern portion of the cavern.

The cursed dead of the Groaning City remember the language of ancient Giustenal, as well as the dwarven language spoken at that time. However, most are not capable of producing any sounds other than the low moans that echo throughout the cavern.

Combat: A cursed dead dwarf suffers in constant anguish over its barely remembered failure to save its beloved city. Any living being is a reminder of the army that once ransacked their home, and the cursed dead will stop at nothing to right that ancient wrong.

Anyone who gets close enough to a cursed dead must watch out for its powerful pummeling attacks. It swings its arms like heavy clubs, inflicting 1d8 points of damage with every hit. Even those still hanging from the trees can attack in this manner, though they do so with a -2 attack roll penalty.

A cursed dead's special attack is both frightening and gruesome. With a terrible moan, it spreads its arms and legs wide, then its sinews explode in a mass of writhing, constricting cords. It can use this attack once every five rounds, as it takes time to reconstitute itself before it can once more shoot out the cords. (A cursed

dead can use its pummeling attack while reconstituting itself.) Anyone within 20 feet of a cursed dead is eligible to be hit by the sinews. It can direct four attacks in a round this way, but all the attacks must be at the same target. Each hit inflicts 1d4 points of damage. If at least two of the sinew attacks hit, then the target is caught by the sinews.

Those entwined in the sinewy cords can't cast spells or attempt to turn the undead creatures. They also fight and defend with penalties of -4. It takes a cursed dead one round to pull its captured victim close. Then it launches a series of pummeling attacks until the victim is destroyed.

To escape from the sinews, a character must make a successful Strength check with a modifier based on how many cords hit: 2 cords, Str -2; 3 cords, Str -3; 4 cords, Str -4. The cords can also be severed. To sever one of the cords, a character must inflict 8 points of damage to it. Once severed, the cord will regenerate (if the cursed dead isn't destroyed) in 24 hours. Blunt or impaling weapons cause only a single point of damage to the cords with each successful hit, though they cause full damage to the cursed dead itself.

Cursed dead can't be controlled by evil clerics, but they will never attack an evil priest or anyone within 10 feet of him if that result is achieved on a turning check.

Habitat/Society: The cursed dead never leave the confines of the Groaning City. Most are encountered along the Avenue of the Hanged, where their bodies still sway from the charred, dead trees. A few have escaped and roam the city. A free cursed dead will follow whoever disturbs it, waiting for an opportunity to use its special attack.

Whenever a living being steps within 50 feet of a cursed dead, all of the dwarves hanging from the trees will begin to moan. Once the moaning starts, the cursed dead wait for the chance to grab those who have disturbed them. If any are cut down, they immediately attack with their special attack form.

Any characters who hear the horrible moans must



save versus death magic. Those who fail suffer a -2 penalty to all attack rolls and proficiency checks made within the cavern, and they will insist on leaving after 1d4 hours have passed.

Ecology: The cursed dead have become evil since becoming undead. Though they are driven to protect their home and make up for the failure of the past, the best they can do is kill intruders and hope to find some solace in the deaths of those who disturb their anguished existence.

Elemental, Clerical



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies
TREASURE:	Varies
ALIGNMENT:	Varies
NO. APPEARING:	1
ARMOR CLASS:	Varies
MOVEMENT:	Varies
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	Varies
DAMAGE/ATTACK:	Varies
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Varies
SIZE:	Varies
MORALE:	Champion (15-16)
XP VALUE:	Varies

A human dual-classed cleric/psionicist who attains 20th level can choose to pursue a strange and mysterious path that ultimately transforms him into an elemental being of tremendous power. Once the cleric begins this alteration, he can never stop it. Only his death prevents him from becoming an elemental being.

The elemental form taken is that of the original cleric's focus of worship. Thus, an earth cleric transforms to an earth elemental, an air cleric to an air elemental, etc. The disciplines necessary to specialize in one form of elemental magic prohibits crossover from one elemental form to another.

During the transformation process, clerical elementals can switch between human and elemental forms. They do not age in elemental form, but they continue to age in human form. A character who reaches elemental form at 30th level can no longer switch and becomes permanently fixed in elemental form.

Combat: A cleric of this power in human form retains the abilities that he had prior to his journey along the road to transformation. Thus, he may cast spells and employs psionic powers as a 20th-level cleric. Any magical items or similar abilities that the cleric had are retained as well.

In elemental form, an individual of this type has the abilities and statistics of either a standard elemental (as described in the *Monstrous Compendium* Volume One) or a greater elemental (as described in the *Monstrous Compendium DARK SUN™ Appendix*). In elemental form, the cleric has access to the spells and psionic powers that he had prior to the transformation, but he gains no benefits from any form of magical object. All abilities are now based on the elemental entry appropriate to the character's level as presented on the table at the end of this entry.

Each time the cleric assumes elemental form, its Hit Dice are rolled anew. As the creature attains greater levels of power, the cleric is entitled to Hit Die re-rolls for certain numbers. For example, an elemental cleric rolls 10 Hit Dice and has rerolls on 1, 2, and 3. Assume that ten 8-sided dice give rolls of 1,2,2,3,4,5,5,6,8, and 8. The four dice that rolled 1,2,2, and 3 are re-rolled until they don't read 1, 2, or 3. If they finally came up 4, 5, 6, and 7, the elemental's hit points would total 58. See the table at the end of this entry for details.

Damage taken in either of the cleric's forms is erased after transformation. A cleric who is wounded down to 1 hit point in human form rolls completely new hit points for the elemental form. When he returns to human form, he is completely healed of damage. If the cleric is ever reduced to 0 hp in either form, of course, he dies.

Normally, an elemental cleric cannot be summoned, though he can be controlled, and that control can be stolen. When summoning spells are employed, other, less-willful elementals from the appropriate plane answer



the call. A special spell could be researched to summon a specific elemental, even an elemental cleric, but such magic does not presently exist—the spell would have to be created under the *rules* governing magical research.

Devices that can control or govern the actions of elementals can affect clerics. Only magical items can control elemental clerics. Four of the most common means of gaining control over an elemental cleric are the *bowls commanding water elementals*, *brazier commanding fire elementals*, *center controlling air elementals*, and *stone of controlling earth elementals*. When properly employed, these devices can control an elemental cleric of the appropriate type. The cleric gets a saving throw to ignore the effects. Otherwise, it is controlled, just as described in the *Monstrous Compendiums*. Once freed, the cleric can attack or ignore the controller as desired.

A *ring of elemental command* attuned to the cleric's elemental plane can be used to full effect against the cleric. The affected cleric can be held at a 5' distance or even *charmed*.

A *scroll of protection—elementals* works against elemental clerics just as noted in the *DMG*.

As an elemental cleric gains power, it learns the ability to summon lesser and standard elementals. The first of these new powers, *conjure lesser elemental*, is identical to the spell of the same name presented in the *Monstrous Compendium, DARK SUN Appendix*. Eventually, the cleric gains the special ability, *conjure elemental*, identical to the spell of the same name in the *DARK SUN Rules Book*. The number of times that these powers can be used per day appears on the table at the end of this entry.

These conjured elementals need not be controlled, nor can their control be stolen from the elemental cleric. They obey the cleric's every thought while on the Prime Material plane.

Habitat/Society: The most potent of elemental clerics are powerful enough in their own right to be important personages on their elemental plane. Therefore, from time to time, their services are called for on those planes, and they must return there until their business is concluded.

An elemental cleric's transformation is quite different from that of other advanced beings. The cleric can attain full elemental form even at the lowest levels, though only for a limited time. The time the cleric can



spend as an elemental and his relative power increase as he becomes more solidly anchored to his chosen elemental plane. At any given time, the cleric will either be fully elemental or fully human. Since there is no gradual change between the two forms, it is not termed a metamorphosis, but rather a transformation.

An elemental cleric must assume elemental form exactly once per day. Less-powerful elemental clerics retain human form for all but a short period during a day. More powerful elemental clerics only retain human form for half the day or less. The most powerful clerics abandon human form altogether.

The cleric may decide when during the day to take on his elemental form. For this purpose, a game day begins and ends at midnight. If the cleric fails to decide, his body transforms at the last moment possible. For instance, an cleric who must assume elemental form for two hours a day but hasn't transformed earlier changes two hours before midnight.

The transformation takes one round, during which time the cleric's body takes on an ethereal form. Only weapons that can affect ethereal bodies can harm him. Successful attacks at this time use his human characteristics (Armor Class, hit points, etc.). The elemental cannot act or defend while transforming.

The cleric cannot control his transformation back into human form. It takes place after the cleric has spent the entire required duration in elemental form. The transformation takes one complete round, during which time the cleric cannot act. The cleric takes on ethereal form for the round, so attacks that don't reach into the Ethereal plane cannot harm him. Those attacks that can do so affect his elemental form (Hit Dice, Armor Class, magical resistance, etc.). As with the transformation into elemental form, the cleric cannot defend himself while in flux. Once the transformation is complete, the cleric reverts to his full human hit points.

Athasian Elementals

Complete data on Athasian elementals appears in the *Monstrous Compendium*, *DARK SUN™ Appendix*, *Terrors of the Desert*. That work refers to information on elementals presented in the *Monstrous Compendium Volume One*. Because elemental clerics take on the form and abilities of those elementals, and can summon them, keep the appropriate *Monstrous Compendium* pages handy.

Elemental Clerics Ability Tables

Lvl	Hit	Dice/Variety	HD	Re-rolls	Time	Summons
21	8	HD Standard		—	1 turn	—
22	12	HD Standard		—	3 turns	—
23	12	HD Standard		1,2	1 hour	—
24	16	HD Standard		—	2 hours	—
25	16	HD Standard		1,2	4 hours	—
26	10	HD Greater		1,2,3	6 hours	Lesser (1)
27	10	HD Greater		1,2,3,4	8 hours	Lesser (2)
28	14	HD Greater		1,2,3	12 hours	Lesser (3)
29	14	HD Greater		1,2,3,4	16 hours	Greater (1)
30	18	HD Greater		1,2,3,4	24 hours	Greater (3)

Lvl indicates the level of the Cleric.
Hit Dice/Variety indicates the exact type of elemental form that the cleric will assume upon transformation.
HD Re-rolls indicates Hit Dice roll results that may be re-rolled when generating the elemental form's hit points.
Time is the length of time that the Cleric must remain in elemental form following transformation.
Summons indicates the type of elementals that may be summoned while in elemental form. The number in parentheses indicates the times per day this ability can be used.

Priest Spell Progression
Spells Available by Level

Level	1	2	3	4	5	6	7	8	9	10
20	9	9	9	8	7	5	2	1	—	—
21	9	9	9	9	8	6	2	1	—	—
22	9	9	9	9	9	6	3	2	—	—
23	9	9	9	9	9	7	3	2	1	—
24	9	9	9	9	9	8	3	2	2	—
25	9	9	9	9	9	8	4	3	2	—
26	9	9	9	9	9	9	4	3	2	1
27	9	9	9	9	9	9	5	4	2	1
28	9	9	9	9	9	9	6	4	3	1
29	9	9	9	9	9	9	7	4	3	2
30	9	9	9	9	9	9	8	4	3	3

Elf, Athasian

CLIMATE/TERRAIN: Any land
FREQUENCY: Common
ORGANIZATION: Clan
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
TREASURE: Varies
ALIGNMENT: Chaotic neutral

NO. APPEARING: 3d10
ARMOR CLASS: 6 (10)
MOVEMENT: 12
HIT DICE: 1
THACO: 19
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1d2 or by weapon type
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Surprise foes
MAGIC RESISTANCE: Nil
SIZE: M (7' tall)
MORALE: Average (8-10)
XP VALUE: Normal 35
PSIONICS: Varies

The dunes and steppes of Athas are home to thousands of tribes of nomadic elves. While each tribe is very different culturally, the elves within them remain a race of long-limbed sprinters given to theft, raiding, and warfare.

An Athasian elf stands 6½'-7½' tall. They are slender, lean, and generally in terrific physical condition. Their features are deeply etched into their weather-toughened faces, and their skin is made rough by the windblown sands and baking sun of the wilderness. Elves typically dress to survive in the desert environment. Even when at an oasis or in a city, elves tend to prefer their native garb, designed to wrap the wearer against the brutality of the elements. Infravision enables elves to see up to 60' in darkness.

The elven language is one of short, clipped words. It has a rapid staccato pace and is difficult for novices to pick up. Elves are often forced to speak very slowly when conversing with those who are not native speakers of their language.

Combat: Elves are lightning fast in combat, a fact reflected in their lower armor class. Their reflexes make them dangerous enemies, and their savage nature shows itself in their brutal battle plans. Even an unarmed and outnumbered elf will fight like a wild animal when cornered and provoked.

Elves prefer long, slender weapons; swords and pole arms are favorites. Typically, an elf's weapon inflict 1d6 hp damage, although the material from which it is built will have some effect on that. No elf weapon will be cumbersome or heavy, however, for they value mobility in combat more than strength of attack. An ancient elven fable, roughly translated, tells the story of an elf who could strike three times with his lighter weapons before his enemies were aware that he was present. This philosophy is reflected in all elven attacks.

Elves are masterful warriors, naturally skilled in the use of their long bows and long swords. Elves gain a bonus of +1 to their attack rolls with these weapons, but only with those weapons of native tribal make and design. In order to qualify for this bonus, a weapon must be crafted by members of the elf's tribe; no other will do.

Elves gain a bonus to surprise opponents when in the wilderness or wastes of Athas. In desert or steppe encounters, when an elf or party of elves approaches a nonelfen group, opponents suffer a penalty of -4 to their surprise rolls. Elven raiders often make use of this ability to stage ambushes and set traps for unwary travellers.



Habitat/Society: Elves are all brethren within each tribe, but they regard all outsiders as potential enemies. There is no racial unity among the elves. An elf from outside the tribe is just as much a foe as a human, halfling, or thri-kreen. Acceptance of an outsider by an individual elf or tribe can be achieved, but trust develops only over time.

Individually, tribal elves are conditioned to run quickly over sandy and rocky terrain. An elf warrior can cross better than 50 miles per day. An elven war party on the move is a deadly force with endurance and maneuverability. Elves use no beasts of burden for personal transportation.

Ecology: While most elven tribes make their living through herding, some have turned to commerce and others to raiding. Elven traders are rightly considered the most capable on Athas. Not only can they barter and deal with a variety of races, they can move and protect their goods across the vast wilderness.

Half-elves: Elves and humans travel many of the same roads on Athas, so it is not at all unusual for children of mixed parentage to be born into the world. A half-elf is generally taller than a man and stouter than an elf, but based solely on his countenance a half-elf can pass for either an elf or a human.

Neither fully human nor elven, half-elves often never find acceptance with either race. Rarely do half-elves congregate in great enough numbers to form communities of their own, so they remain outsiders, forever wandering and without a people or land.

CLIMATE/TERRAIN:	Sands, stony barrens, rocky badlands, and islands
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Z
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (6' diameter)
MORALE:	Champion (15)
XP VALUE:	2,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
8	1/4/13	II, EW, PB/ IF, MB, M-, TW	17	120

Telepathy— *Sciences*: domination, mass domination, probe, tower of iron will; *Devotions*: aversion, contact, ego whip, esp, false sensory input, id insinuation, inflict pain, intellect fortress, life detection, mental barrier, mind blank, psionic blast, send thoughts.

The gaj is a psionic horror. Physically, it appears as a large reptile resembling a beetle in appearance. Its body is covered by a scaly, rust-orange shell about six feet in diameter. From beneath this shell protrude six four-jointed legs which end in webbed feet with long, sharp claws.

Its head is a spongy white globe about two feet in diameter. Spaced at even intervals around the head are six compound eyes. A pair of barbed mandibles as long as a man's arms flank six finger-like appendages that hang over its mouth, and three feathery stalks rise from the top of the head.

Combat: The gaj strikes with its psionic attack modes first, trying to disable its opponents before moving in for the kill. If this fails, or once the opponents are disabled, the gaj tries to kill its prey with its two huge mandibles.

Whenever the gaj makes a successful hit, the victim must save vs. paralyzation or be held by the mandibles until he breaks the hold (as if wrestling; see *Punching and Wrestling* in Chapter 9: *Combat of the DMG*). While held, the victim suffers five points of damage per round. More importantly, the gaj wraps its feathery antenna around the victim's head and psionically *probes* his innermost thoughts. Unlike the standard psionic *probe*, however, this is a painful, destructive process. The victim loses 1d4 points of Intelli-



gence or Wisdom (distributed randomly on a point by point basis) each round he is held. This loss is permanent, and once the victim's Intelligence or Wisdom drops to 0, he becomes a mindless husk and will soon die of starvation and thirst.

The hard shell covering the gaj's body reduces the damage that all non-metallic weapons cause it. Thus, all non-metal weapons inflict half their normal damage to these monsters. In melee, it can also protect its vulnerable head by pulling it beneath its shell. This leaves the dangerous mandibles exposed, and does not reduce its combat effectiveness at all.

Habitat/Society: The gaj are solitary hunters that prey on other intelligent life forms. They prefer to live in rocky areas where their shells serve as camouflage, or in sandy areas where they can hide themselves from predators in a shallow burrow. Most often, they are found alone, but occasionally mated pairs are encountered.

Ecology: Like all carnivores, the gaj eat flesh to provide their bodies with physical energy. Unlike most other animals, however, the gaj derive their mental energy from the thoughts of other beings—through the effects of their probe powers. No matter where they live, the gaj are constantly using their feathery antennas to search the horizon with their psionic *life detection* powers for signs of their favorite prey—other intelligent races. After a week without consuming the thoughts of an intelligent creature, the gaj starts losing PSPs at the rate of 1d10 per day. The lost PSPs are fully recovered once the gaj feeds, but if his total number of PSPs ever drops to 0, he loses his psionic powers and his will to live. Within a week, the creature will die.

Giant, Athasian



CLIMATE/TERRAIN: Sea of Silt Islands, Tablelands

FREQUENCY: Uncommon

ORGANIZATION: Clans

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

TREASURE: Y (I)

ALIGNMENT: Varies by individual

NO. APPEARING: 1-20

ARMOR CLASS: 4

MOVEMENT: 15

HIT DICE: 15

THAC0: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16+14

SPECIAL ATTACKS: Hurl rocks

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

SIZE: H (20-30')

MORALE: Champion (16-17)

XP VALUE: 9,000

PSIONICS SUMMARY:

Humanoid giants are not capable of employing psionic powers. Because of their huge brain mass, humanoid giants are resistant to all forms of psionics. When any form of psionics is used against them, they are allowed to save vs. spells to negate it. In addition, in psionic combat, they are treated as if they have all five defense modes.

Many **beast-headed** giants are intelligent enough to make good psionists, however. Although they lack the general immunity to psionics that their humanoid cousins possess, they have the following statistics:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/3/10	Varies/3	13	75

Their disciplines, sciences, and devotions vary too widely to make generalizing possible or practical.

Athasian giants come in only two basic varieties: humanoid and beast-headed.

Humanoid giants resemble massive humans standing between 20 and 30 feet tall, and weighing between four and eight tons. They have exaggerated and sometimes comical features, such as huge noses, ears, mouths, and so forth. Their skin is usually dark red to black in color, and their hair is coarse and sturdy (giant hair ropes are the best on Athas). Most humanoid giants have a Strength scores of 25.

Beast-headed giants resemble humanoid giants in many respects, save that they are slightly smaller (15-20 feet). In place of the head of a man or woman, they have the head of some beast, and their skin is usually an extremely pale color, like pink or alabaster. Beast-headed giants are rarely seen in the Tablelands, for they are just short enough to make wading through the Sea of Silt hazardous to their safety.



Combat: Giants fight in two basic modes: defensively or offensively. When fighting defensively, such as when protecting their island homes from uninvited guests, their favorite tactic is to hurl boulders at the enemy from as great a range as possible (up to 250 yards), doing 2d10 damage to anyone or anything they hit.

Offensively, giants like to get to the heart of the matter, melee, as quickly as possible. They will charge into the fray swinging their huge clubs. When hit by a giant, any being of man-size or smaller must save vs. paralysis or be knocked off his feet and fly 1 yard per point of damage inflicted.

Habitat/Society: Generally, humanoid giants are only destructive when they want something, or when a stranger has landed on their island uninvited. Otherwise, they are quite congenial and friendly.

Beast-headed giants tend to be more hostile, and treat all non-giants as vermin. They are magical mutations of normal giants, and are treated by their brethren as inferior beings. Since beast-headed giants are on the whole somewhat wiser and more intelligent than humanoid giants, this makes them understandably bitter.

Ecology: Most giants feed themselves through herding sheep, kanks, erdlus, and other animals. They often supplement this simple lifestyle through raiding, simple forms of commerce (such as by selling their hair to rope-makers), and occasionally by hiring themselves out as mercenaries (though this is considered quite dishonorable by most giants).

Giant, Athasian

	Beasthead	Desert	Plains
CLIMATE/TERRAIN:	Silt Sea	Silt Sea/ Tablelands	Silt Sea/ Tablelands
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Clan	Clan	Clan
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)	Low (5-7)
TREASURE:	0 (C)	J (I)	K (H)
ALIGNMENT:	Neutral evil	Neutral evil	Chaotic good
NO. APPEARING:	3-6 (1d4+2)	5-10 (1d6+4)	5-10 (1d6+4)
ARMOR CLASS:	3	4	5
MOVEMENT:	15	15	15
HIT DICE:	15	14	16
THAC0:	5	7	5
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2d8+8	2d8+8	2d6+7
SPECIAL ATTACKS:	Psionics, hurl rocks, bite	Hurl rocks	Hurl rocks
SPECIAL DEFENSES:	Psionics	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (20 feet tall)	H (25 feet tall)	H (25 feet tall)
MORALE:	Steady (12)	Elite (14)	Steady (12)
LEVEL/XP VALUE:	9,000	6,000	8,000
PSIONICS SUMMARY:	Dis 2/Sci 3/Dev 10; PS 12; PSPs 45 Att: EW, II, PB/ Def: MBk, IF, TW	Nil	Nil
Player's Option:	#AT 1; MTHAC0 16; MAC 6	MAC 3	MAC 2

Athasian giants are huge, lumbering creatures who commonly inhabit the islands of the Silt Sea. The most common varieties of Athasian giants are desert, plains, and beasthead. All of these types are savage in nature. The alignments listed above reflect racial tendencies; individual giants can have any alignment.

Beasthead Giant

Clairensentience: *Sciences*— aura sight, clairvoyance; *Devotions*— combat mind, danger sense, feel moisture, know direction.

Telepathy: *Sciences*— tower of iron will (*mindlink*); *Devotions*— conceal thoughts, ego whip (*life detection*), id insinuation (*empathy*), intellect fortress (*reptile mind*), mind blank (*sight link*), psionic blast (*beast mastery*).

Beasthead giants are the rarest of the Athasian types. They live on islands in the Sea of Silt in small clans. These humanoid giants grow to about 20 feet tall, but their heads are those of some type of beast. Some bear the head of a goat, others a lion, eagle, kirre, or wild boar. They have pale complexions with pink or alabaster skin.

As beastheads are shorter than other giants, they rarely wade into the silt. They use rocks and spears like desert giants, but have also developed a sling that tosses rocks up to 500 yards away and causes 2d8 points of damage. In melee, they employ clubs. They can also deliver a bite instead of a normal melee attack, which inflicts 2d10 points of damage.

Beasthead giants tend to be more hostile than other giant types. They treat all nongiants with the same attitude as humans have toward vermin. They, in turn, are treated as inferiors by other giant races.

Desert Giant

Desert giants are 25-foot-tall humanoids with exaggerated facial features: huge noses, jutting jaws, protruding brows, and so forth. The flesh of a desert giant is usually dark red, though some have skin that's jet black. Desert giants have Strength scores of 24 (which provides a damage bonus of +8). They speak their own language and sometimes the languages of the human and demihuman communities nearest their islands.

If desert giants have ample warning of an attack (or are waiting in ambush), they first hurl rocks at their targets. Hurling rocks inflict 2d10 points of damage. Sometimes these giants fashion dead trees into huge spears that they hurl for 3d10 points of damage. Both types of hurled weapons can be thrown up to 250 yards. In melee, the desert giants employ huge spiked clubs (inflicting 2d8 points of damage).

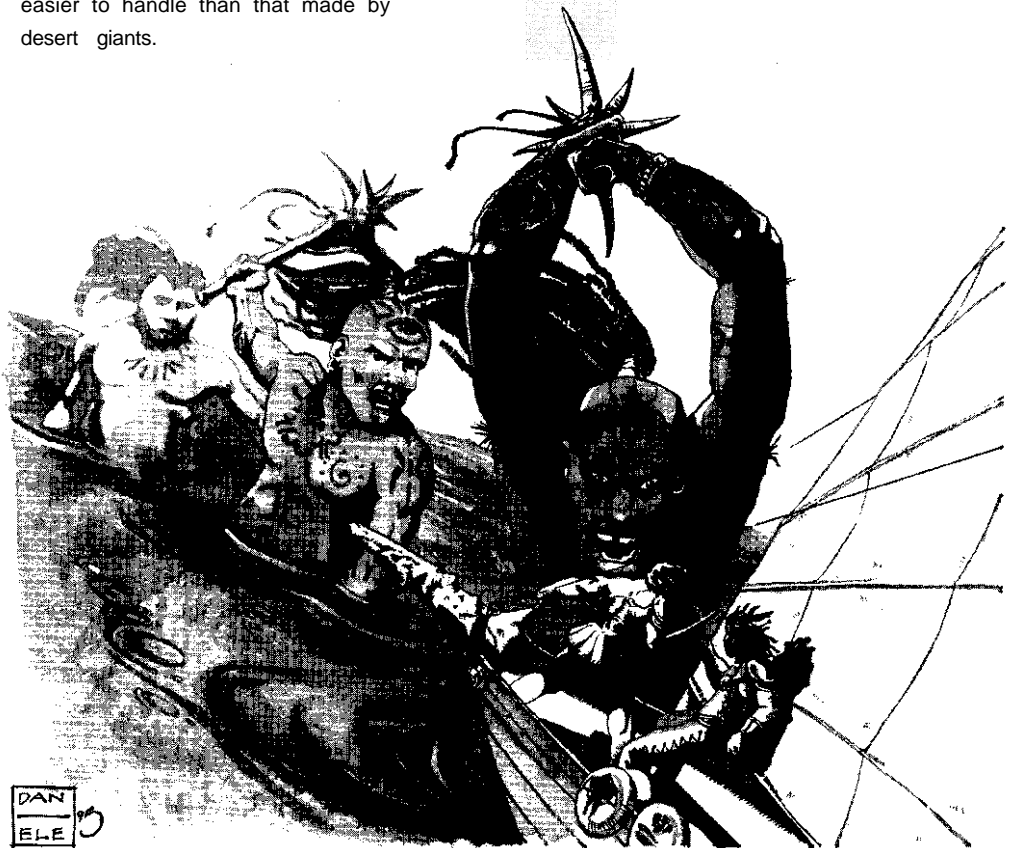
These giants live in clans on the islands of the Silt Sea that most resemble the sandy wastes of the Tablelands. They eat almost anything, though they prefer meat over vegetables. They can cross the shallow silt by wading through it. The desert giants often supplement their herding activities by crossing to the mainland to sell ropes made of their hair, or to raid caravans and villages.

Plains Giant

Plains giants are 25-foot-tall humanoids with skin ranging from the color of deep rust to dark brown. Their facial features are thinner and less exaggerated—more like an elf's than a human's. They have Strength scores of 23 (providing a damage bonus of +7). These giants can hurl rocks at ranged opponents, just like the desert giants. In melee, they use huge stone daggers that inflict 2d6 points of damage.

Plains giants live on islands in the Silt Sea that have scrub plains for terrain. They gather in clans and usually raise herds of kanks and erdlus. A small number of these giants turn to raiding when disaster befalls their clans, and a few individuals hire themselves out as mercenaries (which most clans consider as dishonorable), laborers, or salvage workers.

The hair from these giants usually makes a superior rope, as it's longer, thinner, and easier to handle than that made by desert giants.



Giant, Crag

CLIMATE/TERRAIN:	The Lonely Butte
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	K (H)
ALIGNMENT:	Chaotic good
No. APPEARING:	5-10 (1d6+4)
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	16
THACO:	6
No. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6+8
SPECIAL ATTACKS:	Hurl rocks
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (25' tall)
MORALE:	Elite (13)
XP VALUE:	7,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10

Crag giants are 25-foot-tall humanoids with thick black hair, rugged human features, and skin color ranging from dusky gray to stony brown. Also sometimes called the Lonely Giants, these sad creatures are the only remnants of a once proud race, forced to flee their homelands and dwell in an environment that is assuredly leading to their ultimate extinction. Like other Athasian giants, the crag giants are savage in nature, though not as much so as the beasthead variety. The majority of crag giants are of chaotic good alignment, though other chaotic alignments are not unusual among them.

Crag giants speak their own language among themselves, but virtually all of them also use an archaic version of the common tongue.

Combat: Crag giants have a Strength score of 24, which provides them with a damage bonus of +8. In melee combat, they use jagged stone daggers, which inflict 2d6 points of damage. At range, they can hurl rocks at their opponents, with a range of up to 250 yards, inflicting 2d10 points of damage. A significant proportion of these giants are clerics aligned to the element of air, which explains their legendary status as tossers of lightning.

Habitat/Society: In millennia past, the ancestors of the modern crag giants originally inhabited the Thunder Mountains. According to ancient legend, when storms would rock those ranges, the crag giants would come out to dance in the thunder and play catch with the flashes of lightning. They lived with a savage joy for life.

But when Saragar's Mind Lords began reshaping the region to cut it off from the rest of Athas, in order to protect the Last Sea from the ravages of rampant magic, they presented the crag giants with a difficult choice: relocate their people to a reservation on the Lonely Butte, or be utterly destroyed.

Faced with the raw power of the Mind Lords, the crag giants chose to move, but their race has not taken well to their new home. Slowly but steadily, their numbers are declining, and they are headed for certain extinction. The one motivation for survival that remains to them is to gain vengeance on the Mind Lords.

Ecology: The jungle atop the Lonely Butte serves as an excellent source of food—both plant and animal—for the crag giants, and these creatures supplement that diet with some sea food. Despite this plenty, however, the race is dying out, still feeling displaced from their native mountains even after millennia of dwelling on the Lonely Butte.

CLIMATE/TERRAIN:	Tablelands, Mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day/Night
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	M (Individual), I (Lair)
ALIGNMENT:	Chaotic

NO. APPEARING:	10-100
ARMOR CLASS:	8
MOVEMENT:	10
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	by weapon or 1d4/1d4
SPECIAL ATTACKS:	Springing
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Steady (12)
XP VALUE:	175

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/3/10	II, MT/M — ,	16	80
		TW, MB		

Telepathy— *Sciences*: tower of iron will, project force; *Devotions*: id insinuation, mind thrust, contact, mind blank, mental barrier.

Psychokinesis— *Sciences*: telekinesis; *Devotions*: animate object, animate shadow, ballistic attack, control body, control flames.

Note: Only leaders commanding 25 or more gith have psionic powers. The psionics listed above are representative of these leaders, but their powers do vary greatly. Gith with more hit dice have correspondingly greater powers.

The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They are extremely gaunt and lanky, with long gangling arms and spindly legs. Their hands have three fingers with no opposable thumb, yet they are able to use tools and wield weapons. Both their fingers and toes end in sharp claws. If one could get a gith to stand up straight, he would measure close to seven feet tall. However, most gith appear to be no more than five feet tall, for they stand hunched over at the shoulders.

Combat: If possible, the gith attack in mass, usually starting with a psionic attack from one of their leaders. Then the entire party



moves in quickly to melee. They oft en accomplish this by *springing* up to twenty feet in one giant leap to close with their enemies. When they employ this spring, it gives them a +2 THAC0 bonus on the first round of combat.

The gith are generally armed with large, wicked-looking spears with giant, razor-sharp heads of obsidian (1d6-1 damage). Although these spears look like thrusting weapons, they are used primarily to slash or chop. The gith oft en armor themselves, especially their vulnerable backs, with inix-shell armor (AC 6).

Habitat/Society: The gith live in tribal organizations. The individual with the most powerful psionics generally acts as the leader. All other social positions are distributed at his pleasure.

For every twenty-five gith, there will be a five HD leader, for every fifty, a six HD leader, and for every tribe of 100 or more, a seven HD leader. In addition to having hit points and THAC0 numbers appropriate to their HD, these leaders will have psionic powers approximately equal to a psionist of an equivalent level.

Ecology: Mountain gith live in underground lairs, claiming a particular canyon or valley as their territory. Gith inhabiting the Tablelands tend to organize their society more along the lines of a nomadic hunting clan, going wherever the game takes them. They do not hesitate to attack human or demihuman groups.

CLIMATE/TERRAIN:	Ring of Fire, Ur Draxa
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-24
SPECIAL ATTACKS:	Heat, crush
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	L (8' tall)
MORALE:	Fearless (20)
XP VALUE:	12,000

Magma golems are powerful magical automatons created from the raw material of the Ring of Fire. Only a defiler of 18th level or higher can create one, shaping the golem from molten rock. When completed, a magma golem is a roughly man-shaped creature of red-glowing magma 8' tall and weighing a ton.

Combat: Like all golems, magma golems can only be damaged by +1 or better magical weapons, and are immune to poison, suffocation, and all mind-affecting spells. In addition, psionic abilities of the Telepathic, Clairsentience, Psychometabolism, or Metapsionic disciplines have no effect. *Dispel magic* cast upon a golem forces a save vs. spells; if the golem fails, it is stunned for a number of rounds equal to the level of the caster.

Magma golems are unharmed by fire- or cold-based attacks, and suffer only half damage from electrical attacks. They are immune to priest magic of the Fire or Earth spheres. Any weapon that strikes a magma golem must save vs. magical fire or be destroyed, although the golem may still suffer damage from the attack.

Magma golems radiate intense heat, inflicting 1d6 points of damage per round to any creature within 10 feet. This heat also causes an additional 1d10 points of damage to any opponent the golem strikes in melee. Characters struck by the golem must save vs. death magic or be set on fire, suffering 2d4 points of damage per round until they can extinguish their burning clothes and hair.

Once every five rounds the magma golem can use its special crush attack. Foregoing its normal attacks, the golem hurls itself on an opponent (10d6 damage; save vs. death



magic for half damage). Characters who are immune to fire or who are of size L or larger suffer 3d6 points of damage (save for half damage). When the golem uses its crush attack, it loses its attack for the following round as it gets up.

Habitat/Society: Magma golems are created by the Dragon and its kaisharga to guard areas of special concern. A powerful defiler might successfully research the creation process and construct a magma golem outside the Valley of Dust and Fire.

Ecology: The magma golem is an artificial construct animated by an elemental spirit. As such, it has no place in any living ecology. The golem exists outside of nature.

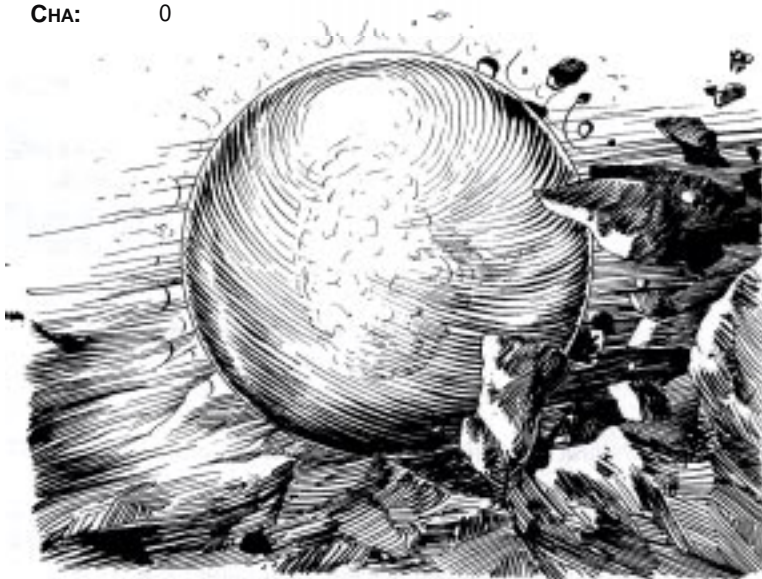
Guardian

Disembodied Psionist, Chaotic Neutral

ARMOR CLASS:	n/a	STR:	0
MOVEMENT:	0	DEX:	0
LEVEL:	10	CON:	18
HIT POINTS:	50	INT:	18
THACO:	n/a	WIS:	18
NO. OF ATTACKS:	0	CHA:	0
MAC:	5		
MTHACO:	12		
PSPs:	133		
PSIONIC ATTACKS:	All		
PSIONIC DEFENSES:	All		

Psionic Sciences: Vary, but can include death field (or dis-integrate), hallucination, mass domination, megakinesis, teleport other.

Psionic Devotions: Vary, but can include amnesia, animate object, control light, control wind, create sound, double pain, ESP, inflict pain, molecular agitation, phobia amplification, psionic vampirism, psychic impersonation, return flight, teleport object, truthhear.



The guardians of the Last Sea are the working cogs in the societal machine that the Mind Lords have designed for themselves and their people. Once human, these disembodied minds are the source of nearly all working energy in the area, particularly in the city of Saragar. The guardians perform all sorts of tasks, from lighting the city streets at night, to motivating the driverless carriages that move people about in the city, to powering the day-to-day operations of the vital desalinization plant that supplies the 30,000 residents of the Saragar with precious drinking water.

All guardians were originally gifted psionists in the Green Age. During their mortal lives, they each, for one reason or another, were imprisoned in an obsidian orb and charged with specific tasks by the Mind Lords of the Last Sea. Many were outlaws who had committed some horrible crime against their fellow humanoids. But some were good people, innocents arbitrarily recruited by the Mind Lords to fill needed positions in the city of Saragar or the legendary Border of the Guardians.

Role-Playing

Guardians have little or no personality remaining to speak of—except for those who have gone mad from their long, incorporeal incarceration. There is a 10% chance that any given guardian encountered has gone insane. Those who have are usually paranoid maniacs, incapable of performing their set duties and only randomly confronting anyone that crosses their path, but then usually with deadly psionic force.

Combat

When threatened, or when required to by its orders, a guardian will attack with its psionic powers. If there are many opponents, the guardian will usually use mass effect sciences or devotions like death field or awe. Otherwise, the guardian will use its psionic attacks more directly. Most guardians are aware that they are limited by their inability to move (and thus have real problems with foes retreating out of attack range), so they will strike as savagely as they can, intending to incapacitate foes before they have any chance to react.

Half-giant, Athasian

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary or community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Varies
ALIGNMENT:	Varies; see below
NO. APPEARING:	1 (1d4+1) or 4d10
ARMOR CLASS:	10
MOVEMENT:	15
HIT DICE:	3+12
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (13' tall)
MORALE:	Steady (11-12)
XP VALUE:	Normal 120, Chieftain 975, Leader 270, Psionicist 2,000
PSIONICS:	Varies

Half-giants are a race of enormous demihumans who have adapted to a variety of lifestyles in the many harsh terrains of Athas. The origins of the race are unclear. While it is known that the race is spawned from the union of human and giant and the nature of that union was certainly magical, its original purpose is unknown. Left to themselves, the original half-giants have multiplied, especially near the shores of the Silt Sea.

Standing 10'-12' tall, a single half-giant weighs approximately 1,600 lbs. It is an immensely powerful creature nearly as agile as its human forebears. Its facial features are human, but locked into a naturally dour, even menacing expression. A half-giant's thick hair is often braided, especially among the women, or kept in a single tail behind the head and down the back. Clothing varies with occupation and climate, though leggings with leather shoulder harnesses are common.

Half-giants communicate through speech, and most can speak the Common tongue. They also have their own language which, to human ears, seems very slow and drawn out, and translations are riddled with redundancies and seemingly unnecessary adjectives. No matter what the tongue, the half-giant's voice is pitched very low and sometimes difficult to understand.

Combat: Great size alone makes a half-giant a formidable warrior. One can strike bare-handed for 1d6 hp damage or may employ a weapon. Any successful weapon attack receives a +4 bonus to damage because of the half-giant's great strength.

There is a 25% chance that any half-giant will have a psionic wild talent. The nature of the wild talent should be determined as described in the *Complete Psionics Handbook*.

When encountered in a community, there will be one leader for every 10 half-giants (round fractions down). Leaders have 5+20 HD, THACO 15, AC 8, and can make two bare-handed or weapon attacks per round. In communities where there are 30 or more half-giants, there are also one chieftain and one psionicist; Both have 7+28 HD, THACO 13, AC 8, and can make two attacks per round. The psionicist will be level 3-6 (1d4+2); determine his powers according to the *Complete Psionics Handbook*.

Habitat/Society: Half-giants are found all over Athas. Their size and strength make them sought after as guards and brute warriors. However, they collect into communities of their own as well, often adopting the culture and customs of those other crea-



tures that are nearby. As a very young race, half-giants have little cultural identity of their own, instead clinging to customs and lifestyles that appear to be successful for other races.

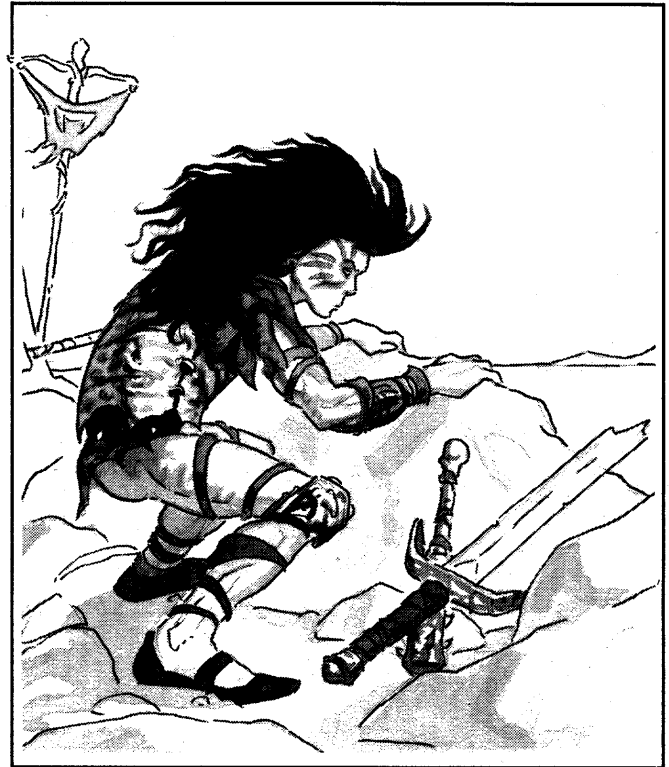
Half-giants are subject to rather rapid and often inconvenient changes of alignment. This tendency makes them very hard to deal with on any but the shortest term. When first encountered, an individual or group's attitudes toward law and good must be determined (roll 1d6 twice; 1-2 = lawful, 3-5 = neutral, 6 = chaotic; 1-2 = good, 3-5 = neutral, 6 = evil). Then determine which of the two is fixed (roll 1d6; 1-3 = attitude toward law and chaos is fixed, 4-6 = attitude toward good and evil is fixed). The other attitude may change according to the situation. If the PCs remain in contact with the half-giants and are generally prosperous and successful, the floating attitude may gravitate toward that of the adventurers. However, there is no guarantee, and half-giants may make radical attitude changes that affect the situation quickly and without warning. All personal items, such as clothes, armor, weapons, food, etc., cost double for half-giant characters. Transportation and lodging are also considerably more expensive when they are available at all. In areas not dominated by half-giants, things such as buildings, furniture, wagons, boats, etc. aren't made to support their weight. Even in cities, they tend to camp outside to avoid destroying things.

Ecology: A half-giant derives his great size from his giant heritage, though he is also cursed with the marked stupidity of that line. The cynical nature of his giant half, however, is tempered by his human background, which gives him a greater interest in communication and cooperation. Half-giants are far more kind than their tyrannical, bloodthirsty giant kin. A half-giant is naturally curious and gentle (though that attitude can swing back and forth with its alignment).

Half-giants are capable of reproduction; a female can give birth to a single infant once per year; twins and triplets are rare. A half-giant's maximum lifespan is around 220 years.

Halfling, Athasian

CLIMATE/TERRAIN:	Forest ridge
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	Varies
ALIGNMENT:	Lawful neutral
NO. APPEARING:	3d10 (1)
ARMOR CLASS:	7 (10)
MOVEMENT:	6
HIT DICE:	1
THACO:	Normal 19 Hunter-chief 17 Forest-chief 15 Tribe-chief 11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Special resistances
MAGIC RESISTANCE:	Nil
SIZE:	S (3'-4' tall)
MORALE:	Average (8-10)
XP VALUE:	65 Hunter-chief 175 Forest-chief 420 Tribe-chief 2,000
PSIONICS:	Varies



Beyond the Ringing Mountains are jungles that flourish even under the heat of the Dark Sun. This is the undisputed territory of the feral halflings.

A halfling is a very short humanoid, standing about 3½' in height. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. Halflings live to be as much as 120 years old and weigh 50-60 lbs.

The halfling language is a collection of hoots, howls, shrieks, and cries that sounds very much like the constant chatter of the animals that share their forest domain with them. Thus, halflings lying in ambush of other creatures can often converse without fear that their words will be recognized by outsiders, who think them nothing more than the sounds of the untamed jungle.

Combat: Halflings look upon other demihuman and humanoid races as stock for the stew pot. They seldom show their enemies any respect in combat, resorting to what outsiders might call dirty tricks in order to overcome physically stronger foes.

Halfling weapons tend to be organic in nature, built mainly from the wood of the forests and the bones of its animals. They place a special value in weapons made from certain animals, believing that such arms will have an advantage in attacking other creatures of that type. Thus, a halfling heading out to explore a land frequented by elves might take along a dagger fashioned from the thigh bone of an elf. Most halfling weapons inflict only 1d4 or 1d6 hp damage. Halflings have a natural affinity for slings and thrown weapons, gaining a +1 bonus to their attack rolls when using such weapons.

Like dwarves, halflings naturally gain a +3 bonus to all saving throws against magical attacks, poisons, or disease. Individual halflings may have higher or lower bonuses as indicated by the DARK SUN rules book.

Habitat/Society: Halflings possess a great deal of racial unity. Though divided politically into separate villages and communities, halflings have a great respect for their race as a whole. Political differences between them are settled peaceably, under the

direction of their clerical leaders.

Halfling culture is fabulously diverse but difficult for other races to comprehend. A complete history of their culture, if such a thing existed, would present volume upon volume of complex social change, inspirational clerical leaders, and in-depth personal studies of the halfling and his duty to his jungle home. Conspicuous by their absence would be references to great wars of conquest or tremendous monetary wealth—the yardsticks by which other races measure cultural success. Halfling culture cares for the individuals inward being, his identity, and spiritual unity with his race and environment. Their culture does not provide for more traditional values, and vices such as greed and avarice are particularly discouraged.

Halfling villages tend to house a tribe of 20-200 residents. For every 10 halflings there is one hunter-chief who has 3 HD and psionic powers. For every 50 halflings there is a forest-chief who has 5 HD, with clerical or psionic powers. For every 100 halflings there is a tribe-chief who has 10 HD, clerical powers, and 1d3 magical items. Every tribe has a minimum of one tribe-chief, many of whom are also psionists.

Ecology: Halflings greatly value the land around them and strive to avoid the ecological ruin that dominates the rest of Athas. Oddly, this view allows for the land to be disturbed and altered, even used for a halfling's own gain. However, halflings recognize that natural riches belong to the land and should never be moved away from the places where they are found.

Halflings are carnivores who view all other living creatures as potential meals. Similarly, they assume that others look upon them the same way. Thus, any friendship that a halfling forms with someone of another race is guarded, with the halfling always on the lookout to avoid a trap that might force him to end up as a meal for his companion.

Intellect Devourer

CLIMATE/TERRAIN:	Adult Any subterranean or dark areas	Larva Dark, moist areas
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	During darkness
DIET:	Mental energy	Emotions
INTELLIGENCE:	Very (11-12)	Not ratable
TREASURE:	D	Qx1d20
ALIGNMENT:	Chaotic evil	Neutral (evil)

NO. APPEARING:	1-2	1-3
ARMOR CLASS:	4	5
MOVEMENT:	15	9
HIT DICE:	6+6	3+3
THAC0:	13	17
NO. OF ATTACKS:	4	1
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4	2-5 (1d4+1)
SPECIAL ATTACKS:	Psionics, stalking	Psionics, poison
SPECIAL DEFENSES:	+3 weapon needed to hit; see below	Psionics
MAGIC RESISTANCE:	Nil (see below)	Nil
SIZE:	T (6" long)	T (6" long)
MORALE:	Fanatic (17-18)	Unsteady (5-7)
XP VALUE:	6,000	650

The term "intellect devourer" refers only to this creature's adult form; its larva is an ustilagor. Both resemble a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. The ustilagor's body is soft and moist and usually covered with a gray fungus; it has a 3-foot-long tendril at the front, and its legs are spindly and coral-like. Though both forms are about brain-sized, the adult can use psionics to alter its size.

Combat: The ustilagor attacks by striking with its flexible tendril. The tendril secretes an alkaline substance which causes 1d4+1 damage on a successful hit, as well as another 1d4+1 damage the following round, unless the victim makes a successful saving throw vs. poison. The creature is quite agile, and can jump and dart quickly.

The ustilagor can also attack psionically, first making contact with a victim's mind. It uses aversion to give a victim an aversion to fungus or to a certain area; id insinuation to effectively paralyze the victim; or telepathic projection to increase an opponent's dislike or distrust of companions.

Despite its psionic prowess, the ustilagor cannot be attacked mentally (magically or psionically) except by psionic blast. Its fungal growth interferes with and prevents mental attacks, protects the ustilagor from drying out, prevents cerebral parasites from attacking, and makes the creature immune to fungal attacks and any power that reads or affects an aura.

The adult form also prefers to attack with psionics, though its three-taloned paws can all be used in the same round, as the creature jumps on an opponent and rakes.

Aside from its regular psionic powers (see below), the adult intellect devourer has specialized forms of three psionic powers; these are constantly in effect and cost no PSPs, but they do count as psionic activity for detection purposes. Through a special form of energy containment, the intellect devourer is immune to damage from normal and magical fires, and takes only one hit point per die of electrical damage; a form of split personality is always in effect, allowing the creature to attack with psionics and claws in the same round; and it has psionic sense with a 60 foot range.

The intellect devourer is immune to weapons with less than a +3 enchantment, and takes only 1 point of damage per hit from those weapons which can harm them. A death spell has only a



25% chance of success, but *power word: kill* is effective. A *protection from evil* keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

An intellect devourer hunts and stalks psionic creatures. After killing a psionic victim, it sometimes uses reduction to enter the body, devour the brain, and occupy its place. It reads the victim's mind as it devours it, then animates the body from within, using it to find other minds to attack and devour.

Psionics Summary:

	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
Larva	2	2/1/5	II/M-	10	150
Adult	6	3/3/11	EW,II/M-,TS,IF	= Int	200

Intellect devourers have the following psionic powers; ustilagor have only those powers marked by asterisks:

- **Psychometabolism** - **Sciences:** ectoplasmic form*. **Devotions:** body equilibrium*, chameleon power, expansion, reduction.

- **Psychoportation** - **Devotions:** astral projection.

- **Telepathy** - **Sciences:** domination, mindlink. **Devotions:** aversion*, contact*, ego whip, ESP, id insinuation*, telepathic projection*.

Habitat/Society: Intellect devourers dwell beneath the ground or in dismal wilderness areas. Their reproductive method is unknown. The intellect devourer rarely protects its young, and may even devour them. Ustilagor develop a symbiotic relationship with a bizarre fungus which feeds on residual thought emanations from the ustilagor's victims. An ustilagor becomes an adult by consuming the brain of a psionic creature.

Ecology: Mind flayers raise intellect devourers, treating the ustilagor as culinary delights, and using adults as watch dogs. Both forms of the creature can be used as components in items and potions related to ESP and mind control.

Jalath'gak

CLIMATE/TERRAIN:	Scrub plains
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Constant
DIET:	Omnivore (nectar, blood)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3-30
ARMOR CLASS:	5
MOVEMENT:	9, Fl 24
HIT DICE:	8 + 8
THACO:	11
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1-8/1-4/1-4/1-4/1-4/1-4/1-4
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	Stink cloud
MAGIC RESISTANCE:	Nil
SIZE:	H (13' long)
MORALE:	Champion (15-16)
XP VALUE:	4,000
PSIONICS:	Nil

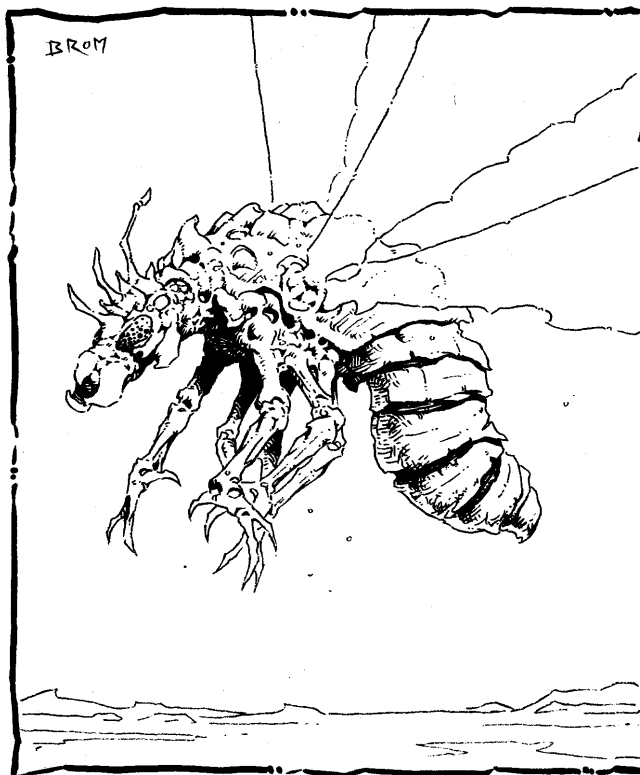
Also called swarmers and bloodwings by the demihumans of Athas, these giant insects are best known by their thri-kreen name, jalath'gak. First domesticated by thri-kreen in the scrub plains of the distant north, wild jalath'gak are the scourge of herdsman anywhere in the tablelands.

A jalath'gak is an enormous winged insect, 13' long with a wingspan of nearly 20'. Like most insects, its body is divided into three sections: head, body, and thorax. The head is long and narrow so that it may fit into small areas to collect blood or nectar. The lateral pincers on either side of the jalath'gak's mouth are extremely powerful and hollow to draw nourishment. The long whiskers on the top of its head detect pheromones and other odors in the air; the whiskers are always moist and can be drawn back against the head during combat. The jalath'gak's body section is covered in a firm but brittle exoskeleton. The creature's six limbs are clustered beneath the body section, each sporting long, daggerlike talons. The thin wings also attach to the body section. When spread, the wings are transparent. When not in use, the wings fold close along the creature's side and over the thorax, trailing a few feet behind the creature. The jalath'gak's thorax is a storehouse of accumulated blood and nectar; when the insect has recently fed, the thorax becomes deep red or yellow and bulges almost to bursting. If the insect hasn't fed in a few weeks, the limp, gray thorax sags nearly empty. The jalath'gak's black and bright blue coloration make it quite distinctive.

Jalath'gak communicate with one another through pheromone discharges. Thri-kreen and other insects can make rudimentary communication with them using their own pheromones, but complex ideas cannot be so translated. Other intelligent creatures can communicate with jalath'gak through magic or psionics.

Combat: A jalath'gak can always attack with its pincers and all six limbs. In flight, it can hover and attack effectively, keeping its body between its opponent and its relatively fragile wings. When on the ground, a jalath'gak can rear back upon its thorax to bring all its legs into combat. Each leg inflicts 1-4 hp damage. Its deadly pincer inflicts 1-8 hp damage.

Once a jalath'gak has scored a successful pincer attack, it can drain the victim's blood. In all rounds following a successful pincer attack, the victim may attempt to break free by rolling a successful strength check (or, for creatures without a strength score, by saving vs. petrification). Every round that he does not break free, the jalath'gak causes an additional 2-12 hp blood-drain damage and it can still attack with all six limbs, though not with its pincers. Victims held by the pincers cannot make normal attacks. If the victim is killed due to blood-drain damage, the jalath'gak remains attached to the body, sucking the



corpse dry for another 1-3 rounds before moving on. A jalath'gak that has drained 50 hp blood damage in a single combat is gorged and refrains from further blood-drain attacks.

A jalath'gak reduced to its last 10 hp will attempt to escape using its stink cloud. The cloud is released from its mouth and covers a spherical area 30' in diameter directly to its front. Victims in the stink cloud must save vs. poison or become incapacitated with nausea for 1-6 rounds. A jalath'gak can release a stink cloud three times per day.

Habitat/Society: In the wild, jalath'gak live in enormous swarms. Unlike other insects, the swarm is not a cooperative effort, and no hive is built or maintained. Jalath'gak eggs are simply dropped from the ever-flying swarm into the hot desert sands; though only one egg in 1,000 hatches, this is sufficient to maintain the swarm's numbers.

Thri-kreen have mastered the domestication of the jalath'gak and use captured insects to pull heavy loads during migration. To better accommodate a wagon, the jalath'gak's thorax can be cut off. Without it, the insect lives for only 36 + 1d6 hours but functions normally during that time. In desperate situations, thri-kreen handlers cut the thoraxes off their jalath'gak to supplement dwindling supplies of food.

Attempts to harness the jalath'gak for its powers of flight have so far proven unsuccessful. In flight, the insect cannot manage much more weight than its own, and means to tie or harness them have so severely damaged the wings and limbs that such jalath'gak had to be destroyed.

Ecology: As mentioned earlier, a jalath'gak's thorax can provide nourishment. A single harvested thorax can be drained for 16 gallons of water. Thri-kreen and particularly hardy demihumans can also ingest the blood/nectar plasma; a single thorax contains enough for 32 common meals.

The jalath'gak's wings are quite valuable among the artists of the northern cities of Raam and Dray. Stretched over frames of bone or wood, images are painted on the clear medium and sold for remarkable prices. A set of undamaged jalath'gak wings can be sold for 50 cp in those cities.

CLIMATE/TERRAIN:	Scrub plains, sandy wastes
FREQUENCY:	Uncommon
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	constant
DIET:	Omnivore (nectar, blood)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	3d10
ARMOR CLASS:	5
MOVEMENT:	9, fly 24 (D)
HIT DICE:	8 + 8
THAC0:	11
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1d4×6 (claw)/1d8 (bite)
SPECIAL ATTACKS:	Blood drain (2d6)
SPECIAL DEFENSES:	Stink cloud (15' rad.)
MAGIC RESISTANCE:	
SIZE:	H(13' long)
MORALE:	Elite (13-14)
XP VALUE:	4,000

NEW PSIONICS SUMMARY:

Dis—/Sci—/Dev—; #AT 0; MTHAC0—; MAC 7; Att—; Def—; PSPs 0

First domesticated by the kreen of the distant North, wild jalath'gak are the scourge of herdsmen throughout the Tablelands. It is an enormous winged insect, 13 feet long, with a wingspan of nearly 20 feet.

The head is long and narrow so that it may fit into small areas to collect blood or nectar. Its mandibles are extremely strong, and are hollow to draw nourishment. Long whiskers on the top of its head detect pheromones and other odors; these are always moist, and are drawn back against the head during combat. The creature's exoskeleton is firm but brittle.

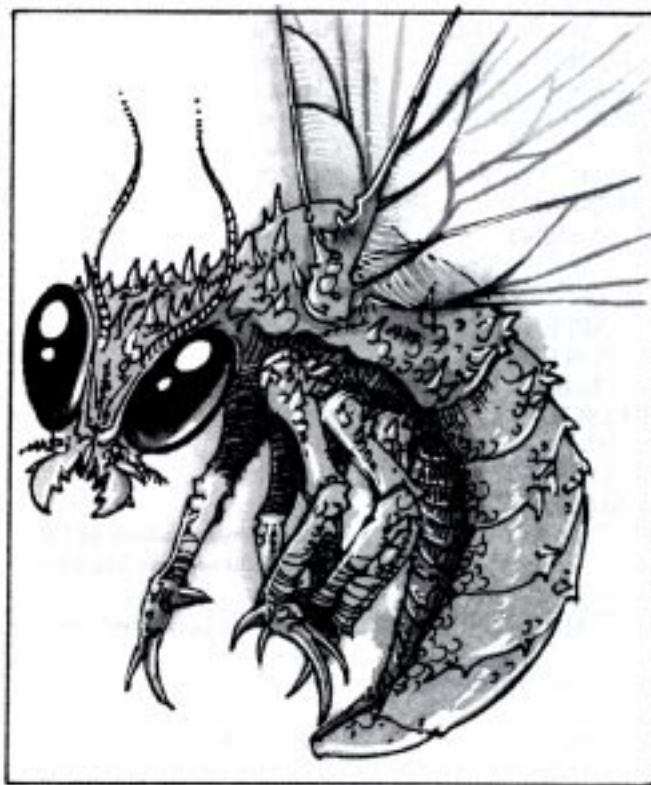
The creature's six limbs join to its thorax, and sport long dagger-like talons. The thin wings, also attached to the thorax, fold close against the creature's side when not in use, extending a few feet behind the creature. When spread, the fragile-looking wings are transparent.

The jalath'gak's abdomen stores blood and nectar. When the insect has recently fed, the abdomen bulges, becoming a deep red or yellow. If the insect hasn't fed in a few weeks, the abdomen sags, limp and gray. The rest of the insect's coloring is a pattern of black and bright blue.

Jalath'gak communicate with each other with pheromones. Thri-kreen and other insects can communicate with them in a rudimentary fashion with their own pheromones, but complex ideas cannot be conveyed. Other intelligent creatures can communicate with jalath'gak through psionics or magic.

Combat: The jalath'gak can always attack with its mandibles and six legs. It can either hover and attack, or land and rear back on its abdomen, bringing all of its legs into action. Each leg inflicts 1d4 hit points of damage, and the mandibles 1d8.

The round after the mandible hits, and each round thereafter, the jalath'gak drains blood. The opponent is pinned and cannot attack 2d6 points of blood are drained each round and the jalath'gak can attack with all of its legs. A pinned creature tries to break free each round by making a saving throw vs. paralyzation. A jalath'gak that slays a victim by blood drain will remain attached to the body for another 1d3 rounds before



moving on. One that has drained 50 points of blood in one combat is gorged and will not use further blood drain attacks.

If reduced to 10 hit points or less, a jalath'gak will release a stink cloud from its mouth. The cloud covers a 15-foot-radius sphere directly to the creature's front. Those in the stink cloud must save vs. poison or be incapacitated for 1d6 rounds. A jalath'gak can release up to three stink clouds a day.

Habitat/Society: In the wild, these insects live in large swarms. Unlike hive insects, jalath'gak don't cooperate. Their eggs are simply dropped from the ever-flying swarm into the hot desert sands. Although only one egg in 1,000 hatches, this is sufficient to maintain the numbers of the Swarm.

Some thri-kreen packs have domesticated the jalath'gak, and use them to pull heavy loads during migration. At great need the abdomen can be cut off to provide food or water, or to pull an exceptionally heavy load. Without its abdomen, a jalath'gak will function normally for 36+ 1d6 hours, and then die.

Attempts to harness the jalath'gak for flight have been unsuccessful. It cannot carry much weight, and its wings and legs are prone to damage when harnessed. Also, the most common domestication techniques render them flightless.

Ecology: The abdomen yields 16 gallons of water and enough blood/nectar plasma for 32 common meals, for the hardy. Jalath'gak wings are sought by the artists of Raam and Drak as canvases. An undamaged set of wings can be sold for 50cp.

Rumors exist of giant jalath'gak. These creatures are rare, but may grow upward of 20 feet in length, with increased capabilities. Their mandibles pierce thri-kreen chitin with ease. These insects don't so much fly as make wing-assisted jumps, and have little control of their direction once they are airborne.

CLIMATE/TERRAIN:	Any (Tablelands)
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	2 + 3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d4
SPECIAL ATTACKS:	Seizing bite
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	5 (2' high, 4' long)
MORALE:	Elite (13-14)
XP VALUE:	175



The jhakar (singular and plural) is a powerful reptilian predator resembling a scaled bulldog. Its hide is thick and wrinkled, and it has four short, muscular legs and a short, stumpy tail. The jhakar's head is mostly mouth, with a blunt snout and a gaping, powerful maw. Its ears and eyes are well-protected beneath heavy ridges of bone and double sets of lids. The jhakar is sandy brown in color, with a darker snout and claws.

In the wild, the jhakar hunts in small packs that fiercely attack to pull down all but the most formidable prey. However, the creature is better known in cities as a domesticated guard-beast and tracker of escaped slaves. Domestic jhakar are savage and unpredictable creatures, greatly feared by would-be thieves and escaping slaves.

Combat: Jhakar are notorious for their tenacity and single-minded attacks. If the jhakar scores a hit during melee, it seizes its opponent in its jaws, refusing to release the prey until either the victim or the jhakar is dead. Each round after the initial hit, the jhakar hits automatically for normal bite damage and tries to drag its foe down. The jhakar's jaws grip its opponents with an effective 18/00 Strength.

Jhakar who have seized prey can overbear it. Due to their extreme ferocity and strength, they overbear as size M creatures. The overbearing attempt occurs at the same time the continuing bite damage takes effect. An overbearing attack is made at the jhakar's normal THAC0, at +4 against size S characters and -4 against size L characters. Multi-legged creatures gain an additional -2 for each additional leg beyond two, so thri-kreen are overborne at -4 altogether. Each additional jhakar who has seized the victim contributes +1 to the overbearing roll. If the jhakar succeeds in overbearing, the victim is pulled down and must fight prone. Wild packs of jhakar flock to prey pulled down by their com-

panions. Prone creatures are attacked at +4 to hit.

Habitat/Society: The jhakar is often domesticated as a blood-hound or guard-beast. It is an aggressive and stupid creature and has difficulty recognizing its handler from one day to the next. However, it is an excellent tracker, and once on the scent, it never gives up the chase.

A wild pack of jhakar hunts a man or an elf as readily as any wild creature. Once they have scented prey, they never give up. Jhakar attack in one bounding rush, hissing like steam-kettles when they catch sight of their prey.

Ecology: The jhakar is a dangerous predator that is not particularly strong as an individual, but extraordinarily dangerous in a pack. Most creatures of the desert give a jhakar pack a wide berth. Tembo are mortal enemies of the jhakar.

CLIMATE/TERRAIN:	Tablelands and Hinterlands
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Nocturnal
DIET:	Omnivore
INTELLIGENCE:	Very (14-15)
TREASURE:	U
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	5-10 (1d6+4)
ARMOR CLASS:	3
MOVEMENT:	18
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6 or by weapon -2 or 1d4/1d4
SPECIAL ATTACKS:	Uses magical items & spells
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	10%
SIZE:	S (4' tall)
MORALE:	Steady (11-12)
XP VALUE:	1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense Score	PSPs
4	2/2/9	EW, PB / IF, TS 14	80

Psychoportation— *Sciences:* banishment. *Devotions:* dimensional door, time shift, time/space anchor, teleport trigger.

Telepathy— *Sciences:* contact. *Devotions:* ego whip, psionic blast, intellect fortress, thought shield, mind bar.

Spells— 1) *detect magic, cure light wounds, detect poison, locate animals or plants, magical stone;* 2) *silence 15' radius, hold person, flame blade;* 3) *locate object, dispel magic.*

Standing about four feet tall, the jozhal is a small, two-legged reptile with a skinny tail, a long flexible neck, and a narrow, elongated snout. Its mouth is filled with needle sharp teeth, and its lanky arms end in small, three-fingered hands with an opposable thumb. Although the lozhal's hide is covered with scales, they are so small as to be unnoticeable at first, and it appears to more akin to a man's skin or a baazrag's rough hide. The jozhal can change the hue of its skin at will, either to match the color of its environment, or to stand out against it.

Combat: Generally, the jozhal prefers to avoid combat. It attempts to flee, then use its ability to change skin color to hide from pursuers (they must roll their Wisdom or less on 1d20 to find the jozhal). Should the pursuer get too close to the jozhal without actually seeing it, the jozhal will attack. The victim must make a surprise check with a -2 penalty.



During the actual fight, the lozhal attempts to defend itself first with psionics and magic, then with any magical items it currently possesses (roll on Table 88 in DMG, results calling for armor, shields, or weapons count as no magical item in iozhal's possession). If that fails, it will bite with its teeth for 1d8 points of damage, or strike with any weapon available to it (with a -2 damage modifier.)

Habitat/Society: The jozhal live in small family groups of four to five creatures. They are extremely intelligent and cunning, but regard humans or demihumans as foolish, dangerous creatures and will rarely tolerate them.

Jozhals are attracted to magic of all sorts, and whenever they see humans or demihumans passing they track the party down and attempt to cast a *detect magic* spell on the group. If the spell reveals any magical items, they will try to sneak into camp and steal them.

Ecology: Jozhals forage for food (roots and tubers), and eat almost any sort of small reptile, snake, or insect. Their magic is akin to that of elemental clerics, and is therefore not destructive to the environment around them.

The jozhal clan's intellect is best reflect in its relationship to the world around it. They are very careful never to destroy the life-giving world in which they live, always making use of every bit of scrap and refuse that they find. They carry this to extremes, even practicing cannibalism and using the bones of their dead to construct weapons and tools.

CLIMATE/TERRAIN:	Any (Valley)
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	None
INTELLIGENCE:	Exceptional or better
TREASURE:	E, S, T, V (x2)
ALIGNMENT:	Any evil
NO. APPEARING:	1 (1-3)
ARMOR CLASS:	0 or better
MOVEMENT:	12
HIT DICE:	As in life, +5 hp/die
THAC0:	As in life or 9
NO. OF ATTACKS:	As in life
DAMAGE/ATTACK:	1d10 or by weapon
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	5% per Hit Die
SIZE:	M
MORALE:	Fanatic (18)
XP VALUE:	22,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/5/15	all/all	15	120

Psychokinetic: Science—telekinesis; Devotions—control body, control wind, levitation, soften.

Psychoportive: Science—teleport; Devotions—dimension door, dimension walk, time/space anchor.

Telepathic: Sciences—domination, ejection, mindlink; Devotions—aversion, awe, contact, conceal thoughts, ESP, life detection, send thoughts.

The kaisharga are a class of Athasian undead similar to the liches of other worlds. They have sought undeath, unnaturally extending their lives past the endurance of their mortal frames. Unlife gives them many terrible powers. A kaisharga appears as a gaunt, wasted human 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. Wizard, psionicist, and templar kaisharga roll 8-sided Hit Dice, and warrior kaisharga roll 10-sided. All kaisharga gain +5 hp per die for Constitution, and may reroll any 1. Kaisharga gain the psionic abilities listed under the Psionics Summary if they were formerly Wild Talents; if they were psionicists, they may recalculate their power scores to reflect their new ability scores.

Kaisharga are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death* spells. They can only be struck by +1 magical weapons or better or by creatures of 6 HD or more. Kaisharga possess an aura of fear that forces any living creature within 60' to save vs.



spells or flee for 5-20 rounds. Characters of 8th level or 8 HD are immune to this fear aura. Lastly, the touch of a kaisharga inflicts 1d10 damage from its deathly cold and paralyzes the victim unless a save vs. paralyzation is made.

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 its transition to unlife, so wizards and templars may cast spells, and warriors may have weapon specialization.

Habitat/Society: 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, kaisharga tend to be solitary mages. Within Ur Draxa, the Dragon confers undeath on any of its servants who prove exceptionally capable, loyal, and efficient.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or mated pair
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	18, Cl 9
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/2-12
SPECIAL ATTACKS:	Grapple
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12 feet long)
MORALE:	Fanatic (18)
XP VALUE:	650

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 that look to be able to snap a dray in half. Its sharp-edged forward limbs can make deadly slashing attack, and the kalin are equally at home on horizontal or vertical surfaces.

There are two types of kalin: wild kalin and kalin mounts. Kalin mounts are used by an elite branch of Dregoth's templars. These kalin riders are as mean-tempered and aggressive as the insectoids they ride. Except for saddles and riders, there are no distinguishing features to differentiate wild kalin from those raised as templar mounts.

Combat: A kalin makes three attack in a single round of combat. Its two slashing limbs attack like swords, causing 1d10 points of damage with every hit. Its crushing mandibles deliver 2d6 points of damage. In

addition, if the bite is successful, the kalin grapples its victim and holds it tight (causing an additional 1d6 points of damage per round). The next round of combat, held victims are hit automatically by both slashing limbs (roll damage normally, though no attack rolls are needed that round). A victim can break free of the crushing hold by making a successful open doors roll. If the victim doesn't break free, the slashing attack hit again automatically in the next round, and so on until the victim frees himself or is killed.

A kalin will ignore attack made against it in favor of dealing with a victim held in its mandibles. The creature prefers to finish of a held victim before turning its attention to other prey. If it is reduced to less than half its total hit points, it will abandon the held victim in order to defend itself.

Kalin have the ability to walk up cave walls and across ceilings due to the sticky barbs on the end of each of their long limbs. They can even carry riders on these trips, provided the riders are prepared and holding on tight. Kalin riders are trained to travel wherever the kalin decide to go.

Each insectoid emits a sticky strand from its thorax. Like a spider's web, the strand can be used to lower a kalin from the ceiling to the ground below. Kalin riders often use this ability to surprise foes (-2 to opponents' surprise rolls). Kalin and riders that strike from above with surprise cause double damage in the initial round of combat (if they make successful attack rolls).

Habitat/Society: Dregoth and his followers discovered the kalin living in the under-region when they arrived. While aggressive, the kalin are not as chaotic as the wall-walkers of Kragmorta. (The two species do seem to be enemies, however, competing for the same food and living space in the under-region.) The templars were eventually able to train a small number of kalin to serve as mounts for their elite warriors. In addition to the 100 or so kalin in the templars' service, the nearby tunnels and caves are home to many wild kalin that have yet to be tamed.

In the wild, kalin are solitary predators who are nomadic in nature. They do not establish nests except to lay eggs. Then, they join as mated pairs until the eggs hatch, at which time the parents and offspring go their separate ways. The kalin serving the templars of New Giustenal barely get along, as their aggressive natures make it difficult to have more than a few in close proximity. The pens where they are kept are designed to keep the creatures separate in order to lower the incidents of kalin attacking kalin.

Kalin naturally live to be about five years old, reaching maturity in as little as six months' time.

Ecology: Kalin eat meat, often hunting their own food, though the trained kalin receive food on a daily basis. Kalin females lay eggs once per year, averaging 10 offspring per season. Eggs hatch three months after being laid, and the male remains with the eggs throughout their incubation period.

The second generation dray use the chitinous plates of the kalin to fashion armor, weapons, and tools. They rarely kill kalin for this purpose. Instead, they wait for mounts to die or search the nearby tunnels for wild kalin that have expired.

Kahn Riders: Dregoth's most elite troops are the *kalin* riders. These mid-level templars ride the ferocious *kalin*, predatory insects the Dread King discovered in the under-region. 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 their mounts. 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-10th level (1d6+6), and will also have five randomly assigned magical items. Use the tables in the *DMG* to assign these. If an item of excessive power is generated, reroll the result until something more reasonable is generated.

Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts, so both a kalin and its 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 attack style.

Typical Kalin Rider: Int High (14); AC 3; MV 12; HD 5; hp 38; THAC0 16; #AT 1; Dmg 1-8+1 (metal *long sword* +1); SA kalin, psionics, cleric spells; SD psionics, cleric spells; SZ M (7 feet tall); ML 16. All kalin riders are psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 1 3rd level.

CLIMATE/TERRAIN:	Mud flats
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	2 (8)
MOVEMENT:	12, burrow 12
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Suffocation
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	14
XP VALUE:	270
PSIONICS:	Nil

Kluzd are snake-like reptiles that inhabit mudflats and other muddy areas. They are about ten feet long and two to three feet in diameter. They can swallow a grown man whole, although this results in a strange, almost comical, bulge in the center of their bodies.

Male kluzd have a distinctive turquoise and white coloration about their head and neck area. Females do not share these bright colors; their bodies are sandy brown flecked with black along their entire length. All kluzd have a series of elongated, feather-like scales around the back of their heads. These flare out to form a large fan when the creature is angered, a primitive mechanism to make it appear larger to its animal opponents.

Kluzd have mere animal intelligence. They can communicate with each other only in a most rudimentary fashion or through magical or psionic means.

Combat: When a kluzd senses something moving along the surface of its mud-patch, it swims toward the object and attacks with needle-sharp, barbed teeth. A kluzd can burrow through mud quickly. It cannot burrow through dry dirt or sand.

A successful attack by the creature inflicts 1d8 points of damage. Also, in each round a kluzd will attempt to grapple, attacking whatever portion of the target is beneath the surface of the mud—in the case of a man, this is usually a leg. The victim must save vs. paralyzation or be grappled. Once grappled, the victim must make a bend bars/lift gates roll each round. If the roll is failed, the victim is pulled or kept under the surface of the mud for the entire round. If the roll is successful, the victim doesn't manage to break free, but does reach the surface of the mud to take a breath. If the victim rolls below half his normal bend bars/lift gates number, he breaks free and can flee through the mud for that entire round.

A victim that is held under the mud must hold his breath; the



character can hold his breath up to 1/6 of his Constitution score in rounds (rounded up). While attempting to hold his breath beyond this time, the character must roll a Constitution check each round. The first check has no modifiers, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, the character suffocates. The victim is unable to defend himself with normal weapons or attacks while being held beneath the mud, although he can employ psionic powers. Once the first victim dies, the kluzd will swallow it whole, then submerge to the bottom of the mud and leave any other creatures alone while it feeds.

Habitat/Society: Most often, the kluzd is well-protected by its muddy environment; few native predators can submerge themselves in the thick muck to hunt them. Kluzd will only leave the safety of their mud pools when these areas dry out completely. The creatures are far more vulnerable when forced onto the surface of the mud flat. A kluzd will travel in a straight line away from its evaporated burrow in search of a new one—those that don't locate a new mud hole within four days will themselves dry out and perish.

Ecology: Kluzd mate when their mudflats dry across the surface to become a broken, hard crust. The female lays a clutch of eggs (1d8 in number) that will hatch and grow to full size in six weeks. Until the young leave the mud pond, their parents will protect them. The young do not hunt. Rather the parents attack creatures that cross the dried surface of the mud flat, dragging them under to feed their children.



®, ™ & © 1994 TSR, Inc. All Rights Reserved.

Krag

CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N i l
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	11
THAC0:	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 brags

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	2/3/11	All/All	15	120

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

Clairsentience— *Sciences*: clairaudience, clairvoyance; *Devotions*: all-round vision, combat mind, danger sense, feel light, feel sound, know direction, know location, radial navigation.

Krags are undead created when a cleric aligned to an element or para-element 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 para-elements 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.

Opposing Elements Table

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

Krags 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: Krags 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.

Krags 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 brag. 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 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 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 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 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 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 are rare on Athas, 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 (lesser, greater)



®, ™ & © 1994 TSR, Inc. All Rights Reserved

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:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/2/7	II, EW/M-TS	12	60

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

Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

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.

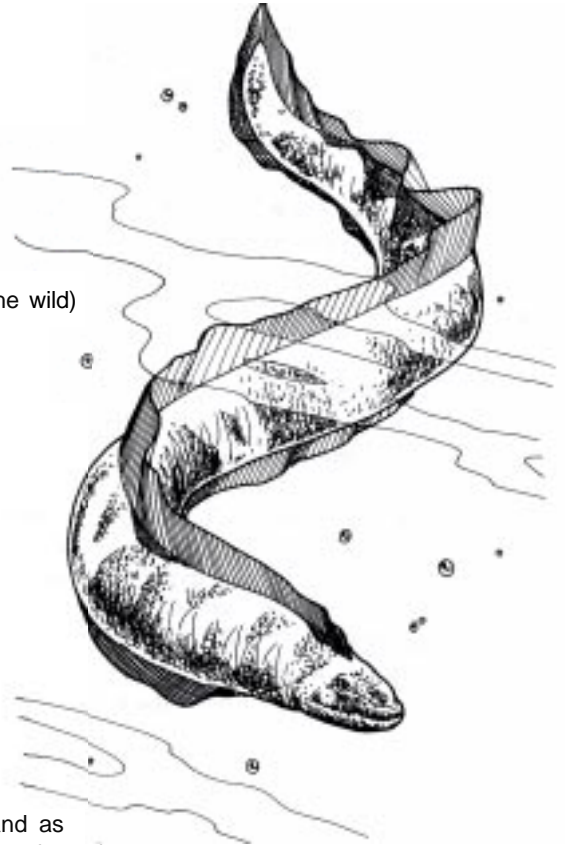


Kraglings of different species under the control of a specific krag tend to form bonds similar to clutchmates of living creatures. Even creatures that were enemies in life find a common bond as kraglings under a specific krag.

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.

Kreel

CLIMATE/TERRAIN:	The Last Sea
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	2-20 (11-4 in 7 the wild)
ARMOR CLASS:	7
MOVEMENT:	Sw 12
HIT DICE:	3
THACO:	18
No. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' long)
MORALE:	Unsteady (7)
XP VALUE:	65
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	10



Kreel are large domesticated eels that lizard men use both as a source of food and as beasts of burden. When mature, they range from four to six feet long, and can be up to one foot in diameter.

Their coloration changes in a chameleonlike way to help camouflage them against their background. When near the surface of the sea, their backs turn blue-green and their bellies white. This helps to protect them from predators both above and below. When nearer the bottom of the sea, they become entirely dark.

Combat: Kreel are peaceful creatures, and they will only fight to defend themselves. They are incapable of using group tactics to fend off predators, tending to rely upon their camouflaging abilities to hide from such creatures.

When cornered, kreel will retaliate, but even then they will flee at the first opportunity. They often use their relative slimness to slip into places in the sea floor where predators cannot fit. A kreel caught by a shark in open waters, however, is an easy meal.

Habitat/Society: While a few kreel can be found swimming wild in Marnita, most belong to flocks tended by pairs of lizard men kreelherders. These lizard men ensure that the flock is well fed on the kelp growing wild throughout the sea and that it is safe from any wandering predators. Long-time kreelherders carry the scars of many battles with sharks, and some even tell of seeing the legendary squark.

Ecology: Down through the centuries, even rudimentary cunning has been bred out of the kreel. After all, sneaky creatures are difficult to care for. There is little doubt that, were the lizard men to abandon them, the kreel would be hunted to extinction by their natural enemies within a very short period of time.

Kreel graze on wild kelp, easily available just about anywhere in Marnita. Their meat is tasty (at least to lizard men), and their hides are extremely useful in all sorts of ways. They are the basis of the lizard man culture in the Last Sea, for without them the reptilian humanoids would be forced to look elsewhere for a large portion of their meals.

Life-Shaped Creations: Guardians

	Climbdog	Darkstrike	Protector	Shieldbug	Watcher
Climate/Terrain:			Jagged Cliffs		
Frequency:			Very Rare		
Organization:			None		
Activity Cycle:			All		
Diet:			Special		
Intelligence:	Semi (2-4)	Non (0)	Animal (1)	Animal (1)	Non(0)
Treasure:	N/A	N/A	N/A	N/A	N/A
Alignment:			Neutral		
No. Appearing:			Varies		
Armor Class:	4	5	6	6	10
Movement:	6	Nil	8	24	Nil
Hit Dice:	2	2	3	1 hp	1
THAC0:	19	19	17	Nil	Nil
No. of Attacks:	3	1	3	Special	None
Damage/Attack:	1d3/1d3/1d4	1d8	1d4/1d4/1d6	Special	None
Special Attacks:	Nil	Poison	Nil	Special	Nil
Special Defenses:	Nil	Nil	Nil	Special	Nil
Magic Resistance:			Nil		
Size:	S (3' long)	S (4' long)	M (5' long)	T (6" long)	S (3' long)
Morale:			Special		
XP Value:	65	65	120	7	35





These life-shaped creations are organic automatons. Some have a modicum of independent intelligence, but all mindlessly obey the commands of their masters. They gain nourishment from cam-rah rather than food and do not need the attention and care of real animals.

Climbdog: These canine beasts have wide, grasping paws and extremely flexible legs, allowing them to climb even sheer slopes. They accompany halfling climbers, giving them protection and aiding them with their keen sense of smell, hearing, and sight. These senses are all at least twice as good as the average halfling's. In times of danger or combat, they sacrifice themselves without hesitation to protect their masters. Climbdogs attack with two claws and a bite, suffering no penalties if attacking while climbing but being limited to only one claw attack instead of two.

Darkstrike: These guardian creatures look like snakes with large bulbous nodules at the end of their serpentine bodies. The nodules secrete an adhesive like clingpads so that they can be attached to walls, doors, or other surfaces. Their dark flesh allows them to blend into the shadows, becoming 90% invisible in dim light. Usually, they are placed in nooks, alcoves, or around corners so that they can hide, waiting to pounce. Foes surprise rolls are modified by a -2 when first attacked by a darkstrike. When a preselected condition is met, the serpentine creature strikes at any available target with its fearsome bite. Poison nodules often accompany darkstrikes so that their bite carries with it a virulent poison. A darkstrike can sense motion even in the dark (sonar, similar to bats), so conditions are usually based on movement. Conditions include the detection of movement based on the amount of light (day or night), the number of figures passing by the creatures at the same time, the size, race, or species of figures passing, or similar criteria.

Protector: These feline creatures have the grace and power of large cats. They can be instructed to recognize intruders and attack them. The protectors flawlessly discriminate between those they are to protect and those who present an obvious threat. They attack with two huge claws and a tooth-filled maw that rend and rip its foes. Unlike predatory cats, however, these life-shaped creations do not eat their kills or attack out of hunger.

Shieldbug: These wasp-like creations are 6 inches long and can fly up to 30 miles an hour. Singly they are virtually useless, but in a swarm they can be a windrider's best defense. A swarm comprises 50 to 100 of these creatures. They accompany windriders on their mounts (usually resting on the windriding mount until needed), flying up and around their master, screening out intruders and repulsing attacks. When a ranged attack (magical or missile) is determined to hit the windrider or his mount, there is a percentage chance equal to the number of shieldbugs in the swarm that the attack strikes one of the insects instead of the windrider. The attack automatically kills the bug, reducing the number in the swarm by one. A shieldswarm cannot protect against area of effect attacks, although all of the bugs within the area of effect are slain. Against melee attacks, windriders surrounded by swarms have their AC improved by 2 places due to the swarm obscuring them and fouling the enemy's attacks.

Offensively, the swarm can be commanded to attack and harass the rider's foes in battle. Every round within the hostile swarm, a character takes 1 point of damage and must make a saving throw vs. paralyzation to be able to take an action other than defending against the bugs.

Watcher: A watcher is a reptilian/plant creature with large, bulbous eyes possessed of virtually 360 degree vision. If a watcher observes a specific sight preselected by its master, it lets out a loud keening sound. It makes no attacks and never moves.

Life-Shaped Creations: Transport

	Ber-ethern	Yihn-eflan	Gon-evauth	Dhev-sahr
CLIMATE/TERRAIN:		Jagged Cliffs		
FREQUENCY:		Very Rare		
ORGANIZATION:		None		
ACTIVITY CYCLE:		Any		
DIET:		Special		
INTELLIGENCE:		Animal (1)		
TREASURE:		N/A		
ALIGNMENT:		Neutral		
NO. APPEARING:		Varies		
ARMOR CLASS:	4	5	10	7
MOVEMENT:	Fl45(A)	Fl32(C)	Fl24(B)	18
HIT DICE:	4	6	9	4
THAC0:	17	15	11	17
NO. OF ATTACKS:	1	2	Nil	1
DAMAGE/ATTACK:	1d4	1d4+1/1d4+1	Nil	1d6
SPECIAL ATTACKS:		None		
SPECIAL DEFENSES:		None		
MAGIC RESISTANCE:		Nil		
SIZE:	M (6' long)	L (8' long)	H (20' long)	L (7' long)
MORALE:		Special		
XP VALUE:	120	270	975	120

These life-shaped creations are organic automatons. Some have a modicum of independent intelligence, but all mindlessly obey the commands of their masters. They gain nourishment from cam-rahn rather than food, and do not need the attention and care of real animals.

Ber-ethern: Breeze sprites (which is what *ber-ethern* means) are the smallest of the windriding mounts. They are insectoid flyers with room to carry one halfling rider and 25 pounds of cargo. They can fly up to 75 miles per hour fully loaded. Their long, thin wings are twice their body length, allowing them to fly with not only great speed but superb control. Ber-ethern can hover, pivot, and move straight up and down. Designed expressly for rapid, controlled movement, ber-ethern can move with speed and grace unequalled in nature. Their attack is with a small, poisonless stinger.



Windriders choose this mount for quick trips or for operating in situations where maneuverability is essential. They can fly through narrow crevices and hover next to the cliff face, allowing a rider to harvest plants from a vertical forest.

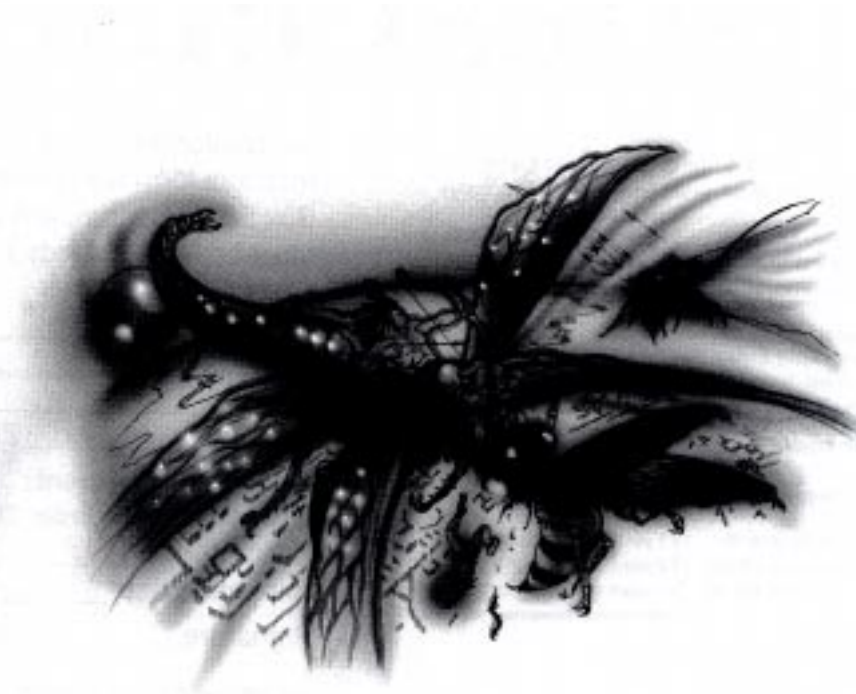
Yihn-eflan: Yihn-eflan are windriding mounts whose name means gust climber. Larger than breeze sprites but smaller than soar whales, the yihn-eflan is an avian creature with huge, oversized wings. Their bodies are covered with feathers, and their heads have hawk-like beaks. Their only method of attack, however, is to rake foes with their large talons. One to three riders can rest safely on its back or 200 pounds of cargo and a single rider can be carried. Fully loaded, a gust climber can reach speeds up to 50 miles per hour.

This is the medium windriding mount, still very fast but able to carry more weight than a ber-ethern. These are chosen mounts of windriders who know they are going into battle, for yihn-eflan dives upon foes with a terrible ferocity and rake with their talons besides its rider's attack.

Con-evauth: This windrider mount is also called a soar whale, and sometimes (usually by outsiders who see them from afar) an airship. Con-evauth are huge, balloon shapes, able to keep themselves aloft in the winds of the cliffs by filling their large inner cavities with hot, moist air. Windriders ride either atop the floating beasts or in gondolas attached beneath the beasts that can carry up to eight halflings or one windrider and one ton of cargo. Fully loaded, a soar whale moves at a top speed of 30 miles per hour. It has no means of attack or even self-defense, and if it takes more than 25% of its hit points, it must descend—its air sack has been punctured.

This is the most common windriding mount, chosen when speed can be sacrificed to move great amounts of cargo or many passengers. Additionally, for extremely large and heavy loads, several soar whales can be hooked together and flown in teams. Due to their slow, gentle movements, they are good for vertical forest harvesting, and their undercarriages provide excellent steady platforms for hunters with spinethrowers and lightning generators.

Dhev-sahr: The dhev-sahr is the only land-based mount made by the rhul-thaun life-shapers. Their mammalian, hair-covered bodies are round, their heads resemble those of the camels. The creatures' four stilt-like legs allow them to move very quickly at what appears to be an awkward gallop. Despite appearances, however, dhev-sahr are graceful and steady. Two halflings can ride comfortably on top.

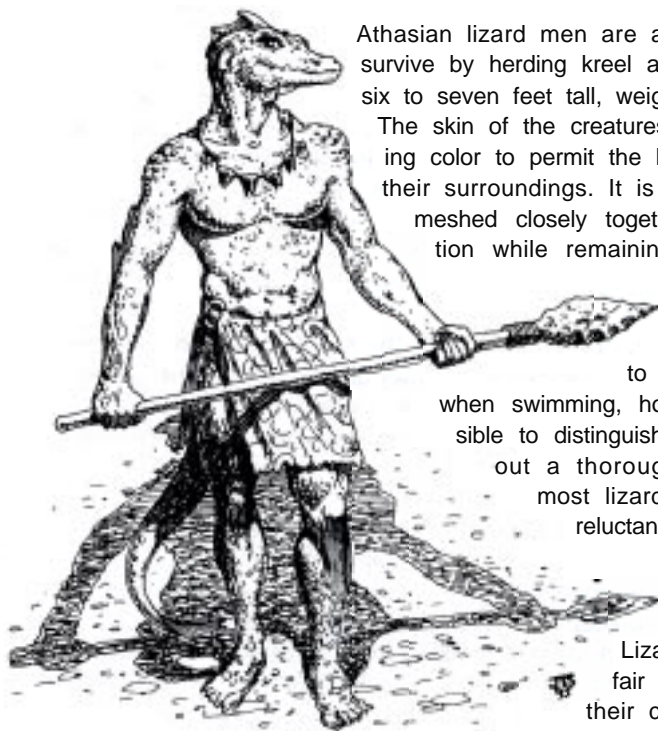


Lizard Man, Athasian

	Lizard Man	Lizard King
CLIMATE/TERRAIN:	The Last Sea	The Last Sea
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Very (12)
TREASURE:	D	E
ALIGNMENT:	Neutral	Neutral
No. APPEARING:	8-15 (1d8+7)	Unique
ARMOR CLASS:	4	3
MOVEMENT:	6, Sw 12	9, Sw 15
HIT DICE:	2+1	8
THACO:	19	13
No. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-7	5-20 (3d6+2)
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	L (8' tall)
MORALE:	11 (Steady)	13 (Elite)
XP VALUE:	65	975
Patrol leader	65	
Subleader	120	
War leader	270	
Psionacist, 3rd	175	
Psionacist, 5th	650	
Psionacist, 7th	975	

Player's Option: MAC 8

MAC 6



Athasian lizard men are amphibious humanoids who survive by herding kreel and by fishing. Adults stand six to seven feet tall, weighing 200 to 250 pounds.


The skin of the creatures is chameleonlike, changing color to permit the lizard men to blend in with their surroundings. It is composed of thin scales meshed closely together which provides protection while remaining flexible.

The tail of a lizard man is three to four feet long, but not prehensile. It does help to keep the creature balanced when swimming, however. It is nearly impossible to distinguish between the sexes without a thorough inspection, something most lizard men (and women) are reluctant to let strangers attempt.

Lizard man clothing usually consists of a simple kreelskin loincloth.

Lizard men actually have a fair amount of control over their changing coloration. They

can change their skin to match just about any color of the spectrum. Normally, they let their reflexes automatically cause them to blend into their environment, but during special ceremonies, they can actually will their skin to color itself in intricate patterns, each with a special symbolic meaning.



While these creatures have their own language, most of them (especially their king Nelyrox) have at least a rough command of the common tongue. This helps them negotiate in their infrequent encounters with those who dwell along the shores of the Last Sea.

Combat: In combat, Athasian lizard men are ferocious fighters. They temper their bloodlust with cunning, however, and they are not ashamed to fall back from a fight they are losing, at least until reinforcements arrive. They are more intelligent than traditional lizard men, able to follow fairly complicated battle plans and intricate schemes.

For every 10 lizard men encountered, one of them is a patrol leader with maximum hit points (17 hp). There is also a 50% chance that one of them is a 3rd-level psionist. If more than one of the three Last Sea tribes is encountered, each tribe has a war leader with 6 Hit Dice, two subleaders with 4 Hit Dice and a 5th-level psionist, with a 50% chance of an additional 7th-level psionist by the name of Mobji. If Nelyrox is present (50% chance), Mobji is automatically there, and the patrol leaders form an elite body guard for their king.

Habitat/Society: The lizard men of Athas are a bit more civilized than the typical sort. Although they didn't start out this way, circumstances have forced them to adapt. After all, the traditional lizard man meal of human flesh was frowned upon by the Mind Lords, so in Marnita, if the creatures couldn't find another source of food, they were doomed to extinction. As their hunting grounds were severely limited the Barrier of Guardians, they took the only option open to them and domesticated the local kreel, becoming a society of kreelherders. As such, it's rare to see more than a dozen or so lizard men together at a time outside the lizard man city deep in the center of Marnita.

Athasian lizard men are advanced enough to use shields and weapons. They tend to prefer tridents with wooden shafts and heads carved from three long bones. On more formal occasions, they wear full kreelskin togas, but these are rarely used on a daily basis, as they hamper underwater movement.

Ecology: Athasian lizard men have few natural enemies. Sharks and dolphins alike tend to give them a wide berth, but it is not unheard of for a lone lizard man to be attacked and killed by a roaming school of sharks. The only true threat to lizard men in general is the squark, the behemoth with which they share the Last Sea. Once every so many years, on a more or less unpredictable basis, the squark attacks the lizard man city of Nesthaven. The walls of Nesthaven are strongly fortified against the creature, but they can only hold so long against its monstrous onslaught. Dozens of lizard men are killed each time the monster attacks.

Other than that, though, the lizard men generally live fairly sedate lives. They farm the kelp beds and tend their flocks of kreel and have wonderful underwater festivals. These are sometimes so amazing that the lights under the waves can be seen even in distant Saragar.

The lizard men have a great deal of respect for the Mind Lords and their children (as the lizard men think of the shore dwellers). After all, the Mind Lords saved them from hated Keltis, the lizard-man executioner. Without their help, the people (as they call themselves) would surely have been scoured from even the floor of Marnita.

The Lizard King

Nelyrox the lizard king is a wise and generous ruler, and he has the full support of the vast majority of his people. Those under the command of Xhenrid, one of Nelyrox's three war leaders, are more loyal to their leader than their king, but the royal reptilian has managed to keep his old rival and her people in line so far.

Nelyrox stands a full eight feet tall and weighs over 250 pounds. In battle, he arms himself with a great trident which inflicts 3d6+2 points of damage. If the attack roll is 5 or more greater than the score needed to hit the target, Nelyrox's attack scores double damage (with a minimum of 15 points inflicted).

As a leader of a civilized people, no Athasian lizard king has demanded a sacrifice of a sentient's flesh for centuries. In fact, the killing of sentients for any reason other than self-defense is held to be this society's most heinous crime. This is enforced by both the lizard man tribal government and by the lawkeepers from Saragar if need be.

CLIMATE/TERRAIN:	Valley of Dust and Fire
FREQUENCY:	Uncommon
ORGANIZATION:	Clan or Patrol
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	Individual K, M, N
ALIGNMENT:	Varies (Lawful evil)
NO. APPEARING:	1-12 (Patrol 2-16)
ARMOR CLASS:	Varies (5)
MOVEMENT:	12
HIT DICE:	3d10
THAC0:	Varies (18)
NO. OF ATTACKS:	Varies (1)
DAMAGE/ATTACK:	By weapon (1d6)
SPECIAL ATTACKS:	Psionics or spells
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Standard
SIZE:	M (5-6')
MORALE:	Champion (15)
XP VALUE:	Varies (270)

PSIONICS SUMMARY

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	1/0/1	nil/nil	12	30

Wild Talent: Roll 1d12— **1:** danger sense; **2:** ballistic attack; **3:** adrenalin control; **4:** displacement; **5:** graft weapon; **6:** ESP; **7:** invisibility; **8:** dimension door; **9 through 12:** no significant talent.

Draxans are the citizens of Ur Draxa, the City of Doom within the Valley of Dust and Fire. From birth they are trained as warriors, psionics, templars, or defilers. They are the lords of the Valley and aggressively attack most intruders. Draxans are human, but centuries of martial training have made them into a cruel, fierce people.

When Draxans are encountered, half are average Draxans who conform to the statistics in parentheses above. They fight and save as 3rd-level fighters, and may have a random wild talent. The rest are unique individuals. Half of these are warriors of level 3-10 (1d8+2), 20% are psionics of level 2-12, 20% are templars of level 3-12, and 10% are defilers of level 3-12. Draxans are frequently accompanied by 0-2 slaves per Draxan.

Combat: Draxans fight according to their class. Defilers and psionics hang back and use spells and psionic abilities, whereas warriors engage the enemy. Templars choose one of these two strategies. Slaves cower out of the way.

Standard Draxans are effectively 3rd-level fighters in all respects. They are equipped with fine chitinous hide armor and a long shield, and they carry short bows of horn and spears and short swords of fine steel. Draxans are paranoid and often go about their city armed to the teeth; in their homes, or wherever a fight would be unexpected, they are



unarmored and equipped with daggers.

All Draxans are trained in the keshai, the Draxan martial art of strikes and throws, as children. Every Draxan can make unarmed attacks on the martial arts table given in *The Complete Fighter's Handbook*. If you do not use martial arts in your campaign, allow Draxans to punch and wrestle at +1 to hit and +1 on damage and knock-out rolls.

Some Draxans may have exceptional ability scores that affect their combat abilities. Roll one d6: 1-3, the Draxan has no exceptional ability scores; 4-5, one; 6, two. The abilities affected are noted in the descriptions below. Each exceptional ability has a score of 14 + 1d6 and corresponding benefits.

Fighters: Draxan warriors use three principal armors: studded leather, hide, or banded. Banded mail is usually reserved for high-level Draxan fighters. Most unique Draxan fighters have specialized in a favored weapon, gaining the additional attacks, hit bonus, and damage bonus of a specialist. Unique Draxan fighters have a 10% chance per level to own magical arms or armor of +1 to +3 value and half that chance to own a miscellaneous magic item usable by fighters.

Exceptional ability scores for Draxan fighters are found in Strength, Dexterity, and Constitution. Draxans favor short swords, large shields, spears, javelins, and bows.

Psionics: Draxan psionics progress as normal NPC psionics. Generating NPC psionics can take a long time; develop a couple of standard psionist templates to save time. Psionics usually wear hide or studded leather armor and prefer short swords. They have a 5% chance per level to own magical arms or armor of +1 to +3 value and

twice that chance to own a miscellaneous magical item.

Exceptional ability scores for Draxan psionics are in Wisdom, Intelligence, or Constitution.

Templars: Draxan templars usually wear black, chitinous hide armor and carry short swords and spears on duty. Otherwise, they wear studded leather armor. Templars have a spell selection appropriate to their level. Templars have the same chance to own magical weapons and miscellaneous magical items as a fighter.

Templars may have exceptional ability scores in Wisdom, Intelligence, or Strength.

Defilers: Draxan defilers are limited to robes, but often are trained in weapons foreign to most wizards. If desired, use the Militant Wizard kit from *The Complete Wizard's Handbook* as a guide. Otherwise, treat Draxan defilers as normal mages who can wield the short sword as one of their weapon options. Defilers have spells memorized appropriate to their level and have a 5% chance per level to own an offensive magical item such as a *wand of fire*, *wand of frost*, or *wand of magic missiles*.

Defilers may have exceptional ability scores in Intelligence, Constitution, or Dexterity.

Draxans are persistent, aggressive foes who do not hesitate to carry the fight to the enemy. Warriors fire a volley or two of arrows, then draw their swords and attack the weakened enemy. Templars, psionics, and defilers make early and effective use of their most powerful abilities and spells.

The Dragon Warriors: The most exalted Draxan fighters, the Dragon Warriors patrol beyond the Great Ash Storm. Dragon Warriors wear banded mail and carry shields, lances, composite short bows, and a melee weapon. They are warriors of 10th to 15th level (d6+9) and usually ride rocs.

Habitat/Society: Only a few Draxans ever leave their mighty city. The Draxans are a feudal clan society and are all considered nobles and landowners. The work of the city is performed by a massive slave population the Draxans oversee. Draxans are by nature competitive and settle their differences through ritual duels and intense feuds.

A Draxan Glossary

Chardra. A city company; a company of the Draxan Army sponsored by the city. They range in size from 60 to 400 Draxan warriors and are often supplemented with templar and Vizier detachments.

Chardraga. A legion of the Draxan army, composed of both tsaidra and chardra. There are four chardraga. Each is led by a kaisharga (Dead Lord) and is headquartered at the Hall of Glory.

Kaidar. The ritual duelling arena of the Draxans, used to settle differences and insults. Duels are often to the death.

Kaisharga. A Dead Lord, one of the powerful lich-like crea-

tures that serve the Dragon as advisors and bodyguards. There are about 20 kaisharga altogether. See the "Kaisharga" monster entry.

Kardakyla. The estate of a tsai, or clan. A kardakyla is usually one-eighth to one-third of a kardan. All slaves and property within a kardakyla belong to the tsai. Each kardakyla is ruled by a tsaishar, or lesser clan lord.

Kardan. One of the great sectors of the city of Ur Draxa. Each of the nine kardans is ruled by a tsaisharga, or clan lord.

Keshai. The Draxan martial art of throws and strikes, taught to all young Draxans. Some Draxans continue to study keshai throughout their lives.

Shai. The Draxan patriotic or martial spirit. To a Draxan, the shai represents all that is good and wholesome about the city.

Tsai. A Draxan clan of many extended families. A tsai can range from 10 to 1,000 Draxans. All clans are considered greater or lesser clans, depending on their hereditary station.

Tsaidra. A clan company; a company of the Draxan army sponsored by a tsai. They range in size from 30 to 500 Draxan warriors.

Tsaishar. A lesser clan lord, ruler of one tsai and its associated kardakyla. Tsaishar are the leaders of their families.

Tsaisharga. A clan lord, ruler of his or her tsai and the associated kardan. In addition, the clan lord commands the allegiance of all the tsaishar (vassals) in the kardan.

CLIMATE/TERRAIN:	Valley of Dust and Fire
FREQUENCY:	Uncommon
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	Nil
ALIGNMENT:	Any (Chaotic neutral)
NO. APPEARING:	2d6
ARMOR CLASS:	10 (6)
MOVEMENT:	12
HIT DICE:	Varies (2d10)
THAC0:	Varies (19)
NO. OF ATTACKS:	Varies (1)
DAMAGE/ATTACK:	By weapon (1d6-1)
SPECIAL ATTACKS:	Psionics, magic use
SPECIAL DEFENSES:	None
MAGIC RESISTANCE:	Standard
SIZE:	M (5-7')
MORALE:	Steady (11)
XP VALUE:	175

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/0/1	nil/nil	9	20

Wild Talent: Roll 1d12—1: danger sense; 2: ballistic attack; 3: adrenalin control; 4: displacement; 5: graft weapon; 6: ESP; 7: invisibility; 8: dimension door; 9 through 12: no significant talent.

The ka'ardani (Draxan for "outlanders" or "exiles") are residents of the outer valley, a people descended from escaped slaves, lost travelers, and exiled criminals. They survive where few creatures can—in the hellish volcanic waste of the Valley of Dust and Fire. Every day of their existence is a struggle to find food, water, and shelter.

When the ka'ardani are encountered, half are average 2nd-level fighters conforming to the statistics given in parentheses above. Half of the rest are rangers, 20% psionics, 20% clerics, and 10% preservers.

Most ka'ardani are human, but significant numbers of dwarves, elves, and half-elves (one in six) are found among them. As a rule of thumb, allow dwarves a +2 bonus on damage and hit points, and allow elves a -2 bonus to their Armor Class. If they are unique individuals, use the racial ability score modifiers instead.

Unique ka'ardani are of level 3-12 and have a chance to possess exceptional ability scores. Roll 1d6: 1-3, no exceptional scores; 4-5, one; 6, two. They have only a 2% chance per level to own a magical item that is appropriate to their profession.



Combat: Ka'ardani make do with whatever materials they can. Weapons are made of bone or stone, and armor is usually skins (AC 9) or hide (AC 6). They carry large wicker or hide shields. Ka'ardani use spears, clubs, and bows in combat and brew type A, B, and O poisons. They are consummate hunters and are familiar with the lands they live in. They gain a bonus of -1 on their opponents' surprise rolls.

Habitat/Society: The ka'ardani gather in small tribes of two to three dozen, for the ravaged land of the Valley cannot support larger groups. The tribes are ruled by the strongest and wisest warrior, but even the most well-liked leaders must be prepared to face a challenge to their leadership at any time. The ka'ardani are survivors, and when a chief no longer leads well, they replace him. Similarly, sick or old individuals are often sent away when they become a burden to the tribe.

Mul (half-dwarf)

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 type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6'-7' tall)
MORALE:	Champion (15-16)
XP VALUE:	35
PSIONICS:	Varies

A mul is a powerful crossbreed of a human and dwarf. As a race, muls are unique in that they cannot reproduce; they are infertile for life and so have no family groups or communities that are purely mul. The individual mul, most often born into slavery on command of its parents' owner, is a naturally great warrior, bred for combat.

A mul gets what are, perhaps, the best attributes from each of its parents. From his human parent, he receives height and agility. From his dwarven parent, the mul gets incredible strength and endurance. At maturity, a mul stands as much as 6½' tall, weighing 240-300 lbs. Each is fair skinned, though sometimes tending toward a coppery coloration. A mul's eyebrow ridges are pronounced, and the ears are usually pointed toward the back of the head; otherwise, facial features are basically human. Regardless of sex, most muls are naturally bald, but those who aren't usually shave their heads as a mark of racial unity. Since many muls are born into gladiatorial careers, tattoos of decoration and ownership are common.

Being of mixed parentage, a mul is usually fluent in both Common and the dwarven language. It's not unusual, however, to find a mul who does most of his talking with his sword.

Combat: A mul's enhanced physical abilities make him a capable fighter. A mul can attack once per round with his fist, causing 1-3 hp damage, or he may attack with a weapon. Any weapon attack receives a +1 bonus to damage because of the mul's strength.

There is a 50% chance that any mul will have a psionic wild talent. The nature of the wild talent should be determined as described in the *Complete Psionics Handbook*.

A mul's endurance is well documented. A mul can exert himself for long periods of hard labor that would exhaust most other races. A mul can perform heavy labor, including stone construction, quarry work, running, or similar activities, for 24 hours without stopping. He can perform medium labor, including lighter construction, mining, climbing, or jogging, for 36 hours. Light labor, which includes combat training, walking unencumbered, or similar activities, can be undertaken for 48 continuous hours without stopping. If a mul paces himself to normal activities no more difficult than walking, he can continue without rest for up to 15 days. Regardless of the preceding type of exertion, eight hours of sleep will let a mul become fully rested, ready to begin work again. Of course, such exertion is tiring and uncomfortable for the mul, so all muls prefer a standard eight hours of



sleep per day unless there is an emergency that calls for long stretches of unbroken activity.

Habitat/Society: Muls are usually born into the slave pits of a noble house. Because muls are terrific warriors and laborers, they are in demand. When possible, owners call for the birth of muls among their slaves to swell their ranks.

In such instances, muls are usually taken away from their parents directly after birth, given instead to specialized wet nurses among the slaves. Often, a mul's parents have either died or been sold off before he is old enough to know them. Raised with adequate food and shelter, it can still be argued that they are raised with little love or affection, explaining their characteristic independence and gruff personalities.

Mul gladiators are perhaps the most prized slaves among slave owners. When they are in training, such muls are often pampered with the best food and accommodations available. As such, they are very expensive to maintain. It is a wealthy noble who can boast more than a few muls in his gladiatorial stable.

Muls are noted for retaining much of the stubbornness of their dwarven parent. In captivity, a mul who sets his mind on escape will generally succeed quickly or be killed or sold; handlers recognize their single-mindedness and seldom wish to fight it.

Those muls who have gained their freedom most often make their living as warriors. Independent mul priests and psionics are not unheard of, however.

Ecology: Muls are born sterile. While they can and often do take mates and live in loving relationships, they can never have children of their own. The only way a mul can be born is to a mixed pair of dwarven and human parents. Even then, the risk to the mother is grave; large-boned mul babies are difficult to carry to term, and one in ten pregnancies results in the death of both mother and child. A mul can expect to live 85 years.

Pit Snatchers



©, TM & © 1994 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN:	Tar pits
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	Special
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Burning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Steady (12)
XP VALUE:	800

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II, EW/M,TS	12	60

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

Telepathy — *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Pit snatchers are creatures that dwell in the tar pits of Athas. Some sages believe that the tar pits that give birth to the snatchers are not natural, but were formed by defiling magic so intense that the very earth erupted in noxious boils of smoking black goo. There may be some truth to this, for those areas inhabited by the snatchers are much hotter, smokier, and fouler than a few found elsewhere beneath the crimson sun. The pit snatchers may have once been earth elementals dwelling in the soil when the defiling magic drew out

the very essence of the land. Now they are no more than tortured creatures desiring nothing more than to pull in unsuspecting victims to share their eternal misery.

A snatcher looks much like an earth elemental, except its flesh is made of smoking, dripping tar. There are three holes in its head that seem to form rough eyes and a wailing mouth through which noxious fumes are continually emitted. A snatcher's arms can reach well over six feet from the rim of a pit, and its hands leave black stains on flesh that never fade.

Though pit snatchers show cunning and intelligence, they do not seem capable of (or at least interested in) communicating with their prey. No pit snatcher has ever been encountered that used anything close to a recognizable language.

Combat: Pit snatchers like to lie in wait beneath the surface of the tar for unwary victims to pass by. When they sense a nearby presence, they erupt from the pit and grab hold of any creature within six feet of the rim. If either of the snatcher's attack hit, the victim is mired in the gooeey, tar-formed limb and slowly dragged into the pit.

Each round after the attack, the character and the snatcher both roll 1d20, adding any Strength-based attack bonuses to the roll (the snatcher gets a +1 bonus). If the character wins by four or more, he break free and the snatcher has to try to grapple again next round. If the snatcher wins by four or more, it has dragged the victim into the tar pit. Victims dragged into the tar take 3d8 points of damage immediately, and 1d8 points every round thereafter. Ties or victories of less than four better than the opponent's roll indicate that neither side made any progress that round.

A character can opt to make an attack in the same round as the Strength test, though both rolls receive a -2 penalty in this case.

Due to their insubstantial nature, pit snatchers take only a single point of damage from slashing or impaling weapons. Magical or crushing weapons do full damage.

Additionally, a pit snatcher can ooze through the earth up to 20 yards away from its pool of tar, but only if it can emerge in another tar pit. If it is ever drawn out of a pit in some way, a snatcher will seep back into the earth and reappear in a nearby tar pool 1d10+2 rounds later. If kept from the tar for more than one hour, the snatcher dissolves into a puddle of gelatinous goo and dies.

If a pit snatcher's attack roll is a natural 13 or 20, the boiling tar of its skin burns into the victim's flesh, leaving a permanent black mark that will never fade. Some of the elf tribes superstitiously believe that such marks are signs of treachery, and aren't likely to trust someone with such a brand. The gith of the area simply consider someone with such a mark to be a fool for wandering too close to a pit snatcher's tar pool.

Habitat/Society: What the pit snatchers do beneath their black, bubbling den when not dragging some unfortunate to his doom is unknown. If the sages are correct and these creatures were once earth elementals, then they likely are trapped in the pits in eternal torture. It is said that on a quiet night, a traveler can sometimes hear tar bubbles bursting out of the mire. As the bubble breaks, a careful listener might hear a low, miserable moaning—the pleading call of the wracked creatures below.

When confronted by an earth cleric, a pit snatcher attempts to somehow contact the priest. As it has few means for making its alien desires known, it will eventually become enraged and attack. It is said that an earth cleric can free a pit snatcher from its eternal torment, but all who have ever tried simply ended up being dragged into the tar as the snatcher lost patience.

Ecology: Pit snatchers can travel between pits within a given area. Explorers have occasionally made the mistake of marking a pit as inhabited by a snatcher while turning their backs on another pit close by. Frequently, the only signs of their folly are splashes of black tar around a pile of dropped equipment.



The equipment carried on the body of a pit snatcher's victim remains at the bottom of the snatcher's pool of tar. How someone can safely retrieve such valuables is the matter of much speculation and planning among the braver inhabitants of the Giustenal region. Thus far, no one who discovered a safe means of retrieval has spoken up, and such salvage remains merely lively tavern speculation.

Puddingfish

CLIMATE/TERRAIN:	The Last Sea
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	Sw 3
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-24
SPECIAL ATTACKS:	Paralysis
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	H (20+ long')
MORALE:	Average (10)
XP VALUE:	3,000
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10



The puddingfish is a gigantic sort of jellyfish found only in Athas's Last Sea. It

looks similar to a traditional jellyfish, only larger and slightly more substantial. Its dome is nearly eight feet across, and its tendrils drag down over 20 feet below it.

The creature is composed of a blue-green substance somewhat similar to that of a gelatinous cube. Due to its coloring, the puddingfish can be difficult to spot floating along in the water, and more than one fishing boat has run aground on a puddingfish's back. This is usually little more than an annoyance, however, as the creature is unable to lift its tendrils upward at all. As long as no one falls into the water, the occupants of the boat will be fine.

Combat: When a small boat or raft runs into a puddingfish, each passenger near an edge should roll against his Dexterity to avoid falling into the sea. Those people unfortunate enough to end up in the drink next to a puddingfish had better swim away as fast as they can. The puddingfish is deadly when in contact with a victim, but it is slow to move and can be outdistanced by a strong swimmer. Of course, there are very few such people on Athas outside of the valley of the Last Sea.

A character struck by a puddingfish's stinging tendrils must save vs. paralysis or be paralyzed (anesthetized) for 4-16 (4d4) rounds. In the water, this can easily prove fatal unless the victim is fortunate enough to have a friend brave enough to haul his poisoned body out of the water. Once a victim has perished, the puddingfish's snakelike tendrils draw the corpse up into its dome where it is slowly digested over a period of 3-6 (1d4+2) days.

Habitat/Society: Puddingfish are solitary creatures. They are asexual and reproduce by dividing once they have reached a certain critical mass. They are hunted by the lizard men for their hides (which are not poisonous), out of which many useful things such as clothing and sails are made.

Ecology: The dome of a puddingfish is actually its stomach, a place filled with horribly corrosive acids. This material can actually be harvested by foolhardy adventurers willing to risk their lives to obtain such potentially useful materials.


Reggelid

Climate/Terrain:	Lower Jagged Cliffs, Swamp
Frequency:	Very Rare
Organization:	Bands
Activity Cycle:	Nocturnal
Diet:	Omnivore
Intelligence:	Genius (17-18)
Treasure:	V
Alignment:	Neutral evil
No. Appearing:	1d8+2
Armor Class:	7
Movement:	12
Hit Dice:	3 (Varies)
Thac0:	19
No. of Attacks:	As level and class
Damage/Attack:	1d6 (weapon)
Special Attacks:	Spells
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (7' tall)
Morale:	Steady (11-12)
XP Value:	175

Reggelids are tall and angular, looking something like ugly elves with flat faces and an extra finger on each hand. Their origin is unknown, even to them, but they seem unconcerned about preserving their past or their heritage. Their only passion is magic.

Combat: Each reggelid is a defiler wizard or a fighter/wizard of at least 3rd level. Those





of higher levels have correspondingly higher Hit Dice. They are born with magical abilities and strive to expand and increase them throughout their lives. They normally use staves in melee combat, although using magical items—even weapons of all sorts is also very common for reggelids.

When reggelids use magical items, there is a 75% chance that they can use their innate abilities and acquired knowledge to use the items even more effectively than it was designed to be used. If successful, the devices' power is increased by 25%. This means that a *wand of fire* that can fire 6d6 fireballs in the hands of a reggelid can potentially inflict 2d6 (1.5 rounded up) more damage.

In combat, reggelids respect only wizards (and to a lesser degree, other characters with spells or inherent magical abilities) and focus their attacks upon them. When in battle, the reggelids use their spells in conjunction to complement each other. Often, while one is throwing an offensive spell, another is casting a defensive spell that aids both.

Habitat/Society: Reggelid communities comprise little more than wooden lean-tos or shallow caves. They remain uninterested in any sort of luxury or creature comfort, providing for themselves only enough to survive and continue their magic studies. Lore is kept on stone tablets guarded by the young males of the community.

Magical power and knowledge determine leadership among the reggelids. This being the case, in any band of reggelids, a defiler wizard leader is encountered whose level is at least equal to the number of individuals in the group. Reggelid communities are commonly lead by individuals of 15th to 20th level, regardless of size.

Ten percent of any reggelid group are of a level of 4-9 (1d6+3), 30% of the band are fighter/wizards levels 3-8 (1d6+2) wielding broadswords rather than staves and using magical items tailored for fighters.

Like the bvanen, the reggelids keep to areas on the lower portions of the cliffs. They seem to search forever for Rajaat's magical legacies within the swamp.

Ecology: Some halfling scholars believe the reggelids to be the result of some of Rajaat's strange activities or victims of the curse (they do not understand magic, but what they are postulating is the idea that they are somehow some leftover creations of Rajaat's—a very plausible idea).

There is never any conflict among the reggelids themselves. They instantly recognize members of their race that are more magically adept or skilled than themselves and defer to them automatically. Their lust for all things magical is not to promote themselves within their own society but to advance themselves on a general level. It is the means that interest them more than the end.

Though they bear only ill will for all other races, reggelids despise the halflings of the Jagged Cliffs and their life-shaped creations most of all. The reggelids developed the following spell specifically to combat the halflings and destroy their shaped tools and weapons.

Organic Disruption (Necromancy/Alteration)

3rd-level Wizard Spell

Range: 50 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 10-foot radius

Saving Throw: Reduces Dmg by

This spell allows the caster to strike at life-shaped creations and those who use them. When the spell is cast, a 10-foot radius sphere of dark energy appears around the desired location and then quickly fades. All life-shaped creations within the sphere must make a saving throw vs. death magic or be slain instantly. Nonliving organic material such as wood and leather must make a saving throw vs. acid or crumble to dust. All other organic targets are dealt 2d6 damage, although a saving throw vs. spell reduces this by half.

The material component for this spell is a drop of mild acid.

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:	1-12
SPECIAL ATTACKS:	Smother
SPECIAL DEFENSES:	Cloud
MAGIC RESISTANCE:	Nil
SIZE:	H (20' long)
MORALE:	Steady (11-12)
XP VALUE:	3,000
PSIONIC SUMMARY:	
Level	Dis/Sci/Dev
1	1/0/1
Attack/Defense	Score
-/-	-
PSPs	Special

Psychokinesis— *Sciences:* nil; *Devotions:* Levitation.

The ruktoi is a 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 cargoes across the endless silt basin.

As long as 20' from snout to tail, the ruktoi is a very flat, spread-out beast. Its head and torso are broad and thin, and the creature's smooth, gray skin is stretched tight across the bones of its skull, ribs, and spine. The ruktoi's powerful limbs each end in three long, splayed digits, webbed for use as paddles. The tail ends in a broad flap of skin and serves as an aid in movement and navigation across the surface of the Silt Sea. The ruktoi's light-gray skin makes it almost impossible to see against a silt background while stationary. Often the ruktoi hovers just below the surface, with only its snout and eyes exposed to the open air.

Ruktoi have no spoken language. They communicate with each other either through body motions or scent, which all ruktoi use to mark out their territory. More intelligent creatures can communicate with them through magic or psionics.

Combat: The ruktoi uses its silt-borne mobility to chase down less agile prey. The creature's broad body and paddled limbs, however, aren't enough to keep the animal afloat in the silt; the ruktoi also relies on an innate use of psionic Levitation. The ruktoi's command of psionics is only rudimentary, tapped subconsciously to help keep the animal near the surface where it can find food and air. As a subconscious activity, the ruktoi's psionic Levitation keeps the creature afloat even when it is unconscious. A ruktoi has no command over its Levitation power, and it can never rise above the surface of the silt. The ruktoi's listed swimming movement rate applies to silt only; a ruktoi cannot swim in water.

The ruktoi's primary weapon is its powerful bite. It can attack once per round with its bite, inflicting 1-12 hp damage.

The ruktoi can also use its powerful limbs to immobilize an opponent and smother it beneath the silt. Nearly all silt-dwelling creatures must breathe to survive. The ruktoi cannot bite in the same round that it attempts to initiate a smothering attack. If the smothering attack roll is successful, the ruktoi has grappled the target firmly in its limbs, beneath its body below the surface. A character victim must make a successful bend bars/lift gates roll to free himself, allowable once per round. For other targets, the victim must attempt to save vs. petrification with a -3 penalty, allowable once per round. If the victim cannot free himself before he must breathe,



he is smothered.

While struggling to free himself from the grip of a ruktoi, a character can hold his breath for a number of rounds equal to one-sixth his constitution score, rounded up. If attempting to hold his breath beyond this time, the character must roll a constitution check each round. The first check has no modifiers, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, the character must breathe.

In situations where the ruktoi feels it cannot win in combat (usually after suffering half its total hit points in damage), it can kick up a cloud of silt to cover its escape. In a round that the ruktoi creates a cloud, its movement is only 9 instead of 15. However, all opponents must save vs. spells or be blinded and lose the ruktoi's direction of travel. Those who fail cannot pursue the ruktoi that round. If all opponents fail and they have no other means of tracking the animal's movements, the ruktoi escapes into the expanses of the Silt Sea.

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, and then on an infrequent and irregular basis. 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 more.

Ruktoi are very difficult to domesticate and seldom stay domesticated forever, so owners more often control their beasts psionically. A single ruktoi can carry up to 1,000 lbs. on its back. While this weight does not slow the animal down, more than that will sink it. Many domesticated ruktoi have harnesses or howdahs built onto them, strapped and secured right to the beast's rib cage.

The merchant house Wavir in Balic has a pen of nearly 20 ruktoi used to ferry important cargoes up and down the Estuary of the Forked Tongue. However, since ruktoi travel is very hazardous, the house reserves their use for especially urgent or expendable cargoes.

Sharg



®, ™ & © 1994 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN:	Blackjaw River (Athas)
FREQUENCY:	Unique (on Athas)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Sw 9
HIT DICE:	11 (64 hit points)
THAC0:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-8 × 4/5-20
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (40 feet long)
MORALE:	Steady (12)
XP VALUE:	3,000

Physically, the sharg looks like a cross between a giant shark and a squid. Its skin is dull black, failing to glisten even under the brightest lights, and its dark eyes are near invisible against it. It has four long tentacles, each lined with sharp, teethlike ridges.

The sharg strikes quickly from beneath the steaming surface of the Blackjaw River in New Giustenal. It is especially attracted to the movement of barges along the surface of the water.

The sharg makes no verbal sounds, and it doesn't have any capacity for intelligent communication.

Combat: The sharg must feed constantly, and it is slowly depleting the Blackjaw River of fish and other sea creatures. It likes to attack the fishing barges that travel the river, seeking to add a few dray to its diet.

In the confines of the river, the sharg attacks in one of two ways. It can simply come up under victims and attack with its powerful bite (5d4 points of damage), or

it can use its four tentacles to grab prey. Each tentacle is 20 feet long. A successful tentacle hit causes 1d8 points of damage and indicates that the sharg has grabbed its victim. Now the victim suffers squeezing damage of 2d8 points per round until released. A successful bend bars roll is needed to break free, or the tentacle can be hacked off. It takes 15 hit points of damage to sever a tentacle, and to specifically target a tentacle requires an attack roll against Armor Class 2.

Once a victim is grabbed, the sharg begins to drag its prey toward its crushing, teeth-filled jaws. A Strength check made at -4 allows a victim to struggle and delay the bite. A failure indicates that the victim has been shoved into the sharg's mouth.

In the confined passages east and west of New Giustenal, the sharg sometimes uses a different tactic. It lets a barge pass by, waiting beneath the surface until the craft has moved on. Then it reaches up along the cavern walls with two tentacles, searching for firm purchase. Once its two tentacles are braced (one on each side of the passage), it lifts its great body out of the water. It can remain in this position for 1d4 rounds. During this time, it can strike with its two remaining tentacles and employ its terrible bite at the same time. If the barge hasn't moved too far away, the sharg will drop down upon it when it can no longer maintain its grip on the walls. It crashes into the barge, causing 3d10 points of crushing damage to the barge and anyone who fails to get out of the way in time (Dexterity -3 check).

If the beast takes more than 40 points of damage, it retreats to its island lair to recover from its wounds.

Habitat/Society: The sharg is not native to Athas. It was brought to the world by Dregoth, who hopes to use it in his coming war against the surface world. He placed it in the Blackjaw River which runs through New Giustenal in order to study its habits and abilities. It has established a lair on one of the small islands in the river, using a cave beneath the surface of the water as its home. Though the fishermen have made

repeated requests for help, the templars have been ordered to leave the sharg alone.

There is a 50% chance that the sharg is in its lair at any given time. If it is in its lair, it becomes aware of intruders on its island unless they are taking very great pains to be silent. If it notices the intruders, the sharg will slip from its lair and circle the island, waiting for a chance to grab a victim or two. It can even reach up out of the water to snag prey. In desperate times, or when its hunger overwhelms it, the sharg can crawl onto the shore. It uses its tentacles to propel itself. It can't stay out of the water for long (no more than five rounds), but it can emerge for short periods-just long enough to chase down a fleeing victim or make a surprise snatch of prey along the shore.

On its own world, the sharg lives in tropical climates, inhabiting fresh water rivers. Dregoth came across this one during one of his many expeditions through the planes. The audacity it showed in attacking him earned his respect and admiration. He incapacitated the beast and brought it back to Athas. It needed water to survive, so Dregoth dumped it into the Blackjaw River. He hopes to eventually train the creature, but like many of his projects it has fallen by the wayside until it again catches his interest.

Until then, the sharg remains a threat to all who travel on or near the Blackjaw River. The templars charged with transporting the dead to the cave east of New Giustenal have learned to scare the sharg away using *light* spells. The sharg's eyes don't adjust to rapid changes of light, so the brightness of a *light* spell causes it no small amount of discomfort. There is a 75% chance that the sudden brightness will cause the sharg to flee. However, 25% of the time the sharg will fly into a great rage and fight with a +2 to attack rolls for 1d6 rounds.

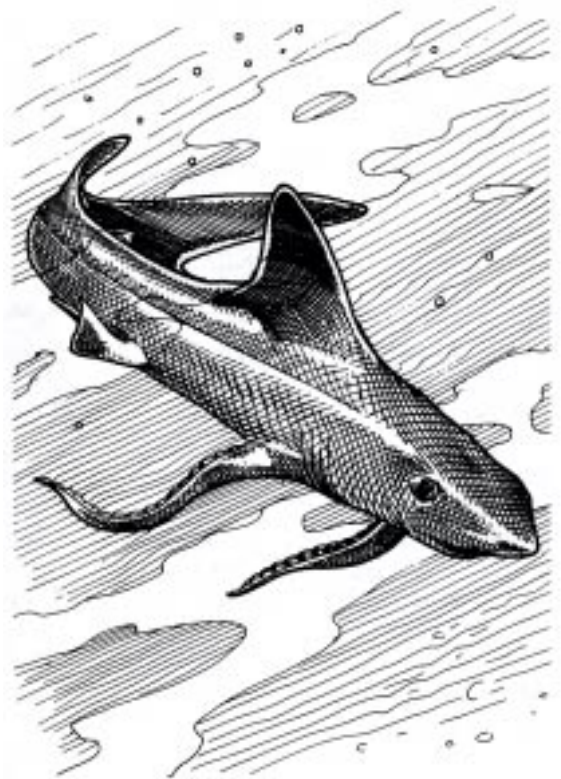
Ecology: Unknown to the dray of New Giustenal, the Blackjaw is only a small section of a vast underground river that runs for scores of miles in either direction. Within its dark depths are myriad creatures which the



sharg feeds upon. It can eat almost any type of meat. While it enjoys fish and other sea creatures, it has developed a fondness for dray. When a barge passes overhead, the sharg swims out to intercept it. It has learned that a barge holds dray, and if it can tip over or destroy a barge, it can feast on the draconic creatures.

Shark, Athasian

CLIMATE/TERRAIN:	The Last Sea
FREQUENCY:	Uncommon
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi (4)
TREASURE:	Nil
ALIGNMENT:	Any evil
No. APPEARING:	3-12
ARMOR CLASS:	4
MOVEMENT:	Sw 24
HIT DICE:	5
THACO:	15
No. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10+ long')
MORALE:	Average (10)
XP VALUE:	300
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 9



Athasian sharks are similar to sharks of other worlds in many ways. They are large, cartilaginous, seagoing invertebrates that are basically cold-hearted eating machines. They are long and gray, and their mouths are filled with row after row of sharp, vicious teeth. The skin of an Athasian shark is fairly tough, and it is from this material that most lizard man shields are made.

Combat: In a battle, sharks are deadly foes. They tend to hunt in packs, and a person floundering about in the water is usually easy prey. They are fast, striking like lightning, often hitting and darting away before the victim is even aware of what has happened. Because of this, up to 10 sharks can attack a man-sized opponent in a single round.

Habitat/Society: Sharks tend to travel in packs for purposes of both hunting and safety. There is very little that can stand up to a school of hungry sharks in their element. The one thing that poises a certain danger for them, though, is a dolphin. Make a morale check each time a group of sharks is outnumbered by dolphins. If the sharks fail, they immediately scatter and flee, leaving their wounded behind in their single-minded desire to escape the dolphins' wrath.

Athasian sharks (of which only a single species remains) are brighter than other sharks, but this translates more into animal cunning than any raw intelligence. They have been in constant conflict with the Last Sea's dolphin population since the valley's isolation nine millennia ago. Although they are bigger and stronger than their mammalian foes, they have no psionic abilities. Due mostly to this fact and their inability to formulate and stick to a decent battle plan, they have remained on the losing side of the majority of their battles with the dolphins. Occasionally they manage to victimize a lone dolphin, but rarely if ever are they able to sustain a serious attack against an entire pod.

Ecology: Little matters to sharks except where their next meal is coming from. While their favorite meal is undoubtedly dolphin, they are the ultimate omnivores, willing to eat pretty much anything. They can smell blood in the sea from up to a mile away, and once they get its scent, they will pursue it until either they find the source or discover that it has somehow gotten away.

Silk Wyrms



CLIMATE/TERRAIN: Badlands
 FREQUENCY: Uncommon
 ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
 DIET: Carnivore
 INTELLIGENCE: Low (5-7)

TREASURE: (W)
 ALIGNMENT: Neutral

NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVEMENT: 12, Fl 12 (C)

HIT DICE: 6
 THACO: 15
 NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil
 SIZE: L (501 long)
 MORALE: Steady (11-12)
 XP VALUE: 1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	1/1/0	Nil/Nil	15	45

Psychometabolism— *Sciences:* shadow-form.

The silk wyrm is a snake with a hard, chitinous shell that measures over 50' in length. They are commonly seen flying through the air during the day searching for prey, but rarely attack until dusk, when they assume their *shadow form* and sneak into a camp to attack.

Any creature bitten by a silk wyrm must save vs. poison or be paralyzed for 1d4 days (a *restore* or *remove curse* will reverse this effect). Psionic powers can still be used while in this state, as long as the body itself is not required to move.

The silk wyrm will drag its paralyzed prey away and encase it in a sheath of silk, inside which the unfortunate victim will linger for up to two weeks. During this time, the silk wyrm will occasionally stick its head into the protective cocoon and bite the victim's neck, draining a little bit of blood and paralyzing him for another 1d4 days. Each time this occurs, the victim loses one point of Constitution. When his constitution reaches 0, all of his blood has been drained and he dies.

The silk casing manufactured by the silk wyrm is valued in many cities for use in expensive clothing. It is flame resistant (+4 bonus on any saves vs. normal fires, +2 bonus vs. magical fires) and very tough. Cutting a captured victim free can be quite time consuming.



CLIMATE/TERRAIN:	Any silt
FREQUENCY:	Common
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	3-12
ARMOR CLASS:	7
MOVEMENT:	3, s w 9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1 and 1
DAMAGE/ATTACK:	1d8/1d4
SPECIAL ATTACKS:	Entangle, poison
SPECIAL DEFENSES:	Air jet
MAGIC RESISTANCE:	Nil
SIZE:	M (4' body)
MORALE:	Elite (13-14)
XP VALUE:	650

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II,EW/M-,TS	12	60

Clairentience: Science—precognition; Devotions—feel sound, feel light.

Telepathy: Science—mindlink; Devotions—attraction, contact, life detection.

Note: Only the leader of any given group (the one with the most hit points) has psionic ability.

The black silt horror is the smallest and most common of the silt horrors. Resembling a black, dusty octopus or cuttlefish with a writhing mass of eight barbed tentacles, the black horror is obviously related to the other horrors. However, it is much smaller 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 jet towards the prey to drive the victims toward their clutch-mates, who wait beneath the sand. The ambushing group receives a -2 to their opponents' surprise rolls if the tactic works; otherwise they break cover and join the pursuit.

Black silt horrors attack with their lashing tentacles. They attempt to entwine a victim to immobilize it, inflicting 1d8 damage with a successful attack. The black horror only attacks once for all its tentacles; individually, the tentacle attacks are negligible. On any round when the black silt horror scores a hit with its tentacles, it can immediately try to follow up with a bite. If it hits, the bite inflicts 1d4 damage



and injects a paralyzing poison. The victim must save vs. poison or be paralyzed for 3d4 rounds. If the silt horror rolls a natural 20 on its tentacle attack roll, the horror entwines the victim with its writhing tentacles, pinning 1d4 limbs. The silt horror automatically hits entwined victims each round for normal tentacle damage and may also attempt to bite. It releases entwined victims if 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.

Habitat/Society: Black silt horrors are gregarious creatures. The largest female, the clutch leader, develops rudimentary psionic abilities to aid in capturing prey. Black silt horrors are found in the Sea of Silt and many smaller dust basins.

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
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5d10/2d8
SPECIAL ATTACKS:	Swallow, constriction
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	H(70' long)
MORALE:	Elite (13-14)
XP VALUE:	7,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense Score	PSPs
3	2/2/5	nil/TS, MB, TW 11	60

Clairsentience: Sciences—clairvoyance, precognition; Devotions—feel sound, danger sense, radial navigation.

Psychometabolism: Devotions—suspend animation, chameleon power, absorb disease.

Resembling a sand-colored serpent 70' long, the silt drake is commonly believed to be related to the powerful elemental drakes. The drake's head is blunt and horned, and its jaws gape more than 6' wide and are hinged far back in its head. The silt drake is a powerful and much-feared predator of the deep silt, endlessly hunting both the depths and the surface. Even the dreaded silt horrors are prey for the silt drake.

Combat: The silt drake uses its rudimentary psionic abilities to locate prey, above or below the silt. When it attacks, the silt drake swims beneath its prey and explodes from the dust with blinding speed, gaining a -4 bonus on its victim's surprise roll. The drake can attack fliers as high as 30' in the air.

The drake attacks twice a round, once with its bite and once with its tail. On a bite attack roll 4 or more higher than that needed to hit, the silt drake can swallow a size M opponent whole. Swallowed opponents begin to suffocate (treat as drowning) and take 8 points of damage per round. Swallowed victims cannot fight back physically but may use psionic abilities.

On a tail attack roll 4 or more better than that needed to hit, the drake entwines the victim with its tail (Strength 20) and automatically constricts the victim each round for 2d8 damage. Trapped victims lose the use of 1d4 limbs while in the silt drake's grasp, but can free themselves with a success-



ful Bend Bars/Lift Gates roll.

Silt drakes prefer to fight from the silt, moving in for lightning attacks. When fighting in this manner, they only attack once every two rounds. Opponents trying to hit the drake in the silt suffer a -4 on their attack rolls. Opponents who wait until the drake surfaces can only attack the silt drake if their initiative is better than the drake's.

Habitat/Society: Silt drakes are natives of the Silt Sea, completely at home in the choking dust and mud flats. They establish no permanent lairs and are solitary creatures, only meeting for a few short weeks out of the year to mate.

Ecology: Silt drakes prefer the deeper regions of the Silt Sea and are only rarely encountered in the shallower regions. They are at the top of the food chain, hunting the dangerous silt horrors. On occasion, a silt horror will win the fight, but more often the massive bite of the silt drake quickly subdues its prey.

Silt Serpent



®, ™ & © 1994 TSR, Inc. All Rights Reserved

CLIMATE/TERRAIN:	Silt shallows
FREQUENCY:	Uncommon
ORGANIZATION:	Nest or Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2 or 2-12
ARMOR CLASS:	1 (in silt) or 5
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 plus poison
SPECIAL ATTACKS:	Poison, Type E
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (2-4 feet long)
MORALE:	Average (8-10)
XP VALUE:	65

PSIONICS SUMMARY:

Level Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II, EW/M-,TS	12 60

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

Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Silt serpents are simply snakes that have adapted to the dusty shoals of the Silt Sea. They use the silt as camouflage and cover as they sneak up on their prey, and it is this tactic that gives them their name. Though they are small creatures, their venomous bite can bring down a hearty mul in seconds.

Most serpents grow to a length of only two to four feet, but it is possible that larger versions live in the deeper stretches of the Sea of Silt. Silt serpents are a light gray to pale tan in color, just like the choking dust

that lends them their name.

Combat: The silt serpent is a stalker and a master of stealth. The serpents have eyes, but it is their sense of vibration that provides them with most of their uncanny perception. A typical tactic of a snake is to lie completely beneath a shallow layer of silt. The dust packed in around the creature's sensory organs acts as a medium for vibrations. While buried beneath the surface, a silt serpent can sense things moving over the land or through the silt within a 40-foot radius. Often, a serpent rests upon a high vantage point and waits until it sees prey in the distance. Then it drops into the silt and tries to sneak up on its victim from below. This leaves a small trail in the serpent's wake, which an adventurer might notice on an Intelligence -5 check.

Once the snake has detected its prey and moved within five feet, it strikes. If the silt serpent attacks with surprise, it receives a +4 attack roll bonus on the first round. Anyone hit by the serpent takes 1d2 points of damage and must immediately make a saving throw versus poisons. Failure results in death, while those who are successful take 20 points of damage.

A silt serpent always attempts to strike at unprotected flesh as a first resort. It seeks to pierce armor with its sharp fangs only if no exposed flesh is within range. The silt serpent's bite can break through hides and leathers, but it cannot pierce metal armor of any sort.

Once a snake has bitten a victim, it invariably retreats beneath the silt and looks for a safe hiding place to wait for its prey to die. As a silt serpent never knows whether or not its poison has done its job, the serpent always flees after delivering a successful attack. If the prey does not collapse after 1d4 rounds, or if the prey starts to leave the area, the silt serpent moves closer and strikes again. It repeats this process until the prey collapses, kills or drives off its tormenter, or somehow outdistances the silt serpent.

When the snake senses that its victim has expired, it emerges from the silt to consume its meal. Note that it can't actually eat anything much larger than itself, but

as the meat begins to decay it can tear off pieces small enough to swallow and consume.

Silt serpents only attack creatures that appear to be alive. To a silt serpent, this means a creature that is moving. If a creature stops moving for any length of time, and no vibrations of movement reach the serpent's sensory organs, then the creature is assumed to be dead. In that case, the silt serpent will not deliver a venom attack but will instead begin to feast.

A silt serpent produces enough venom to deliver four poisonous bites before its supply is exhausted. After its venom supply is exhausted (and only successful hits exhaust the venom supply), a silt serpent must wait four hours to replenish enough venom for one attack.

Habitat/Society: Silt serpents are either encountered hunting as a mated pair (1-9, or in a nest of 2-12 young. Young silt serpents are accompanied by 1-2 adults 50% of the time (90% of the time at night). When encountered in a nest, the serpents will not retreat. Their only thought is to kill whatever is invading their home.

Young silt serpents produce a more powerful venom than their parents, so saving throws against their bites are made at -2.

Ecology: Silt serpents are carnivores, though they actually consume carrion more often than not. They gather in family units and nest in rocky ruins covered in soft, gray silt. The average life span of a silt serpent is unknown, for explorers poking through silt covered ruins usually kill the creatures as quickly as they spot them-if they spot them and are not killed themselves.

The giants of the Sea of Silt and others who live along the dusty shores know that silt serpents make excellent meals. Their meat is sweet, tasty and extremely juicy, and it can be eaten raw or cooked over a slow-burning fire. The Sky Singers elf tribe makes a particularly famous dish using silt serpent meat and faro leaves. The meal, called *alrash* in the elven tongue,



can be sampled at the Happy Hurrum Inn in Nibenay's Hill District, or at the food tents at the Sky Singers' trade road bazaars.

Silt Serpent, Giant. Though considered to be nothing more than elf tales by the people of the Tyr region, the giants of the Sea of Silt know that giant silt serpents exist. These creatures are simply gigantic versions of the regular silt serpent, and they grow to a length of 18 feet. Giant silt serpents never appear in great numbers. The usual encounter with these rare creatures involves one or two giant serpents.

A giant silt serpent has an Armor Class of 4 (0 in silt), 5 HD, a THAC0 of 15, and its bite causes 1d8 points of damage (plus the special poison attack). Otherwise, a giant silt serpent is simply a larger version of the small poisonous snake.

Silt horrors and giants are among the prey giant silt serpents hunt. On the other hand, silt horrors and giants also see the giant silt serpent as the source of a potential meal. Which is prey and which is predator often depends on which creature strikes first-and last.



®, ™ & © 1994 TSR, Inc. All Rights Reserved

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 feet long)
MORALE:	Steady (12)
XP VALUE:	65

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, multi-tentacled 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 silt. 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.

Skyfish

CLIMATE/TERRAIN:	The Last Sea
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi (2)
TREASURE:	Nil
ALIGNMENT:	Neutral
No. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	3, Fl 30 (B), Sw 24
HIT DICE:	1+1
THACO:	19
No. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' -6' wingspan)
MORALE:	Steady (12)
XP VALUE:	65
PSIONICS SUMMARY:	Nil
PLAYER'S OPTION:	MAC 10



A skyfish is a special kind of amphibious creature that has the ability to survive both far below and high above the waves of Marnita. These creatures look like silvery sea bass with large batlike wings covered with scales instead of feathers. Their mouths end not in a beak but a ferocious set of teeth suitable for picking up and rending the smaller fish off of which they typically live.

The arches of the wings of a skyfish end in tiny claws which the animal can use to grip things while not using its wings for flying. When in the water, it folds these wings in close to itself so that it can swim with little resistance. To fly, a skyfish simply leaps out of the water and into the air and spreads its wings wide.

Combat: Skyfish rarely hunt in packs, preferring to take after their prey on their own. They like to circle high above the waves until they spot a smaller fish swimming near the surface. Then they dart in and carry the creature into the air, holding it in their mouth until it dies in the open air. Then they take the creature back into the water where they can finish their meal.

Skyfish will only bother people if the people are already bothering them. This happens occasionally when a fisher manages to catch one of these creatures on a line baited for other game. If the fisher can manage to reel the skyfish in, he is in for a tasty treat. Skyfish are considered to be one of the finest delicacies in Saragar. But to land his catch, the fisher is in for something of a battle.

Habitat/Society: Skyfish mate for life. They lay large, birdlike eggs, which they keep protected in underwater nests until hatched. While there are eggs or young to be protected, one of the parents stays with the precious things while the other hunts for food for the family. Skyfish usually hunt alone, but they have been known to band into flocks to take down large prey.

Ecology: The skyfish seems to have the best of both worlds. Since the creatures can breathe both air and water equally well, they can escape predators that are based solely in either element. For this reason, the skyfish population is always high. Were it not for the fact that the people of the Last Sea hunt these creatures for their tasty flesh, they might have literally overrun the entire valley. As it is, a canny fisher rarely has to wait long to find a skyfish in one of his nets.

Squark

CLIMATE/TERRAIN:	The Last Sea
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very (12)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
No. APPEARING:	1 (unique)
ARMOR CLASS:	5/0
MOVEMENT:	Sw 13, Jet 24
HIT DICE:	18
THACO:	5
No. OF ATTACKS:	9
DAMAGE/ATTACK:	2-12 (x2)/1-6 (x6)/3-18
SPECIAL ATTACKS:	Constriction, psionics
SPECIAL DEFENSES:	Ink, psionics
MAGIC RESISTANCE:	Nil
SIZE:	G (75' long)
MORALE:	Champion (16)
XP VALUE:	15,000
PSIONICS SUMMARY:	Dis 3/Sci 3/Dev 9; Ps 12; PSP 37 Att: Pb, Ew/Def: Mbk, Tw



PLAYER'S OPTION: MAC 5

The squark is a legendary cross between a giant squid and a great white shark. It is unique in the Last Sea and therefore on all of Athas. It was trapped in Marnita when the Mind Lords closed the Barrier of Guardians. How old it was when this happened is unknown, but the monstrosity must be at least nine millennia old.

The squark has the front half of an extremely large shark, but instead of the tail and fins one would expect to find at the rear of such a creature, there are instead 10 long tentacles which make up the bulk of the creature's 75' length. The creature is entirely a deep crimson red from its nose to the end of its longest tentacle, except for the pinkish suckers on the inside of its tentacles, and its flat black eyes.

Combat: The squark's head is full of a dozen rows of three-inch-long, razor-sharp teeth. It can use these to rend a victim to shreds in mere seconds. The monster seems to favor this method of attack for its directness: This gets food into its mouth faster than any other way.

Two of the squark's tentacles are longer than the others. These are barbed and cause 2-12 points of damage when they hit. The other six do 1-6 points of damage each.

When the direct approach doesn't seem to work for whatever reason, the squark likes to grab a victim in its tentacles and constrict the poor soul while wrestling him into reach of its jaws. It can attack a single opponent with all eight of its tentacles at once, or it can constrict up to two foes at once with its larger tentacles, leaving the others free to attack normally.

Once a constricting tentacle hits, it then does 2d6 points of damage every round thereafter. A constricted character may have one or more arms pinned (01-25% both pinned, 26-50% left arm, 51-75% right arm, or b76-100% both arms. Constricted characters cannot cast any spells, but they can use weapons to attack the tentacle holding them, if they have at least one arm free. If one arm is free, the character's attack rolls suffer a penalty of -3. If both arms are free, the attack roll suffers only a -1 penalty.

The squark can drag a ship up to 40' long into the depths of Marnita by simply

wrapping its tremendous tentacles around the hapless craft and hauling it down. It can halt the movement of larger vessels with only one turn of dragging on their hulls. After six or more tentacles have squeezed the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed, and it begins to take on water and sink.

The squark's head is AC 0, and its tentacles are AC 5. It takes 15 points of damage to sever a tentacle—20 for the larger ones. (These hit points are in addition to the hit points the creature gets from Hit Dice, and the tentacles will regenerate themselves entirely within two full weeks.) If four or more tentacles are severed, the monster will dive into the depths of the Last Sea to its nest, a full mile below the surface, squirting a cloud of ink behind it to cover its retreat. This ink cloud is 60 feet wide by 60 feet high and 80 feet long. The cloud is impossible to see through by any normal means.

In addition to all this, the squark is a wild talent. It has 86 PSPs, and its power of phase permits it to avoid nearly all deadly attacks. It also lets the creature enter and exit its subterranean lair buried beneath the deepest part of Marnita's floor. It uses the following attacks: mind thrust, psionic blast, and psychic crush. It also has these defenses: mental barrier, mind blank, and tower of iron will.

Habitat/Society: The squark is a solitary creature. There are no others of its kind. It has taken on a sort of legendary status with the people of Saragar, few of whom have actually ever seen the squark. This is for three reasons.

First, the squark hunts big game only rarely. It doesn't need much food, so it normally contents itself with the creatures that it finds on the bottom of the sea. The squark spends large amounts of time sleeping on the Last Sea's floor. Those who are unfortunate enough to somehow disturb its slumber can only hope that they will live to regret such a mistake.

Second, the Mind Lords know about the squark and have even managed to communicate with it upon occasion. They have made it clear that if the creature becomes too much of a nuisance to them, they will destroy it no matter what the cost. So far, the squark has respected the boundaries of the Mind Lords' people, and they usually respect its presence in return.

Third, since the squark lives in the deep sea, those who get close enough to actually see the creature often find that satisfying their curiosity their final act.

Ecology: The squark is at the top of the food chain in the valley of the Last Sea. The only creatures with any real hope to ever stand against it are the Mind Lords themselves. The squark is not a bully, though, and it has no delusions of taking over the entire Last Sea. It knows that without the Mind Lords' help, the Last Sea would disappear just like all others have, and that would mean its own end.

After nearly 10 millennia, the squark is content to simply live. Upon occasion, it becomes curious about a ship passing high overhead, and it hauls the vessel down to check out the contents for itself. Most of the sailors on the Last Sea know all about the squark, or at least about the no-go zone in the center of the sea. Those who cross the sea directly and regularly occasionally disappear without a trace. Although the local fishers believe it, no one can prove for certain what is the truth of the matter: that the squark is hauling such wayward vessel down into its domain.

The squark sometimes has some problems with young lizard men out to prove their bravery to their tribe. To touch the squark squarely on the nose is held to be one of the most insanely brave things that a person can do. Nearly all lizard men of patrol leader rank or greater have tried such a thing at least once. Some have even succeeded, but even more who left to try never came back.



CLIMATE/TERRAIN: Tablelands and mountains
 FREQUENCY: Uncommon
 ORGANIZATION: Pack
 ACTIVITY CYCLE: Night
 DIET: Carnivore
 INTELLIGENCE: High (13-14)
 TREASURE: I
 ALIGNMENT: Chaotic evil

NO. APPEARING: 1-6
 ARMOR CLASS: 4
 MOVEMENT: 15
 HIT DICE: 4
 THAC0: 17
 NO. OF ATTACKS: 5
 DAMAGE/ATTACK: 1d4 (x2)/ 1d6 (x2)/ 1d8
 SPECIAL ATTACK: Level drain
 SPECIAL DEFENSES: Dodge missiles
 MAGIC RESISTANCE: 10 %
 SIZE: M
 MORALE: Fearless (20)
 XP VALUE: 975

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense Score	PSPs
5	1/2/5	-/IF, M- 10	80

Psychometabolism— *Sciences*: death field, life draining, shadow form; *Devotions*: chameleon power, displacement, ectoplasmic form, heightened senses, immovability.

The tembo is a despicable, furless, tawny-colored beast covered with loose folds of scaly hide. Varying between three and six feet in length, they usually stand about as high as a man's thigh. All four of their lithe feet end in long sharp claws, and huge canine fangs protrude from beneath the flappy lips of their squarish snouts. The tembo has huge, squarish ears which it can turn in any direction, independently of each other.

Combat: Though all tembo love to fight, their battle tactics are as unpredictable as these vicious beasts themselves. Some attack by stealth from a short distance away, sneaking as close as possible to their victims and trying to destroy them with a *death field*. Others prefer to play with their victims, batting them from one paw to another, using *life draining* each time the paw lands. Still other tembos like to leap into the fray immediately, meleeing their victims from the first round.

In such physical confrontations, the tembo are true horrors. Their favorite tactic is to leap at their victim, attacking with all four feet and their bite at once. The front claws cause only 1d4 damage, but the back claws have a greater tendency to sink into softer flesh,



ripping through important tendons and organs (which is why they do more damage). The greatest danger of the tembo comes from its horrid mouth, however. When the tembo successfully hits with its powerful jaws, the victim must make a saving throw vs. death magic or lose one life level. This loss is permanent, and a save must be made each time the tembo lands a successful bite.

When attacked from a distance, the dexterous tembo have a 40% chance of dodging any non-magical missile fire directed at them.

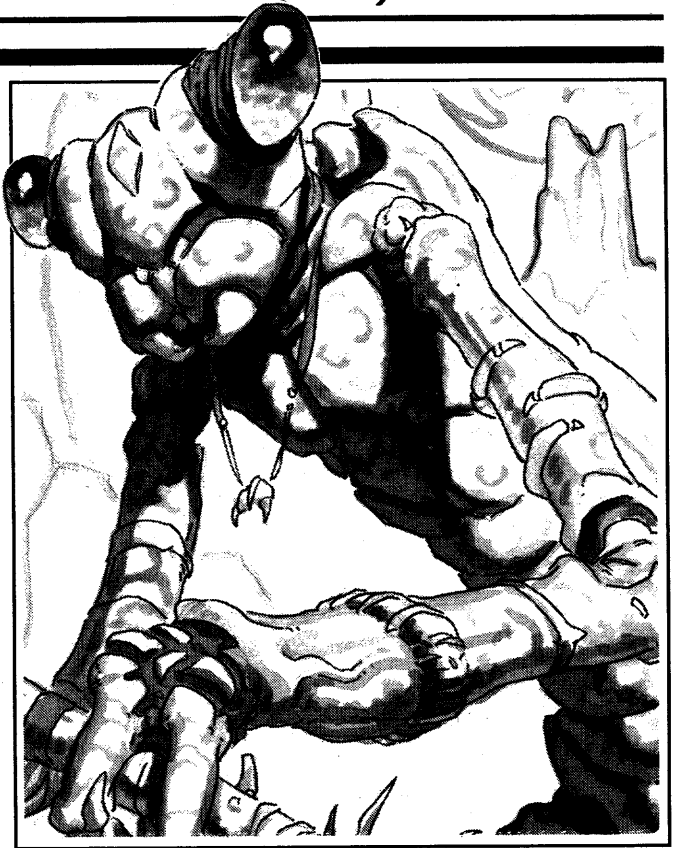
Tembo display no fear, and will always fight to the death rather than run.

Habitat/Society: Tembo prowl the desert in small packs that seem to have no real social organization or cohesiveness. Each tembo does more or less as it pleases, not sharing any prey it downs with the others. The tembo's one concession to social life is that if one of them is attacked, the entire pack will join to fight the enemy.

Ecology: The favorite food of the tembo is the young of any other race. Tembo are famous for sneaking into a nomadic camps to drag off elven children, for skulking about dwarven villages prowling for untended toddlers, even for sneaking into populated cities to snatch noble babes from their cradles. Needless to say, this makes these despicable beasts universal objects of hatred. Even feuding elf tribes, the most dedicated of enemies, have been known to call a truce for the purposing of hunting down a tembo pack that has appeared in the area.

Thri-kreen, Athasian

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Varies
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	2d12
ARMOR CLASS:	5
MOVEMENT:	18
HIT DICE:	Larva 1+3, Child 2+3, Young 3+3, Young adult 4+3, Adult 5+3, Mature adult 6+3
THACO:	Larva 19, Child/Young 17, Young adult/Adult 15, Mature adult 13
NO. OF ATTACKS:	5 or 2
DAMAGE/ATTACK:	1d4(x4)/1d4+1, or 1d4+1/by weapon
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Missile dodge
MAGIC RESISTANCE:	Nil
SIZE:	L (11' long)
MORALE:	Fanatic (17-18)
XP VALUE:	Larva 65, Child 120, Young 175, Young adult 270, Adult 975, Mature adult 1,400
PSIONICS:	Varies



Thri-kreen are a race of insect men often referred to as "mantis warriors." Native to the harsh grasslands and deserts of Athas, thri-kreen have marked out nations for their hunting tribes.

Mature adult thri-kreen are roughly 7' tall at the shoulder and 11' long. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two multifaceted, black eyes, two antennae, and a complicated jaw structure that manipulates food while it is being chewed. The antennae help the individual to maneuver through brush and grasslands in the darkness (they also serve to lessen any melee-combat penalty from darkness or blindness by 1 hp; missile combat is not affected). Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.

The native thri-kreen language is made up of clicks and the grinding of its jaw appendages. While it is difficult for other creatures to speak this tongue, it is just as difficult for a thri-kreen to imitate more standard speech patterns. Thri-kreen speak their own language, but some understand the common tongue.

Combat: A thri-kreen's chitinous exoskeleton gives it AC 5 naturally. Unarmed, he can attack with four claws and one bite attack per round. Each claw strikes for 1d4 hp damage, and the bite inflicts 1d4+1 hp damage. If using a weapon, the thri-kreen can attack with its weapon and bite. A thri-kreen masters the use of the *chatkcha*, a crystal throwing wedge used by the race, when he becomes an adult. The chatkcha can be thrown up to 90 yards and will return to the thrower if it misses the target. When it hits, a chatkcha inflicts 1d6+2 hp damage. The *gythka*, a pole arm with a blade at either end, can slash for 1-6 hp damage against man-sized or smaller targets, or 1-10 hp damage against a larger target. The gythka can be thrown as a spear to inflict 1d6+2 hp damage.

An adult or mature adult thri-kreen also has a venomous saliva attack. Those struck by the thri-kreen's bite must save vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2d10 rounds, man-sized for 2d8 rounds, and larger

creatures for 1d8 rounds. Creatures classified as huge or gargantuan are affected for only one round.

Thri-kreen who are of age category "young" or older can leap up and forward astounding distances. These thri-kreen can leap 20' straight up or up to 50' forward. They cannot leap backward. Mature adult thri-kreen can dodge missiles fired at it on a roll of 9 or better on 1d20; these thri-kreen cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes, etc.) modify this roll by their magical bonus.

There is a 50% chance that any thri-kreen will have a psionic wild talent, described in the *Complete Psionics Handbook*.

Thri-kreen can use most magical items, though those designed to be worn by demihumans will not function for a thri-kreen, because he cannot wear it properly. Unless otherwise stated, assume magical items are designed for use by demihumans.

Habitat/Society: Thri-kreen organize into hunting packs; there are no permanent thri-kreen communities. Packs range over wide territories that they call their own. When encountered in groups of eight or more, every even multiple of eight thri-kreen consist of two mature adults, two adults, one young adult, one young, one child, and one larva. All remaining thri-kreen in the group are mature adults.

Ecology: Thri-kreen are carnivores. They generally do not hunt other intelligent creatures for food, but will do so in times of need. The mantis warriors have a well-known taste for elves, which keeps both races at an uneasy peace at best.

Once hatched, thri-kreen start as larva and move one step through the life cycle per year. Larva and child thri-kreen can cause a maximum of 1 hp damage per attack. Young and young adult thri-kreen can cause a maximum of 3 hp damage per attack. Thri-kreen seldom live to more than 35 years.

Thri-kreen have no need of sleep. Thri-kreen characters can remain active through the day and night.

CLIMATE/TERRAIN:	Forest
FREQUENCY:	Very rare
ORGANIZATION:	Grove
ACTIVITY CYCLE:	Any
DIET:	Photosynthesis
INTELLIGENCE:	Supra-genius (20)
TREASURE:	Q (x5), X
ALIGNMENT:	Neutral
NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	6-36/6-36 or 4-24
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Never surprised
MAGIC RESISTANCE:	65%
SIZE:	H (18'-20')
MORALE:	Fearless (19-20)
XP VALUE:	10,000

Athasian treants are magical creatures, a mystic blending of the characteristics of a *tree of life* and a *water spirit of the land*. They are virtually immortal, and they act as incarnate guardians of the wilderness for which they were created. Often they are dedicated to caring for groves of trees of life, much as the normal treant is the caretaker of a normal forest.

Like normal treants, Athasian treants are almost indistinguishable from trees. When stationary, they look almost exactly like the species of tree from which they were constructed, giving them a 95% chance to hide themselves within a grove of trees. Their skin is bark, their arms tree branches, and their facial features look like the knots on the trunk of the tree.

Combat: The combat abilities of an Athasian treant are much more fixed than those of a standard treant, in part because Athasian treants are magical creatures rather than a natural race. Their tough, barklike skin gives them an excellent Armor Class against all attack except fire, which receives a +4 to hit and +1 damage against Athasian treants. Their limblike claws inflict 6d6 damage each, and they are capable of lifting creatures of up to 500 pounds. They may also hurl boulders for 4d6 damage, but they may only hurl one boulder per round.

Unlike their standard counterparts, Athasian treants cannot animate other trees. Moreover, Athasian treants have no magical resistance to fire magic, as it is from the sphere opposing the water spirit.

However, they can cast spells of the Water sphere as an innate ability. They may cast each of the following spells once per day: *create water*, *purify food and drink*, *create food and water*, *lower water*, *reflecting pool*, *conjure elemental (water)*, *part water*, and *transmute water to dust*. Each of these is an innate ability of the Athasian treant and is cast without verbal, somatic, or material components at an initiative rating of 2.

Habitat/Society: Athasian treants are created by druids for the express purpose of protecting the wilderness. While they have some advantages over their normal spiritual forms, in other ways they are very limited. Also, it is impossible to create an Athasian treant without the voluntary cooperation of a *water spirit of the land*, so they are extremely rare.

In fact, a *spirit of the land* is more powerful outside of this form than



in it, when it manifests both more magical powers and more physical abilities. However, *spirits of the land* are not very attentive, and they will often wait until huge devastation is inflicted on the land before doing anything. While in treant form, a *spirit of the land* is much more closely tied to the physical world, and will therefore react much more quickly to the depredations of defilers and other attackers. Once bound to the treant, however, the *spirit of the land* cannot leave until the treant is killed. While in the form of a treant, the *water spirit of the land's* memory is limited to its life as a treant.

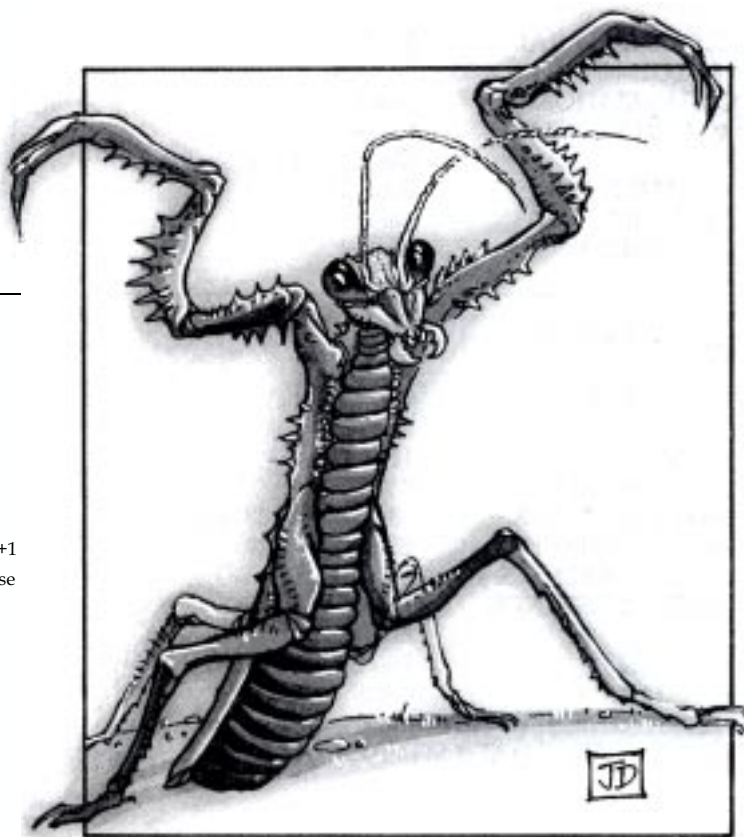
Ecology: An Athasian treant is created from a *tree of life* which is specially constructed by a druid to house a water spirit. The druid must convince the *water spirit of the land* of the necessity of the transformation and then must cast the following spells: *liveoak*, *reincarnate*, and *tree of life*. This not necessarily easy, for when the spirit leaves the water source it presently inhabits, that pool or stream quickly dries up and vanishes.

Invariably, an Athasian treant will be associated with a particular site and will be tasked with defending that site. It will fight fearlessly in defense of that site, as death has no meaning for such a creature. In the absence of violence, an Athasian treant is immortal; if killed, the *spirit of the land* is freed without injury, although it cannot reform a physical body for a number of years equal to the time it spent as a part of the treant. A *spirit* having been freed from a treant will recall its experiences as a treant as well as its existence prior to having been transformed. The water source which it once inhabited, however, will slowly return if it's bed has not been entirely eradicated.

Although the treant will die in the defense of the wilderness, it will in all other matters act in the interests of its own survival, and it will not give up its life to free the *spirit* within.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2d12
ARMOR CLASS:	5
MOVEMENT:	21
HIT DICE:	8+3
THAC0:	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, permanent mind blank
MAGIC RESISTANCE:	Nil
SIZE:	L (9' long)
MORALE:	Elite (13-14)
XP VALUE:	6,000
NEW PSIONICS SUMMARY:	Dis - /Sci - /Dev - ; #AT 0; MTHAC0 - ; MAC 7; Att - ; Def Mbk; PSPs 12



Trin, also called *thri-trin*, are large, intelligent insects similar to thri-kreen, but slightly smaller. They have two arms and four legs instead of four arms and two legs, and their larger mandibles suggest the brutish and primitive. Like To'ksa thri-kreen, trin have a solid shell over the abdomen, a longer neck, and long antennae. Their arms terminate in large, vicious, hinged claws. Sandy-yellow exoskeletons with gray mottling allows them to blend into their surroundings somewhat.

These primitives roam the countryside attacking any animal that comes close, including thri-kreen, tohr-kreen, and other trin. Their claws prevent them from using tools or weapons. Their language is rudimentary; they speak only the most basic level of the thri-kreen language. Thri-trin communicate partly by pheromones; a trin clutch has an ability akin to a "group-mind" and is able to coordinate attacks even without verbal communication.

Combat: Like thri-kreen, trin never sleep, are unaffected by charm person and *hold person* spells, and are protected by their chitinous exoskeletons (AC5). Thri-trin are perpetual hunters, always searching for Prey.

Trin hunt in one of two ways: by lying in wait for prey and then leaping on it, or by running after it until the prey tires. A thri-trin can remain perfectly still; this, combined with the creature's natural camouflage, gives opponents a -2 penalty to surprise rolls when attacked in this way. In pursuit, trin are faster than most other Athasian creatures (including thri-kreen). A thri-trin that runs after prey attempts to leap onto it.

Whether leaping from a running start or the perfectly still ambush, a trin receives standard charging bonuses (-2 on initiative, +2 on the attack roll, +1 penalty to AC) for the leap. A thri-trin can leap 50 feet forward or 20 feet straight up and cannot leap backwards. Some might

chase prey into an area where other trin lie in wait, or all might chase prey and alternate attacks. If there is not enough prey to go around, several thri-trin will attack each individual opponent.

If a trin hits with both claws, it holds the opponent. The victim can try once each round to break the thri-trin's hold. This requires a successful bend bars roll; the hold is also broken if the trin dies. If the victim fails to break the trin's hold, the creature's claws automatically clamp down, causing 3d6 hit points of additional damage.

A trin will bite at a held opponent, receiving a +4 bonus to the attack roll. If the thri-trin is attacked by others while holding and biting, the trin may attempt to carry the victim to a safer place for dining. A thri-trin can carry off a creature weighing 535 pounds or less.

Like thri-kreen, thri-trin can dodge missiles, but need a roll of 11 or better on 1d20 for success. Thri-trin have the Telepathic devotion mind blank but are not known to have any other psionic powers.

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 or so. Only about half of the thri-trin eggs laid hatch; others are eaten by predators, including other thri-trin. Young reach maturity in about a year.

Ecology: Trin are supreme hunters in their home territories, generally falling only to intelligent or extremely powerful opponents. They eat all forms of animal life. They are to thri-kreen what cavemen (neanderthals) are to humans.

Some thri-trin are found in forest regions. These are slightly smaller than the desert variety and are a mottled green color.

Venger



®,™ & © 1994 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average to high
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10
SPECIAL ATTACKS:	Vengeful grasp
SPECIAL DEFENSES:	+2 weapons or better to hit
MAGIC RESISTANCE:	15 %
SIZE:	M (4-7 feet tall)
MORALE:	Fanatic (17-18)
XP VALUE:	1,000
PSIONICS:	As in life

A venger is the animated remains of some strong-willed being who suffered a great wrong in life. The wrong must have been committed by an intelligent creature who survives beyond the death of the being who will become the venger. At the moment of death, the consciousness of the wronged person is trapped by its rage and frustration within its corpse, and it rises as an undead venger 2d6 days later.

The venger looks much as it did in life, though it continues to decay as its quest for justice goes on. Its clothing rots, its flesh grows cold and gray, and its possessions slowly fall apart as time goes by. The venger will never pick up or use weapons or magical items of any sort, but it may possess items it carried on its person at the time of its death. It never uses these items, either. Instead, the venger simply continues to carry them around until straps rot and break, pouches unravel, or sacks wear thin

and the items fall through and are lost.

A venger has a single goal to its existence. It seeks to destroy the person or creature that willfully wronged it. This usually involves hunting down the one who wronged it, but sometimes it can involve finding a way to right the wrong that was committed.

Though a venger can communicate as it did in life, the rage and desperation that have animated it usually keep it from doing more than making pained sounds. To most, these sounds have no intelligence behind them. They are simply the wailings of a suffering undead monster, and not a form of communication at all. In fact, those who hear the wails of a venger must make a saving throw versus petrification or flee in terror for 1d6 rounds.

Combat: A venger ignores the presence of all save the one who did it wrong--unless others get in the way. So, a venger could approach an innocent character and pass right by as it searched for the one who wronged it. If the innocent blocks the venger's path or attempts to slow it through attacks or obstacles, the venger turns its attention on the innocent until the obstacles no longer remain. In other words, a venger will fight those who attempt to hamper its undead quest.

Rage gives a venger strength enough to cause great damage with its bare hands. It inflicts 1d10 points of damage with each successful hit, and it can strike twice in the same round of combat. When a venger finds the one who wronged it, its grasp is strong enough to inflict crushing damage. This form of attack is called the *vengeful grasp*, and it is an attack powered by supernatural hate and trapped rage. The vengeful grasp causes immediate death if a saving throw versus death magic is not made. If the saving throw is successful, the vengeful grasp causes 1d12 points of damage, and the venger continues to grip in the next round.

The saving throw must be made each round that the venger is able to maintain its grip. The vengeful grasp attack can never be used against an innocent opponent--it only works against the being or creature who wronged the venger. The vengeful grasp special attack

does not apply to any other opponents. Even those who attempt to bar a venger's way can't be attacked using the vengeful grasp.

To break free of the vengeful grasp, the venger must be reduced to 0 hit points, turned (as a wight), or magically restricted in some way. When any of these circumstances apply, the venger collapses into a stinking pile of flesh. Unfortunately, the venger will rise again in 1d4 days regardless of how much damage was done to it—even if the corpse was burned to ashes and scattered to the four winds.

The only way to completely destroy a venger involves the participation of the venger itself. If the venger destroys the object of its hatred, or for if the hated one to destroy it in turn, then the venger is completely and utterly destroyed. When the venger completes its undead quest by reaching and destroying the one who wronged it (and thus created it), then it collapses as a lifeless corpse. The rage and hatred dissipate, and the trapped spirit is released to go where all spirits go upon dying.

If a venger's hit points drop below 0 due to a blow, spell, or other power delivered by the one it hunts, the ghostly rage trapped inside the thing's body explodes, hurtling bony fragments in all directions for a distance of 25 feet. Anyone in the burst radius takes 5d6 points of damage from the supernatural explosion. The one who wronged it must also make a saving throw versus death magic or be killed by the explosion.

If the one who wronged it dies before the venger can reach him, then the venger's focus shifts. Now it must find a way to right the wrong that was committed, or eternal rest will forever be denied it. This is more than most undead spirits can stand, and a venger in such a position will often haunt a particularly powerful hero (or party of heroes) until he or she agrees to aid it. As vengers are not the best communicators, it will take a bit of cleverness and imagination on the part of the hero to figure out what must be done.

Habitat/Society: Vengers never rest. They are always locked on the general direction of their tormentor. If they should be trapped in some way, the vengers simply



collapse and wait to be released. Once free, they continue their treks, stopping only to defend themselves against any who dare impede their hateful progress.

Vengers are difficult to stop. When a venger does reach an obstacle it can't navigate over or go around, it collapses and wails pitifully until the barrier is removed.

As vengers continue to deteriorate as the years go by, many appear as hideous, decaying creatures. Sometimes all that remains of a venger is a torso, head, and arms. Such a creature drags itself along by its fingers as it seeks to reach the object of its undead quest. If such a venger is reduced to 0 hit points (by anything other than its hated foe), it will rise in its complete form in 1d4 days. Then the process of decay and deterioration begins again.

Ecology: Unfortunately, vengers aren't as rare as one would hope in the world of Athas. The strong will of the inhabitants that live here and the cruel injustices often inflicted upon them create several of these undead creatures every year.

Vengers do not need food or water, and they do not need to rest or sleep. As undead creatures, vengers do not have a place in the natural world. That does not mean they do not exist, just that they do not occupy a necessary niche in Athas's ecology.

Wall-Walker



©, TM & © 1994 TSR, Inc. All Rights Reserved

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-2
ARMOR CLASS:	3
MOVEMENT:	9, Cl 12
HIT DICE:	6
THAC0:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-12/2-12/2-8
SPECIAL ATTACKS:	Psionics, paralyzation
SPECIAL DEFENSES:	Psionics, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (5 feet long)
MORALE:	Elite (13-14)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/6	-/M-	11	80

Clairsentience— *Devotions:* feel light, feel sound.

Psychometabolism— *Sciences:* shadow-form; *Devotions:* catfall, chameleon power.

Telepathy— *Devotions:* contact, mind blank.

Wall-walkers are subterranean hunters that live in the caverns and passages beneath Athas's burning surface. These insectoid creatures were named by the first generation dray that live in Kragmorta, who observed the wall-walkers' climbing ability and named them accordingly. Wall-walkers combine many of the characteristics of spiders and large reptiles. They have armored scales instead of chitinous plates, eight clawed legs, sharp fangs, and a stinging tail.

Wall-walkers communicate among themselves via

sounds made by rubbing their legs together. The cavern of Kragmorta, for example, echoes with the haunting sounds well into the sleep period of the area's other inhabitants. No other intelligent creatures have yet learned to communicate with the wall-walkers or figured out how to interpret the sounds they make.

Combat: With its psionic powers, a wall-walker can blend into the scenery. Its scales take on the texture and color of any nearby rock surfaces, ruined walls, or fungi caps. It can take on the form of a shadow and move invisibly through the darkness of the under-region. A wall-walker delights in frightening and playing with its prey before moving in for the kill, and it uses all of its powers to accomplish this.

A wall-walker uses its special paralyzation attack first in many instances. It leaps forward and tries to strike with its stinger. A successful hit doesn't cause any appreciable damage, but the victim must make a saving throw versus poison or suffer from paralyzing venom for 1d6 rounds. Those affected by the venom cannot move for the duration of the effect. The wall-walker hopes to paralyze its prey so that it can then torment them for a time. The wall-walker gets very close to a paralyzed victim and stares into its eyes, moving its mandibles back and forth in a threatening manner.

If the stinger attack doesn't incapacitate prey, a wall-walker must resort to regular combat. A wall-walker makes three attacks in a round. The claws on its front legs cause 2d6 points of damage each. Its bite causes 2d4 points of damage. Because of the way the stinger is positioned, a wall-walker must turn away from its opponent to attempt a stinger strike. Once it gets into melee with its prey, a wall-walker usually abandons its stinger attack in favor of its claw/claw/bite routine. Whenever a wall-walker makes a stinger attack, if the victim is not hit or makes its save, then the opponent can return the attack with a bonus. In the round after a wall-walker uses its stinger (successfully or not), its opponent receives a

+2 bonus to its attack rolls for that round.

Wall-walkers hunt alone or in pairs. They use their climbing skills to best advantage, following prey from overhead or along a side wall. When an opportunity to attack with surprise presents itself, the wall-walkers strike.

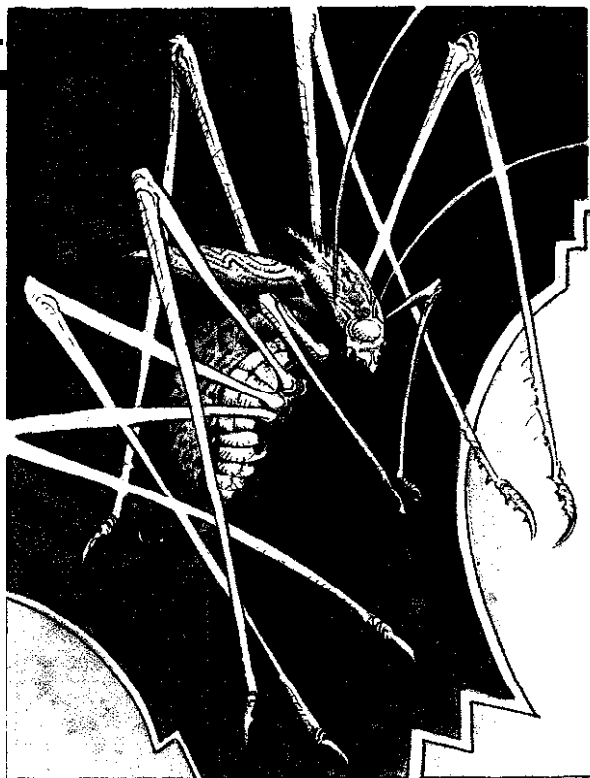
When operating as a pair, the wall-walkers strike in separate rounds. This is to make best use of their surprise bonuses (while on the wall or ceiling and in the shadows, wall-walkers receive a +2 surprise bonus) and stinger attacks. When alone, a wall-walker waits until its prey is separated from any companions before attacking.

These predators use their psionic powers to track and stalk victims. Many visitors to the under-region display a look of shock when a wall-walker jumps from the shadows or steps away from a wall the same color as it is to deliver three devastating attacks or a stinger strike.

Habitat/Society: Wall-walkers build hives inside the walls of caverns. They use their powerful claws to scoop out rock and dirt, which then is deposited in great heaps at the base of the wall. They range far and wide through the under-regions, seeking prey to feast upon and bring back to their hives. Wall-walkers can be encountered not only in the larger caverns, but in the tunnels connecting the caverns to each other as well. All of the under-region is their home and hunting ground, and they consider everything that passes near them to be prey.

One hive is known to exist in Kragmorta. The wall-walkers of this hive make constant trouble for the first generation dray who live within the cavern. The two species are almost in a state of war with each other—each looking on the other as prey.

Like all predators, the wall-walker seeks to survive. It constantly looks for a steady supply of food, and it takes great pains to protect its hive and its young from other predators. Its one true competitor for the same ecological niche is the kalin. If a wall-walker and kalin come



within sight of each other, a terrible battle usually breaks out. In fact, a pair of wall-walkers will go out of their way to attack a nearby kalin.

Ecology: The subterranean world beneath Athas is home to a wide variety of creatures. The wall-walker feasts on them all. It relies on stealth, cunning, and its natural weapons to survive. It prefers to be predator, but sometimes finds itself in the role of prey. If faced by a foe it cannot defeat, a wall-walker will flee to find other, more easily bested prey.

The scaly hide of the wall-walker can be used to craft armor and weapons, and is a primary source of materials for the dray of Kragmorta. In many ways, the scaly hide of a wall-walker is superior to many other hides due to its toughness, suppleness, and relatively light weight.

Watroach (War Beetle)

CLIMATE/TERRAIN:	Sandy wastes, salt flats
FREQUENCY:	Rare
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Night
DIET:	Insectivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	15+10
THACO:	5
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-18/1-12/1-12
SPECIAL ATTACKS:	Trample
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long)
MORALE:	Elite (13-14)
XP VALUE:	8,000
PSIONICS:	Nil

Watroaches are enormous nomadic insects of the desert tablelands. Each adult is actually a gigantic, mobile hive filled with a multitude of drones.

An adult watroach is over 30' long, 20' wide, and 30' tall at the top of its central hive chamber. The three body sections—head, hive chamber, and thorax—are supported by six short legs extending from a central limb cluster. The head is very wide and low to the ground, the mouth ringed with sharp teeth and flanked by deadly pincers. The watroach's neck and head agility is surprising, necessary for it to attack and consume its primary prey: large insects. The watroach's tongue is very sticky, trapping tiny insects found beneath rocks or in crevices. It is also hollow, so the watroach can suck small bugs directly into its gullet. The thorax is a storehouse of digested food and liquids for the adult watroach, and is connected to the central hive chamber. Inside the honeycombed chamber are millions of infant, drone watroaches, each less than 1" long, that serve the gestating proto-adult at the center of the hive. The watroach's exoskeleton is black or deep purple.

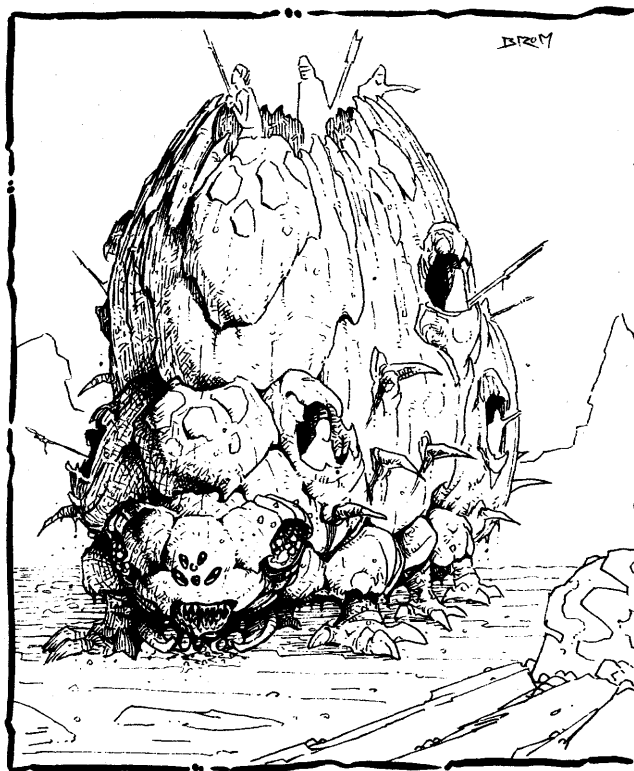
Watroaches have no language; adults in the wild take no notice of other adults they encounter. Other creatures can communicate with them using psionics or magic.

Combat: A watroach can attack with its bite/pincers and with its two forelegs every round. The bite/pincers inflict 3-18 hp damage. Each foreleg can inflict 1-12 hp damage.

When fighting creatures that are clearly slower than itself, a watroach may decide to trample its targets instead of making its normal attacks. When trampling attack, the watroach must be able to move over the target with the entire length of its body in that round. When it does so, the target must save vs. petrification six times (once for each leg). Each time the save is failed, the victim suffers 2-16 hp damage. The watroach can trample only one target per round.

Habitat/Society: Watroaches are solitary creatures in one sense and entire communities in another. Adults do not travel or hunt together, so it can be said that they are encountered only as individuals. However, in truth, each adult carries millions of drones and a proto-adult within its body, making it a complete walking community, self-sustaining and perpetuating.

Ecology: The adult watroach lives only to feed, so that its hive chamber is fruitful when it dies. The drones bath, feed, and otherwise maintain the proto-adult until such time as the adult gets too old to move. When the parent is immobilized and dying, the proto-



adult begins a rapid growth to full size. Within three days, the proto-adult ingests the remaining nutrients from its parent's thorax and most of the hive materials, literally eating its way out of the hive chamber. The proto-adult bursts out of its hive chamber nearly full grown, with its own chamber filled with drones and a new proto-adult inside. A few of the original drones go on to serve the new adult, but most perish in the open sun next to the carcass of the parent.

Undead Watroach

Watroaches are favorites among the insect necromancers in the armies of the sorcerer kings. Their great size makes them ideal creatures to be slain, modified, then animated to serve the wickedness of their masters.

Typically, an adult watroach is sought out in the desert, surrounded, and killed. A psionic kill is preferred, leaving the corpse unmarred for future construction. Once taken back to a city (usually on a large wagon behind two or more mekillots or driks), the watroach's carcass is prepared. The brain and guts are removed, as is much of the honeycombed hive material. The drones are smoked out over large fires, and the dormant proto-adult is discarded. Usually, the top of the hive chamber is then opened and a platform installed, and a variety of other individual weapons positions are cut into all of the three body sections. Once finished, the beast is raised from the dead by templar magic. A typical undead war watroach has eight warriors in addition to its templar master.

In its undead form, the watroach can move and fight just as in life. In a BATTLESYSTEM™ miniatures game, a unit of undead war watroaches has these characteristics:

Undead War Watroach 2 stands; AD 12 + 8*6; AR 6; Hits 12; ML n/a; MV 9; Range 5"/10"/15" (bows from interior); causes horror, -3.

Undead war watroaches are most commonly employed by the armies of Raam and Nibenay, though others have used them on occasion.

Ω



	Worker/Water Fetcher	Soldier	Brood Queen
CLIMATE/TERRAIN:	Tablelands	Tablelands	Tablelands
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Brood	Brood	Solitary
ACTIVITY CYCLE:	Continuous	Continuous	Continuous
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	W
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	10-200	Special	1
ARMOR CLASS:	7	7	4
MOVEMENT:	6	6	6
HIT DICE:	2	2	5
THACO:	19	19	15
NO. OF ATTACKS:	1	2	2
DAMAGE/ATTACK:	1-4	1-4/1-4	1-6/1-6
SPECIAL ATTACKS:	Nil	Poison	Egg Implant
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (6')	M (6')	M (7')
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	65	120	270
PSIONICS:	Nil	Nil	Nil

Wezers are enormous flying insects that make underground hives in the desert tablelands. Though of animal intelligence, they are highly social creatures, structured into several distinct classes by both social function and physical characteristics.

Water fetcher, worker, and soldier wezers all have wings, multifaceted eyes, and six thin limbs extending from their abdomen. Soldier's are slightly larger than the menials, and are colored a shade of yellow brighter than their fellows. The brood queen is much larger—she, too, has wings, but they are insufficient to lift her into flight. The brood queen has a huge abdomen for laying the hive's eggs.

Combat: Water fetcher and worker wezers each have a single stinger attack that inflicts 1d4 points of damage. A soldier can attack with its stinger twice per round, each hit inflicting 1d4 points of damage and requiring the victim to save vs. poison to avoid being paralyzed by its venom. The paralyzation will take effect 2d6 rounds after the failed save and will last for 2d4 days.

The brood queen can attack twice per round with her stinger and each hit causes 1d6 points of damage. A successful hit by the queen's tail injects an egg into the victim's stomach, causing an additional 1d6 points of damage. The victim may save vs. poison, if successful the egg dies and will not hatch, although the victim still suffers the injection damage. If the save fails, the egg begins to grow. Unless it is removed surgically (causing an additional 1d10 points of damage) or a *cure disease* spell is cast upon the character, the egg hatches in five days. As the emerging larva feeds, it permanently reduces its host's Constitution score by 1d4 points each day. Once the victim dies, or the larva has fed for ten days, it leaves its host's body via the ulcerous injection wound, and attempts to continue feeding on him from without. Eggs and larva have no attacks and can easily be destroyed.

Habitat/Society: Wezer's build colonies beneath the sands where they protect the brood queen and allow her to lay eggs. From the surface, their hives appear to be a series of domes that vary from three to eight feet tall, but that are all about five feet in diameter. The domes are constructed by the workers, made from sand glued together with a bonding resin they secrete. Only one dome actually has an entrance from the surface that leads

into the rest of the tunnels.

There is 50% chance that the inside of any dome reeks of decay and contains a slain creature. The dead beast is bloated and foul, with an ulcerous wound in the abdomen. A single white wezer larva feeds on the body. Every chamber has a four-foot tunnel leading down, hidden beneath a six-inch plug of sand and wax (treated as a hidden door).

The colony tunnels are cool, humid, and six feet in diameter, just large enough for half-giants to crawl through. Humans, muls, thri-kreen, elves, and half-elves suffer a -2 penalty on their attack and damage rolls in the tunnels. Half giants suffer a -6. Halflings and dwarves suffer no penalty.

Beneath the ground is a series of chambers connected by these tunnels. Chambers are used to store larva and additional food. The brood queen spends all of her time in the brood chamber.

Water gatherers fly in the vicinity of the colony in search of water. They either store water directly in wax balls, or they use water to create honey that they store the same way. They hang both types of wax balls in the colony chambers to feed the rest of the adults and to nurture the young. Each sphere contains one gallon of either honey or water. The contents are apparent by the shade of the sphere (water is light, honey is dark).

In addition to any other treasure found in a wezer lair, there are usually about 35 one-gallon wax balls of water and 20 balls of honey hanging from the honey-combed ceiling of the brood chamber. Any character can carry three spheres with him. The wax lasts one full day outside the hive before melting and spilling. Each day that a character eats at least a quart of the honey, he heals 1d8 points of damage.

Ecology: Workers are charged with construction and maintenance of the domes, chambers, and tunnels of the colony. Water fetchers must collect water and store it as either water or honey for the others. The soldiers use poison to fetch live creatures for the queen to lay eggs in. The brood queen herself is the matriarch of the colony. She is mother to all the colony's members, and as such is protected to the bitter end. If the colony moves, it moves on the brood queen's command only.

CLIMATE/TERRAIN:	Any land except Forest Ridge
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	1d4
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	9-12
THAC0:	9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	5 or 2
DAMAGE/ATTACK:	1d6+6(×4)/1d6+1 or by weapon (kyorkcha)+6
SPECIAL ATTACKS:	Paralyzation, leap, missile weapons, high Strength
SPECIAL DEFENSES:	Missile dodge
MAGIC RESISTANCE:	Nil
SIZE:	L(11'long)
MORALE:	Fearless (19-20)
XP VALUE:	9 HD: 8,000 10+HD: add 1,000 each Psionic add 2000

NEW PSIONICS SUMMARY:

Dis 3/Sci 5/Dev 14; #AT 3/2; MTHAC0 12; MAC 6; Att All; Def All; PSPs 52

Like the zik-trin'ta scout (called *tohr-keen* in the Tablelands), the zik-trin'ak warrior is a creature created from normal kreen. The zik-trin'ak looks much like a normal thri-kreen or tohr-kreen, but is larger and more dangerous. The zik-trin'ta stands as tall as 10 feet and is as long as 13 feet.

The zik-trin'ak is built for combat; the claws are longer and sharper than those of a normal kreen, and the exoskeleton is ornamented with spikes, knobs, and other protrusions. Though most zik-trin'ak have yellow exoskeletons (having been made from To'ksa thri-kreen), some have black shells, and a few are red or even green. Zik-trin'ak of other colors also have other features associated with their base species.

While intelligent and capable of speaking, they seldom talk, and cannot be distracted from an assigned task.

Combat: The zik-trin'ak are mentally adjusted for combat. They are programmed for specific purposes and implacably follow the instructions of the zik-chil who create them. If ordered to guard, they guard; if ordered to attack mammals, they attack mammals; if ordered to attack everything they see, they attack everything they see. They give no quarter and retreat only if ordered to do so.

Roughly half of zik-trin'ek are psionic. Most are equivalent to 9th-level psychokineticists, with psychometabolism as a secondary discipline.

If not ordered otherwise, zik-trin'ek first attack from a distance, throwing *kyorkcha* (inflict 1d8+2, and a +6 damage bonus due to the creature's great Strength). A zik-trin'ak carries 2d8 *kyorkcha*, and throws them to soften opposition before closing. Psionic distance attacks are also used.

After using distance attacks, zik-trin'ak charge, using their leaps to great effect. A zik-trin'ak can leap 40 feet upward or 90 feet forward; it



cannot leap backward. When leaping into combat, zik-trin'ak receive standard charge adjustments. Also, the leap itself counts as an attack; the creature's spikes inflict 2d4 points of damage against opponents of man-size or smaller and 1d6+1 against larger opponents.

Zik-trin'ak use no melee weapons. Once they close to melee, they attack each round with four sets of blades that have replaced their natural claws, plus a bite with augmented mandibles.

The bite attacks is poisonous. The creature bitten must make a successful saving throw vs. poison. Those failing the saving throw immediately take 20 points of damage (shock to the nervous system) and are paralyzed for 2d6 rounds (kreen are immune).

Finally, the zik-trin'ak can dodge missiles on a roll of 11 or better on 1d20. Only physical missiles can be dodged, not magical effects, and physical missiles with magical bonuses adjust the dodge roll by their magical bonus.

Zik-trin'ta are resistant to magical and psionic interrogation.

Habitat/Society: Zik-trin'ak have no society of their own and live on the edges of tohr-kreen society. They can be found wherever they are sent by the zik-chil; they respond to the orders of zik-chil (whom they identify by pheromones) and no one else. They enforce the will of the zik-chil and the policies of the tohr-kreen empire. They do not refer to themselves as zik-trin, but call themselves tohr-kreen.

As implied by its name (which translates as "near-person, altered for combat"), the zik-trin'ak has lost its identity. These creatures are devastating combatants, but at the cost of their personality and beliefs, almost like zombies in many ways. Much like in their ferocity, zik-trin'ak are also cold, controlled, and cunning. They cannot breed.

Ecology: Zik-trin'ak are dangerous hunters. Zik-trin were ordinary kreen before their conversion; the process is believed irreversible.

CLIMATE/TERRAIN:	The Great Ivory Plain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Water
INTELLIGENCE:	Low (5-7)
TREASURE:	As in life
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	See below
MOVEMENT:	12
HIT DICE:	4+2
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK	3-18
SPECIAL ATTACKS:	Blood drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	M (6')
MORALE:	Fearless 19-20)
XP VALUE:	420

The salt zombie is an undead creature born of hate (and possibly a subtle magic of the Great Ivory Plain). Resembling the common zombie, these animated corpses are much more powerful (and even a little more intelligent) than their purely magical brethren. These creatures are formed when a human or demihuman dies of thirst in the Great Ivory Plain.

Unlike common zombies, salt zombies do not look like rotting corpses, but rather resemble a thin and desiccated husk, appearing almost mummified (although not wrapped in strips of linen like a mummy). The eyes of a salt zombie are sunken and shriveled, the limbs are thin and spindly, and the abdomen is desiccated and thin. Their lips are often dry and cracked, but do not bleed.

Combat: Salt zombies pursue the living for the water within them. Their thirst for this water is overwhelming, and salt zombies can sense victims for a distance of up to 5 miles.

When attacking, the salt zombie strikes until it inflicts a wound that draws blood (i.e., until it inflicts damage upon the victim). At that point it lunges for the victim, sucking at the bleeding wound. The zombie must make a roll to hit to get its mouth on the wound, but it then hits automatically for 1-6 points of damage each round. The first strike often incapacitates its foe, but in any case the salt zombie continues to drink until all blood is drained and the victim is dead.

Once the salt zombie has grabbed a victim, they may attack the zombie with weapons of size S only. Other weapons are too long and unwieldy to attack an opponent so near. Other individuals may attack the salt zombie normally, but on a roll of 1 (or on a roll that is at least 10 less than is required to hit the salt zombie), they hit their companion instead.

The salt zombie can be hit by normal weapons, but its Armor Class is the same as it had in life, with an additional -2 bonus because of its desiccated condition. Thus, a salt zombie wearing no armor is treated as Armor Class 8, while a salt zombie wearing scale mail would be treated as Armor Class 4. Salt zombies never wear shields or use weapons.

Like other undead, zombies are immune to *sleep*, *charm*, *hold*, *death magic*, poisons, and cold-based spells. A vial of *holy water* inflicts 2-8



points of damage, and a *create water* spell immediately sates the zombie, sending it into a torpid state for 1-6 days. Nonmagical weapons inflict half damage on salt zombies due to their desiccated condition, but they suffer double damage from fire-based attacks.

Habitat/Society: Salt zombies have little in the way of actual society. They are not intelligent in the normal sense, but are driven to attack by the thirst that possesses them. They band together in packs for survival, but once combat is enjoined it is every zombie for itself.

Ecology: There appear to be several areas of the Great Ivory Plain where a person who has died of thirst will become a salt zombie. (A person who dies of thirst through hit point loss does not become a salt zombie.) The sheer force of will of an individual refusing to die seems to somehow reanimate their corpse in these peculiar regions. It is unknown what sort of residual magic may linger in these areas to cause such an effect. There is a 5% chance that any person dying of thirst in the Great Ivory Plain will reanimate.