



Advanced Dungeons & Dragons[®]

2nd Edition

Monstrous Compendium[®]



Appendix



Terrors of the Desert

Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium[®]



Appendix

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How To Use This Book

Welcome to the *MONSTROUS COMPENDIUM*[®] volume that details the amazing creatures of Athas. As in previous volumes, all entries are given in alphabetical order on removable looseleaf sheets. The looseleaf sheets can be placed in a master binder for easy reference as needed for an adventure.

Important Note: These monster sheets should not be intermingled with the monster sheets from the previous volumes of the *MONSTROUS COMPENDIUM* series; keep all these monsters together in a separate section of your binder.

All monsters included here are typical for their type. Variations of your own design are encouraged.

CLIMATE/TERRAIN — defines where the creature is most often found. Normally, climates include things such as arctic, subarctic, temperate, and tropical, and terrain would include plain/scrub, forest, rough/hill, mountain, swamp, and desert.

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

ORGANIZATION — is the general social structure the monster adopts. "Solitary" includes small familial groups.

ACTIVITY CYCLE — is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common.

DIET — shows what the creature generally eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers dine mainly on carrion.

INTELLIGENCE — is the equivalent of human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

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

TREASURE — refers to the treasure tables in the *DARK SUN*[®] *Rules Book*. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier (× 10, etc.) — not to be confused with treasure type X. Do not use the tables to

place dungeon treasure, as numbers encountered underground will be much smaller.

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

NO. APPEARING — indicates an average encounter size for a lair encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS — is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parenthesis. Listed ACs do not include any special bonuses noted in the description.

MOVEMENT — shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rates are often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: *Fl* = flying, *Sw* = swimming, *Br* = burrowing, *Wb* = moving in a web. Flying creatures also have a Maneuverability Class from A to E (refer to the Aerial Combat rules in the *DUNGEON MASTER*[®] *Guide*, page 77).

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

THAC0 — is the attack roll the monster needs to hit Armor Class 0. This is always a function of Hit Dice, with any exceptions mentioned in the text description of the creature. Humans and demihumans always use player character THAC0s, regardless of whether they are player characters or "monsters." THAC0s do not include any special bonuses noted in the descriptions. Hit probability bonuses due to strength are listed in parenthesis with the THAC0.

NO. OF ATTACKS — shows the basic attacks the monster can make in a melee round, excluding special attacks. This number may be modified by hits that sever members, spells such as haste and slow, and so forth. Multiple attacks indicate several attacking arms, raking paws, multiple heads, etc.

DAMAGE/ATTACK — shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combinations). If the monster uses weapons, the damage done by the typical weapon will be followed by the parenthetical note "weapon." Damage bonuses due to Strength are listed as a bonus following the damage range.

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SPECIAL ATTACKS –detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES –are precisely that, and are detailed in the monster description.

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

SIZE –is abbreviated as : “T” = tiny (2’ tall or less), “S” = smaller than a typical human (2+’ to 4’), “M” = man-sized (4+’ to 7’); “L” = larger than man-sized (7+’ to 12’), “H” = huge (12+’ to 25’), and “G” = gargantuan (25+’).

MORALE –is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline may be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

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

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

PSIONICS SUMMARY –gives a complete listing of the creature’s innate psionic abilities. Some monster listings have been revised and are marked with an asterisk (*). Use of the revised psionic summaries rather than the original abilities is left to the DM’s discretion.

COMBAT –discusses special combat abilities, arms, armor, and tactics.

HABITAT/SOCIETY –outlines the monster’s general behavior, nature, social structure, and goals.

ECOLOGY –describes how the monster fits into the campaign world, gives useful products or byproducts of the creature, and presents other miscellaneous information.

Close variations of a monster are given in a special section after the main monster entry. These minor listings can be found by consulting the index to find the major listing.

DARK SUN[®] Encounter Tables

These encounter tables draw upon creatures presented in the DARK SUN boxed set, *Monstrous Compendium* Volumes 1 and 2, and this *Monstrous Compendium, Terrors of the Desert*.

When an encounter is called for, roll on the terrain type table or any one of the alternates you want. Demihuman, slave worker, and templar patrol encounters must be organized by the DM.

Verdant Belt

2	cloud ray
3	drake, fire
4	insect swarm, athasian
5	t’chowb
6	beetle, agony
7	demihuman
8	bog wader
9	erdland
10	z’tal (animal, herd)
11	b’rohg
12	jankz (animal, herd)
13	slave worker
14	braxat
15	templar patrol
16	id fiend
17	thri-kreen
18	drake, earth
19	gaj
20	drake, water

Verdant Belt, First Alternate

2	cloud ray
3	drake, fire
4	insect swarm, athasian
5	t’chowb
6	beetle, agony
7	gith
8	bog wader
9	erdland
10	z’tal (animal, herd)
11	b’rohg
12	jankz (animal, herd)
13	jozhal
14	braxat
15	belgoi
16	id fiend
17	tohr-kreen
18	drake, earth
19	gaj
20	drake, water

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Stoney Barrens

2	gaj
3	bulette
4	roc
5	genie, dao
6	ankheg
7	wyvern
8	basilisk, lesser
9	spider, huge
10	gith
11	ettercap/behir
12	centipede, giant
13	beetle, boring
14	baazrag
15	tembo
16	braxat
17	bat, huge
18	ettin
19	basilisk, greater
20	ant, swarm

Stony Barrens, First Alternate

2	cloud ray
3	drake, earth
4	insect swarm, athasian
5	id fiend
6	tohr-kreen
7	plains giant, athasian
8	b'rohng
9	kank, wild
10	z'tal (animal, herd)
11	ermland
12	mul, wild
13	cha'thrang or flailer
14	tagster (cat, psionic)
15	antloid, desert
16	beetle, agony
17	zhackal
18	nightmare beast
19	so-ut
20	drake, water

Stony Barrens, Second Alternate

2	spider, crystal
3	drake, earth
4	insect swarm, athasian
5	id fiend
6	tohr-kreen
7	scrab
8	b'rohng
9	kank, wild
10	z'tal (animal, herd)
11	ermland
12	mul, wild
13	cha'thrang or flailer
14	banshee, dwarf
15	antloid, desert
16	beetle, agony
17	zhackal
18	drake, fire
19	so-ut
20	drake, water

Sandy Wastes

2	genie, djinn
3	basilisk, dracolisk
4	spotted lion
5	lizard, minotaur
6	wasp
7	snake, giant constrictor
8	snake, constrictor
9	sandling
10	elves/gith
11	kank
12	scorpion, huge
13	slaves
14	inix
15	anakore
16	jozhal
17	spider, phase
18	centipede, megal-
19	yuan-ti
20	dragonne

Sandy Wastes, First Alternate

2	insect swarm, athasian
3	megapede
4	drake, earth
5	sand bride
6	zhackal
7	scrab
8	tagster (cat, psionic)
9	b'rohng
10	ermland
11	kank, wild
12	silt runner
13	tohr-kreen or sand cactus
14	antloid, desert
15	desert giant, athasian
16	beetle, agony
17	cha'thrang
18	t'chowb
19	drake, fire
20	cloud ray

Sandy Wastes, Second Alternate

2	insect swarm, athasian
3	megapede
4	drake, water
5	sink worm
6	thrax
7	scrab
8	tagster (cat, psionic)
9	b'rohng
10	ermland
11	kank, wild
12	silt runner
13	tohr-kreen or sand cactus
14	antloid, desert
15	desert giant, athasian
16	id fiend
17	cha'thrang
18	dune runner
19	dune trapper
20	cloud ray

Rocky Badlands

2	arakocra
3	dragonne
4	giant-kin, cyclops
5	roc
6	ankheg
7	belgoi
8	lizard, giant
9	beetle, fire
10	spider, large
11	gith/dwarves
12	kluzd
13	rat, giant
14	common lion
15	hornet
16	bat, huge
17	braxat
18	giant
19	genie, efreeti
20	ant, swarm

Rocky Badlands, First Alternate

2	cloud ray
3	drake, fire
4	tohr-kreen
5	zhackal
6	rasclinn
7	antloid, desert
8	tagster (cat, psionic)
9	jankz (animal, herd)
10	b'rohng
11	ermland
12	kank, wild
13	mul, wild
14	desert giant, athasian
15	so-ut or drake, earth
16	id fiend
17	beetle, agony
18	cha'thrang
19	nightmare beast
20	spider, crystal

Rocky Badlands, Second Alternate

2	cloud ray
3	drake, fire
4	tohr-kreen
5	zhackal
6	rasclinn
7	antloid, desert
8	tagster (cat, psionic)
9	jankz (animal, herd)
10	b'rohng
11	ermland
12	pterrax
13	mul, wild
14	desert giant, athasian
15	so-ut or drake, earth
16	id fiend
17	beetle, agony
18	cha'thrang
19	nightmare beast
20	spider, crystal

How To Use This Book

Mountains

2	lizard fire
3	ettin
4	roc
5	ant, giant
6	giant-kin, cyclops
7	lizard, giant
8	leopard
9	beetle, fire
10	bat, common
11	halflings/dwarves
12	gith
13	slaves
14	kenku
15	spider, giant
16	ettercap
17	zombie
18	arakocra
19	pseudodragon
20	bulette

Mountains, First Alternate

2	drake, water
3	villich
4	nightmare beast
5	zhackal
6	beetle, agony
7	banshee, dwarf
8	tigone (cat, psionic)
9	b'roh
10	erdland
11	gith
12	id fiend or kenku
13	beetle, fire
14	cloud ray or drake, air
15	spider, giant
16	roc, athasian
17	zombie
18	drake, earth
19	drake, fire
20	spider, crystal

Forest

2	nightmare beast
3	hornet
4	drake, fire
5	demihuman
6	halfling, renegade
7	gith
8	sloth, athasian
9	ankheg
10	pterran
11	erdland
12	z'tal (animal, herd)
13	ant lion, giant
14	halfling
15	kip (animal, herd)
16	kirre
17	centipede
18	drake, earth
19	cloud ray
20	wyvern

Scrub Plains

2	genie, jann
3	remorhaz
4	behir
5	ant lion, giant
6	mekillot
7	silk wyrm
8	cheetah
9	erdlu
10	gith
11	elves/slaves
12	kank
13	rat, giant
14	jaguar
15	scorpion, large
16	spider, giant
17	bat, huge
18	plant, carnivorous, mantrap
19	pseudodragon
20	gaj

Scrub Plains, First Alternate

2	cloud ray
3	drake, earth
4	insect swarm, athasian
5	tohr-kreen
6	beetle, agony
7	bog wader
8	tigone (cat, psionic)
9	kip (animal, herd)
10	z'tal (animal, herd)
11	jankz (animal, herd)
12	b'roh
13	erdland
14	plains giant, athasian
15	drake, fire or villich
16	pulp bee
17	id fiend
18	spider, crystal
19	drake, water
20	gaj

Forest, First Alternate

2	nightmare beast
3	spider, crystal
4	drake, fire
5	beetle, agony
6	halfling, renegade
7	gith
8	sloth, athasian
9	b'roh
10	pterran
11	erdland
12	z'tal (animal, herd)
13	tohr-kreen or zhackal
14	halfling
15	kip (animal, herd)
16	kirre
17	id fiend
18	drake, earth
19	cloud ray
20	drake, water

Salt Flats

2	basilisk, dracolisk
3	zombie, ju ju
4	snake, spitting
5	ant, giant
6	wasp
7	wyvern
8	hornet
9	skeleton
10	scorpion, huge
11	zombie
12	centipede, giant
13	spider, large
14	lizard, giant
15	bat, large
16	skeleton
17	spider, phase
18	zombie, monster
19	remorhaz
20	gaj

Salt Flats, First Alternate

2	drake, water
3	cloud ray
4	dune trapper
5	id fiend
6	t'chowb
7	centipede, giant
8	razorwin,
9	b'roh
10	spider, large
11	lizard, giant
12	erdland
13	skeleton
14	bat, large
15	wyvern
16	tohr-kreen
17	beetle, agony
18	drake, earth
19	megapede
20	drake, fire

Sea of Silt

2	cloud ray
3	brown horror (silt horror)
4	thrax
5	demihumans
6	sand vortex
7	white horror (silt horror)
8	razorwing
9	silt runner
10	floater
11	pterrax
12	insect swarm, athasian
13	zombie
14	roc, athasian
15	bat
16	sink worm
17	beasthead giant, athasian
18	gray horror (silt horror)
19	arakocra
20	giant-kin, cyclops

Animal, Household



	Hurrum	Critic	Renk	Ock'n
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Common	Uncommon	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night	Any	Any
DIET:	Omnivore	Carnivore	Scavenger	Scavenger
INTELLIGENCE:	Semi (2)	Animal (1)	Non (0)	Non (0)
TREASURE:	See below	See below	See below	See below
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1-10
ARMOR CLASS:	8	5	10	8
MOVEMENT:	6 (12)	12	1/10	1/10
HIT DICE:	1-1	1 + 1	¼	½
THAC0:	20	19	20	20
NO. OF ATTACKS:	1	1	0	0
DAMAGE/ATTACKS:	1	1	0	0
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	see below	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	T (1")	T (17")	T (2")	T (½")
MORALE:	Average (9)	Unsteady (3)	None	None
LEVEL/XP VALUE:	15	35	7	7



Often small creatures are kept or allowed to live in Athasian households in exchange for some form of comfort or service the creature provides. These "pets" are considered neither cute nor cuddly as no such creature may be found anywhere on Athas.

Hurrum

These brightly-colored beetles are highly prized for the pleasant humming sounds they produce. Better trading houses have at least one.

The hurrum have a brightly-colored, opalescent, chitinous shell that varies from cobalt-blue to copper-green. Convex and oval in shape, the shell protects four pair of small, vestigial wings. With a smallish head, stubby antennae, and four very short legs, the beetle appears comical.

Hurrum beat their wings rapidly back and forth, gently striking the underside of their carapace which creates the vibration and noise for which these creatures are best known. The sound is also used as a simple form of communication between hurrum beetles.

Combat: Few creatures in the insect kingdom attract prey (or earn a living) the way the hurrum beetle does. The beetle produces a pleasing humming sound by continuously fluttering its vestigial wings. The wings beat in rapid succession between the soft body of the beetle and its hard, chitinous shell. The rising and falling rhythm has a soothing, almost hypnotic effect. To ignore this effect, a successful Wisdom ability check must be made. Failure means that the individual merely finds the sound soothing, but it in no way effects his or her free will.

The beetles' staple diet is small, flying insects which are drawn to the vibration produced by the beetles' wings. The vibration also makes prey docile and easy to overcome.

Habitat/Society: A solitary creature, the hurrum only seeks others to mate. If more than one beetle is placed in the same area, an audible change in humming can be heard. If the beetles are of opposite sexes they will produce a harmonic sound after a few minutes. This is believed to be a type of mating ritual. If the beetles are of the same sex, the sound will be atonal and unpleasant.

Exposure to direct sunlight for over an hour will kill hurrum. As they attempt to cool themselves in the hot Athasian sun by

Animal, Household

beating their wings, the sound they produce will become higher in pitch until they die.

Ecology: This flightless beetle produces soothing humming noises (although few would call it music) which change in pitch and frequency throughout the day. Frequently, the bright, opalescent shell of the hurrum beetle changes color with the speed of its humming. The humming is a by-product of the creature's attempt to cool itself by rapidly beating its small, vestigial wings. A real pleasure is letting the beetle crawl across one's bare skin where the slight vibration of the shell and the humming are coupled with a very slight breeze. Halflings find hurrum extremely pleasing (though when hungry, halflings find them delicious).

Critic

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/1/3	-/M-	10	25

Clairsentience – *Science:* precognition; *Devotions:* danger sense, poison sense, spirit sense.

Multi-colored, spiny-backed lizards, critics are frequently reluctant house guests in Athas. They are innately psionic and tune themselves to their feeders.

Some say critics are the prettiest lizards on Athas. Often mottled in brightly-colored hues, they change color each year when they molt. Critics average 12" to 17" in length and weigh from 2 ½ to 5 pounds.

Critics use rudimentary body language to communicate with others of their species. Communication via magical or other means is possible; however, the creature often reacts/answers in a paranoid or anxious manner.

Combat: The bite of the critic is inconsequential since it can only inflict a single point of damage. The value of the creature comes from its psionic abilities. Critics sense trouble. When they abruptly scurry for cover, so do most owners.

Habitat/Society: Critics are feral even when born in captivity and cannot truly be domesticated. Very stealthily, the lizard-like creature preys on insects and small rodents. Critics attune themselves to a single location and will tolerate a small group of people if fed on a regular basis. "Attuning" means the lizard will look after the area and alert all nearby if any danger is perceived. Critics have a nasty independent streak and will not send warning signals if they have been abused or mistreated.

Ecology: Critics are considered to be good luck in a household or storage area. They are lazy and prefer to be fed rather than hunt on their own. Generally young critics are captured and brought to a residence. They must be allowed to adjust to their new surroundings at their own pace. Within a week, the feeder/owner will know if the creature has decided to adopt the location or has run away. The critic will remain in a constant state of alarm if caged or chained.

Renk

This small gastropod has developed a symbiotic relationship with humanoid creatures in the desert. A harmless, tasteless slug, it stores water and is sometimes consumed raw on long desert trips.

Varied in color, renk have a 2-3" elongated, tapered body. A sucker mouth can be found below a short pair of antennae used to detect vibration.

Combat: These harmless slugs have no true attack. Renk live on certain benevolent creatures or individuals, gaining nourishment from licking the salt, sweat, and dead skin from the bodies. If a renk is attached to a person involved in melee combat, there is a cumulative 10% chance per round that the renk will be accidentally hit and killed.

Habitat/Society: Renk mate in stagnant water or rotting grain. They produce a dozen or so offspring that mature in 3-4 weeks. They are otherwise solitary creatures. Renk have small, abdominal suction pods that they use for locomotion and to attach to food sources. They prefer to stay shielded from direct sunlight. Exposure to direct sunlight for more than 1d4 turns causes the renk to shrivel and die.

Ecology: Renk are often taken on long trips. Consumed alive, renk contain more water than seems possible. Renk store moisture in an extra stomach that ruptures when they are eaten raw. An average renk holds ½ cup of water; therefore, an active man would need to eat 32 raw renks a day to replace fluids needed for one day in the desert. Concern should be taken when purchasing renk. Occasionally a leech or other harmful creature will be added to a group of renk and sold to an unsuspecting buyer.

Ock'n

Ock'n appear as small, spiral-shelled snails. When they move, they leave a slime trail composed of an amber-like liquid that has many household uses.

Nautiloid in shape, this small snail seldom reaches 1" in length. Ock'n shells are almost always light in hue, but vary in color and striping. All ock'n sensory organs are located on the forward protruding head. The head holds a very small pair of light sensors affixed to independent eye stalks. A slit mouth is also located on the head.

Ock'n communicate to other gastropods via a complex system of eye stalk movements. The eye stalks are always in a slow, constant motion as the creature conveys only the most simple of concepts.

Combat: These harmless snails have no attack form whatsoever.

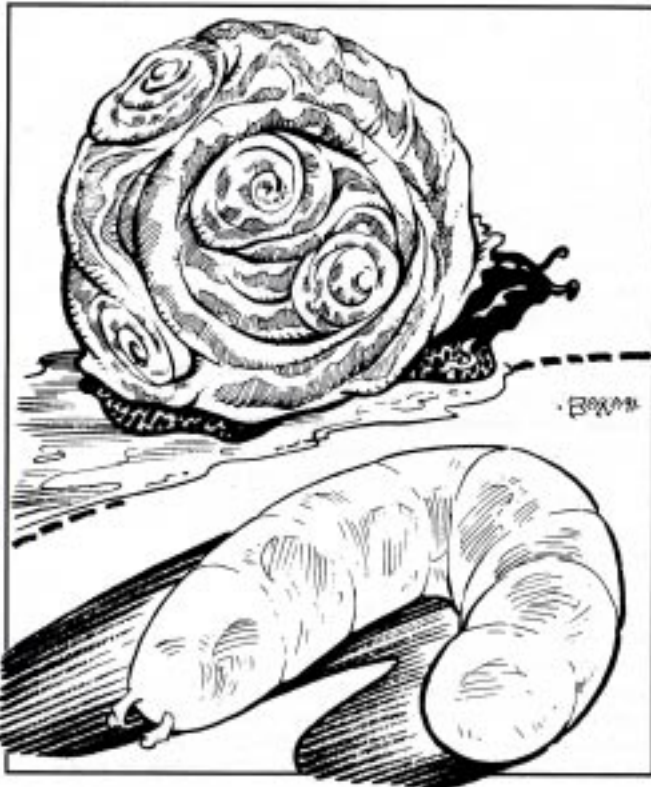
Habitat/Society: Ock'n live in loose colonies, always in odd-numbered groups. Should an even number be confined in a small area, one will die or be killed by the others. Only the ock'n knows why this phenomenon occurs. The ock'n breathes via osmosis through exposed skin.

Ecology: Unpalatable as food, ock'n shells make interesting jewelry. The gastropod spends each day in search of food and moisture, leaving behind a valuable slime trail. The glossy, ochre-colored slime is composed of an amber-like resin. When the resin dries, it becomes hard as stone (saves as stone also), but has only a quarter of normal stone's weight. The snail's highly-prized slime/resin is used in numerous ways. Coating weapons, waterproofing materials, and sealing perishables or the dead are just a few of its uses. Ock'n snails only produce a single fluid dram (1/8 fluid ounce) of this material each day.

Animal, Herd



CLIMATE/TERRAIN:	Kip Scrub Plains	Z'tal Any	Jankz Sandy wastes, stony barrens
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Herd	Leap	Community
ACTIVITY CYCLE:	Night	Day	Night
DIET:	Omnivore	Omnivore	Herbivore
INTELLIGENCE:	Animal (1)	Non (0)	Animal (1)
TREASURE:	See below	See below	K, Q, U
ALIGNMENT:	Neutral	Nil	Neutral
NO. APPEARING:	1-100	1-20	1-1000
ARMOR CLASS:	4	5	6
MOVEMENT:	6	12	12
HIT DICE:	1 + 2	2 + 2	1 + 1
THACO:	19	19	19
NO. OF ATTACKS:	2	2	1
DAMAGE/ATTACKS:	1-3	1, 1-6	1
SPECIAL ATTACKS:	Pheromones	Sonics	Poison
SPECIAL DEFENSES:	Pheromones	Sonics	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2'-4')	S (2'-3')	T (1')
MORALE:	Average (8)	Irregular (5)	Steady (11)
LEVEL/XP VALUE:	65	120	35



Many animals are used on Athas for food, clothing, or weapons. Some have been partially domesticated or are stupid enough to allow themselves to be captured and herded.

Kip

The kip is a shy, six-legged, armored creature that digs and eats the roots of plants and trees. Their supple, armor-like covering

makes excellent durable leather goods.

The leathery kip grows from 2'-4' in length. Kips are covered with a horny armor that is segmented into nine separate plates. They have elongated, pointed snouts and very small, beady eyes located on each side of their snouts. The eyes are protected by a glass-like covering that protects them while digging. The sharp, strong foreclaws enable the creature to dig. Their short, stubby, hind legs only allow them to amble around slowly.

Kips communicate via a series of low grunts. Although not a true language, dwarven kip-herders have learned to mimic the sounds in order to better control the herd. Kip language can be learned at a cost of a single non-weapon proficiency slot. As with other languages, a simple check should be made against a character's Intelligence for successful communication. Failure means: 1) the kip doesn't understand and ignores the attempted communication; 2) the wrong information is conveyed.

Combat: Kips are generally non-combatant and prefer to amble away when approached. Thus, they are easily herded. They will only fight if cornered or to protect their young. Kips use pheromones to protect themselves. Pheromones are secreted chemicals that produce an emotional response in the victim. Once a day a kip can release an 8-cubic-foot cloud of invisible, gaseous chemicals. Creatures within the gas cloud must save versus poison or suffer apathy. If effected, the victim will cease caring about anything, including drinking water, for a period of 1d8 turns. Exposed creatures or individuals can be herded along or made to drink, but they really don't care if they live or die. Because of their high resistance to poison and the ability to focus, dwarves are +4 on their saving throws against the pheromone cloud.

Habitat/Society: Kips bear offspring twice a year. A litter will contain 2-6 leatherettes, which mature in 3-5 months. Until mobile, the young fasten themselves to folds in the mother's skin and ride along with her as she moves. Kip are one of the few creatures on Athas that eat brambleweed, as their armor temporarily protects them as they dig out and expose the sweet roots.

Animal, Herd

Ecology: Kip herds provide a staple of meat and leather goods in most dwarven communities. Roasted, an adult kip will feed two very hungry dwarves; made into a stew, the meat and broth will easily feed six. Kips and dwarves seem to be complementary in pace and temperament. Dwarven communities keep the kip herd in a slow, constant motion since kip tend to destroy roots of growing plants. Their elongated, pointy snouts and keen sense of smell aid them in their search for food. Kips will eat anything that doesn't put up a fight, including garbage.

Dwarves with animal husbandry skill can safely milk the pheromones from an adult, but the chemical will lose all potency within 48 hours. Only a small amount of pheromonal fluid can be milked from each animal. A turn spent milking a kip will produce enough fluid to create a small (one cubic foot) pheromone cloud.

Z'tal

Z'tal are small, upright lizards that hop in shepherded leaps across Athas. They are very stupid and are known to stampede when panicked.

Z'tal jump wherever they go on powerful hind legs that end in sharp talons. Their small head is rounded in the back with a sharp, hard point on the end. Their long, thick tail is used for balance when they hop. The vestigial forearms and claws are seldom used. Varying in shades of tans and browns, z'tal are covered by sharp, feather-like scales.

Z'tal constantly make a series of chirps, squeaks, and squawks. These noises are intended predominantly to keep the herd within a single area. When threatened, z'tal scream and run.

Combat:Z'tal emit a piercing scream when frightened. The sonic intensity of the scream is so great that any being with normal hearing within a 100' range must save versus petrification or be overcome by vertigo. A successful save means that the victim is able to fight off the effects, but suffers a -2 to any rolls that require concentration (fighting, spellcasting, psionics, etc.). A failed save drops the victim to the ground unable to determine which direction is up. No combat, psionics, or spellcasting is possible until the creatures stop screaming or move out of range. Covering one's ears before the scream gives a +2 bonus to the saving throw. Filling the ears with wax, cotton, or some other substance adds a +4 bonus to the saving throw. Silence magics may negate the vertigo effects. The deaf are unaffected.

In desperate situations, the z'tal will defend itself by rapidly bouncing or rubbing against its adversary, scraping its razor-sharp scales against its opponent and causing 1d6 damage per round. The peck of a z'tal only causes a single point of damage.

Habitat/Society:Z'tals are well suited for life in the desert. They require little water and can sustain themselves through foraging. Z'tal travel in groups called leaps and are acknowledged as perhaps the most stupid and timid of creatures on Athas. They sometimes accidentally die by running off cliffs or into the Sea of Silt if chased.

About once a month the female digs a small hole and lays a clutch of 1-3 eggs. The eggs are immediately forgotten and left to fend for themselves. The eggs are not edible by any known creature because z'tals' scales develop almost immediately after conception.

The rear talons of z'tal are used to dig out small insects and seedlings, which the z'tal crushes with its beak. Docile creatures except when frightened, one screaming z'tal will soon stampede the entire leap of lizards.

Ecology: Z'tal meat is dense and coarse, though the hind quarters (drumsticks) and tail of an adult z'tal make excellent eating (once the scales have been carefully removed). Roasted, the three pieces will feed six hungry individuals or one half-giant. Z'tal meat makes an excellent base for soup; a single z'tal cooked this way will easily feed a dozen hungry, man-sized creatures. The sharp, flexible feather-scales are frequently used as small knives and razors. The scales dull after a week of regular use and can not be resharpened.

Jankx

These furred mammals live in burrow communities in the desert. Although they represent a possible prime source of food or clothing, most people think they are too dangerous to bother.

Standing about 1' tall on their hind legs, jankx have a small, pointy head and internal cheek pouches that allow them to carry food or water when they run. Jankx have long, sleek bodies and four short, muscular legs. Golden in color, their pelts are highly prized for trade.

Jankx communicate in a series of ultrasonic squeaks and barks that are inaudible to humanoid ears.

Combat:Jankx have spurs and poison sacs located on the underside of each limb near the paw. In combat a jankx will attempt to hook its adversary with a spur. The spur attack inflicts 1d2 points of damage per hit. A successful hit also means that the poison has been injected (save vs. poison for no effect). If the victim fails to save, tremendous pain follows as the area injected with the poison begins to wither (limb, torso, head, etc.). Only the region in which the poison was injected will be effected; the thick poison does not travel throughout the entire body. The effected area will shrivel and become useless at a rate of 1" diameter per round. The poison can be negated by a neutralize poison; slow poison will limit the effects to 1" per hour. The victim is capable of no other action except to scream in pain until the poison runs its course. If injected into the head, the poison will cause the unfortunate victim to lose one point of Intelligence per turn until their intelligence reaches zero. The victim then becomes comatose and will eventually die of starvation.

Habitat/Society: Jankx live in a complex community of underground passageways. Their burrows contain different living, storage, and sleeping areas. Food storage and deep water supplies are always closely guarded. Traditional family units' tunnels always interconnect with other jankx families. Jankx sleep through the day and emerge at dusk for a night of foraging. Their small paws are very well evolved for digging and handling small items.

Ecology: Those who consider themselves jankx "herders" are more trappers than anything. Jankx are usually snared when they are on their nightly forays. A herder hovel is always built either above ground or on solid stone to prevent jankx from burrowing underneath the hovel and killing the herder. Jankx meat is considered gamey but palatable. Due to the difficult position of the poison sacs, caution should be taken in preparing jankx meat. A general rule is one jankx for elves and humans, more for others. Caution must always be exercised when cooking jankx meat. When cooked, the burning flesh emits an odor that sends any nearby jankx into a rage. If cooked too close to a jankx community, a horde of jankx will invariably find the source of the odor and attack the diners.

Antloid, Desert



	Dynamis	Soldier	Queen	Worker
CLIMATE/TERRAIN:	Sandy Wastes	Sandy Wastes	Sandy Wastes	Sandy Wastes
FREQUENCY:	Rare	Uncommon	Very Rare	Uncommon
ORGANIZATION:	Warrens	Warrens	Warrens	Warrens
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5)	Animal (1)	Semi (3)	Animal (1)
TREASURE:	Nil	Nil	J,K,N,U	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-10	1-20	1	1-100
ARMOR CLASS:	6	3	10	6
MOVEMENT:	12	18	3	12
HIT DICE:	4 + 2	6 + 1	8 + 1	3
THAC0:	17	15	13	17
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACKS:	1-6	3-18	nil	13-18 (1d6+12)
SPECIAL ATTACKS:	Psionic	Poison	Pheromones	Nil
SPECIAL DEFENSES:	Psionic	Nil	Pheromones	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	L (10')	L (10')	H (20' +)	L (63')
MORALE:	Elite (15)	Very Steady (13)	Very Steady (13)	Average (10)
LEVEL/XP VALUE:	270	420	975	120



Antloids are giant ants that inhabit huge warrens in the Athasian desert. Their species has evolved through adaptive specialization which gives certain antloids special powers. There are four different groups: workers, soldiers, dynamis, and queens; each group fulfills a specialized task within antloid society.

Antloids have a heavy exoskeleton that provides excellent protection from weapon attack and dehydration. All antloids

have segmented bodies and six legs. They also have sharp mandibles used for cutting, carrying, or combat. All sensory organs are located on the front of their head. Compound eyes give them 180-degree regular vision, plus infravision for 60'.

A segmented pair of antennae are used for communication and allow antloids to sense almost any vibration within 30'.

Workers

Workers' bodies have three, easily-defined, sapphire-blue segments: head, torso, and a metasoma segment. They average 8' in length with stocky broad bodies. Workers spend their lives doing specific jobs: carrying water, carrying foodstuffs, caring for their queen, repairing or continuing construction on the warren, etc. Workers are the strongest of the antloids with almost giant-like strength. Their mandibles are designed for lifting and carrying rather than combat. Workers only fight if something tries to take away whatever they are carrying or the queen is threatened. In combat they use their mandibles and their incredible strength (1d6+12) to crush their opponent. Worker antloids digest desert sand along with their normal food and excrete a concrete-like material that they use to build the warren. The material will withstand 100 points of damage over a 5-cubic-foot area before crumbling.

Soldiers

These antloids grow to be 10' in length and have a mottled, dark blue-green-grey exoskeleton. Their large, sharp, oversized mandibles do 3d6 damage on a successful attack. Longer and sleeker than workers, soldiers also have a poison attack. There are two types of soldier antloids: infantry and archers.

The infantry antloid has a 17" gaster stinger located at the rear tip of its metasoma segment. A successful attack does 1d4 stinger damage and injects of a deadly neurotoxin. The archer antloid does not have a stinger, but rather a poison gland that can shoot a thin stream of the same deadly poison 50'. If a sol-

Antloid, Desert

dier antloid makes a successful poison attack (Poison Type D: 30/2-12), the victim is entitled to a saving throw versus the poison's effects. A failed save means the victim automatically takes 30 points of poison damage. A successful saving throw means that less of the toxin was injected/sprayed and the victim only takes 2d6 poison damage. (*Note:* In some cases a character may roll a successful saving throw and still die from the hit point loss. See DMG, page 73, for more information on poisons.) Soldier antloids are immune to their own poison.

Exploration, defense of the warren (and its water supply) and mating with the queen are the chief jobs of soldier antloids. They constantly raid surrounding areas for food.

Dynamis

These are the strangest and most deadly of the antloids. Their exoskeleton is grey-black in color. They have a greatly enlarged center body segment, a small head, and a vestigial metasoma segment. Dynamis' bodies house large brains, which give this species its intellect and psionic abilities. They will always use psionic attacks first and melee as a last resort.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/3/8	-/IF, MB	15	100

Psychometabolism – *Sciences:* death field, shadow form; *Devotions:* absorb disease, cause decay, chemical simulation, double pain, flesh armor, heightened senses.

Telepathy – *Sciences:* mindlink (with other dynamis at no cost); *Devotions:* contact (with other dynamis at no cost), telepathic projection.

Dynamis stay in contact with other dynamis within their warren via a natural ability to mindlink with one another. Dynamis prefer to combine their powers when attacking. They will move close to a victim using shadow form, then create a death field. This strategy makes the target more vulnerable to soldier antloids' attacks. They may also use cause decay combined with chemical stimulation and double pain. Dynamis will not hesitate to use all of their PSPs in skirmishes, and they will sacrifice themselves to protect the queen.

As masters of the warren, dynamis make sure soldiers explore for food, workers keep busy, and that the queen is protected and comfortable at all times.

Queens

Antloid warrens will generally have only one queen, and she can grow to over 20' in length. Queens have fat, bloated bodies and serve only one purpose in the warren—to lay eggs. Red to apricot in color, the queen lives in the deepest defensible part of the warren, where she lays 10-20 eggs a week. The eggs are cared for by sterile workers. Of the four different antloid types hatched, 80% are workers, 15% soldiers, 4% dynamis, and 1% queens. Any time the dynamis feel there are too many of any one type, they will order the eggs used as food rather than letting them mature. This keeps the warren from overpopulating and assures the proper balance among the species. The queen is always attended by young, immature queens.

When queens mature they gain the ability to release pheromones in an adjacent 60-cubic-foot area. The pheromones create two different reactions: attraction and madness. Attraction pheromones lure virile soldier antloids to the queens' chambers for reproduction. A queen uses the madness pheromones to protect herself against younger queens or intruders (including humanoids and demihumans). Madness manifests itself through

hallucinations, causing the victim to see, hear, feel, and otherwise sense things that do not exist. The victim must save versus poison (at -4) or suffer the effects of madness. The victim will frequently believe he/she is on fire, drowning, or being attacked by a terrible enemy. If not removed from the area of the pheromones, the victim must make a successful system shock roll each round or die from the hallucination. Under the effects of madness the victim may only fight or flee the imagined danger; no other action is possible.

Habitat/Society: The antloid warrens appear as large mounds in the desert, up to 250' across and 25' in height. Underground warrens are conical in shape, widest at the surface and narrowing toward the bottom. They extend deep into the ground, frequently to a small subterranean water source. Antloids will abandon a warren for many reasons: lack of water or food, accidental death of all of their queens, or to attack another antloid warren. Infrequently, a rogue dynamis will lead a young queen, some workers, and a couple of soldier antloids from an established warren and attempt to set up a competing warren. More often than not this attempt fails. If the warren has any shiny or pretty objects (treasure), those items will always be in the queen's chamber, placed there for her pleasure.

Ecology: Whether occupied or not, great caution should be taken whenever entering an antloid warren. Abandoned warrens seldom offer safe haven for desert travellers since dangerous desert dwellers tend to take refuge in the unoccupied labyrinth as well. Because of the constantly changing desert sands, a warren is in constant danger of collapsing. Water can be found in the deepest part of an abandoned warren 15% of the time, but it, too, is often guarded by some new inhabitant.



B'rohng



CLIMATE/RAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Bands or cliques
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J, K
ALIGNMENT:	Neutral
NO. APPEARING:	1-12
ARMOR CLASS:	7 (10)
MOVEMENT:	15
HIT DICE:	5 + 3
THAC0:	15
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	11-18 (1d8 + 10)
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	see below
MAGIC RESISTANCE:	see below
SIZE:	H (15' tall)
MORALE:	Average (10)
LEVEL/XP VALUE:	650
	Leader: 975
	Renegade: 975



These multi-armed, humanoid kin to giants are often hunted for combat in the gladiatorial arenas of Athas due to their strength, size, and special combat abilities.

B'rohng are tall, slim, humanoid giants with four arms and two legs. They have burnt orange skin, the result of having spent their lives on the hot deserts of Athas. They stand 15' in height when fully mature, with sharp, angled features, a flat nose, and pointed ears located towards the backside of their skull. Some b'rohng are bald on top, but do have hair (which they will grow to waist-length) growing from the back of their heads. B'rohng have no facial hair. A b'rohng's garb is simple and well-suited to his primitive lifestyle. Males and females alike wear loose fitting skins or breeches made from reptilian leather.

B'rohng communicate with one another through a series of primitive grunts and hand signals. Because of their low intelligence, it is impossible to teach a b'rohng contemporary speech. It is possible to learn the grunt and sign language of the b'rohng through much study; however, such communication tends to be limited to simple concepts. Psionic or magical communication is also somewhat limited due to their low intelligence—contact is still limited to fairly simple ideas.

Combat: Naturally ambidextrous and very strong, b'rohng are highly prized for arena combat. B'rohng are formidable opponents due to their ability to make four separate attacks per round. The primary two attacks are unmodified. The other two attacks are attempted with a -2 attack roll penalty. B'rohng prefer to fight with primitive stone weapons, such as spears and clubs, but will use any available weapon. A favored form of attack is wielding clubs in the lower two arms and long spears in the upper arms. While most younger b'rohng favor an all-out, 4-weapon attack, some older b'rohng prefer to pad their lower two arms and use them as shields, thus "equalizing" the match. Using the latter method, b'rohng get two chances to parry while still making two attacks.

Because of their lack of intellectual development, b'rohng have never mastered the use of missile weapons other than those which can be thrown (rocks, etc.). Because of the motion of

throwing, a b'rohng can only throw a maximum of two objects per round, and they do so by throwing from the same side simultaneously.

There will be a dominant male leader present in any group of six or more b'rohng. The leader has 6+3 Hit Dice and a THAC0 of 13. The leader also brings his battle savvy into play, directing the combat actions of his warriors. When a leader is present, the b'rohng are more likely to set ambushes for approaching enemies rather than conduct a simple frontal assault. Also, b'rohng under the command of a leader will turn and run after losing two of their original number. Otherwise b'rohng tend to fight to the bitter end.

Habitat/Society: B'rohng are a throw-back to simpler times. They are nomadic hunters and gatherers who continue to live within a primitive, "stone age" culture primarily because of their low intelligence. A b'rohng child taken and raised in a human community is unable to comprehend anything but primitive concepts; his lack of intelligence makes him unable to excel. B'rohng live in small bands comprised of 1-4 family units called cliques. Family units consist of one male, one or two females, and generally no more than four total offspring. Males are dominant within the family structure, but tasks within a band are accomplished by the most capable member regardless of gender. The strongest in the band are primarily hunters, while the older, weaker members and the children are gatherers and water bearers. B'rohng have yet to master fire, but are not afraid of it; in fact, they are often attracted to it if they see the distant glow. B'rohng are scavengers, and their clothing often testifies to this fact. When clothed, they combine animal skins with "found" or discarded scraps of clothing and armor.

B'rohng typically live to be 80 years of age but seldom do because of the harshness of their environment and a high mortality rate among their young. B'rohng do not understand the concept of death and tend to leave things that do not exhibit signs of life alone. An exception to this is seen in combat, where they may repeatedly strike a dead opponent just to make sure it does not

B'rohg

arise later. B'rohg will eat the flesh of other races, but are not cannibalistic; they do not consume their own kind.

Neither suspicious nor superstitious, b'rohg are reactionary when magic is used in their presence. Depending on previous experiences with spellcasters, the creatures may be awed or angered. When encountering magic for the first time, their reaction tends to be one of curiosity (until the spellcaster's intent—malevolent or benevolent—has been established).

Their nomadic lifestyle calls for periods of movement followed by periods of rest. While on the move, the adults carry the few belongings they have and their children in simple sleds made from skins or leathers stretched across a triangle of wooden poles. Each adult drags a single sled across the ground to the next temporary settlement. Once in an area fresh for further hunting and gathering, the group settles down, forming small hovels out of their sleds and additional skins. Where possible, the hovels use existing rocks and crevices to serve as walls or additional rooms, respectively. When under the direction of a dominant male leader, the group selects an easily defended position over any others.

Ecology: B'rohg do not directly contribute to the social or economic well-being of Athas, as they neither create nor produce any raw materials or refined goods. They are, however, top draws at gladiatorial arenas, although they seldom benefit from their victories. Some captive b'rohg are too stupid to attempt to escape, while others die in their mad flight from the sorcerers' cities. B'rohg are sometimes "seduced" into gladiatorial slavery by being tempted with sweetmeats, fresh cold water, and a variety of simple yet enticing "luxuries." However, this seduction is the exception and not the rule, as most b'rohg are sought out and overcome by sheer force of numbers before being taken into slavery. Few people have ever made lasting friends with a b'rohg. Due to their limited intelligence b'rohg seldom remember friend from foe for any length of time.

Renegade B'rohg

B'rohg that are taken to the gladiatorial games of the city states are never allowed to win their freedom. Despite their humanoid form, b'rohg are considered animals by their trainers and owners, suitable for nothing more than entertainment through savage combat. However, low intelligence does not equate to low cunning, and many b'rohg have escaped their bonds to live free again in the Athasian wilderness. However, once trained for so-called civilized combat, the b'rohg is no longer suited to his original lifestyle.

While in the arena, renegades learn a great deal about more sophisticated combat techniques. They learn the benefits and use of armor, something rarely practiced in the wild. Renegade b'rohg fashion their own armor when they reach the wilderness, using animal bone, chitin, and wood as available. A renegade b'rohg has AC 3, 4, or 5 (1d3+2).

Also, a renegade b'rohg usually escapes with a fair weapon from the arena. It is either metal (25%) or obsidian (75%), and the renegade is skilled enough to use it and some other primitive weapon (a club or spear) at the same time. Renegade b'rohg can attack with both weapons each round without attack roll penalties.

Renegade b'rohg tend to live solitary lives. In encounters with other, more primitive b'rohg, the renegade keeps his distance, ashamed of his original capture, but also ashamed by the simplistic lives of his kin. The only places where renegades find universal acceptance is among the slave tribes. Once again among the familiar trappings of gladiatorial companionship, but without the abuse of servitude, renegades make excellent warriors and laborers.

There is a 20% chance that any encounter with b'rohg will, in fact, be with a single renegade b'rohg.

Banshee, Dwarf



CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
<hr/>	
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	As in life
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TREASURE:	See below
ALIGNMENT:	Always evil (see below)
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NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
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HIT DICE:	As in life
THACO:	As in life
NO. OF ATTACKS:	As in life
<hr/>	
DAMAGE/ATTACKS:	11-12 (1d2 + 10) punch or by weapon +10
SPECIAL ATTACKS:	Gaze, malediction, and psionic
SPECIAL DEFENSES:	Steel, or +1 or better weapon to hit
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MAGIC RESISTANCE:	See below
SIZE:	M (4'-5')
MORALE:	Fanatic (17)
LEVEL/XP VALUE:	Variable

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1 / 2 / 4	-/IF, MB	15	110

Psychometabolism – *Sciences*: death field, shadow form; *Deviations*: body weaponry, cause decay, chemical simulation, double pain. (These psionic powers are gained in addition to any the dwarf possessed when it was alive.)

Dwarves who die before completing a major focus are often condemned to live out their afterlives as banshees. In unlife they haunt their unfinished work or quest, unable to bear the fact that someone else may complete what they could not. Day or night, the pupils of their eyes flicker red as if a flame burns them from within.

A dwarven banshee's appearance changes as soon as the transformation from life to undeath begins. The skin rots away leaving the underlying muscles exposed. The muscle turns brown if exposed to sunlight and sand; if protected or underground, it becomes gray or moldy in color.

The dwarven banshee remembers all of the languages that it knew when it was alive.

Combat: Dwarven banshees retain all aspects of their former character class, including levels at the time of death. They retain the same armor and weapons (although they may acquire new ones or lose old ones) and the same level of skill in their given profession. They retain the ability to cast spells, and they can use any psionic abilities possessed when they were alive.

Trapped between the lands of the living and the dead, dwarven banshees are semi-material and can only be hit by at least a +1 or steel weapon.

The dwarven banshee also gains the ability to curse its victim(s). During the day, a dwarven banshee combines its cursed



gaze attack with a physical one. If eye contact is made, the victim must save versus spells or fly into a berserker rage (+2 attack and damage bonus, may not leave the fight) for 2d6 rounds. Under rage effects, victims will only attack other party members and never the banshee, regardless if it attacks them or not. If no one else is in the area, a victim of this gaze attack will run for one turn in search of someone to fight before the effect ends. Once per night, the dwarven banshee also gains the ability to wail a cursed battle cry or malediction. All within earshot must save versus spells or fall into the berserker rage. Each character must make a separate saving throw for each wail or gaze from each dwarven banshee in a given area.

Fire-, water-, and air-based attacks only do half damage to the dwarven banshee. Earth-based spells cause double damage. Because of its single-mindedness, psionic spells requiring contact are ineffective. *Remove Curse* negates the effect of the berserker rage on one individual per casting.

When the dwarven banshee's physical corpse reaches 0 hit points, the remainder crumbles to dust. If the dwarf's unfulfilled focus is not destroyed or somehow completed, this banshee returns full strength at the next sunset.

Habitat/Society: The approach of a living individual within a mile causes the banshee to rise, regardless of the time of day. It remains alert as long as the intruder remains within the area. The banshee often watches and waits to see what action the individual or party takes before attacking.

Ecology: Dwarven banshees only want to protect what was theirs. Fables say that the seventh son of a seventh son may lay a dwarven banshee to rest by finishing a focus for it. Elders say the flames within dwarven banshees' eyes originate from some ancient dwarven forge or the elemental plane of fire.

Beetle, Agony



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Pain/psionic drain
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	6
MOVEMENT:	3, Fl 6, Jp 3
HIT DICE:	1 + 5
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1
SPECIAL ATTACKS:	Spinal tap, psionic drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1")
MORALE:	Irregular (7)
LEVEL/XP VALUE:	270



PSIONIC SUMMARY:				
Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/1/3	- / M-	15	30

Telepathy – *Sciences:* mindlink; *Devotions:* contact, mind blank.

Metapsionics – *Sciences:* –; *Devotions:* cannibalize other (special ability, no cost), psionic drain (no cost during spinal tap).

This harmless looking, black scarab beetle psionically lives off the pain and agony of its victims, hence its name.

The agony beetle has a hard, black-veined, chitinous shell that is marked by dark, transverse lines. The shell protects a pair of wings. Six hooked legs are used by the beetle to attach itself to the skin of humanoid or beast. An elongated snout contains a retractable tendril. The agony beetle uses a pair of stubby antennae to sense vibrations as it does not have eyes.

Combat: An agony beetle can only attack creatures that are man-sized or smaller. When an agony beetle attempts or is forced to come in contact with a victim, a secret Intelligence check is rolled. If the roll is less than the character's Intelligence, the player feels something crawling on him; failure means the creature goes unnoticed. If the players are asleep, magically held, in the midst of melee, or engaged in any other action that involves intense concentration (i.e., spellcasting, psionics, etc.), there is no roll as the agony beetle automatically goes unnoticed. When the agony beetle locates the victim's spinal column, a bile-coated tendril emerges from the beetle's snout (agony beetles do not attack invertebrates). The bile anesthetizes the skin so the victim does not feel the tendril enter. The agony beetle attacks its unknowing victim until the tendril penetrates the skin (a successful attack roll; the agony beetle ignores any armor it is beneath). Once inside the skin, the tendril is inserted into the spine. The victim is suddenly racked with excruciating pain, so

intense that the victim can do nothing else but writhe and scream in agony. During this time the beetle psionically absorbs and stores the energy released by the victim. The innate psionic ability cannibalize other is unique to this beetle. It converts the victim's Constitution to PSPs that the beetle absorbs by using psychic drain. The beetle can only convert Constitution and can only feed on pain. The beetle will remain attached even after fully sated, basking in the flow of energy until the victim dies. The beetle cannot be removed by the victim; only another creature may free the individual of the beetle's deadly attachment. If the victim is alone, he will surely die. The beetle drains one Constitution point per round, converting it to 10 PSPs. A victim dies when its Constitution is reduced to zero. For creatures without a Constitution score, it will die in 1d12 + 5 rounds.

Habitat/Society: Although the beetle's primary locomotion is crawling, the creature's small wings allow short distance flight (up to 6'). The six folded, hooked legs also enable the creature to jump 3' vertically. Agony beetles tend to live near water sources where they hope to encounter prey. A pain-devouring creature, the agony beetle never ingests solid food for sustenance, only an occasional sip of water. They will not hesitate to attack members of their own species, but are often no match for other insects more evolved for combat.

Ecology: Old stories claim that agony beetles originally escaped from a sorcerer-king's torture chamber. It is more likely that they were (and are) drawn there for obvious reasons. They are not edible and serve only the darkest needs. Halflings sometimes use the beetles in slings and throw them into trespassers' clothing; it shortens the hunt without harming the meal.

Bog Wader



CLIMATE/TERRAIN:	Verdant belts and scrub plains
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
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TREASURE:	O, U
ALIGNMENT:	Chaotic evil
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NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Sw 15
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HIT DICE:	4 + 3
THAC0:	15
NO. OF ATTACKS:	5
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DAMAGE/ATTACKS:	1-3/1-3/1-3/1-3/1-4
SPECIAL ATTACKS:	Impale
SPECIAL DEFENSES:	Nil
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MAGIC RESISTANCE:	Nil
SIZE:	M (5'-7')
MORALE:	Steady (11)
LEVEL/XP VALUE:	420



Bog waders live in the bottom of muddy wallows waiting to prey on unsuspecting creatures who come to drink.

The small, misshapen creature could be mistaken for a dwarf at a distance. Closer inspection reveals the thousands of wrinkles of overlapping gray skin and thin, yellow and black bones that poke through the soft skin on all sides. A pair of dorsal ridges run down the back. Bog waders have small, flat heads. They have no nose; instead they possess a closeable breathing hole. Bog waders have flaps (instead of ears) on each side of their head. These flaps cover the ear canal when they submerge. Gill ridges run vertically down their backs between their spine and dorsal ridges. The gill ridges are covered by patches of hair or cilia, which filters out the particulate matter in the mud allowing them to breath in the water. They have bent legs designed for leaping and webbed feet and hands that end in sharp, three-fingered claws. A row of small teeth, designed for tearing, line their mouths.

Bog waders have no language of their own and speak no other common tongue. They communicate with each other through a series of guttural tones, but these convey only the simplest concepts concerning feeding and mating. Psionics or magic can be used to further communication, but the bog wader's low intelligence makes a meaningful exchange of ideas unlikely. The bog wader's world is its bog and its prey—it pays attention to little else.

Combat: If caught in normal melee combat, the bog wader relies on its formidable claws and its bite attack. It has four claw attacks per round, and each can inflict 1d3 points of damage. Its bite attack is slightly more dangerous, inflicting 1d4 points of damage. However, the bog wader's more deadly attack centers around its self-made trap.

The bog wader hollows out a wallow in muddy flats into which water will collect. The creature then chews mud and mixes it with its saliva. The saliva contains a lighter-than-water substance that, when mixed with the mud, causes the mixture to float on the top of the water, covering and disguising the wallow as normal, harmless muddy terrain. An unsuspecting creature will step into the bog wader's trap and fall into the wallow.

Once the trap is sprung, the bog wader hurls itself upon its

victim, attempting to impale it on the bones which grow through its skin. If successful, the attack does 2d4 points of damage, and the creature and victim are locked together. An impaled character must make a successful bend bars roll to break free from the bog wader, or an assisting character must make such a roll. While its victim is impaled, the bog wader will try and wrap its arms and legs around the arms or legs of its victim to keep him from swimming up for air. Each successful claw attack means the creature was able to pin one of the victim's appendages. Freeing a pinned limb requires another successful bend bars roll—a separate roll may be made each round for each pinned limb in addition to the roll to break free from the impaling attack. If one of the claw attacks succeeds, the bog wader will then attempt a bite attack. All the while it will flap its dorsal ridges and try to drive its victim to the bottom of the wallow. If the bog wader gains the bottom, it will use its feet to dig in and hold its prey there until drowned.

As long as a character is impaled, he is held under the mud and cannot breath normally. Any character who was surprised in the round he was impaled does not get a good gulp of air before going under, and so can hold his breath up to 1/3 his Constitution score, in rounds (rounded up). Otherwise, the character does get a good gulp of air, and can hold his breath for up to 1/2 his Constitution score, in rounds. Creatures without a Constitution score can hold their breath for 1d6 rounds, regardless of surprise. While attempting to hold his breath beyond that time, the character must roll a Constitution check (or a saving throw versus poison for other creatures) 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, and if he cannot, he drowns in the mud. Additional rules on diving and surfacing are given in the *Player's Handbook*, page 122.

Under certain circumstances mated male and female bog waders will link their wallows with a small tunnel. Then they can either attack in tandem or split their attacks, attempting to surprise an individual or group that has fallen into one wallow

Bog Wader

by attacking from behind from the other wallow through the tunnel.

Habitat/Society: Each bog wader lives in agony within its own watery pit. The bones that protrude from its skin cause them constant pain, which is one of the reasons the creature is so fierce. The skin of the creature needs almost constant moisture and will dry and crack quickly when exposed to direct sunlight. When moving about the flats, the creature constantly coats itself with fresh mud in order to keep its skin moist.

During particularly dry spells, the bog wader's hole may dry out. In these cases, the bog wader can burrow to the bottom of its drying hole and become dormant. While the sun bakes its home to hard clay around it, the bog wader remains barely alive beneath the earth, waiting patiently for new moisture. Once the bog becomes muddied again, the creature slowly regains its consciousness and mobility, a process that takes anywhere from one day to a week. Fresh watering holes may already have a near dormant bog wader in them, one that won't attack anyone for several days. A bog wader can remain dormant in the dried mud for up to 20 years.

Female bog waders bellow to attract males during mating season, and the males are unable or unwilling to resist the call. Male bog waders commonly fight to the death for the right to sire offspring. Once a year the female gives birth to a single offspring or (rarely) twins. The male is charged with raising the

offspring until it is able to take care of itself. Otherwise, the bog wader is a solitary creature.

Ecology: Bog waders are a deadly source of water. Although they create holes where fresh water collects, it is dangerous business to attempt to take advantage of water stored there. Many creatures are drawn to the water, and the bog wader, for its own reasons, allows certain creatures to drink unmolested. They provide little else in the way of useable goods or commodities on Athas.

Some more intelligent creatures trap bog waders for their own purposes. Some slave tribes, for instance, capture bog waders and relocate them to man-made water holes around their villages or important fortifications. They supply the bog waders with living prey to keep them from moving on, and help keep the bog comfortably moist for its deadly occupant. Bog waders are intelligent enough to know that they serve a defensive purpose for their captors, but are for the most part inclined to accept their hospitality.

Thri-kreen have been known to use dormant bog waders to foul the water supplies of their enemies. Using subtle psionics, they locate buried bog waders and then dig them up. As long as the creature is kept dry, it does not come out of its dormant state. Several such creatures are then snuck into enemy ponds and watering holes. Within a week the thri-kreen can expect multiple casualties among their unsuspecting enemies.

Brambleweed (and Tree)



	Weed	Tree
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Common
ORGANIZATION:	Trellis	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Photosynthesis	Photosynthesis
INTELLIGENCE:	Non (0)	Non (0)
TREASURE:	Incidental	Incidental
ALIGNMENT:	Nil	Nil
NO. APPEARING:	10-1000	1-20
ARMOR CLASS:	8	5
MOVEMENT:	1' per day	1" per day
HIT DICE:	1 per 10' square	2-4
THACO:	20	-
NO. OF ATTACKS:	see below	0
DAMAGE/ATTACKS:	1 hit point/thorn	1-4/thorn
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	see below	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	G (50' +)	S-M (2'-7')
MORALE:	Nil	Nil
LEVEL/XP VALUE:	15 per 10' square	Nil



Brambleweed is a thick, thorny, vine-like plant that grows with incredible speed. Only the leading edge of a brambleweed mass actually grows; the rest is an almost impassable wall of thorns.

Brambleweed

Brambleweed grows as a thick, twisted, tangled mass of thorny brown-grey vines. The bramble vine does not put forth leaves. The stems are the actual photosynthetic component of the plant. The ends of each vine are the only parts that grow. As the vine grows, the older part of the brambleweed hardens from lack of moisture. In this fashion, the brambleweed forms its own trellis as it grows. Although hardened from lack of moisture, the underbramble remains tough, creating a deadly defense for the newer shoots. Hardened brambleweed does not burn.

Combat: Brambleweed is an excellent defensive plant/weapon. Many a creature has found death trying to reach a goal that lies on the other side of the tangled brambleweed mass. Death usually results from impalement or deep, bloodletting cuts caused by the thousands of razor-sharp thorns. Brambleweed has 100 1" - 2" thorns per 10' square section. Each thorn does only 1 point of damage. The brambleweed does not make an attack, but if a victim is thrown into a section of brambleweed make an attack roll. On a successful hit, 1d100 is rolled to see how many thorns actually hit the victim—each one does a single point of damage. Once in brambleweed, most people die attempting to extract themselves.

Bramble Tree

The bramble tree is a cultivated form of brambleweed. Using only the thickest sections, a horticulturist will repeatedly cut the

top off a vertically planted stem of bramble. Continually reducing the length causes the plant to create a new outer layer to survive. When the bramble reaches the desired thickness, it is allowed to grow. Constant trimming and adjustment will keep the bramble growing in the desired fashion, creating a bramble tree.

Combat: A four-inch-round section of brambleweed will often grow thick and straight for short lengths. These bramble lengths make excellent thorny staffs or clubs since they inflict twice as much damage as a plain one. The extra damage is from the dozens of 1" - 4" thorns that cover the weapon. The wielder should be cautioned that if the weapon is fumbled there is a good chance that they will impale themselves on the sharp, spiked thorns.

Ecology: Various groups grow brambleweed and cultivate brambletrees for the defense of settlements and water supplies. The brambleweed creates an almost impassable defensive barrier, and the cultivated brambletrees are excellent offensive weapons. The height and length of the bramble growth is dependent on moisture available and any cultivation. The most effective method of encouraging bramble to grow is by sprinkling small amounts of water in the evenings and mornings on the growing green tips. This provides the plant with needed moisture. A solidly thorned brambletree staff costs four times as much as a normal wooden staff.

Burnflower



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION	Patch
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ACTIVITY CYCLE:	Day
DIET:	Photosynthesis
INTELLIGENCE:	Non (0)
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TREASURE:	O, U
ALIGNMENT:	Nil
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NO. APPEARING:	10-100 patches (10d10)
ARMOR CLASS:	10
MOVEMENT:	0
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HIT DICE:	1 per patch
THAC0:	19
NO. OF ATTACKS:	1 per flower
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DAMAGE/ATTACKS:	See below
SPECIAL ATTACKS:	Heat ray
SPECIAL DEFENSES:	Nil
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MAGIC RESISTANCE:	Nil
SIZE:	G (50' +)
MORALE:	Nil
LEVEL/XP VALUE:	270 per patch

This hearty plant has highly shiny leaves that reflect sunlight into deadly beams of energy.

Burnflowers appear as a patch of grey-green vines with closed bulb-shaped flowers. If the flowers are opened, they are found to be coated with a clear, sticky sap. The sap has a nasty, bitter flavor and is neither edible nor poisonous.

Combat: Burnflowers grow in large numbers. These are divided into some number of 10 foot by 10 foot patches. All attacks, damage, defenses, and experience point awards listed are for each 10 foot by 10 foot patch. Each individual flower within a patch occupies roughly one square foot, so there are 100 burnflowers in a patch.

Each burnflower opens every morning and tracks the sun all day. The highly reflective coating on the inside of each flower petal catches and reflects the rays of the sun, forming a deadly heat ray. Any creature larger than two feet that comes within 50 yards of a burnflower patch is attacked by the heat rays of all its flowers. While each patch is not particularly accurate, the amount of damage it can cause is respectable, and varies according to range.

Distance	Damage per Patch
0-20 yards	10d4
21-40 yards	10d3
41-50 yards	10d2

Every patch within range will fire at one eligible target. An individual struck by the heat ray produced by the burnflowers is entitled to saving throw versus death ray for half damage.

Protection from the burning heat rays is possible. Rock can provide cover. Magical protection from flame or heat damage



may also apply. The heat ray from the burnflowers cannot penetrate the fire protection provided by the hide of a fire drake.

Items on a target must also make saving throws versus normal fire or be destroyed. Magical armor has a normal chance to save, but nonmagical armor saves are made with a -2 penalty to the die roll. The save for all other items is made with a -4 penalty to the die roll. A successful save leaves the material scorched but not destroyed. However, every subsequent save by that material is modified by an additional -1 penalty to the die roll. A failed save means the item in question has been ignited and is being consumed by the extreme heat. If the item is being carried, it must be dropped. If the item is being worn, the individual takes an additional 1d3 points of burn damage.

Habitat/Society: Just before dawn, burnflowers secrete small quantities of sap up from small stem pores into the petals of the closed flowers. The sap is highly reflective and protects the plant from the burning rays of the sun. The reflective protection is so good that it creates a mirror of sorts. The extreme heat the flowers generate is beneficial to the plant in several aspects. It keeps the burnflower sheltered and quite cool; the heat rays kill most animals that attempt to feed on the plant, which in turn provides the burnflower with moisture.

Ecology: Burnflowers are not of much use to anyone. A druid may use the plants to protect a small area during the day. Unfortunately for travellers, the reflective sap dries out after exposure to sunlight in one day, so it is not useful as a coating agent for clothes or other belongings.

Cat, Psionic



CLIMATE/TERRAIN:	Tagster Sandy Wastes, Tablelands	Tigone Mountains, Hinterlands
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Pride
ACTIVITY CYCLE:	Night	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi (2)	Semi (2)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-4
ARMOR CLASS:	6	6
MOVEMENT:	15	12
HIT DICE:	4 + 2	5 + 2
THACO:	17	15
NO. OF ATTACKS:	5	5
DAMAGE/ATTACKS:	1-3/1-3/1-8/1-4/ 1-4	1-3/1-3/1-10/ 1-4/1-4
SPECIAL ATTACKS:	Psionic	Psionic
SPECIAL DEFENSES:	Psionic	Psionic
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (4')	M (5'-7')
MORALE:	Average (9)	Average (9)
LEVEL/XP VALUE:	270	420



PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/2/10	-/IF, MB	16	100

Clairsentience – *Sciences:* clairvoyance; *Devotions:* all-round vision, danger sense, know direction, poison sense, radial navigation.

Telepathy – *Sciences:* domination; *Devotions:* awe, contact, ESP, invincible foes, life detection.

These great cats are gifted with psionic powers that they use to stalk prey. Like all cats, they prefer to kill with their natural weapons.

Tagster

The tagster has short yellowish-brown fur with whitish underparts. Sometimes spotted, tagsters always have some type of a distinctive dark marking (spot on tail, foot, etc.).

Combat: Tagsters use their psionics to locate and track their prey. Psionics are not used close to the victim to avoid alerting them to the tagster's presence. A favorite tactic is to charge an opponent from the flank in order to catch them by surprise. Tagsters' use their front claws (1d3) first on their victim before attempting their bite attack (1d8). They will also rake the victim with their rear claws (1d4). The kill is then dragged away to a place of safety before being devoured.

Habitat/Society: These solitary creatures roam desert trade routes and the tablelands, establishing territories. During the yearly mating season, tagsters are known to congregate. Two male tagsters often fight to the death for the affection of a female. This fight can be heard for miles. If interrupted, the two cats will slay the intruder together before attempting to finish off each other.

Ecology: These predators illustrate the "only the strong survive" rule of life on Athas. Slow, ill, or injured herd animals are sometimes abandoned by herders so that the tagster does not attack the main flock or herd.

Tigone

Tigones are large, feline creatures which are dark green in color and have black or yellowish-brown vertical striping. Growing to a length of 7', they can weigh over 250 pounds.

Combat: Psionically endowed, tigones use a mix of stealth and power to slay foes and prey. Tigones hunt in concentric circles using their radial navigation ability; they start at a spot on the fringe of their territory and working around toward the center. When attacking, they prefer to leap onto their victim from above, driving their victim to a prone position where they can use their size to keep their opponent pinned. They attack with their forepaws (1d3) while simultaneously raking with their rear claws (1d4) and biting (1d10).

Habitat/Society: Native of the Hinterlands, tigones have been known to roam the Ringing Mountains. They are fearful predators and will attack almost any creature violating their territory. Because of their coloration, a tigone is almost impossible to see when holding perfectly still in the underbrush. They also move very quietly through any terrain. They dislike warm environments and soon die if forced into the desert.

Ecology: Highly sought for gladiatorial games, most tigones do not survive the trip across the desert. They bring a handsome price if successfully transported to a sorcerer-king's city. Half-lings prize tigones as hunting partners because of their psionic tracking and hunting skills.

Chn'thrang



CLIMATE/TERRAIN:	Sandy wastes, stony barrens, and rocky badlands
FREQUENCY:	Rare
ORGANIZATION:	Trine
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	see below
ALIGNMENT:	Neutral
NO. APPEARING:	3
ARMOR CLASS:	-2 shell, 8 underbelly
MOVEMENT:	3
HIT DICE:	8 + 3
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACKS:	1-4/1-4/1-12
SPECIAL ATTACKS:	Tethered darts
SPECIAL DEFENSES:	Camouflage, withdrawal
MAGIC RESISTANCE:	Nil
SIZE:	M (6' long)
MORALE:	Average (8)
LEVEL/XP VALUE:	2,000



At first glance a cha'thrang appears to be a patch of broken bamboo—until it moves.

The cha'thrang is a tortoise-shaped creature with a multitude of short, reed-like appendages protruding from its shell. Dirty brown in color, the cha'thrang is frequently mistaken for a patch of dead plant growth. It has four strong limbs and curved foreclaws for digging and hugging the ground. The protrusions on the cha'thrang's shell are actually hollow, bone-like appendages. The creature secretes an alkaline lime from its back that creates its shell, which grows in size with the creature. A thin, sinewy fiber is also produced that enables the creature to adhere to the underside of the shell.

Combat: The cha'thrang will lie motionless for several hours until a low-flying creature passes overhead. While waiting, the cha'thrang forces an air pocket between its body and its shell. When an appropriate target flies within 50 yards, it expels that air up through the hollow, bone protrusions with a tremendous blast and "fires" tethered, lime-coated projectiles at the flying creature. While many are fired at once, only one projectile can hit the target, and if it does, it inflicts 1d6 damage. On a successful hit, the target must save vs poison to avoid the toxic effect of the lime on the tethers. (The lime is poison type A and does 15 points of damage if the save versus poison fails; no poison damage is taken if the save is successful.) The poison takes 10-30 rounds to take effect. Meanwhile, the victim is locked in a battle of strength against the cha'thrang to remain aloft. The cha'thrang immediately begins to dig into the ground to keep from being pulled or dragged by its flying prey. The sinewy tethers are very tough to break. (Successful bend bars/lift gates to break; for other creatures, huge and gargantuan flyers can break it automatically, man-sized can break it with a successful save versus paralyzation, and smaller flyers cannot break it.) Having tethered its prey, the cha'thrang now waits patiently for its victim to tire and land. Once the target lands, the cha'thrang turns and crawls along its own cord toward the prey. Thus, even

if the victim attempts to fly way again, it has less cord to use. Eventually the cha'thrang captures and rends the victim to pieces with its powerful jaws (1d12). The cha'thrang can fire darts 1d4 times per day once per day. The tethered cord is broken and discarded after each firing.

Because the hollow spines of the cha'thrang point upwards, they have only their foreclaws (1d3), bite (1d12), and the protection of their shells to defend themselves against attacks from ground-dwelling creatures. For this and other reasons, the cha'thrang almost never travel alone.

Habitat/Society: Cha'thrang travel in clusters of three called trines. Trines are usually composed of two females and one male. They live in loose-knit extended families, adopting other cha'thrang that they meet, and later breaking off into trines. Cha'thrang have difficulty mating and often die in the process. A single female will lay a single clutch of 1-6 eggs each year. Small predators devour most of the offspring before they are old enough to defend themselves. Cha'thrang can live hundreds of years, but they are usually killed by hungry enemies.

Ecology: The sinewy cord the cha'thrang uses to tether its prey is highly sought after to make rope. A single, dry strand will easily hold 50 pounds of weight. By braiding several cords, a thin but very strong rope can be crafted. Discarded strands vary in length from 20-50 (1d4 + 1 × 10) yards each. Some desert traders will move between two or more separate trines of cha'thrang, collecting the spent cord.

Cha'thrang can be eaten if special care is taken in the preparation of the creature's flesh. If lime from the shell undercoating is used to cover the meat, that meat can be preserved for weeks without fear of spoilage. However, great care must be exercised in washing and cleaning the meat before eating it to insure that all of the toxic lime has been removed.

Cistern Fiend



CLIMATE/TERRAIN:	Any water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Any
DIET:	see below
INTELLIGENCE:	Animal (1)
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TREASURE:	Water
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
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HIT DICE:	10+10
THAC0:	9
NO. OF ATTACKS:	Special
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DAMAGE/ATTACKS:	Special
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	Regeneration
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MAGIC RESISTANCE:	Nil
SIZE:	G (40' + long)
MORALE:	Champion (15)
LEVEL/XP VALUE:	10,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1/2/6	PB, EW, MT/IF, MB, TS	16	100

Telepathy – *Sciences:* mindlink, psionic blast; *Devotions:* contact, ego whip, inflict pain, life detection (special ability, no cost), mind thrust, synaptic static, thought shield, mental barrier, intellect fortress.

This terrible creature is believed to have been conjured from the twisted mind of some long-dead sage. Frequently, unsuspecting victims of the cistern fiend think they have found a safe or unguarded water supply; this is usually their last conscious thought.

The cistern fiend appears as a giant, vaguely green but translucent worm with a great mass of coiling pinkish tentacles surrounding a hideous mouth. The cistern fiend is virtually invisible when totally submersed in water. The creature's size depends on its age and the amount of water available, but most cistern fiends average 40' to 50' in length.

Combat: The cistern fiend attacks with its bite. If a successful attack is made, the victim's body fluids are sucked out through the proboscis. A hapless victim will lose $\frac{1}{4}$ of his normal total hit points from loss of body fluids each round until the victim's hit points reach zero. The loss will also stop if the cistern fiend is killed. The creature simultaneously attacks with its poison tentacles. Surrounding the mouth are a dozen 10-foot-long tentacles. The tentacles secrete a highly toxic, paralyzing fluid from sacs located in the base of each tentacle. Victims struck by the tentacles must make a Constitution check. A failed check means the victim's heart muscle stops beating, resulting in death. A successful check means the victim is only paralyzed for 1d10 turns. The cistern fiend will attempt to drain bodily fluids from any creature that it paralyzes; paralyzed victims are automatically hit by the fiend's proboscis attack, and so will be killed in four rounds unless assisted.

The creature also has very basic psionic abilities. It uses its abilities to turn away other creatures from the water supply it



protects, while shielding its mind from attack.

Hard to see in water, victims receive a -3 penalty to surprise rolls. The spell *detect invisible* will reveal the monster's presence.

Habitat/Society: The cistern fiend, or water worm, feeds in two different ways. It lives day-by-day filtering nutrients from the water supply in which it dwells. It filters the water through its mouth pores and gains sustenance from the minor biological and mineral impurities in the water. For this reason alone cistern fiends are beneficial to any community's water supply. The fiend also feeds as described above (see "Combat"). To the cistern fiend, all creatures are intruders and potential sources to add fluid to the existing water supply. A slain victim's body fluids are filtered by the cistern fiend and the resulting pure water is expelled into the existing water supply.

Cistern fiends are hermaphroditic and reproduce asexually only once every 10 years. The single offspring grows inside the membranous tissue that comprises the fiend's body and emerges through an eruption in the outer skin layer. During this 24-hour "delivery" period, the parent creature becomes docile. If the single offspring is not removed from the water source by the end of the 24-hour period, it will be killed by the parent creature. Needless to say, a town or city's water source tends to be quite heavily watched during this time.

A cistern fiend must stay immersed in water or it will die in 1d4 turns. For this reason it is very protective of its water supply.

Ecology: The cistern fiend was possibly bred by some long-dead and forgotten king. The creature was originally created for the sole purpose of guarding and purifying caches of water. These creatures are sometime stolen (most likely as newborn offspring) and can be encountered in any large water source. If two adult creatures are introduced into the same water supply, the stronger one will slay the weaker.

Cloud Ray



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary

ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)

TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	Fl 24 (C)

HIT DICE:	12+7 to 24+7
THAC0:	12-13 Hit Dice: 7 14+ Hit Dice: 5

NO. OF ATTACKS:	1 tail or 1 bite and psionic
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DAMAGE/ATTACKS:	5-50 (tail) or 10-100 (bite)
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Psionics

MAGIC RESISTANCE:	Nil
SIZE:	G (100' +)
MORALE:	Very (14)
LEVEL/XP VALUE:	12 Hit Dice: 19,000 18 Hit Dice: 25,000 24 Hit Dice: 31,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/1/4	-/M-,MB,TS	10	100

Psychokinesis – *Sciences:* telekinesis; *Devotions:* control winds (special ability, no cost), inertial barrier (special ability, no cost), levitation (special ability, no cost).

Psychopotation – *Sciences:* none; *Devotions:* dream travel.

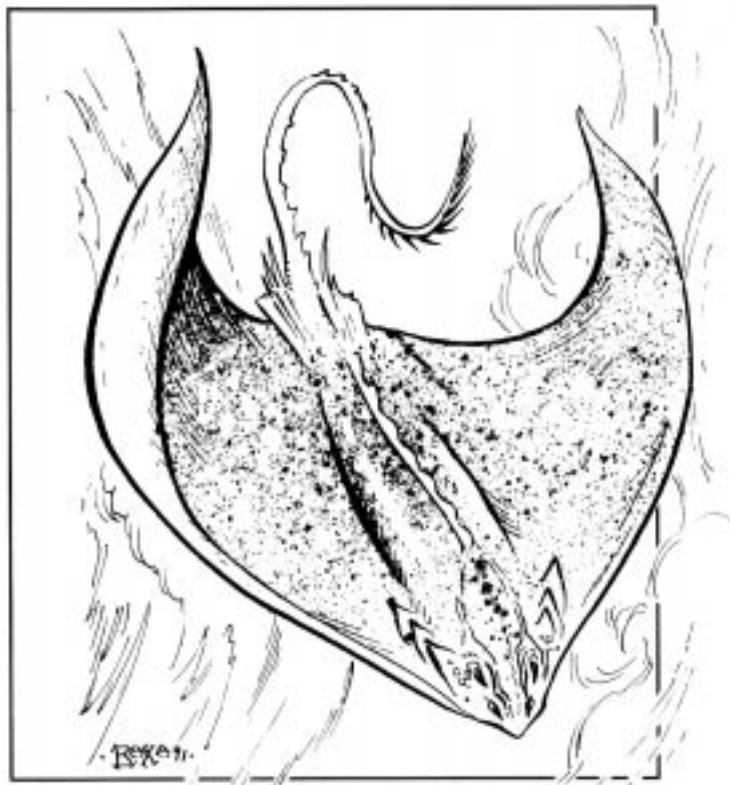
Through the skies and clouds of Athas slowly fly these deadly giants. Cloud rays can sometimes be seen crossing the evening sky.

Cloud rays have a broad, flattened body and flap their huge pectoral fins to aid their psionic flight powers. They are speckled-brown on top and drab olive and white underneath. Sets of ridges protect the creatures' eyes. They have four jet-black eyes, two mounted on each side of the snout and the other two on each side of the cranial bulge. Down the back from the bulge runs a spine that becomes a long, thin, whip-like tail that ends in an appendage known as a zip. The zip is comprised of razor-sharp, barbed ridges that grow at the tip of the spine. The interior mouth or maw (20 + feet across) is lined with row upon row of razor-sharp cartilage ridges.

The zip is also used in a complex signaling system that is only understood by other cloud rays.

Combat: The preferred attack of the cloud ray is to simply swallow its victim whole, which it can attempt once per potential victim. On a successful attack roll, any creature smaller than "huge" is swallowed entirely. Failing that, the cloud ray will employ the dangerous tail zip. The cloud ray will move in as close as possible on a silent glide, then strike the target with its tail, using a whip-like motion. The tail whip lashes out so quickly that it produces noise, like a thunder clap and inflicts 5-50 points of damage. The gigantic creature will rotate its body with amazing speed and follow the tail attack with a bite attack the next round.

The cloud ray has the unique, innate psychokinetic ability to



create an inertial barrier that always surrounds the creature. This ability functions for the ray just as described in *The Complete Psionics Handbook*.

Habitat/Society: Cloud rays wander aimlessly through the Athasian skies always searching for their next meal. On rare occasions they land on the ground and may be mistaken for an outcropping of rock. Those hapless enough to be standing on a ray when it decides to become airborne may become its next meal. A cloud ray's preferred diet consists of devouring other flying creatures. They have a special fondness for rocs, pterax, and flying humanoids. The ray has no true stomach, preferring to swallow prey whole and grind the victim to liquid on its interior jaw ridges to help aid with digestion. After a good meal, cloud rays will sometimes psionically dream travel while their meal digests. Cloud rays have territorial respect for others of their species and, with very few exceptions, do not intrude into another ray's "air space." They are solitary beings except when they seek a mate. Females have a gestation period which lasts over 3 years. They bear living young while airborne. The male catches and supports the young ray on his back for the first year of its life while the female forages. After the young cloud ray learns to fly and becomes self-sufficient, the three go their separate ways.

Although innately psionic, cloud rays become infuriated when a psionist contacts them. It drives them into a tremendous rage, and they will do anything they can (except land) to capture and devour the offending psionist. The Dragon is the only creature in the world that cloud rays truly fear.

Ecology: A single cloud ray could easily provide an entire settlement with enough meat and raw materials for 2-3 months. The chances of this occurring are slim at best. These creatures are fierce and feared for good reasons. Entire villages have been reported decimated by a single cloud ray on the hunt. The effect of the creature hovering close over buildings and flapping its massive wings has the same effect as the most deadly sandstorm. The zip alone can easily destroy most buildings in a few swipes.

Drake, Athasian – General Information

Drakes are gargantuan, reptilian monsters that use Athas as their personal hunting grounds. Drakes comprise a very powerful, nonintelligent group of creatures on Athas. However, they are not stupid. If natural instinct, cunning, and ferocity were measurable, drakes would surpass many other creatures. They are feared for their size, speed, and devastating abilities in combat, the latter due, in great part, to their very powerful psionics. Many on Athas consider the drakes to be second only to the Dragon in this category.

Drakes are not natives of Athas. The first drakes used tremendous psionic powers to travel from their home elemental planes to Athas, where they found a world much to their liking. Many generations of drakes have been born on Athas since that time.

Humans and humanoids comprise the mainstay of their diet. They will eat inix and mekillots when available and erdlu if necessary. Drakes prefer the taste of carnivore flesh over any other type of meat.

Combat: Although powerful psionics, most drakes prefer physical combat. All drakes have claw/claw/bite/tail lash attacks, psionics, and a breath weapon (useable once per day). Air drakes also have a wing-buffet attack. In combat drakes tend to focus all of their attacks on a single target, killing it and then moving on to the next.

Drakes use their claws for locomotion and digging hovels. A drake must use its claws regularly or the nails will grow too long and curve inward into the footpads. Drakes do not always kill their food before eating it. Damage caused by the claw attacks varies by drake type.

Drakes do not hesitate to use their bite attack especially if the strike could be the killing blow. If a successful bite attack roll exceeds the required number by four or more, drakes will clamp their victims within their jaws and then shake their heads from side to side with all of their might. This action doubles the damage caused by the first attack. As long as the victim remains alive, the drake will continue this action, scoring automatic damage each round equal to the original bite damage (before being doubled). If possible, the drake will swallow the dead or injured victim and move on to another treat. Digestive acids begin their work on the following round causing 1d20 damage per round (with no saving throw allowed) until the victim has been digested. Personal items must make saving throws versus acid or also be destroyed.

The tail attack of the drake can be the most devastating. Lashing its tail in a side-to-side sweeping motion, the drake can hit objects that it cannot even see at no penalty. (The tail lash is considered an area attack and not an attack against an unseen target, hence no -4 penalty.) Any creature struck by the tail lash regardless of size must save versus petrification or be stunned for 1d6 rounds. The damage caused by the tail lash varies among the types of drakes.

All drake have the ability to make an elemental attack, which takes different forms according to the drake. Fortunately drakes can only use this terrible ability once every 15 days, as it takes that long for them to recreate the elemental effect (see below). The effect varies between the different drakes, but the result is always devastating.

The greatest power of the drake is its innate psionics. Drakes possess various psionic powers that always manifest themselves with no psionic strength point loss affecting any of the drakes' other psionic abilities. These natural psionic powers are all devotions and are the same for all the varieties of drakes. They are:

1 **Clairsentience** –Devotions: danger sense, radial navigation, spirit sense.

1 **Psychokinesis** –Devotions: inertial barrier.

1 **Psychometabolism:** –Devotions: body control, cell adjustment, heightened senses.



Note that the drakes' body control power, which allows them to adapt to a single, pre-selected, hostile environment, is automatically linked to their elemental identification, be it air, earth, fire, or water.

The innate abilities function as described in *The Complete Psionics Handbook*. These abilities, coupled with each drake's individual psionic powers, make them deadly foes.

Habitat/Society: Drakes are mysterious creatures. Few people believe they really exist. Even fewer have ever seen one, and very few of those have lived to tell about the experience. Hunting drakes is a challenge for the foolhardy or suicidal in Athasian society. However, on rare occasions drakes do succumb to old age or illness and pass on. No one knows how long a drake lives, and few of them have ever been killed.

A drake's habitat is dictated by his home elemental plane. Earth drakes, for instance, can find a home virtually anywhere on Athas, but prefer rocky areas and mountains to the open sands. Air drakes, as well, know few limitations, and can ride the winds from the Ringing Mountains to the Sea of Silt and beyond—their lairs are usually high in the mountains. Fire drakes can live in the arid sands, but are always on the lookout for volcanoes or hot springs—they'll even set a forest on fire to bask in the comfort of the flames for a time. Water drakes are the most limited on Athas, preferring ponds and other bodies of water to make their homes.

The drake's actual lair is never actually an open space—there are few open spaces back on their home planes. Drakes are more comfortable when surrounded, literally, with their home element. An earth drake, for instance, does not live in a vast cavern, as one might think, but instead in a very cramped, tight space in which he barely fits—and he's right at home. Consequently, drake lairs are more difficult to penetrate than the lairs of other large creatures.

Several of those who have seen drakes have mistaken them for the dragon itself. Rumors about multiple dragons are ramp-

Drake, Athasian – General Information

ant through Athas—that there may be several true dragons—but these are usually dismissed. Several so-called additional dragon sightings have been discovered to be drake sightings instead.

Other natives of the drake's elemental plane tend to look down on them as deserters or creatures who abandoned the pure elements for this lesser plane. Encounters between drakes and other elemental beings are always tense, often unpleasant, and sometimes violent. Drakes never return to their native planes. Most, in fact, have never been there, being the descendants of drakes who immigrated to the prime material plane centuries ago. Elementals and drakes from the same plane almost always come to blows when they meet on the prime material plane. Oddly, contact between elemental beings from different planes is perfectly normal with none of the aforementioned animosity.

At their highest levels, psionics can become powerful beast masters, and among their favorite psionic beasts are drakes. Details on this relationship are presented in the *Dragon Kings* hardbound.

Ecology: The hide of a drake can fetch an enormous price on the trading market. It can also result in a death penalty. The hides, teeth, claws, and blood are of such value that some sorcerers forbid their sale. They have instructed templars to confiscate any such items that appear in the market in the name of their sorcerer-king. Because drakes are so rare it is easy for templars to claim the item was stolen from the sorcerer-king and have the seller put to death. Elves, of course, defy these edicts at every turn, and make a fair profit selling drake materials while just one step ahead of their templar pursuers.

The hide makes excellent armor. Once crafted into leather armor it attains the leather armor defense value minus the drake's original negative armor class score (i.e., leather is AC 8; if made



from the hide of an air drake whose AC was -2, then the air drake leather armor would have a defense value of Armor Class 6 (8 -2 = 6)). The teeth and claws make excellent weapons; although not magical, they are considered +2 because of the bone's strength and sharpness. The blood of the beast is also valuable as it is used in certain alchemical solutions.

Beyond these truly useful items, folklore holds that just about any portion of a drake's carcass holds a great deal of magical luck. Disreputable elven hawkers push a variety of lucky tokens fashioned from drake parts, but only under the table in a special place, out of the templars' sights. Most are hoaxes, but even those that are real have no real magical value. Despite this, drake amulets draw large prices from the ever hopeful of Athas.

Drakes mate when the urge strikes them and not on a regular cycle. The male is then driven away and the female patiently waits. One, at most two, eggs will be laid, which hatch over a six-month period. The young drakes are almost always hungry and need constant care. They will grow from two to twenty feet in the first year, then 5' each year thereafter until they reach their full size.

Drakes are coveters and collectors. What and why they collect is known only to the individual drake. An earth drake may keep precious metals or covet thousands of small stones that are exactly the same size. An air drake may covet certain peaks (considering them property to collect) or like objects that float when they catch the breeze. A water drake might collect shiny things or things that hold water. No one knows what a fire drake collects, since they will destroy their "collection" rather than have a stranger view what it contains. An unarmed man confronting a drake still has one last chance—that is to offer the drake something that it would like to add to its collection. A grateful drake is likely to let someone go free who presents a bit of tribute.



Drake, Air



CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	9, Fl 30 (B), Jp 6
HIT DICE:	25+9 (170 hit points)
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-8+10/1-8+10/3-24/3-30
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	G (25' + in length)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	34,000

NATURAL PSIONIC ABILITIES –see General information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	4/3/14 (21)	PcC, MT/M-, MB, TW	17	150

Clairensience –*Sciences:* none; *Devotions:* all-round vision.

Psychokinesis –*Sciences:* telekinesis; *Devotions:* control wind, levitation.

Psychometabolism –*Sciences:* none; *Devotions:* body equilibrium.

Telepathy –*Sciences:* ejection, tower of iron will; *Devotions:* awe, contact, ESP, false sensory input; invisibility, mental barrier, mind blank, mind thrust, psychic crush, synaptic static.

Air drakes are the most flighty and unpredictable of the species, making them dangerous adversaries. They spend most of their time soaring the Athasian skies.

Air drakes are the longest and leanest of the four drake types. They have folds of loose skin that stretch between their front and back legs. This skin unfolds when they extend their legs creating a wing membrane. They have a long, lean frame and are light of bone, contributing to their speed and agility.

Combat: Air drakes prefer to attack silently from the air and blind side their targets. They will use their psionic invisibility in order to get close enough to their prey to snare it. Failing that strategy, air drakes will use their psionic awe ability to gain initiative on their victim. From the air, the drake will attack with its two front claws (1d8 + 10) and attempt to lift its opponent high into the air. If the victim struggles, the air drake will also use its bite attack (3d8), biting the victim and shaking its head from side-to-side with all of its might. This doubles the damage caused by the first bite attack. Once airborne, the air drake will soar quite high and then drop its prey. If the victim is huge or gargantuan, the drake will do a fly-by maneuver and attempt to strike with both front claws and tail (3d10). Air drakes especially hate psionic attacks. They will use synaptic static or ejection if a psionist gets through its defenses.

Air drakes have a special elemental attack. They are able to



gate a 100-yard diameter, circular bubble of tornado-like winds from the elemental plane of air. Anyone caught inside the area will be buffeted for 2d6 points of damage (save versus breath weapon for half damage). The winds will prevent flying creatures from passing through the area and, depending on the terrain, may create a minor sandstorm if in contact with the ground. A victim inside the area of effect will take 3d6 worth of damage instead of buffeting damage (save versus breath for half damage). The effect only lasts one turn. The drake can do this once every 15 days.

Habitat/Society: Air drakes do not keep a single residence. They prefer a dozen or so "safe" areas. Because they move around so much, air drakes gather and hoard few possessions and treasure. Often if they find an object which pleases them, they will store it at a lofty, inaccessible location. They will leave it and return to visit only when the mood strikes them. Little infuriates an air drake more than having one of these precious items stolen.

Ecology: Air drakes prefer their food thoroughly softened before eating it. To accomplish this, a drake will swoop, grab its prey, soar into the sky, and then drop it. Air drakes often choose crags or rocky outcroppings for "tenderizing their meat." If the prey can fly, it will take the victim aloft and dive straight for the ground, releasing its prey and pulling up at the last minute. Most creatures are incapable of recovering quickly enough to save themselves from this fatal flight. Spellcasters, certain psionists, and creatures who possess magical abilities of flight get one round of action before impact. Creatures with maneuverability Class A or B have the control to avoid impact. Class C flyers may try and slow their air speed; if successful they take half damage. Lower classes of maneuverability do not have the ability to gain control quickly enough to save themselves.

An average adult air drake can lift 1,000 pounds without difficulty. Heavier objects lower the drakes maneuverability one class per additional 200 pounds.

Drake, Earth



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi-(2-4)
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TREASURE:	Special
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	- 4
MOVEMENT:	12
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HIT DICE:	25 +8 (175 hit points)
THAC0:	5
NO. OF ATTACKS:	4
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DAMAGE/ATTACKS:	1-12+12/1-12+12/3-36/4-48
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
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MAGIC RESISTANCE:	Nil
SIZE:	G (30' + long)
MORALE:	Fearless(19)
LEVEL/XP VALUE:	33,000

NATURAL PSIONIC ABILITIES –see General information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	4/5/16 (23)	PsC, II/M-, IF, TW	17	150

Clairsentience – *Sciences*: sensitivity to psychic impressions; *Devotions*: combat mind.

Psychokinesis – *Sciences*: Detonate, telekinesis; *Devotions*: animate object, molecular agitation, molecular manipulation, soften.

Psychometabolism – *Sciences*: shadowform; *Devotions*: cause decay, expansion, immovability, reduction.

Telepathy – *Sciences*: tower of iron will; *Devotions*: awe, contact, false sensory input; id insinuation, intellect fortress, mind blank, psychic crush.

Often mistaken for an outcropping of rock, earth drakes are by far the physically strongest of the species.

The gray, black, and brown reptilian creature is covered with thousands of small, spiny scales. The massive forelegs are designed for digging through solid stone. The hindlegs are equally as powerful and may also be used for digging, but most often serve as anchors. Earth drakes' tails are short but incredibly thick, which forces the monsters to swagger when they walk. Earth drakes' heads are wedge-shaped. The scales on the top of the head overlap to protect the earholes. The creature's eyes are inset and covered by two eyelids—a soft, inner eyelid which is airtight, and an outer, protective, scaly eyelid which is highly puncture-resistant.

Combat: They prefer to trap creatures in their lair and eat the victim(s) at their leisure. A drake will use its psionic detonate and animate object abilities to trap intruders before beginning its physical attacks. Earth drakes charge their target and attack with their powerful front claws first (1d12+12), then rend the target with their gaping maw (3d12). After the first bite, it will shake its head from side-to-side with all of its might, thus doubling the damage caused by the first attack.



Earth drakes are the only drakes that will fight to the death, convinced that they are stronger than any opponent (except the Dragon). They can use their physical attacks and one psionic attack simultaneously.

Earth drakes have a special elemental attack. They are able to gate 50-cubic-feet of solid matter in the form of dirt, stones, and boulders from the elemental plane of earth.

It is possible to move through this material from the elemental plane by either mining or brute force (using bare hands to dig free).

The material must be gated onto a solid surface (i.e., the material cannot be gated to an area above the desired location and then dropped). Anyone caught inside the area must make a successful saving throw versus petrification to be thrown clear of the material. A failed save means the victim is trapped under the matter. He will suffer 1d2 points of damage per turn and may eventually suffocate if unable to get free of the area (see "Holding Breath," p 122 of the *Player's Handbook*). The material produced by this effect becomes a permanent fixture in its new location. The drake is only able to produce this effect once every 15 days.

Habitat/Society: Whether they dig into the bedrock beneath the sands of the Athasian desert or into a hillside, earth drakes always cover the front of their habitat with loose dirt. This creates a collapsible front entrance which the earth drake uses to defend its lair. Earth drakes resent the encroachments of humanity, and they especially dislike any type of permanent buildings. An earth drake thinks nothing of travelling many miles in order to destroy man-made settlements.

Ecology: Earth drakes enjoy a battle before a meal. The more fight a creature puts up, the better the drake will enjoy eating it. Earth drakes are known to dig themselves in along trading routes for opportunities to do battle and dine on mekillots.

Drake, Fire



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	- 3
MOVEMENT:	12, Jp 3
HIT DICE:	20 + 8 (145 hit points)
THACO:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-10+10/1-10+10/3-24/4-32
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	G (25' + long)
MORALE:	Fearless(19)
LEVEL/XP VALUE:	28,000

NATURAL PSIONIC ABILITIES —see General information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	4/5/17(24)	EW, PsC/M-, MB, TS	18	150

Clairsentience —*Sciences:* none; *Devotions:* feel light, hear light.

Psychokinesis —*Sciences:* telekinesis; *Devotions:* control flames, control light, molecular agitation.

Psychometabolism —*Sciences:* energy containment, shadow-form; *Devotions:* displacement, double pain, ectoplasmic form.

Telepathy —*Sciences:* mind link, mass domination; *Devotions:* awe, contact, ego whip, false sensory input, inflict pain, mind bar, mental barrier, mind blank, psychic crush, thought shield.

Fire drakes are the most evil and malicious of the drakes. They enjoy inflicting pain for the pleasure of watching their victims writhe in agony. A fire drake's greatest delight comes from torturing a potential "meal."

Fire drakes are large, spiny, reptilian creatures with pebble-like skin. Each "pebble" is actually a scale. They are red-and-black mottled, similar in color to the dying embers of a fire, and their skin is very glossy. Fire drakes have four legs. The front two are smaller with very sharp claws, while the back legs are longer and thicker.

Combat: When engaged in combat they make snorting sounds which are often taken for laughter. Fire drakes will not hesitate to use their psionic abilities in order to inflict pain or double pain. Their ability to psionically create and control fire makes them dangerous to delvers who enter lairs with fire-based light sources (torches, lanterns, etc.). Their cruel front claws (1d10 + 10), their wicked teeth (3d8), and their vicious tail (4d8) make fire drakes formidable foes. If possible, the fire drake will use its bite attack on an opponent. The wicked drake may attempt to use the victim as a small shield to deflect incoming blows. This is not so much a standard defense as it is an amusement for the fire drake. If truly threatened, it will use psionic shadow form or ectoplasmic form to flee.

Fire drakes, like other drakes, have a special elemental attack. They are able to gate a 50' diameter sphere of fire from the ele-



mental plane of fire. The fire will burn for 1d6 + 4 rounds. An unprotected being must save versus breath weapon or take 4d10 worth of fire damage per round that they remain in the fire (save for half damage). Any combustible material within the sphere will ignite upon contact with the fire. Anyone unfortunate to be holding or wearing such items suffers 3d6 worth of additional burn damage (save versus breath weapon for half damage); any other combustible materials within 10' of the flames must make a saving throw. Unprotected and nonmagical metal within the fire becomes super-heated and melts within 2 rounds. Those carrying or wearing such items suffer 2d4 worth of damage in the first round and 3d10 in following rounds (for the duration of the flames). The drake is only able to produce this effect once per Athasian week.

Habitat/Society: Fire drakes prefer to live near natural volcanic action or in areas where they can bask all day in the hot Athasian sun. At night, they retreat to an area of safety or bury themselves under the hot sand. They do this to insulate themselves from the cool evening air. Fire drakes seem equally at home in the moist heat of the Hinterlands and the dry desert wastes.

Ecology: The flakes of hide are valuable spell components for fire-based magic. The unusual pebble hide of the fire drake is shed once every three years or after being damaged, and new scales begin to grow underneath.

Fire drakes are carnivores, feeding mostly on humanoids, kanks, and other animals. They will eat erdlu only after the creature has been burnt. The hide of the fire drake is the most highly prized of all the drakes as it tends to make the wearer immune to some of the sun's devastating effects. Anyone protected by a fire drake hide (either wearing it or riding in a vehicle covered by it) needs only half the amount of water a day, depending on their activity. Although nonmagical, fire drake hide adds +2 to fire-related saving throws for the wearer. Fire drake hide will not burn if exposed to nonmagical flames. The heat ray from burnflowers can't penetrate the protection of a fire drake hide.

Drake, Water



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Special
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	- 1
MOVEMENT:	12, Sw 15
HIT DICE:	20 (140 hit points)
THAC0:	5
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1-8+10/1-8+10/4-24/3-30
SPECIAL ATTACKS:	Bite/Swallow, Elemental, Psionic, Tail Lash
SPECIAL DEFENSES:	Psionic
MAGIC RESISTANCE:	Nil
SIZE:	H (20' + long)
MORALE:	Fearless (19)
LEVEL/XP VALUE:	28,000



NATURAL PSIONIC ABILITIES –see General Information.

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
15	6/6/17(24)	PsC, MT/M-, MB, TW	17	150

Clairsentience – *Sciences:* clairvoyance; *Devotions:* poison sense.

Psychokinesis – *Sciences:* telekinesis; *Devotions:* control body.

Psychometabolism – *Sciences:* none; *Devotions:* body equilibrium, chameleon power.

Psychoportation – *Sciences:* banishment, teleport; *Devotions:* dimensional door, dimension walk, dream travel, time shift.

Telepathy – *Sciences:* tower of iron will; *Devotions:* contact, ESP, invisibility, mental barrier, mind blank, mind thrust, psychic crush.

Metapsionics – *Sciences:* psychic clone; *Devotions:* psionic drain, wrench.

The water drake is the most elusive of all drakes. This is due mostly to the hatred they hold for what humanity has done to Athas.

Water drakes are pale, grey-blue in color, with a blow hole centered in the back of their heads. Water drakes are the slimmest of the drake family. Their four webbed feet end in sharp, triangular claws. Water drakes tails are thinner and flatter than other drakes, and they provide excellent propulsion when in water.

Combat: If on land, water drakes will retreat into their water source and attack from it, if possible. Water drakes will often use a psychic clone to observe trespassers. After identifying the most powerful member of a party, the water drake attempts psionic banishment in order to demoralize other group members. In melee their attacks are swift and fierce, bringing claws (1d8+10) and jaws (4d6) to bear. Water drakes will use their sweeping tail attack (3d10) if flanked.

Once every 15 days, water drakes have a special elemental attack. They are able to gate a 30' diameter sphere of water from the elemental plane of water, with the following effects:

D10	Water Sphere Effect
1-3	Solid ice—Anyone caught inside this sphere must save versus breath weapon or be frozen inside it. Individuals will take 1d4 points of cold damage per round and will suffocate unless rescued. Only psionics can be used by trapped individuals to free themselves. If not on a flat, solid surface, the sphere will begin to roll (6" movement per every 45-degrees of incline), unless on water, where it will float.
4-6	Fresh water—As the sphere bursts, any creature caught within 30' of the sphere must save versus breath weapon or be knocked down by the rush of water. This will cause 1d6 points of damage.
7-9	Boiling water—Same range as above; victims take 2d10 worth of burn damage (save for half of burn damage only).
10	Steam—Same range as above; victims take 3d10 worth of burn damage as the steam expands.

Habitat/Society: Water drakes are reclusive and prefer as little contact with humanity as possible. They will avoid intruders, but will kill without hesitation those humanoids who trespass upon their lair. Because of the horrors rent upon the planet by humanoids, water drakes have absolutely no regard for such life. They make their home near a deep water source, if possible; many guard passages to aquifers trapped deep below the ground. Water drakes can smell water at a range of up to 15 miles and have a 95% chance of determining the amount of water available. Their four webbed feet help them move large quantities of sand. All four feet have sharp, triangular claws designed for digging into and holding onto prey, or for raking.

Ecology: Although water drakes prefer food that has been washed or stored in water for a lengthy period of time, they will not hesitate to eat freshly-killed humanoids. Water drakes may be found all over Athas, although most make their homes in the Hinterlands.

Dune Runner



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	Nil
ALIGNMENT:	Evil
NO. APPEARING:	1-4
ARMOR CLASS:	As in life
MOVEMENT:	18
HIT DICE:	As in life
THACO:	As in life
NO. OF ATTACKS:	As in life
DAMAGE/ATTACKS:	As in life
SPECIAL ATTACKS:	Psionic
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (7' tall)
MORALE:	Elite (16)
LEVEL/XP VALUE:	Variable

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/3	-/MB, TW	= Int	100

Telepathy – *Sciences*: mass domination (always on, no cost), mindlink; *Devotions*: attraction (always on, no cost), contact, life detection (always on, no cost). (These psionic powers are gained in addition to any the elf possessed when it was alive.)

Dune runners are elves who died running to complete a quest or deliver an important message. They are undead, forever trapped and forced to repeat their hopeless mission night after night.

From a distance, a dune runner appears to be a muscular elf running across the terrain. Upon closer inspection, however, the very thin, gray skin can be seen pulled tautly against its boney frame.

The dune runner remembers all of the languages that the elf knew when it was alive. It is said that they sometimes talk to their victims as they run across the Athasian desert.

Combat: Elven dune runners retain all aspects of their former character class. They retain the possessions carried at the time of their demise, and they have the same level of skill in their given profession. They retain the ability to cast spells and may use any psionic abilities possessed when they were alive (in addition to those gained as accursed dune runners). In undeath, they also gain deadly special abilities; hence, no two dune runners are exactly alike.

As the runner approaches, any elf in the party is entitled to a Wisdom check to recognize the creature. A successful roll means that the elf realizes the runner is undead. Anyone, regardless of race, who is unfortunate enough to be near a dune runner must suffer the consequences. Any intelligent creature the runner passes must save versus spells or be compelled (via psionic attraction and mass domination) to accompany the runner on its trek that night. The number of people affected by the dune runner is limited to five (the normal number of creatures affected by mass domination) times the level of the elf when it died and be-



came a dune runner. Victims will be unable to stop running and will lose one Constitution point per turn spent running. If not forcibly stopped and restrained, victims will continue to run until their Constitution reaches zero, when they will collapse. Once a victim's Constitution reaches zero, a system shock roll must be made to survive; failure means death. A successful roll means that the victim remains unconscious for 1d6 turns, after which he may recover constitution points at a regular rate only if he rehydrates (1d8 points per day). Failure to rehydrate results in a second collapse and death. An elven victim that dies during the evening becomes a runner himself and forever joins the runner in its nightly quest. The slain becomes the dune runner's eternal companion, following the runner quite possibly until the end of time.

Habitat/Society: Each dune runner is different. Each had its own lives, loves, goals, and desires. Night after night, they harangue and haunt travellers who cross their path. These haunted creatures have transcended physical limitations and run each night for the sheer pleasure of it. Their evil fixation is so consuming that they compel the living to join them in their crazed, headlong run into oblivion. Few individuals have ever run the entire night with a dune runner in order to find out what happens to them at dawn; the ones who live often refuse to speak of that night for the rest of their lives.

Ecology: The dune runner is a bane to any caravan travelling across country. It has been reported that some small caravans have been found deserted along a known dune runner's path. The traders are often found miles away, dead from exhaustion and dehydration. Larger, more experienced trading caravans will even delay their travel a half-day rather than cross or camp along a dune runner's trail near dark. Some believe it is possible to fulfill the runner's quest and grant it eternal rest, but no proof of this has ever been provided.

Dune Trapper



CLIMATE/TERRAIN: Sandy wastes, salt flats
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)

TREASURE: O, I, R, W
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS: 10
MOVEMENT: 0

HIT DICE: 16+3
THAC0: 5
NO. OF ATTACKS: see below

DAMAGE/ATTACKS: see below
SPECIAL ATTACKS: see below
SPECIAL DEFENSES: see below

MAGIC RESISTANCE: Nil
SIZE: G (100' +)
MORALE: NA
LEVEL/XP VALUE: 19,000

A sparkling oasis in the middle of the desert, the dune trapper appears to be the salvation of many lost travellers. Unfortunately for most, apparent salvation often turns into death.

The dune trapper is often mistaken for a solitary oasis in the desert. The trapper has the appearance of almost an acre of vegetation surrounding a small pool of water.

Combat: When a victim comes to drink at or is near the pool (the real center of the plant), the trapper pulls itself down the pit it rests in, thus trapping the victim. Because of the size of the dune trapper, no attack roll is needed. Each round the trapper will deposit digestive fluids onto the victim it has swallowed causing 10d4 acid damage (save versus paralyzation for half), until the victim is liquified. Two separate Dexterity checks must be made each round to get free of the giant plant-animal. Two failed checks means the victim is swallowed and cannot employ any attack except psionics. One failed check means the individual is only partially trapped—only an arm or other extremity is caught—and automatically takes half damage that round. Two successful checks means the individual is able to get completely free of the plant without any damage. Any freed individual who wants to make a melee attack must spend one round of digging to expose an area of the dune trapper before making the first attack.



Habitat/Society: The trapper is some form of symbiotic/parasitic plant-animal that defies traditional classification. Dune trappers can grow to be as large as an acre (an acre equals 200' x 200'). A dune trapper will dig a large sand pit that it covers with its star-shaped head. It buries itself inches under the sand, except for the center of its throat which is left exposed above the ground. The trapper's roots can extend miles into the ground to a deep water source. Pumping up small amounts of the precious fluid, it holds the water in the top of its throat to attract prey. The pools range from 5'-50' across depending on the size of the dune trapper, but they are never more than an inch deep. Creatures that can smell water will travel many miles to the trapper's "oasis" only to meet their deaths. Although solitary in nature, dune trappers will sometimes encourage the growth of surrounding plants by furnishing them with traces of water. This helps the dune trapper further enhance its oasis disguise.

Ecology: If slain, the dune trapper will be found to contain as many quarts of water as it had hit points. The trapper itself is inedible to most humanoids (except for b'rohgs who consider it tasty).

Elemental, Athasian – General Information

Worshipped and revered by priests across Athas, elementals represent the quintessential aspect of the known elements: air, earth, fire, and water. The four elementals represent the forces that shape the everyday lives of the inhabitants of the beleaguered planet. Air represents the act of living, as a child gulps it when first entering the world, and a dying man exhales it as his last act before death. Water is life itself, always in need and never taken for granted. Earth represents the world, always changing, always harsh, but dependably always there. Fire represents the heat of the sun, the burning desert, and all that was lost.

On Athas, elementals come in three distinct varieties: lesser, “standard,” and greater.

Psionics and Athasian Elementals: All Athasian elementals, greater, lesser, or standard, are completely immune to the effect of psionic abilities of the Telepathy, Psychometabolism, Clair-sentience, and Metapsionic disciplines. They are however, normally affected by psionic powers of the Telekinesis and Psychoportive disciplines. Their extremely low intelligence prevents them from using any psionic powers, and their extraplanar nature grants them absolute resistance to telepathic abilities of psionic creatures from the Prime Material Plane.

Lesser Elementals

The presence of elementals tends to inspire awe in the general populous of Athas as they look on the magical creatures with a sense of wonder and respect. The first elementals that a priest will be able to summon are the weaker lesser elementals. Clerics who obtain the power to summon these elementals are generally treated with more respect than younger acolytes who have yet to master the ability. Templars rightfully see this power as a direct threat to their own. Because of the conflict the summoning of elementals is banned in many cities.

If called on by a priest, the lesser elemental arrives to serve him. When an elemental is successfully conjured/summoned, the being is (sometimes unwillingly) pulled across the planes to the place of the conjurer/summoner.

Very little is known about the life, habits, or function of lesser elementals when they are in their home elemental planes. Those who have magically communicated with elementals say that they describe their homes as wonderful, yet at times, terrifying places. Many elemental worshippers have sought to cross over into their elemental planes of worship to escape life on Athas. Of those who “disappeared” to that end, none were ever heard from again; it is unknown if they were successful or not in their “crossing.”

Lesser elementals are extremely vulnerable to the magic of defilers. When a defiler casts a spell to damage an elemental, the elemental is affected by the spell as if the caster were 5 experience levels higher than he actually is. In addition, if the elemental is within the area of destruction of a defiler spell, that elemental is immediately destroyed.

Not as powerful as their standard elemental brethren, lesser elementals can be harmed by any magical weapon of +1 enchantment or better. Creatures with under two hit dice and without any magical abilities cannot harm a lesser elemental. Lesser elementals are affected by *protection from evil* spells just like standard elementals. Lesser elementals are just as intelligent as standard elementals, which is to say, not very.

Summoning a Lesser Elemental: There are two ways to call a lesser elemental to the prime material plane, and the strength of the conjured lesser elemental depends on the method used to summon it:

- Conjured by spell: 2, 4, or 6 Hit Dice
- Conjured by staff: 6 Hit Dice

Summoning devices always call standard elementals, never lesser elementals.

Third-level Priest Spell

Conjure Lesser Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental (Various)

Range: 30 yards

Components: V, S, M

Duration: 1 turn + 1 round per level of the caster

Casting Time: 3 rounds

Area of Effect: Special

Saving Throw: Special

With this spell a priest may freely summon a lesser elemental from his own elemental sphere. The lesser elemental will do anything within its power to aid the caster. A priest cannot summon an elemental from an opposing sphere (i.e., a water priest cannot summon a fire elemental). Only clerics and druids can cast this spell; templars cannot conjure lesser elementals.

Once cast, there is a 50% chance for one to three 2 Hit Die elementals to appear; a 25% chance for one or two 4 Hit Die elementals; and a 25% chance that one 6 Hit Die elemental will appear. The lesser elementals can be sent back by the caster, one at a time or all at once, at any time. They automatically return to their home plane after the duration of the spell.

Conjured lesser elementals must be controlled by the priest; otherwise, it will simply assume a defensive posture until it returns to its plane. Lesser elementals will not attack the priest when uncontrolled. Lesser elementals can be controlled up to 30 yards away per level of the caster. Lesser water elementals are destroyed if they are ever more than 30 yards from a large body of water.

This spell requires a handful of material representative of the elemental being's home plane:

- Lesser Air Elemental: Breath of the caster
- Lesser Earth Elemental: Dirt, dust, or other earth
- Lesser Fire Elemental: Any burning object
- Lesser Water Elemental: Liquid, water, sweat, spit, etc.

Controlling a Lesser Elemental: Regardless of its origins, a lesser elemental is severely restricted in its movements and actions.

Lesser air elementals cannot enter earth. They do only half damage against underground creatures. Lesser earth elementals cannot enter or cross water. They do half damage to air-borne or waterborne creatures. Lesser fire elementals cannot enter earth or water, nor may they cross water. Lesser water elementals cannot enter or cross fire.

Stealing Control of a Lesser Elemental: Control of a lesser elemental can be stolen in the same manner as for standard elementals—through a dispel magic spell. On a roll of 20, the lesser elemental assumes a defensive posture only. If the dispel magic fails, the lesser elemental acts as a standard elemental in the same situation.

Standard Elementals

On Athas, standard elementals are exactly like those presented in *Monstrous Compendium, Volume 1*. They can be summoned, controlled, and stolen just as described there.

Standard elementals are vulnerable to the magic of defilers. When a defiler casts a spell to damage an elemental, the elemen-

Elemental, Athasian – General Information

tal is affected by the spell as if the caster were 3 experience levels higher than he actually is. In addition, if the elemental is within the area of destruction of the defiler spell, it suffers 1d20 points of damage. When used against an elemental, defiler magic also increases the chances of the elemental breaking free of its control. Each time an elemental is affected by a defiler spell, the chance for it to break free of its control increases by 10%. This increase is in addition to the normal 5% chance per round. If and when an elemental succeeds in breaking free of its control, after attacking the being who summoned it, it will attack the defiler next.

Greater Elementals

Though each of the four elemental types has its own particular strengths and weaknesses, and these will be discussed individually on the next few pages, all greater elementals share some common abilities. Due to their magical nature, greater elementals are very resistant to attacks made against them on the Prime Material plane. Greater elementals cannot be harmed by any nonmagical weapon, or magical weapons of less than +3 enchantment. In addition, creatures of less than 5 Hit Dice without any magical abilities are unable to harm elementals of Athas.

Being extra-planar creatures, they are also strongly affected by protection from evil spells, and cannot strike any creature protected by this spell. Further, elementals will recoil from the boundaries of this spell's area of effect.

Because they are the embodiment of the four elements worshipped by the priests of Athas, greater elementals have a fair degree of magic resistance, but only against spells cast by priests. All greater elementals have 50% magic resistance to priest spells from the sphere of their element, and 25% resistance to spells from all other spheres. A greater earth elemental, for example, would have 50% magic resistance to spells from the earth sphere and 25% resistance to the spells from the air, fire, water, and cosmos spheres.

While they are particularly resistant to priest magic, greater elementals are vulnerable to the magic of defilers. When a defiler casts a spell to damage a greater elemental, it is affected by the spell as if the caster were 2 experience levels higher than he actually is. In addition, if the greater elemental is within the area of destruction of the defiler spell, it suffers 1d10 additional points of damage. When used against an elemental, defiler magic also increases the chances of the elemental breaking free of its control. Each time an elemental is affected by a defiler spell, the chance for it to break free of its control increases by 10%. This increase is in addition to the normal 5% chance per round. If and when an elemental succeeds in breaking free of its control, after attacking the being who summoned it, it will attack the defiler next.

All greater elementals share one other characteristic. They are all basically stupid. Their low intelligence prevents them from resisting a magical summons, though they are able to resist the summons of a defiler (see below). Despite their limited intelligence, all elementals resent being taken from their home planes and held in the Prime Material Plane.

Summoning a Greater Elemental: Athasian elementals are summoned and controlled in the same manner described in the basic "Elemental" entry in *Monstrous Compendium, Volume I*, except that they are most often summoned by preserver mages. The destructive nature of defiler magic weakens the magical summons and allows the elemental spirit to more easily resist it. When a defiler mage attempts to summon an elemental, the DM should make two saving throws vs. spells for the elemental. If the first save fails, the elemental is summoned; it then makes its second saving throw. If this save is failed, the elemental will obey its summoner. If the elemental makes the second save, it is uncontrolled and turns on the defiler. If the first save is successful, the elemental has resisted the summons altogether and needn't make the second. Thus, sorcerer-kings suffer tremendous risk summoning elementals, while their Templars can do so without difficulty.

Seventh-level Priest Spell/Seventh-level Wizard Spell Conjure Greater Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental (Various)

Range: 30 yards

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell allows the caster to summon a single greater elemental from, in the case of priests, their sphere of major access, or, in the case of wizards and templars, from any plane. The Hit Dice of the elemental are determined randomly.

D100 Roll	Hit Dice of Elemental
01-65	10
66-90	14
91-00	18

This spell is otherwise identical to the fifth-level priest spell conjure elemental.

Controlling a Greater Elemental: A greater elemental must be controlled in exactly the same manner as a standard elemental.

Stealing Control of a Greater Elemental: A greater elemental can be stolen in exactly the same manner as a standard elemental.

Character Elementals

Exceptionally powerful clerics can become character elementals as a form of advanced being. While character elementals are in many ways identical to the Athasian elementals described here, the rules for summoning, controlling, and stealing them are far different. Consult *Dragon Kings* for complete information on character elementals.

Elemental, Greater Air



CLIMATE/TERRAIN: Any air
FREQUENCY: Very rare
ORGANIZATION: Solitary

ACTIVITY CYCLE: Any
DIET: Air
INTELLIGENCE: Average (8-10)

TREASURE: Nil
ALIGNMENT: Neutral

NO. APPEARING: 1
ARMOR CLASS:
MOVEMENT: Fl 36 (A)

HIT DICE: 10, 14, or 18
THACO: 10 Hit dice: 11
14 Hit Dice: 7
18 Hit Dice: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 5-50
SPECIAL ATTACKS: Whirlwind, sandstorm
SPECIAL DEFENSES: + 3 weapon or better to hit

MAGIC RESISTANCE: 50% / 25%
SIZE: L to H (8' to 16' tall)
MORALE: 10 and 14 Hit Dice: Champion (15-16)
18 Hit Dice: Fanatic (17-18)

LEVEL/XP VALUE: 10 Hit Dice: 7,000
14 Hit Dice: 11,000
18 Hit Dice: 15,000

Greater air elementals can be conjured in any area of open air where gusts of wind are present. They are often summoned in open areas of the Athasian deserts, during sand and wind storms. Unlike other elementals, greater air elementals are not humanoid in shape, but are large amorphous columns of air.

While they are unable to speak, they are able to make sounds similar to the high-pitched scream of a tornado or the low moan of a night storm.

Combat: Greater air elementals have a special ability which allows them to conceal their presence. They are able to blend in with the natural winds and travel with them. They are unable to attack when in this form, but are able to revert to normal in one round. When in this form, greater air elementals are completely hidden from normal view, though a detect magic spell would indicate a magical presence in the air. When a greater air elemental reverts to its normal form, opponents receive a -3 penalty to their surprise rolls.

Greater air elementals are able to attack with a powerful concentrated blast of air which does 5d10 points of damage. This air blast will often resemble a large fist made up of swirling air. Greater air elementals are also capable of extremely rapid movement in the air, making them very good aerial combatants. This natural advantage grants them a +2 bonus to hit opponents in aerial combat, with a +5 bonus to their damage.

Greater air elementals possess a unique ability which allows



them to turn into gigantic whirlwinds upon command. When using this ability, the elemental's appearance changes to that of a large, tornado-like, funnel cloud. This column of air is 15' wide at its base and up to 45' wide at its top. The greater air elemental's height when in this form is dependant on its Hit Dice. Greater air elementals of 10 Hit Dice are 50' tall, those of 14 Hit Dice are 70' tall, and 18-Hit Die elementals tower at 90' tall. Creating and dissipating this form takes one whole turn.

Once created, the whirlwind lasts for three melee rounds and sweeps up and kills all creatures of four Hit Dice (or levels) or less. Other creatures take 2d10 points of damage each round, though a saving throw versus breath weapon each round reduces this damage by one half.

This ability is particularly effective in the desert areas of Athas, especially on or near the Sea of Silt. When a greater air elemental creates a whirlwind while in the desert, a huge, 60 diameter, swirling cloud of sand is created, which limits visibility to 10 feet and inflicts 1d4 points of damage per round (save versus breath weapon for half damage). This sand cloud lasts a total of six melee rounds—three while the greater air elemental whirlwind is present and three afterward for the cloud to dissipate. When a whirlwind is created within 50' of the Sea of Silt, a massive cloud of sand and silt nearly 150' in diameter is generated, which prevents all visibility. In addition, all creatures inside the diameter of this cloud must save versus paralysis. Those who succeed suffer 1d10 points of damage per round, while those who fail suffocate and die within four rounds (unless treated by a heal or other similar spell). Creatures that don't breathe are immune to this damage.

Elemental, Greater Earth



CLIMATE/TERRAIN: Any land
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any

DIET: Earth, metal or gem
INTELLIGENCE: Average (8-10)
TREASURE: Nil

ALIGNMENT: Neutral
NO. APPEARING: 1

ARMOR CLASS: 1
MOVEMENT: 9
HIT DICE: 10, 14, or 18

THACO: 10 Hit dice: 11
14 Hit Dice: 7
18 Hit Dice: 5

NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-48

SPECIAL ATTACKS: Earthquake, structural damage
SPECIAL DEFENSES: +3 weapon or better to hit
MAGIC RESISTANCE: 50% / 25%

SIZE: L to H (8' to 16' tall)
MORALE: 10 and 14 Hit Dice: Champion (15-16)

LEVEL/XP VALUE: 18 Hit Dice: Fanatic (17-18)
10 Hit Dice: 6,000
14 Hit Dice: 10,000
18 Hit Dice: 14,000

Greater earth elementals can be conjured in any area of earth or stone. When on the Prime Material plane, greater earth elementals appear as large humanoids made entirely of the material from which they were conjured, be it earth, stone, metal, or gems. The facial features of a greater earth elemental are expressionless, though their eyes are like shiny circles of gold.

Greater earth elementals are unable to speak, but they are capable of creating loud rumbling sounds, like the sound of an earthquake or landslide.

Combat: Greater earth elementals move at a fairly slow pace, but are able to move freely through rock, dirt, stone, or any material that comes from the earth. They are unable, however, to move across water and must either travel around bodies of water or under them. Greater earth elementals are able to travel across or through the Sea of Silt as they can through other earthen materials.

Greater earth elementals have a special ability which allows them to conceal themselves. They are able to blend into any earth-type material, so long as the volume of the material is equivalent to or greater than that of the elemental itself. For example, a greater earth elemental could conceal itself inside an area of open ground, or even within the actual walls of a city, but could not do so within a small rock or stone. Though undetectable by any normal means, a detect magic spell would indicate a magical presence within the stone or earth that the elemental occupied. When in this form, greater earth elementals are incapable of any actions (including movement), except reverting back to their normal appearance. It takes the elemental one round to conceal itself thus and one round to revert to its natural form. Greater earth elementals are often able to surprise their opponents with this ability, and when they attempt to do so, their opponents suffer a -2 penalty to their surprise rolls.

Whenever an earth elemental successfully attacks an oppo-



nent that is on the ground, the target takes 4d12 points of damage. Against creatures in the air or water, attacks made by a greater earth elemental are slightly less effective. When striking these opponents, subtract one point of damage per die, to a minimum of 1 point of damage per die.

When attacking structures made of earth or stone, or structures with earthen foundations, greater earth elementals are very effective. An attack by a greater earth elemental against such a structure does one point of structural damage per die normally rolled, or four structural points per attack. This makes these elementals particularly useful in siege combat. This, combined with their ability to travel through stone and earth, makes greater earth elementals very useful when attacking a fortification.

Perhaps the most devastating ability of greater earth elementals is their ability to create earthquakes in an immediate area around them. This ability takes one round to employ, and it can only be used once per day. The quake lasts for six melee rounds, then lessening for the remaining three rounds. During rounds 1 and 6, all creatures within 30 feet of the elemental must save versus paralysis or be knocked to the ground, taking 1d6 points of damage as they fall. Those making their saving throw still take 1d4 points of damage. During rounds 2 and 5, all creatures within 60 feet of the elemental must save versus paralysis with a -3 penalty, or be knocked to the ground, taking 1d8 points of damage as they fall. Those who make their saving throw still take 1d6 points of damage. During rounds 3 and 4, all creatures within 90 feet of the elemental must save versus paralysis with a -5 penalty or be knocked to the ground, taking 2d6 points of damage as they fall. Those who make their saving throw still take 2d4 points of damage. When this ability is used near or inside earthen structures, those walls within the area of effect take one structural point of damage per die rolled (one point in rounds 1 and 6, two points in rounds 2 and 5, and three points in rounds 3 and 4).

Elemental, Greater Fire



CLIMATE/TERRAIN:	Any dry land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Any combustible
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	10, 14, or 18
THAC0:	10 Hit dice: 11 14 Hit Dice: 7 18 Hit Dice: 5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-40
SPECIAL ATTACKS:	Engulf
SPECIAL DEFENSES:	+3 weapon or better to hit
MAGIC RESISTANCE:	50% / 25%
SIZE:	L to H (8' to 16' tall)
MORALE:	10 and 14 Hit Dice: Champion (15-16) 18 Hit Dice: Fanatic (17-18)
LEVEL/XP VALUE:	10 Hit Dice: 6,000 14 Hit Dice: 10,000 18 Hit Dice: 14,000



Greater fire elementals can be conjured in any area containing a large, open flame. Any flame used to conjure a greater fire elemental should be at least six feet in diameter.

On the Prime Material plane, a greater fire elemental appears as a large sheet of flame, roughly humanoid in shape, bearing two arm-like appendages. The only facial features noticeable on a greater fire elemental are its eyes, which glow an intense, bright red.

Though they are incapable of speech, greater fire elementals are able to make sounds similar to the hisses and crackles of a large fire.

Combat: Greater fire elementals are limited in terms of their movement capabilities. They are totally unable to move across or through water or other nonflammable liquids.

Athasian greater fire elementals have a special ability which allows them to conceal their presence from observers. A greater fire elemental may shrink itself in size and intensity to conceal itself within a small flame, as small as the flame at the end of a torch. The only way for a greater fire elemental to move while in this form is through the contact of one flame to another. For example, a greater fire elemental concealed within a campfire could only move to the flame of a torch if the torch were to come in contact with the campfire. Though the elemental is undetectable by any normal means, a detect magic spell would indicate a magical presence within the flame that houses the elemental. While in this form, a greater fire elemental is unable to perform any other actions except transfer itself from flame to flame and revert to its normal appearance. Reverting to and changing from its original form takes one round. This ability will often grant a greater fire elemental the advantage of sur-

prise. When a greater fire elemental reveals itself in this manner, any opponents suffer a -2 penalty to their surprise rolls.

A greater fire elemental is particularly resentful of being summoned to the Prime Material plane and will, therefore, fight viciously against all its opponents. Any creature struck by a greater fire elemental takes 4d10 points of damage. Any flammable object struck must save versus magical fire with a -3 penalty or immediately begin to burn.

The fire-using abilities of a greater fire elemental have a unique affect on its interactions with other fire-using and flame-based creature. Any flame-based creature attacked by a greater fire elemental takes slightly less damage than normal. Subtract 1 point from each die of damage rolled, to a minimum of 1 point per die. Also, attacks made by flame-based creatures against greater fire elementals suffer the same reduction in damage.

Greater fire elementals of Athas have one other special ability which is perhaps their most deadly. A greater fire elemental may attempt to engulf its opponent, completely surrounding it within the Prime Material body of the elemental. The greater fire elemental cannot otherwise attack on a turn that it engulfs a victim; it must make a normal attack roll to engulf. Once it has engulfed a victim, it can continue to attack normally. Any creature successfully engulfed must save versus paralysis each round or suffer 4d10 points of damage. Those who make their saving throw suffer 2d10 points of damage per round. Escaping from a greater fire elemental's engulf attack requires a Strength ability check with a -10 penalty. While engulfed, a creature may not perform any actions except to try to escape. Attacks made against a greater fire elemental that has engulfed a creature do not in any way affect that creature. In fact, if a greater fire elemental is damaged for 25 or more hit points in a single round, it will release its victim in order to concentrate its attacks elsewhere.

Elemental, Greater Water



CLIMATE/TERRAIN:	Large areas of water
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
<hr/>	
ACTIVITY CYCLE:	Any
DIET:	Any liquid
INTELLIGENCE:	Average (8-10)
<hr/>	
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6, Sw 18
<hr/>	
HIT DICE:	10, 14, or 18
THACO:	10 Hit dice: 11 14 Hit Dice: 7 18 Hit Dice: 5
<hr/>	
NO. OF ATTACKS:	1
<hr/>	
DAMAGE/ATTACK:	6-36
SPECIAL ATTACKS:	Drown
SPECIAL DEFENSES:	+ 3 weapon or better to hit
<hr/>	
MAGIC RESISTANCE:	50% / 25%
SIZE:	L to H (8' to 16' tall)
MORALE:	10 and 14 Hit Dice: Champion (15-16) 18 Hit Dice: Fanatic (17-18)
LEVEL/XP VALUE:	10 Hit Dice: 6,000 14 Hit Dice: 10,000 18 Hit Dice: 14,000

Greater water elementals can be conjured in any area containing a large body of water or watery liquid. The creation of a greater water elemental requires at least one hundred cubic feet of water, which serves as the Prime Material shell for the creature.

On Athas a greater water elemental appears as a large, high-crested wave. The arms of a greater water elemental appear as smaller waves, flowing out from either side of the larger wave. Though the entire surface of the elemental resembles rough water, there are two completely smooth areas which serve it as eyes.

Like all elementals, greater water elementals are unable to speak, though they are able to make sounds similar to the roaring and crashing waves.

Combat: The movement of greater water elementals is severely limited on land. Though they are able to move in and across water, they can only move onto dry land so long as they remain within 30 feet of the body of water from which they arose.

Athasian greater water elementals have a special ability which allows them to conceal their presence from observers. They are able to blend in completely with the body of water from which they spawned and are able to move through this body of water freely. When in this form, a greater water elemental is completely undetectable by any normal means, though a *detect magic* spell would indicate a magical presence in the body of water. Changing to or from this form takes one round and will often grant the elemental the advantage of surprise over its opponents. When an elemental changes form, its intended opponents suffer a -2 penalty to their surprise rolls.



When in combat, greater water elementals prefer to attack opponents that are in or on the water. The elemental strikes with one of its large, wave-like arms and does 6d6 points of damage per successful attack. When attacking on dry land or against land-based opponents, a greater water elemental's attack does slightly less damage. Subtract one point per die of damage rolled, to a minimum of one point per die.

Greater water elementals are particularly effective when fighting against water vessels. They are easily capable of overturning small craft (10 to 50 feet in length) and stopping or slowing larger ships (50 or more feet in length). Direct attacks against ships inflict a structural point of damage per 2 dice of damage, or 3 structural points per attack.

Athasian greater water elementals have one other special attack form usable against targets which are man-sized or smaller. They are able to reach out and grapple an opponent and drag it into itself, drowning it. This attack can be attempted against targets either on the ground or on board a ship provided the elemental can reach it. The elemental must make a successful attack roll to grab the target. If successful, the target is caught by the elemental and dragged inside. The victim must save versus paralysis each round or take 2d10 points of damage. Those who make their saving throws still take 1d10 points of damage per round. Breaking free requires a Strength ability check with a -6 penalty. The greater water elemental can attempt to grapple the victim again.

Ecology: On Athas, greater water elementals are very rare, as there are very few bodies of water large enough to supply the required amount of water.

Elemental, Lesser Air/Earth



	Air	Earth
CLIMATE/TERRAIN:	Any Air	Any land
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Air	Earth, metals, or gems
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	4	4
MOVEMENT:	Fl 18 (A)	6
HIT DICE:	2, 4, or 6	2, 4, or 6
THACO:	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACKS:	2 Hit Dice: 1-6 4 Hit Dice: 1-10 6 Hit Dice: 1-12	2 Hit Dice: 1-8 4 Hit Dice: 2-16 6 Hit Dice: 3-24
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+ 1 or better weapon to hit	+ 1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S-M (2-6') Height = HD	S-M (2-6') Height = HD
MORALE:	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)
LEVEL/XP VALUE:	2 Hit Dice: 650 4 Hit Dice: 975 6 Hit Dice: 1,400	2 Hit Dice: 420 4 Hit Dice: 650 6 Hit Dice: 975

Lesser Air Elemental

Dust devils and sirocco winds blow frequently across the Athasian desert. Travellers often look upon these natural phenomenon with fear, thinking them to be lesser air elementals.

An individual could be in the presence of a lesser air elemental and never know it as they are predominantly transparent. Looking right at one, the viewer might occasionally see an ephemeral gossamer shape that appears to wane in the breeze.

Combat: Lesser air elementals use their near invisibility to their advantage. They are the fastest of the lesser elementals and use their speed to attack. They move by a target at their highest rate of speed (18) and strike a glancing blow with their body. The damage varies by the number of Hit Dice the lesser elemental possesses. When struck in this fashion, any target with fewer Hit Dice than the lesser air elemental must make a successful Dexterity check to keep from being knocked off balance.

The lesser air elemental can spin itself into a wind vortex but the cost is high. The vortex is the same size as the lesser air elemental. The visible, whirling vortex doubles the amount of



damage the lesser air elemental can cause per round, but halves the number of rounds it remains conjured or summoned, starting in the round it is created. Lesser air elementals do not combat underground or earth-based creatures with much success; any damage inflicted against such creatures is halved.

Lesser Earth Elemental

Coalesced sand, silt, or rock, the lesser earth elemental is the mightiest elemental a low-level conjurer can summon.

Comprised of desert sand, salt, rock, or silt from the Great Sea, the lesser earth elemental appears as a small hillock with a vague humanoid shape. The creature has features like a humanoid, including hollows where eyes should be. The most disconcerting part of the creature is its ability to reverse direction by shifting its features to the opposite side of its body instead of turning around.

Combat: A formidable foe, the lesser earth elemental prefers the direct approach of pounding its adversary into submission. The lesser elemental can travel freely through all types of earth. The lesser earth elemental delivers a single, powerful punch each round. The amount of damage caused is directly linked to the number of Hit Dice the creature possesses. The lesser earth elemental does not fight airborne or waterborne creatures very effectively. All damage inflicted against opponents in flight or in water is halved.

Although powerful, the lesser earth elemental remains at rest between orders. They require simple motivation. Complex orders, tasks, or errands are lost on the lesser earth elemental. Commands should be kept simple and direct for the lesser earth elemental to best aid the conjurer/summoner.

Elemental, Lesser Fire/Water



	Fire	Water
CLIMATE/TERRAIN:	Fire or dry land	Any water
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Combustibles	Any liquids
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-3	1-3
ARMOR CLASS:	4	4
MOVEMENT:	Fl 15 (A)	6
HIT DICE:	2, 4, or 6	2, 4, or 6
THACO:	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15	2 Hit Dice: 19 4 Hit Dice: 17 6 Hit Dice: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACKS:	2 Hit Dice: 1-6 4 Hit Dice: 1-12 6 Hit Dice: 2-20	2 Hit Dice: 2-12 4 Hit Dice: 3-18 6 Hit Dice: 4-24
SPECIAL ATTACKS:	Flame tongue	Ram
SPECIAL DEFENSES:	+ 1 or better weapon to hit	+ 1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S-M (2-6') Height = HD	S-M (2-6') Height = HD
MORALE:	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)	2 HD: Steady (11-12) 4-6 HD: Elite (13-14)
LEVEL/XP VALUE:	2 Hit Dice: 420 4 Hit Dice: 650 6 Hit Dice: 975	2 Hit Dice: 420 4 Hit Dice: 650 6 Hit Dice: 975

Lesser Fire Elemental

These creatures from the elemental plane of fire are the most spirited and mischievous of all the lesser elementals.

Lesser fire elementals appear as columns of iridescent flame and constantly change color. When first conjured, the lesser fire elemental appears a burning, bright white-blue. As it becomes weaker, the color changes to yellow-orange, and then to deep red before it fades away. Their height in height is equal to the number of Hit Dice they possess, and they are half that distance in width. For locomotion, the column of flame leans in the direction it wishes to travel.

Combat: In combat, the lesser fire elemental will either move up against its target to burn it or will use its flame tongue. The appendage resembles a long tongue composed of flame that the creature can flick in a whip-like fashion at an enemy. The flame tongue has a range of 3 feet. Both attacks do the same amount of damage but the lesser flame elemental can only do one attack per round. Any flammable object struck by the lesser fire elemental must save versus magic fire with a -1 penalty or immediately begin to burn. All damage against other fire-based creatures is automatically halved.

Lesser fire elementals take all commands literally. Until they



are told exactly what actions they can, should, or should not perform, they will act mischievously (setting fire to the nearest flammable object, etc.). They do not mean to disobey, it is just that they have yet to be told what to do—lesser fire elementals are impatient beings. Although they do not have any visible sensory organs, they possess the ability to see and to hear.

Lesser Water Elemental

All water elementals, including the lesser ones, are looked on with awe and respect on Athas because of their link with the life-giving fluid.

Blue to transparent in color, lesser water elementals are bulbous and amorphous in shape. Constantly changing, but generally the creature has a rounded bottom that gets thinner towards the top. The lesser water elemental looks like a moving teardrop. For locomotion the elemental circulates its liquid, moving the water in the back of its body to the front. The motion is so smooth it gives the impression that the creature is flowing.

Combat: The lesser elemental uses its flowing motion as one of its basic forms of attack. Gathering speed as it goes, it uses its entire body to ram, inflicting 4-32 (4d8) points of damage. Otherwise, it creates a single pseudopod to use in a concussive attack, inflicting damage as listed above. The pseudopod flows back into the body cavity after one attack, only to be replaced by another if the creature wills it.

Conjuring/summoning a lesser water elemental when in the Athasian desert is a risky proposition at best. If exposed to the heat of the desert and the direct rays of the hot desert sun, the lesser water elemental may not last the full length of its conjuration/summoning. After 5 rounds in the desert heat, the creature must make a successful saving throw versus death magic or return to the Elemental Plane of Water.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	10-30
ARMOR CLASS:	7 (9)
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	Average erdland: 120 Psionic erdland: 175

PSIONICS SUMMARY:*

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1 / 1 / 5	PsC/M-	10	50

Telepathy – *Sciences*: domination; *Devotions*: psychic crush, life detection, mind blank, conceal thoughts, contact.

*Note: It is very rare (5%) that an encountered erdland will possess psionic abilities.

Erdlands are a large variant of the erdlus and are commonly encountered in herds in the Athasian plains. Used as mounts or to pull caravans, erdland are a common sight along the trader routes through the deserts of Athas.

Erdlands, like their smaller cousins, are flightless, featherless birds which are covered with red to grey scales. Erdlands can weigh up to 2,000 pounds and often stand nearly 15 feet tall. The legs of an erdland are powerful and strong, sporting large four-clawed feet. Unlike erdlus, erdlands are not capable of fast speeds and are used more for their endurance than their speed. Aside from the difference in size and speed, erdlands very closely resemble the smaller and quicker erdlus.

Combat: Erdlands do not initiate combat often, but when attacked are capable of defending themselves. When erdlands do engage in combat, they make two attacks per round with their large wedge shaped beak, which inflicts 1-8 points of damage per successful attack. The scaly hide of the erdland provides it with adequate protection (AC 7), though the underside of an erdland is softer and more susceptible to attack (AC 9).

Habitat/Society: Erdlands live in the low-lying vegetation areas found in the tablelands of Athas. They often make their shelter of some of the larger bushes and trees that grow near the edge of the Ringing Mountains, where the tablelands reach the mountains' base.



Erdlands gather in much smaller groups than erdlus, usually varying from 10 to 30 in number. Erdlands are omnivorous, eating both animals and vegetables, usually whichever is more readily available. Erdlands rarely hunt for food and so most often eat vegetation for survival, enjoying meat when another animal or creature is found dead. On occasion, erdlands will hunt; they are fairly competent when doing so.

Erdland greatly enjoy eating esperweed, a flowering plant that causes an increase in the psionic powers of those who eat it (q.v.). Though they normally possess no psionic ability, when they eat esperweed, erdlands gain the psionic abilities described above. This ability lasts only for a short time, just one turn, and thus, it is very rare that adventurers will encounter a psionic erdland.

Erdlands, like erdlus, produce young by laying eggs, the size of which can often be as large as 3 feet in diameter. Erdland eggs are somewhat less tasty than erdlu eggs, but can provide food for as many as three adult human or demi-humans. Erdland eggs are incubated underground, in small wells dug by the egg bearer. During the day, the dirt and mud walls of these wells grow very moist and hot, due to the searing heat of the Athasian sun.

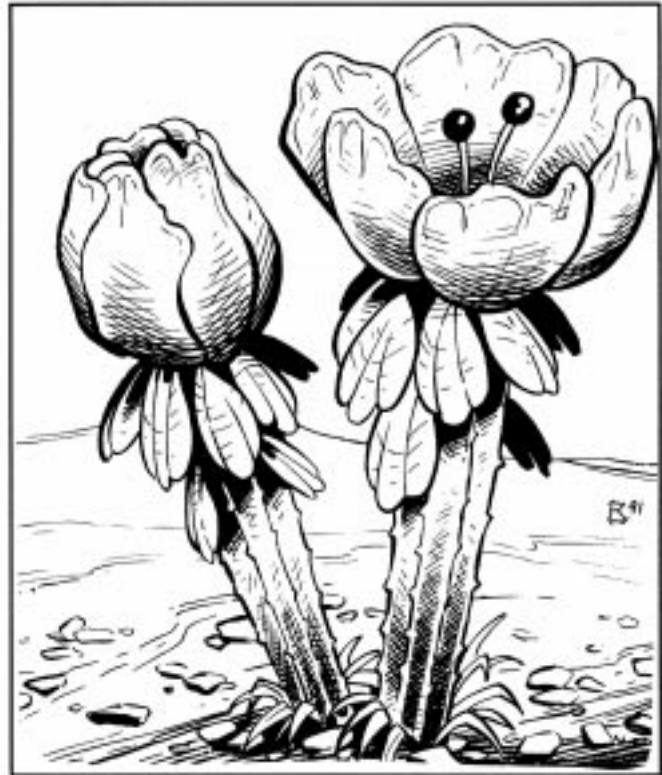
Egg bearing erdlands will often dig three or four of these wells, all within an area approximately 30 feet in diameter. Whenever one of these egg wells is threatened by another creature (man or otherwise), the egg bearer will attack the threat viciously in order to protect its young.

Ecology: Erdlands do not provide much in terms of usable material for such things as weapons or magical components. The one resource they do provide is food for some of the savage halfling tribes that inhabit the jungles of Athas. An average erdland can provide up to 700 pounds of meat.

Esperweed



CLIMATE/TERRAIN:	Forest/Jungle (Forest Ridge)/Mudflats
FREQUENCY:	Rare
ORGANIZATION:	Nil
ACTIVITY CYCLE:	Nil
DIET:	Nil
INTELLIGENCE:	Nil
TREASURE:	Nil
ALIGNMENT:	Nil
NO. APPEARING:	1-4 or 1
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	¼ (1-2 hit points)
THACO:	Nil
NO. OF ATTACKS:	Nil
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (3' tall)
MORALE:	Nil
LEVEL/XP VALUE:	Nil



Esperweed is a plant that grows in the few remaining tropical areas of Athas, as well as on some of the mudflats surrounding the Sea of Silt. A fairly rare plant by nature, esperweed is sought after by many for its psionic boosting powers.

Esperweed does not look like a weed of any kind, but instead is a flowering plant that grows up to three feet in height. The esperweed stalk is brownish-green in color near the ground, but becomes bright green as it nears its leaves and flowers. The leaves are roughly oval shaped and anywhere from three to four inches in length. The esperweed flowers are perhaps the most unusual characteristic of the plant. They are large and sport six petals, each nearly six inches in length. In the center of the petals is a small circular stamen colored bright red. The petals are of this same color at their base, but fade to a reddish-orange at the petal's outer edge.

Combat: Being a plant, esperweed is completely defenseless against any attacks or attempts to uproot it. An esperweed plant has only 1 or 2 hit points and can very easily be cut down.

Habitat/Society: As stated above, esperweed grows in two distinct areas on Athas. It is most commonly found in the tropical jungles of the Forest Ridge in the Ringing Mountains. It is found in small areas where one to four plants will grow in the immediate vicinity.

The other spot where esperweed can be found is on the mudflats near the Sea of Silt. The moist soil and desert heat provide the correct climate for esperweed growth. When found on the mudflats, an esperweed plant is most often the only one of its kind for a great distance because the soil found on the mudflats offers just enough moisture for one of these unique plants to survive. When a sandstorm blows across the Sea, the seeds are often carried by the wind, thus creating the great distances between specimens of this rare plant.

Ecology: Natives of Athas have discovered that, when eaten, the roots of esperweed can boost psionic powers to very high levels. This boost is fairly short-lived, lasting for only 1 turn.

When the esperweed root is eaten, psionicists (single and multi-/dual-classed) have their psionic powers boosted the equivalent of 5 experience levels. The player should calculate the number of additional psionic strength points the character gains and determine which new sciences and devotions are gained (roll on the Wild Talent Tables on pages 20 and 21 of the *Complete Psionics Handbook*.) The character does not gain any additional disciplines. Eating esperweed also gives a psionicist character more control of his powers. All power scores are increased by +3 for the same duration as the psionic power boost (1 turn).

Wild talents who eat esperweed also gain a boost in their psionic power. Their power score is increased by +2, and the character receives an additional 20 psionic strength points.

Repeated Use of Esperweed

While esperweed is very useful to psionic creatures and characters, repeated use can also be detrimental. Creatures can eat esperweed and enjoy its psionic boosting capabilities a number of times equal to their Hit Dice (or current experience level) without any ill effects. For each use beyond that, however, the creature's or character's psionic ability rapidly fades. Each excess use reduces the creature's psionic ability by the equivalent of two experience levels. This reduction is permanent, but each reduction can be reversed by use of a *restoration* spell. Once a creature's psionic ability is reduced to 0 level, the creature permanently loses its psionics.

It should be noted, however, that esperweed only retains its psionic boosting properties for a limited time. A root will retain its effectiveness for one week after being picked, after which time its potency fades quickly into nothingness.

Flailer



CLIMATE/TERRAIN:	Stony barrens
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	9
HIT DICE:	9 + 9
THACO:	11
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-4/1-4/1-8/1-6/1-6
SPECIAL ATTACKS:	Surprise, back attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' long)
MORALE:	Elite (13-14)
LEVEL/XP VALUE:	2,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3 / 5 / 13	MT, EW, PB/ TS, MB, M-, TW	13	120

Clairsentience – *Sciences:* aura sight; *Devotions:* combat mind, danger sense, all-round vision.

Psychometabolism – *Sciences:* shadow form; *Devotions:* body equilibrium, chameleon power, double pain.

Telepathy – *Sciences:* tower of iron will, psionic blast, probe; *Devotions:* mind thrust, ego whip, thought shield, mental barrier, mind blank, inflict pain, contact.

Flailers are solitary creatures that live in the rocky terrain near the tablelands of Athas. To frequent travelers of these areas, flailers serve as a constant reminder of the harsh dangers of life on Athas.

Flailers are similar in shape to giant tortoises, but sport six legs instead of four. These limbs are often concealed beneath their large, hardened torsos. The shell of a flailer is similar in color and texture to that of most rocky terrains, allowing them to appear as stones or rocks until they strike. Typical flailers grow up to four feet in length.

Combat: Flailers generally wait until suitable prey approaches close enough to be attacked. Because of their natural camouflage, flailers often surprise their victims, resulting in a -3 penalty to an opponent's surprise roll. A flailer will usually wait for its victim to pass by so that it may attack from behind, gaining a +2 to its attack roll.

When they attack, flailers do so with their two frontal limbs, followed by their bite, and then by their two middle limbs. The forward most limbs do 1d4 points of damage each. The bite of a flailer does 1d8 points, while their middle limbs do 1d6 points. The hard, tortoise-like shell of a flailer provides excellent defense against attacks (AC 1), but the underside of the creature is



softer and more vulnerable (AC 4). Hitting the underside of a flailer is very difficult and requires a called shot (see page 58 of the *DUNGEON MASTER® Guide*), unless it has been turned over onto its back.

In addition to its limb and bite attacks, flailers also boast powerful psionic abilities. Instead of using its normal attacks, a flailer can choose to attack using its psionic powers, one at a time, just the same as any other psionic creature. Like many psionic creatures of Athas, flailers also have natural psionic defense modes, which are considered always "on." Even when making a physical attack, a flailer's defense modes can be used, so long as it has sufficient PSPs to power the modes used.

Habitat/Society: When not waiting for a victim, flailers live in small caves and crevices characteristic of the rocky terrains of Athas. Flailers feed on nearly any animal, ranging from small rodents to large mammals, such as humans and demi-humans. After a victim has been killed, a flailer will often bring the carcass to its lair where it can enjoy its meal.

Born in litters of four to six young, flailers remain with their sire for a period of up to one year. Their solitary existence begins after this first year and ends only when the creatures are near death. At this time, adult flailers seek out mates and bear offspring. Adult male flailers die naturally soon after their year-long sojourn with the offspring; the females are devoured by the young immediately after giving birth.

Ecology: The hard shell of flailers is unsuitable for purposes of making armor due to its unusual shape and texture. However, Athasian weaponsmiths have been able to use it to form small-bladed weapons such as dirks, daggers, and arrowheads, as well as small, buckler-sized shields.

Floater



CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Common
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Night
DIET:	Herbivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8 (2d4)
ARMOR CLASS:	8
MOVEMENT:	Fl 12 (B)
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4/1-4/1-4
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2 / 2 / 11	PB, PsC/M-,	IF 12	90

Psychometabolism – *Sciences:* life draining; *Devotions:* double pain, mind over body, flesh armor, chameleon power, displacement.

Telepathy – *Sciences:* psionic blast; *Devotions:* psychic crush, mind blank, intellect fortress, life detection, aversion, contact.

Floaters are small, aerial, jelly fish that drift above the Sea of Silt. They are often found at the edges of the silt sea, near the mudflats that form its perimeter.

Floaters resemble jelly fish in all ways save that they exist out of water. Their bodies are bulbous and translucent, and have a diameter of about 2 feet. They also sport a large number of poisoned tentacles, up to 3 feet in length. Coloration is the only way by which males and females can be distinguished from each other. Males generally have a reddish tint to them, while females are more often tan or yellowish in tint.

Combat: Floaters fly via hydrogen filled gas bladders located on their underside. By expelling small bursts of gas, the creatures are able to propel themselves about, using their bodies and tentacles for navigation. Being herbivores, floaters do not usually engage in combat with other creatures, unless startled or threatened.

When they do engage in combat, floaters are capable opponents. A floater can attack up to six times per round using its tentacles, each doing 1d4 points of damage. Each tentacle attack also injects the victim with a paralytic poison. Those struck by a floater's tentacles must make a saving throw versus paralyzation. Those succeeding suffer no ill effects, but those who fail are paralyzed for 2d6 turns.

Because of their hydrogen gas bladders, floaters are especially susceptible to flame attacks. Any successful flame attack made against a floater does four times normal damage and has a 75% chance of causing the creature to explode into flames. If engaged in melee when it explodes, the floater's opponent suffers 1d8 points of damage. A successful saving through against breath



weapon reduces the damage by one half.

Floaters also have psionic abilities that can be used instead of its normal physical attacks. A floater's psionic defense modes are always considered to be "on," meaning that even in rounds during which a floater makes physical attacks, it can use its defense modes, provided it has enough PSPs to power the mode being used.

Habitat/Society: Floaters make their homes on the mudflats located at the edges of the Sea of Silt. They often make nests from dead bushes and trees, but occasionally form nests within live trees as well. A nest commonly contains from three to five floaters, with some larger nests having up to eight members. These creatures group in nests for protective purposes, as they are often attacked by razorwings.

Floaters bear their young one at a time. For a period of six months after a birth, the mother will leave the nest for only brief periods of time, and then only to find food for its young. By the time a young floater reaches six months of age it will be on its own, seeking others to nest with.

Floaters survive largely on the ferns and roots that grow in the wetter areas of the mudflats. When a mother gathers food for its young, it will often take leaves and roots of nearby plants, but will occasionally gather berries and seeds from the few fruit-bearing plants that grow on the mudflats.

Floaters also occasionally eat esperweed, boosting their existing psionic powers by five levels as described in the esperweed entry (q.v.). Since the effects of esperweed have such a short duration, it is very rare that a group of adventurers will encounter a floater while its psionic abilities are boosted (2% chance per floater).

Ecology: Floaters are the favorite prey of razorwings, who make their home beneath the Sea of Silt. Floaters boast no usable by-products, though many researchers have tried to make use of the gas-producing glands of this creature as a source of flammable gas. None have had success.

Giant, Athasian



	Desert	Plains	Beasthead
CLIMATE/TERRAIN:	Sea of Silt/Tablelands	Sea of Silt/Tablelands	Sea of Silt Islands
FREQUENCY:	Uncommon	Uncommon	Rare
ORGANIZATION:	Clans	Clans	Clans
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	J (I)	K (H)	O (C)
ALIGNMENT:	Neutral Evil	Chaotic Good	Neutral Evil
NO. APPEARING:	5-10 (1d6 +4)	5-10 (1d6 + 4)	3-6 (1d4 +2)
ARMOR CLASS:	4	5	3
MOVEMENT:	15	15	15
HIT DICE:	14	16	15
THACO:	7	5	5
NO. OF ATTACKS:	1	1	2
DAMAGE/ATTACK:	2-16 +14	2-16 +14	2-16 + 14/2-20 +14
SPECIAL ATTACKS:	Hurl rocks or spears	Hurl rocks	Psionics, hurl rocks or spears, bite
SPECIAL DEFENSES:	Resistant to Psionics	Resistant to Psionics	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	H (25' tall)	H (25' tall)	H (20' tall)
MORALE:	Champion (15-16)	Champion (15-16)	Champion (15-16)
LEVEL/XP VALUE:	6,000	8,000	7,000



Desert Giants

Desert giants are humanoid in appearance. They stand anywhere from 20 to 25 feet tall and weigh from six to eight tons each. Desert giants have exaggerated facial features: huge noses, mouths, or ears. Their skin is most often dark red, but some specimens have jet-black skin. The hair of desert giants is usually a light brown color and is very coarse and sturdy. Desert giants have strength that corresponds to a strength score of 25.

Combat: When defending their island homes, desert giants hurl rocks at the uninvited guests in order to deter their enemy's advance. These rocks do 2d10 points of damage. Desert giants will often also throw huge spears carved from dead tree trunks. When they hit, these spears do 3d10 points of damage. Desert giants are able to throw either of these weapons up to 250 yards.

When desert giants are on the offensive, they will close to melee range quickly. Desert giants fight using huge, spiked clubs. These clubs do 2d8+14 (due to exceptional strength) points of damage per successful attack.

Desert giants are naturally resistant to all types of psionics. When attacked psionically, a desert giant may save versus spells to totally negate the effect.

Habitat/Society: Desert giants live on desert islands. This climate is nearly identical to the deserts of Athas, save that these islands are surrounded by the Sea of Silt. Desert giants live in clans, each having from 5 to 10 members. Both males and females are present in desert giant clans. Desert giants live in huge caves located in the rock formations found on most of the islands of the Sea of Silt. Each cave can house two or three giants, and each clan will be spread out between four or five caves.

Desert giants eat most anything, preferring meat to plants and vegetables. Many clans domesticate herds of erdlus, kanks, and other creatures. Because their islands have limited vegetation, desert giants eat little in terms of plant life.

Desert giants are able to cross the Sea of Silt by wading along the edges of the sea, where the silt is not too deep. Desert giants travel infrequently to the main lands of Athas.

The giants of Athas are huge, lumbering creatures who commonly inhabit the islands of the Sea of Silt. The most common varieties are the desert giants, the plains giants, and the psionics-wielding beasthead giants.

All the giants of Athas share one characteristic, and that is savagery. Though humanoid giants can be congenial and friendly when properly approached, they have short tempers and are very easily agitated.

Ecology: Desert giants often sell their hair to rope makers.

Plains Giants

Plains giants are usually from 20 to 25 feet tall and weigh from six to eight tons. The skin color of Plains giants is usually a deep rust color, with some having dark brown skin. Also, plains giants have facial features more akin to an elf than a human. They have slender faces and slightly pointed ears. The hair of plains giants is light colored, very often blond to light brown. Like all Athasian giants, plains giants have strength equivalent to a score of 25.

Combat: When defending their islands, plains giants hurl rocks at their opponents, and these rocks do 2d10 points of damage to any target they hit. When attacking, plains giants usually use huge stone daggers that inflict 2d6 +14 (due to exceptional strength) points of damage, though some use clubs similar in type to those used by desert giants.

Plains giants are not able to employ any type of psionic powers. They are resistant to all types of psionic attacks, including attack modes used in psionic combat, just like desert giants.

Habitat/Society: Plains giants live on islands that have terrain similar to the scrub plains of Athas. Plains giants live in the most heavily vegetated areas, making their homes in the midst of these brush areas. Plains giants live in clans of 5 to 10 members. A clan will usually claim an entire patch of brush as its home area, and many times skirmishes will result when more than one clan desires the same brush patch.

Plains giants eat mostly natural vegetation, but enjoy meat also. Plains giants feed on herd animals, including kanks, erdlus, and occasionally even erdlands.

Plains giants are a more common sight on the main lands of Athas, as their neutral disposition makes them more compatible with members of the other Athasian races. Though it is considered dishonorable, a few plains giants hire themselves out as mercenaries. Some find work as city or castle builders or as salvage workers and wrecking crews.

Ecology: The hair of plains giants is also used in rope making; it is actually more valuable than that of desert giants. Its longer length and thinner texture make ropes made from plains giants' hair lighter and easier to handle.

Beasthead Giants

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/4/10	PB, EW, II/ M-, IF, TW	13	75

Clairsentience – *Sciences:* aura sight, clairvoyance; *Devotions:* combat mind, danger sense, know direction.

Telepathy – *Sciences:* tower of iron will, psionic blast; *Devotions:* mind blank, ego whip, id insinuation, intellect fortress, conceal thoughts, life detection.

Beasthead giants are a rarer form of Athasian giant who also make their homes on the islands of the Sea of Silt. Though somewhat smaller than humanoid giants, beasthead giants are actually more dangerous.

Beasthead giants are smaller and lighter than their humanoid cousins, averaging 15 to 20 feet tall and weighing from three to six tons. Beasthead giants, as their name implies, have a human-looking body and the head of a beast. There are many different types of beasthead giants, some bearing the head of a goat, or an

eagle's head, or the head of a wolf. Many beasthead giants bear the heads of creatures unique to Athas, such as the id fiend or the kirre. Beasthead giants are very pale in complexion, usually having pink or alabaster skin.

Combat: Beasthead giants behave in most situations like humanoid giants, though their combat tactics differ slightly. Beasthead giants rarely initiate battles anywhere aside from on their islands. Their shorter height makes wading through the Sea of Silt very hazardous, and so they infrequently leave their home islands. When defending their homes from intruders, they hurl rocks (2d10 points of damage) and spears (3d10 points) to ward off their opponents.

Among their favorite weapons are clubs, staves, and spears. Some beasthead giants have developed a type of sling, fashioned from vines and capable of projecting large (15-20 pound) rocks. Clubs and staves inflict 2d8 +14 points of damage on a successful attack, while spears do 2d10 + 14 points. Being hit by a sling rock does 2d8 +14 points of damage to the target.

Beasthead giants are also capable of making a bite attack instead of normal melee. This attack does an average of 2d10 + 14 points of damage, but varies depending upon the type of beasthead the creature sports. Some beastheads are capable of other attack forms, also depending on the type of beasthead.

Type of Beasthead	# of Att	Damage
Eagle, goat	1	2d8 +14
Wolf	1	2d10 +14
Id fiend	1	2d10 +14
Kirre	2	2d8 + 14/2d10 +14
Braxat	1	2d10 (breath weapon)

Beasthead giants are also powerful psionic-using creatures. Though they possess the same resistance to psionic powers that desert giants do, they can develop very powerful defense modes, making the use of psionic combat against them very difficult. Beasthead giants can use one psionic power per round, instead of their normal attacks, just as any other creature. Like many creatures of Athas, a beasthead giants' psionic defense modes are considered to be always "on." This means that as long as the giant has enough PSPs to power its defense modes, they can employ them even in rounds in which they engage in melee combat.

Habitat/Society: Beasthead giants gather in smaller clans than other giant kin do, with usually three to six members in each. Clans of beasthead giants will usually all have the same type of head, though some clans have members of more than one type.

Beasthead giants feed mostly on animals, preferring herd animals like their humanoid giant counterparts.

Ecology: Being magical mutations of normal Athasian giants, beasthead giants are a good source of spell components for both wizards and priests. The blood of a beasthead can be used in many different types of spells, but only those of preservers or druids. Also, beasthead giants provide unique spell components depending upon the type of beast head. For example, the feathers of an eagle head can be used in *feather fall* and other flight-oriented spells.

Golems, Athasian – General Information

Golems are automatons of great strength created through the combination of powerful magics and specific materials. Athasian golems are different in nature and type than those found on other worlds, reflecting the unique culture and mythos of this desert world. There are six different types of Athasian golems: ash, chitin, obsidian, rock, sand, and wood.

Background

The true origin of the golems of Athas has been lost in history. Wherever they originated, the processes by which they are created and animated is known, but is a closely guarded secret of the sorcerer-kings. It is rumored that the secrets of golem creation are also known among some templars.

Theory

The creation of any type of golem requires powerful magic and a specific type of elemental material. The need for elemental material lies in the fact that golems are animated by elemental spirits from the quasi- and para-elemental planes. Within these planes there exist many spirits, each attuned to a specific type of elemental material. Only through the combination of exacting craftsmanship of the elemental material and arcane magics can the link between the shell of a golem and its appropriate elemental spirit be established. It is this link between elemental material and spirit which gives golems life.

The exact process of trapping the elemental spirit inside the body of a golem is not entirely understood by the sages of Athas. Many have decided that, though they may never understand how the process works, they will nonetheless continue to create golems as needed. This is an extremely risky proposition as the golem, though bound to the will of its creator, is hostile to all material plane life forms, especially the being who created it. Each type of golem reacts differently, and specifics can be found under each individual listing below.

The creation of the golem's body is exacting work, often beyond the skill of the spellcaster. Most end up hiring craftsmen to do the work for them.

Common Characteristics

Though each type of Athasian golem is different in many ways, they all share some common characteristics which are outlined here. Due to the magical nature of golems, they can only be hit by magical weapons of +1 enchantment or better. Golems are immune to all mind affecting spells (*charm*, *sleep*, *feeblemind*, etc.) and cannot be harmed by poisons or suffocation. Golems exhibit no psionic powers and are completely immune to the effects of all psionic powers of the Telepathy, Psychometabolism, Clairsentience, and Metapsionic disciplines. They are, however, affected normally by psionic powers of the Telekinesis and Psychoportive disciplines. For example, the ego whip power would be ineffective, though an enchanted stone thrown with telekinesis could harm the creature. Golems can be affected by the *dispel magic* spell. When this spell is cast at a golem, it must save vs. spells. If it succeeds, there is no effect, but if it fails, the golem will fall, seemingly lifeless, to ground. The elemental spirit still inhabits the golem, but is stunned for a number of turns equal to the level of the caster.

Golem Creation

Below are the basic requirements for the creation of all the types of golems found on Athas. In addition to the requirements

listed, those creating Athasian golems need to be knowledgeable in the arcane magics which allow the link between elemental spirit and golem body to be formed. These secret magics are known only to the sorcerer-kings and their most trusted templars.

Ash Golem Creation

Only a wizard of at least 16th level can create an ash golem. The body is composed of a mixture of ash and the blood of an Athasian fire drake; it is cast in a mold carved into the form of the golem. Other materials and components needed cost 2,000 gold pieces and are consumed in the casting. The spells required are *wish*, *burning hands*, *polymorph any object*, and *geas*.

Chitin Golem Creation

Only a defiler of at least 17th level can create a chitin golem. The body is formed of pieces of insect carcasses laid in the shape of the golem. The body is then coated with an ointment created from the blood of an Athasian earth drake. Most spell casters use the bodies of dead kanks in the creation of chitin golems, though any insect carapace will suffice. Other materials and spell components cost 2,500 gold pieces and are consumed in the casting. Among these materials are an elixir made from the juices of fruit potions of *animal control* and *vitality*. The spells required are *wish*, *animate dead*, *polymorph other*, and *geas*.

Obsidian Golem Creation

Only a defiler of at least 18th level can create an obsidian golem. The body is carved from a solid piece of obsidian, which takes four months to complete. Other materials and spell components cost 3,000 gold pieces; these are consumed in the casting. Among these materials is one pound of ash created through the use of defiler magic, but not more than one day old. This ash must be created by the defiler creating the golem. The spells required are *wish*, *polymorph any object*, *geas*, *power word-kill*, and *strength*.

Rock Golem Creation

Only a defiler of at least 16th level can create a rock golem. The body is carved from a solid piece of rock weighing at least 2,000 pounds and takes two months to complete. The required materials and spell components cost 2,000 gold pieces and are consumed in the casting. The spells needed are *wish*, *polymorph any object*, *move earth*, and *geas*.

Sand Golem Creation

The creation of a sand golem requires a wizard of at least 15th level. The body is formed by placing damp sand within a clay mold, shaped in the form of the golem to be animated. The process requires other materials and components that cost 1,500 gold pieces and are consumed in the casting. These materials include among them one cubic foot of silt taken from the Sea of Silt. The spells required are the same as those needed for a stone golem, namely *wish*, *polymorph any object*, *geas*, and *slow*.

Wood Golem Creation

Only a druid of at least 15th level can create a wood golem. The golem's body is made up of pieces from no less than five different wood types, one for each limb and one for the torso and head. The pieces are lashed together with prepared vines. A wood golem can only be created from wood that has been dead for at least one month. The other materials and spell components needed cost 1,000 gold pieces and are consumed in the casting. The spells required are *entangle*, *plant growth*, *animate object*, *commune*, *imbue with spell ability*, *prayer*, and *bless*.

Golems, Ash/Chitin



	Ash	Chitin
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	7	6
MOVEMENT:	9	9
HIT DICE:	8	9
THACO:	13	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-18	2-20
SPECIAL ATTACKS:	See below	Poison
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8' tall)	L (10' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	3,000	3,000



Ash Golem

Ash golems are grey in color, stand eight feet tall, and weigh only 150 pounds. As they move, ash golems leave a fine dusting of ash behind them, which makes tracking these creatures easy.

Combat: All fire-based attacks do only half damage to ash golems. Also, an ash golem can damage melee weapons used against it. If an attack is rolled and the result misses by more than 4, the weapon is caught within the golem's body, and a saving throw vs. magical fire must be made for the weapon. If it makes the saving throw, the weapon is freed and unharmed. If the weapon fails its save, it is ruined.

Ash golems attack with their large arms, and a successful blow does 3d6 points of damage to a victim. In addition, ash golems have two special attack forms. The first is a burning grasp. This attack, usable up to three times a day, is employed by a golem grappling its opponent. On any natural attack roll of 17 + that hits a target, the victim is grappled. This does the normal 3d6 points of damage for the first round. Each round after that, the victim suffers an additional 1d10 points of fire damage until freed. The victim can be freed by either making a successful Open Doors roll or by his companions doing a total of 20 points of damage to the golem in a single round. Either method will force the golem to let its victim loose.

The second special attack is a fireball spell. An ash golem can use this attack only once per day and does so as though it were an 8th-level spellcaster.

The dust that an ash golem leaves behind it is corrosive. One to two hours after this dust contacts bare skin, the being contacted by the ash will suffer 1d4 points of damage per turn until the dust is totally washed off. Completely removing the dust takes about one hour of scrubbing. Any creature hit by an ash golem will also suffer from its corrosive dust, in the same manner as described above. The dust of an ash golem can also be removed through the use of a *heal* spell.

Habitat/Society: Ash golems are found in the settled areas near the rocky barrens of the Athasian plains.

Chitin Golems

Chitin golems are humanoid in shape, but up to 10 feet tall. They generally weigh from 200-250 pounds. They have no facial features to speak of, though they are able to make growling sounds when provoked. The limbs of a chitin golem are somewhat long, hanging easily below its knees. A chitin golem bears a slight odor of decay or death, noticeable only at close range. When a chitin golem walks, it appears to be very unstable.

Combat: Chitin golems are very nasty opponents. They are immune to all spells cast by beings of less than 5 Hit Dice or experience levels; they are totally immune to all necromantic spells, regardless of the caster's level. This resistance is due to the use of necromantic magic in the creation of chitin golems.

When chitin golems attack, they do so with their clawed hands. A successful blow does 2d10 points of damage. Also, the blow of a chitin golem is poisonous. Any being struck must save vs. poison or suffer 2d6 points of additional damage and have his Strength reduced by 1d4 points. This effect lasts for 2 turns. Those who save still take 1d6 points of damage, but suffer no Strength loss.

Habitat/Society: Chitin golems are most often found in the forest areas of Athas, but are not widely encountered. The sorcerer-kings seldom make use of chitin golems in their strongholds. Chitin golems are most commonly created by necromantic defilers, who use them to protect their homes from enemies.

Golems, Obsidian/Rock



CLIMATE/TERRAIN:	Obsidian Any	Rock Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	4	4
MOVEMENT:	6	6
HIT DICE:	12	10
THAC0:	9	11
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	4-40	2-20
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (12' tall)	L (9' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	9,000	3,000



Obsidian Golems

Obsidian golems are massive statues, measuring 12 feet tall, and weighing up to 900 pounds. Their shape is humanoid. Like the rock golem, obsidian golems are not capable of speech. Obsidian golems are fairly slow moving, but move in a strong determined manner. The hands of an obsidian golem are formed into huge fists, but they are incapable of opening.

Combat: Obsidian golems are immune to all spells cast by beings of less than 7 Hit Dice or experience levels. Additionally, they are totally immune to spells cast by preservers, regardless of the caster's level.

When obsidian golems attack, they do so with their huge fists. They can make only one attack per round, but each does 4d10 points of damage when it strikes. Obsidian golems have a special attack form that has two distinct effects. This attack can be used instead of the golem's normal attack. When an obsidian golem uses this special attack, it smashes its two fists together. This creates an extremely loud sound which causes all who hear to be stunned for the next round. All initiative rolls and attack rolls are at -4 due to this effect. Those who save vs. paralysis are unaffected. The other effect this attack has is to spray the immediate area with tiny obsidian shards. All creatures within 20 feet of the golem are affected by this attack and take 2d6 points of damage and must save vs. poison. Those who fail take 2d10 points of additional damage, while those who succeed take only 2d4 additional damage points.

Habitat/Society: Obsidian golems are used to guard valuable possessions and property. The magics required to create an obsidian golem are so difficult to manage that not many of these golems exist. There are tales of sorcerer-kings who have let these golems loose in their cities as a manner of frightening the populace into submission, but none have been substantiated.

Rock Golem

Rock golems are nine feet tall and usually resemble huge men in full armor. Weighing up to 600 pounds, rock golems are fairly slow and are incapable of movement faster than walking. They have features carved into their faces, but those features are immobile, and useless. The golem cannot speak.

Combat: Rock golems are very dangerous in combat, capable of doing great harm to their opponents. Like all Athasian golems, rock golems can only be harmed by magical weapons. Additionally, rock golems are immune to spells cast at them by wizards or priests of less than 5th level and, like sand golems, are totally immune to all transmutation spells. Because they are created through defiler magic, spells cast by a preserver mage do additional damage to a rock golem. For each level of experience of the caster beyond 5th level, damage from spells is increased by 1 point (a 6th-level caster adds +1, a 7th-level caster +2, etc.).

Rock golems use melee attacks when in combat. A blow from one of its hands does 2d10 points of damage. So powerful is a blow from a rock golem that those struck must make a save vs. paralysis or be knocked off their feet. A character that is knocked down in this manner takes an additional 1d6 points of damage.

Habitat/Society: Rock golems are used as guards. They stand motionless, like statues, until given orders to attack or prevent offenders from entering the area they protect.

Golems, Sand/Wood



	Sand	Wood
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
ARMOR CLASS:	3	6
MOVEMENT:	6	6
HIT DICE:	8	8
THACO:	13	13
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	2-12	2-16/2-16
SPECIAL ATTACKS:	Suffocation	Spells
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (8'tall)	L (10' tall)
MORALE:	Fearless (19-20)	Fearless (19-20)
LEVEL/XP VALUE:	2,000	3,000

Sand Golem

Sand golems are humanoid in shape and stand roughly eight feet tall. They have indentations where their eye sockets should be, though they have no actual eyes. Likewise, they have a mouth, but they are incapable of speech, managing only to roar and growl at opponents. When a sand golem moves, it leaves a fine trail of sand behind it, making the tracking of this creature fairly easy.

Combat: When sand golems engage in combat, they are very powerful foes. The unusual nature of the golem's body allows many blows to simply pass right through its body without doing harm. This gives sand golems good protection against physical attacks (AC 3).

Aside from the defenses common to all Athasian golems (see "Common Characteristics"), sand golems have some unique defenses. Sand golems are immune to any spells cast by creatures of less than 3 Hit Dice or 3rd level. In addition, they are totally immune to all transmutation spells, regardless of the level of the caster. Spells cast by defilers of 3rd level or higher do one extra point of damage to a sand golem for each experience level of the caster beyond 3rd (a 5th level caster would add +2 to his damage, 6th level +3, etc.).

When they attack, sand golems do so with their large arms. A successful blow does 2d6 points of damage to the victim. Sand golems also have a unique attack ability which allows them to suffocate a victim within themselves. On any attack roll that hits a foe, a save versus paralysis must be made. Failure indicates that the target has been drawn into the body of the golem. If this happens, the target takes 2d10 points of damage and then an additional 1d10 points each subsequent round until it dies. Breaking free of a sand golem's suffocation requires a Strength check at a -5 penalty. No other characters can aid a victim of a sand golem's suffocation, unless they are able to destroy the golem before the victim is killed. Also, attacks made against the golem while it is suffocating a victim have a chance of harming the victim. Attacking a sand golem while not hitting the victim is a called shot, otherwise all damage is split evenly between the two.



Wood Golems

Wood golems are 10 feet tall and weigh up to 500 pounds. It is often difficult to spot a wood golem when in the forest, as its appearance closely matches natural foliage.

Combat: Wood golems are most often encountered within the forests and jungles of Athas. Because of their appearance, wood golems are very difficult to spot in the wild. Characters encountering a wood golem in the forest or jungle suffer a -2 penalty to their surprise rolls.

Wood golems are immune to spells cast by beings of less than 4 Hit Dice or experience levels. They are completely immune to all priest spells listed as belonging to the "plant sphere" in the DMG. This immunity is due to the close link between the elemental spirit of wood golems and the plant sphere. Because of the destructive effect defiler magic has on plant life, wood golems are especially vulnerable to spells cast by defilers. Spells cast by defilers do 2 extra points of damage per level of the caster beyond 4th (a 5th-level defiler adds +2, a 6th-level +4, etc.). Also, if a wood golem is within the sphere of destruction of a defiler (see "Defiler Magical Destruction Table" in the DARK SUN[®] boxed set), it must save vs. spells or be destroyed instantly.

When wood golems attack, they can do so in a number of ways. The first, and most common, is with their strong arms. Wood golems can make two attacks per round, each doing 2d8 points of damage. Wood golems also have spell casting ability. They are able to cast any and all spells from the Sphere of the Cosmos (see Dark Sun boxed set). These spells function like any druidic spells except that no components of any kind are required in order for the wood golem to cast them.

Habitat/Society: Wood golems are most often found in the forests and jungles of Athas. They are used by the druids of the woodlands to protect their guarded lands from those who threaten them.

Halfling, Renegade



CLIMATE/TERRAIN:	Temperate jungle/Forest ridge
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	P (D)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	2-12
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (weapon)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Small (3' tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	Non-psionacist: 270 Psionacist: 420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	3/4/12	MT, EW, II/M-, MB, TW	15	130

Psychokinesis – *Sciences:* detonate, telekinesis; *Devotions:* control flames, levitation, molecular agitation, animate shadow.

Psychometabolism – *Sciences,* shadow form; *Devotions:* flesh armor, body weapon, heightened senses, double pain.

Telepathy – *Sciences:* tower of iron will, mindlink; *Devotions:* mind thrust, ego whip, id insinuation, mind blank, mind barrier, contact.

While most halflings found on Athas belong to the more or less civilized clans located in the Forest Ridge near the Ringing Mountains, there exist tribes of so-called “renegade” halflings.

Halflings are very short humanoids, standing about 3 to 4 feet tall. Weighing anywhere from 50 to 60 pounds, halflings live to be as much as 120 years old. While the bodies of halflings are very similar to those of humans (except considerably shorter), they have faces which resemble wise and beautiful children.

The language of halflings is a collection of hoots, howls, shrieks, and whistles that sounds more like the sounds of the forest than an intelligent language.

Combat: When tribes of renegade halflings are encountered, they will often be in groups ranging in size from 10 to 60 members. Most of these halflings carry short swords, daggers, or other small-to medium-sized weapons. These weapons are most often made of the bones of animals, but even humanoid bones are used as weapons occasionally. Renegade halflings usually wear leather armor and carry small shields as well. Being naturally gifted in the use of psionics, most of the halflings encountered (75%) will be the equivalent of at least 5th- or 6th-level psionacists. As such, many renegade halflings encountered will use their psionic powers more often than melee or missile weapons. Their natural talents in psionics grant them a +1 bonus when using psionic defense modes against non-halfling psionic users. Also, many renegade halflings encountered will be equipped with esperweed roots, allowing them to boost their al-



ready powerful psionic abilities to even higher levels.

Habitat/Society: The tribes of renegade halflings usually make their home in remote areas of the forests and jungles near the Ringing Mountains. Renegade halflings eat both plants and animals, but much prefer meat to vegetation.

Though renegade halflings share many characteristics with their more normal Athasian cousins, they are far more brutal. Where as most halflings of Athas share a common sense of racial unity, the tribes of renegade halflings do not. The only loyalty that renegade halflings will ever display is towards their own tribe and its members. Hence, even the presence of a fellow halfling will not deter a renegade tribe from hunting an adventuring party.

A typical tribe will contain from two to twelve families, with each family having from three to five members. The family units of a renegade halfling tribe live in large huts made from small trees and bamboo shoots, covered with ferns and fronds from the tropical plants which grow in the jungles near the Forest Ridge. All the members of a tribe must work towards the goals of the tribe, which are usually as simple as survival, but can also include raids on nearby villages and other halfling tribes. Those members who act against the tribe’s interests are outcast; some are even sent into the jungle with only their own survival skills to support them.

Some renegade halfling tribes have developed a method of growing esperweed plants in large gardens, supplying an usually large amount of this rare plant for the tribe. This gives these tribes valuable trading commodities and also provides them with a powerful tool for dealing with encounters with enemies.

Ecology: All Athasian halflings, especially renegades, consider all other animal life a source of food. Most halfling tribes also assume that all other races view them the same way. Because of this attitude, any relationship with renegade halflings should be approached with a great deal of caution.

Hej-kin



CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	O (C)
ALIGNMENT:	Neutral evil
NO. APPEARING:	4-16 (4d4)
ARMOR CLASS:	10
MOVEMENT:	6
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	Nil
SIZE:	Small (4' tall)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	Warrior: 65 Priest: 175 Mage: 175

PSIONICS SUMMARY *:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2 / 2 / 7	PsC/IF,TS	14	80

Psychometabolism – *Sciences:* life draining; *Devotions:* body equilibrium, heightened senses, biofeedback.

Telepathy – *Sciences:* mindlink; *Devotions:* intellect fortress, psychic crush, send thoughts, post-hypnotic suggestion, contact, thought shield.

Hej-kin are a race of vile-looking humanoids who inhabit the natural subterranean caverns and tunnels of Athas.

Hej-kin have round chubby faces which are accented by large noses and small, slanted eyes. The ears of hej-kin are pointed, short, and covered with a thick fur. The skin color of hej-kin varies greatly, from deep red to a dark mossy green. Most hej-kin clans will usually be all of the same color skin, and most tend to be reddish and orange colored. The skin of a hej-kin is thick and very tough, similar in texture to softened leather hide.

The language of the hej-kin is a combination of sign and verbal communication. Hej-kin speak in a low-pitched voice that resembles human mumbling in sound. Very few above-ground dwellers are familiar with the language of the hej-kin, for it is extremely difficult to learn. Characters attempting to interpret or speak hej-kin suffer a -3 penalty to their language proficiency, due to the unique and difficult nature of the language.

Combat: Hej-kin travel underground by means of a unique psionic ability which allows them to phase through rock. Use of this ability slows their movement to only 3 while phasing.

Hej-kin are able to use this ability to surprise any opponents or travellers who threaten their homes. When hej-kin attempt to surprise their enemies, apply a -2 penalty to all surprise rolls.

When they engage in combat, hej-kin attack with both their hands, raking their opponent with their sharp claws. A successful attack does 1-4 points of damage to their victim. Being competent psionics, hej-kin are also able to attack with psionic powers. Like many of the creatures of Athas, hej-kin have naturally developed psionic defense modes, making them more



resistant to psionic attacks. These defense modes are considered always “on,” meaning that even when making physical attacks, hej-kin are able to use their defense modes (providing they have enough PSPs to power the mode being used).

Habitat/Society: Most clans make their homes in caverns adjacent to underground streams providing the clan with an adequate supply of water. Unlike many other types of subterranean dwellers, hej-kin do not dig tunnels or caves, for doing so would disturb the earth, which they consider to be sacred.

The average hej-kin clan contains four to five families, each consisting of three to six members. A family’s living area is usually a smaller cave connected by tunnel to the cavern occupied by the rest of the clan. Hej-kin mark their dwellings by runes on the outer cave walls.

Hej-kin are omnivores, relying on both meat and vegetables as sources of food. Most of their food comes from subterranean plants and small underground creatures.

Within a clan of hej-kin, there exist examples of the warrior, priest, and mage classes. Warriors and mages rarely advance to high levels (7th or higher) due to the race’s limited contact with other creatures. All hej-kin mages are preservers, due to their race’s worship of the earth (see below). Priests, however, often reach very high levels of experience. All hej-kin priests worship the earth, as do all hej-kin. Hej-kin priests are the only members of their society who ever travel to the surface, usually to investigate some disturbance that threatens their home or the earth. Hej-kin are natural enemies to most other races, both surface dwellers and other subterranean races. This is due to the abuse and destruction of the earth perpetrated by other races.

Ecology: Hej-kin live an average of 40 to 45 years. Most clans stay in the same place for periods of up to ten years, at which time they migrate to a new area.

Dust from the withered eyeballs of dead hej-kin is usable by earth-worshipping priests as material components for many earthen spells.

Id Fiend



CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	5 + 5
THAC0:	15
NO. OF ATTACKS:	3 or 2
DAMAGE/ATTACK:	1-6/1-6/1-8 or 1-8/1-8
SPECIAL ATTACKS:	Fear attack (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (10' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	420

PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3/4/12	EW, MT, PB, PsC/ M-, TS, MB, TW	16	140

Clairsentience – *Sciences:* aura sight; *Devotions:* combat mind, danger sense, poison sense.

Psychometabolism – *Sciences:* death field; *Devotions:* biofeedback, double pain, flesh armor, heightened senses.

Telepathy – *Sciences:* mindlink, psionic blast, tower of iron will; *Devotions:* aversion, ego whip, inflict pain, life detection, mental barrier, mind thrust, mind blank, psychic crush, thought shield, contact.

The id fiend is a psionic predator whose greatest weapon is its ability to draw images of its victims' fears from their minds.

The id fiend is very much like a gila monster or large lizard in appearance. It has a large, thick, stocky body supported by four muscular legs. All of the id fiends legs end in four clawed digits, three pointing forward and one backward. The torso of the id fiend usually ranges from 3 to 4 feet in length, ending in a long, tapering tail which is often up to four feet long. The head and neck of the id fiend measure two feet long, with its jaws making up about one foot of that length. The id fiends skin has a tough leather-like texture, varying in color from light brown and tan, found on specimens encountered in the desert, to a dark olive green, found on specimens encountered in the forests and jungles.

Combat: As stated above, id fiends are predators. Before an id fiend will engage in actual combat with a victim, it will first stalk its victim using its psionic fear attack. The id fiend uses this attack when it first locates its prey. The creature can affect up to 15 Hit Dice of creatures, within a range of 60'. All creatures affected must roll a saving throw against paralyzation at a base penalty of -5. For every two experience levels beyond 5th level, this penalty is decreased by 1 (-4 at 7th level, -3 at 9th level, etc.). Those succeeding at their saving throw are unaffected. Those who fail are tormented by their greatest fears, creating a significant impediment to their combat abilities. All affected creatures add +1 to their initiative rolls and suffer a -2 penalty to all attack and damage rolls. Mages affected by the



fear power of the id fiend must make a successful Intelligence check in order to successfully cast any spells, while affected priests must pass Wisdom checks when spell casting. All of the above effects last for 5 rounds.

Once engaged in actual melee combat, the id fiend is still difficult to face. The creature is able to attack 3 times, using both its front claws and its teeth. Each claw attack does 1-6 points, and its bite does 1-8 points. The id fiend can also attack with its tail. When employing its tail, the creature cannot use its claw attacks, but can still bite. A tail lash from an id fiend does 1-8 points of damage.

The id fiend is also a powerful psionist. The creature can use any of its offensive psionic powers instead of its normal physical attacks in any round. In addition, any of the id fiends psionic defense modes can be used in any round, whether the creature is using its other psionic powers or its physical attacks. Of course, the creature must have enough PSPs to power the defense mode being used.

Habitat/Society: Id fiends can be encountered in virtually any terrain on Athas. Some live in the forests and jungles near the Forest Ridge, while some make their homes on the flat Tablelands that surround the Sea of Silt.

Though active at all times of the day, id fiends are more commonly encountered at night than during daylight hours. These creatures have learned that their natural fear inducing ability is much more effective at night, and thus prefer to stalk their prey in the dark. Though id fiends do not have infravision, they are able to see adequately in natural darkness.

Id fiends mate yearly, and females bear their young in litters of a single offspring. A new born id fiend is able to digest solid food at birth, and the mother will most often leave the youngling to fend for itself.

Ecology: Dried id fiend blood is used in the creation of a potion concocted by psionic researchers; the potion allegedly increases the imbiber's psionic abilities for brief periods of time.

Insect Swarm, Athasian



	Locusts	Mini-kanks
CLIMATE/TERRAIN:	Any plains	Any plains
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Swarm	Swarm
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)
TREASURE:	Nil	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2,000-5,000 (1d4 + 1 x 1000)	2,000-5,000 (1d4 + 1 x 1000)
ARMOR CLASS:	10	10
MOVEMENT:	Fl 18 (A)	Fl 15 (A)
HIT DICE:	1 per 10 insects	1 per 15 insects
THACO:	Special	Special
NO. OF ATTACKS:	See below	See below
DAMAGE/ATTACK:	See below	See below
SPECIAL ATTACKS:	See below	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	T (8")	T (5")
MORALE:	Average (8-10)	Average (8-10)
LEVEL/XP VALUE:	65 per 10 insects	65 per 10 insects



The insects of Athas are of a hearty breed, and insect swarms are among the most deadly plagues that this world has ever been subject to.

There are two insect breeds which form swarms in the deserts of Athas. The first type is a variant of the common locust, while the other is a smaller version of the kank.

Locusts

The locusts of Athas are approximately 8 inches in length and look very much like large, brown grasshoppers. They have five-inch-long wings which grant them extremely fast flight speeds and excellent maneuverability.

Combat: There is little to nothing that can withstand an attack by a swarm. Encountered individually, these insects are dangerous enough, but when massed in the thousands, they are devastating. When encountered individually, a single locust can attack three times, with its fore claws and its mandibles. Each successful attack does 1-2 points of damage. Each locust has 1 hit point and will die if struck by any weapon.

When in a swarm, however, these insects are much more deadly. When a swarm of Athasian locusts encounter a creature in their path, the creature is virtually covered from head to toe with the insects, which will attack the creature until it has been picked clean to the bone. When a creature is caught by a swarm of locusts, roll 1d4 and multiply the result by 20 to determine the number of locusts that will attack it. The locusts attack with a THACO of 10. Make three attack rolls and determine how much damage is done to the victim. Then multiply this number by one-half the number of locusts attacking the creature. This is the total number of hit points of damage done to the creature in that round. Once a creature has fallen dead, its carcass will be cleaned to the bone within 3 rounds. Any creature or character caught in a swarm has its movement rate cut to 3.

Habitat/Society: Swarms gather together very rarely, usually only one time every three or four years. Those most affected by these swarms are the nomadic herdsmen, who often lose entire herds of kank or erdlus to these terrible insects.

From afar, a locust swarm appears as a small dark cloud which moves quickly across the desert. The swarm usually covers an area of approximately 100 square yards.

Aside from the danger that these swarms present to the population, Athasian insect swarms also devastate miles and miles of vegetation and plant life.

Ecology: Despite their devastation, the insect swarms do produce one useful side effect —they kill large numbers of the rodents and small mammals breeding on the Athasian deserts.

Mini-Kanks

The other type of swarming insect is a small species of the kank. This small cousin of the kank is about five inches in length and sports three-inch-long wings on its back.

Combat: Swarms of mini-kanks are similar to swarms of locusts in the numbers of insects in a swarm, but are different in terms of how they attack their prey. While locusts chew their victims until nothing but bone remains, mini-kanks are blood-suckers. When a swarm of mini-kanks attack a creature, 10-40 (1d4 x 10) will usually combine to kill it by sucking its blood. Each single mini-kank can drain up to 3 hit points from a victim, one per round. Creatures attacked by a swarm of mini-kanks must make a saving throw vs. paralyzation or lose a number of hit points equal to the number of insects attacking. A successful saving throw means the creature loses only half that number of hit points. This continues for three rounds at which point the mini-kanks attacking will fly off. If the creature survives, a new number of mini-kanks will attack on the very next round, repeating the process outlined above, until the victim is dead. Like swarms of locusts, swarms of mini-kanks slow the movement rates of attacked creatures to 3.

Habitat/Society: Swarms of mini-kanks are slightly smaller (75 square yards) than swarms of locusts, but move more quickly across the desert.

Kank, Wild



CLIMATE/TERRAIN:	Stony barrens, tablelands
FREQUENCY:	Common
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	50-500
ARMOR CLASS:	5
MOVEMENT:	15
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	1-6 or 1-6/1-8
SPECIAL ATTACKS:	Crush/Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	175

Not all kanks on Athas are maintained by the nomad herdsman. Many herds of kanks roam wild across the Tablelands.

Kanks are large, docile insects with black, segmented, chitinous exoskeletons, covering their head, thorax and abdomen. Kanks grow up to eight feet in length, four feet in height, and can weigh as much as 400 pounds. At the front of their head, kanks sport a pair of sharp pincers which they use for both feeding and fighting. The thorax of a kank has six legs. Each leg has a strong claw at its end, allowing the creature to grip the surface it walks upon. Like most insects, the kank's abdomen has no appendages and is supported by the rest of its body.

Combat: When kanks engage in combat, it is usually the soldier type that is involved, as they are the best suited to fight. A soldier kank will strike with its pincers, doing 1-8 points of damage on a successful attack. Any victim hit by a soldier kank is also injected with Class O poison (save vs. poison or be paralyzed in 2-24 rounds). If the attack roll against a foe is 15 or higher and that is a hit, the victim is also grappled; each round thereafter the victim suffers an extra 1-6 points of crushing damage in addition to the normal 1-8 points of damage and poison attack in the first round. Breaking free from the grapple of a kank requires a Strength roll at a -2 penalty. Companions of the victim may attempt to free him by attacking the kank's pincers. A total of 5 points of damage is all that is required to lose the victim.

Habitat/Society: Being insects, wild kanks organize themselves into hives, each consisting of soldiers, food producers, and brood queens. The soldiers serve as the hive workers, collecting



materials which can be used to build nests for the brood queens, as well as the protectors of the queens and food producers. Soldiers also gather food for the adult members of the hive. This food takes the form of most types of leaves and fronds, and an occasional animal.

Food producing kanks secrete large, melon-sized globules of green honey which is used to feed the young of the hive. These globules are stored on the abdomens of the food producers, and when food is scarce are used to feed the older members of the hive as well as the young.

Brood queens are the members of the hive that produce eggs, usually in batches of 20 to 50. Once the brood queens have laid their eggs, it is the soldiers duty to fiercely defend the area until the eggs hatch.

Wild kanks generally choose an area for egg laying where there is an abundant amount of available vegetation for food.

Ecology: The honey globules produced by food-producing kanks are very sweet and fetch a high price when used in trade and barter. They can sustain a man for several days with no other means of nourishment.

Kank exoskeleton can be used as armor when cleaned, but is very brittle and has a 20% chance of breaking whenever hit by a weapon. A much more common use of kank exoskeleton is in the construction of chitin golems, automatons created by powerful defiler wizards.

Kirre



CLIMATE/TERRAIN:	Forest ridge
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	6 + 6
THACO:	13
NO. OF ATTACKS:	7
DAMAGE/ATTACK:	1-4/1-4/1-6/1-8/1-4/1-4/1-6
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Large (8' long)
MORALE:	Very Steady (13-14)
LEVEL/XP VALUE:	650

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/2/10	PB, II, PsC/TS, IF, TW	15	100

Psychokinesis – *Sciences:* project force; *Devotions:* soften, levitation.

Telepathy: – *Sciences:* psionic blast, tower of iron will; *Devotions:* awe, psychic crush, id insinuation, thought shield, intellect fortress, life detection, contact.

The kirre is one of the more vicious animals of the forests and jungles of Athas. Resembling a tiger in many ways, the kirre is a beast not to be trifled with.

At first glance, the kirre looks like a great cat, but upon closer examination, the differences quickly become clear. The kirre is eight feet in length and has eight legs, each ending in paws which sport very sharp claws. The kirre also has large horns on either sides of its head and a sharp barbed tail spike often used as a weapon. The mouth of the kirre is large and has sharp, canine teeth, which are used mostly for tearing food that has been killed. The kirre is a fur-covered animal with coloration similar to a tiger (both are striped). But where a tiger is striped in black and orange, the kirre is striped in brown and grey. This coloration is consistent all over the kirre's body, with the exception of its face, which is all grey. The yellow eyes of this creature against the dark grey fur of its face create a fearsome appearance.

Combat: Being predators by nature, kirre are very well equipped for combat. This creature is very quick in melee combat, and therefore receives a -1 modifier to its initiative rolls. If the DM is using the "Optional Modifiers to Initiative", kirres are treated as small creatures, receiving only a +3 modifier, instead of the normal +6 for large creatures.

During each round of combat, a kirre can attack up to seven times, using its limbs, teeth, horns, and tail as weapons. It first



attacks with its foremost claws, followed by its bite and horn attack. It then attacks with its secondary claws and its tail. Each claw does 1d4 points of damage, both the bite and tail do 1d6 points, and the horn attack does 1d8 points.

Like many of the creatures of the Athas, kirres have natural psionic powers. Instead of its multiple attacks, each round the kirre can use one of its psionic powers as can any normal psionic creature. Also, the kirre has natural psionic defense modes that are always considered to be "on." These provide the creature with a powerful defense against psionic opponents (assuming the kirre has enough PSPs to power the defense mode being used).

Habitat/Society: Kirres are normally solitary creatures, until the approach of their mating season, at which time a male and female will join and produce offspring. Kirre litters number from three to five young. Kirres are mammals, and females produce milk for their young. Young kirres survive on milk for the first five months, at which point they begin to eat solid food such as small forest animals and other mammals.

When the female is ready to give birth, both she and her mate will make a den in a remote area of the forest where they will be unlikely to be disturbed. During the first five months after birth, both the male and female protect their den ferociously, attempting to kill any creature who threatens their young.

Ecology: Kirre are a favorite game of many hunting tribes of races who live in the forests of Athas. The meat from kirres is some of the finest on all of Athas, and it is sought after by many. Aside from a source of food, the kirre also has other uses when killed. The creature's horns can be cut off and used as spear heads; in some cases, they can be carved into ornate daggers. Also, the tail of a kirre has a sharp, bone spike at its end that can be fashioned into either an arrow head or a dart.

Megapede



CLIMATE/TERRAIN:	Sandy wastes, salt flats
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	5 or 1
DAMAGE/ATTACK:	1-6 (x5) or 3-30
SPECIAL ATTACKS:	Poison (Class B)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	Gargantuan (100-150' long)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	4,000

PSIONICS SUMMARY *:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	3/7/10	MT, PB, EW, PsC/TS, MB, IF, T W	15	150

Psychokinesis – *Sciences:* detonate, disintegrate, project force; *Devotions:* soften.

Psychometabolism – *Sciences:* death field, energy containment; *Devotions:* biofeedback, chameleon power, double pain, reduction.

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

Megapedes are colossal centipedes which roam the sandy deserts of Athas.

Megapedes are very similar to normal centipedes in all ways except in size. They have a very long (100 to 150 feet), segmented body which sports a pair of legs nearly every two feet. These legs are five feet in length and have flexible claws at their ends. The body of a megapede is covered with a fur-covered, bulbous skin which serves as a pseudo-exoskeleton.

Combat: Because of its size, the megapede is very capable of defending itself in combat.

When a megapede engages in combat, it can attack in one of three ways. First, it can use up to five of its legs to attack. These can all be used on the same target or on differing ones, providing there are targets within range (five feet). Each leg does 1d6 points of damage with a successful attack. A megapede can also use its tremendous jaws and bite its victim, doing 3-30 points of damage although it cannot use its legs to attack when biting. Creatures bitten by a megapede must save vs. poison or lose 20 additional hit points. Those who succeed at saving lose only 1-3 additional points.

The last combat ability of megapedes is that of psionics. Megapedes are powerful psionic-using creatures and can employ up to two different psionic powers in the same round, so long as



they do not engage in melee combat during that round. Like many Athasian creatures, megapedes have natural psionic defense modes which are always considered to be "on." The creature still must pay the cost in PSPs, but may use the defense modes at anytime, regardless of any other actions it is performing at the time.

Habitat/Society: The megapedes of Athas are, with the exceptions of the Dragon and Nightmare Beasts, the most dangerous feature of travelling across the deserts of this harsh world. Because of their sheer size, megapedes cannot normally hide their presence. Most, however, live beneath the sands of the desert, only surfacing to feed on unfortunate passers-by. Herds of erdlus and even kanks are among the favorite foods of megapedes, though they often survive on vegetation alone for weeks on end.

When a megapede is ready to lay eggs, it will find an isolated area, if possible in the rocky barrens of the Tablelands, and begin to make a cocoon in which to place its eggs. Up to three eggs can be placed within one cocoon, which often reaches near 60 feet in length. A cocoon will remain for four to five weeks before bearing young megapedes. At birth, a megapede is 20 to 30 feet long, growing to its full size within three months after birth. While not especially protective of its cocoon, a megapede which has laid eggs will fight off any creature which threatens them, mostly out of instinct.

Ecology: The claws of a megapede can be used as arrow/quarrel heads of a very effective nature. Arrows and quarrels tipped with megapede claws add +1 to damage rolls (note that this does not imply that these weapons are magical in any way). Also, the poison sacs of a megapede can be removed from the creature and saved. The poison (Class B) within remains potent for about one month, after which time it dries up and becomes worthless.

Mul, Wild



CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Common
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	L (C)
ALIGNMENT:	Any
NO. APPEARING:	2-7 (1d6 + 1)
ARMOR CLASS:	8 (10)
MOVEMENT:	9
HIT DICE:	5 + 5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (weapon) + 1 (strength)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	270

PSIONICS SUMMARY *:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	MT/M-, TS	13	80

Psychokinesis – *Sciences:* telekinesis; *Devotions:* levitation, control body

Telepathy – *Sciences:* mindlink; *Devotions:* conceal thoughts, inflict pain, mind thrust, mind blank, thought shield, contact, invisibility.

Muls are a cross-breed of dwarf and human that are raised for the gladiatorial games often played on Athas. While all are born into captivity, some escape and make their homes in the plains and oasis of the Athasian deserts.

Muls are stout humanoids, averaging 6 to 6½ feet tall, and weighing up to 300 pounds. While their height comes from their human side, muls also have strong, stocky bodies, an obvious trait from their dwarven parentage. Muls are light skinned, sometimes having a copperish skin coloration. Muls have a face that is undeniably human looking, though their ears are swept back and mildly pointed. All muls, both male and female, have no head or facial hair of any kind.

Combat: Wild muls will often end up in combat situations during the course of their life. Muls are commonly tracked by bounty hunters hired by the templars and noblemen who operate the gladiatorial games. When a wild mul engages in combat, they are most effective fighters.

Most muls encountered wear leather armor, it being the most common type found on Athas. This is usually the same armor worn by the muls at the time of their escape, and it provides adequate protection (AC 8). Many times they also carry a small-to medium-sized shield, an additional carry over from their gladiatorial days.

Most muls are armed with long swords, though occasionally some are found with either short swords (less often) or polearms, flails, or maces (more often). Most muls encountered will have either bone or stone weapons, and wild muls have been known to carry obsidian and even metal weapons. When



using any weapon, a wild mul receives a +1 bonus to their damage rolls due to unusual strength.

Additionally, like many creatures of Athas, muls are naturally psionic. Most muls (75%) are wild talents, possessing only one or two psionic abilities. Some (25%), however, are full-fledged psionics, able to use a variety of psionic powers.

Habitat/Society: Wild muls seldom form large groups, preferring to gather in small clans (ranging in size from two to seven members). These clans will often consist of muls who manage to escape together and remain together for mutual protection. Clans of wild muls usually settle in the rocky barren areas of Athas, near where the plains and the deserts of the Tablelands meet. With plant life being as scarce as it is, many muls have turned to animals, and even other humanoid races, as a source of food. This behavior causes most other races to greatly fear wild muls. This feeling is reciprocated by the muls, as they are particularly paranoid that any who find them are hunting them for the templars and noblemen of the gladiatorial games. Clans of muls are very unlikely to trust any who encounter them, except adventuring parties that have a mul among them. Even then, mul clans are overly suspicious, believing that they can trust no one.

All muls are born sterile, and no clans have offspring among them. The only time that young muls are found in the wild is when they escape with a group of adults. Since by definition, wild muls are escaped slaves, they very rarely enter cities once they have escaped. Any wild mul discovered within the walls of an Athasian city would be captured and, most likely, publicly executed as a discouragement to any muls who might consider escape in the future.

Ecology: Just as muls occasionally hunt and eat other humanoid races, they are hunted themselves. Some thri-kreen tribes hunt wild muls, which serves to foster an animosity between these two races.

Nightmare Beast



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil (F)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	-5
MOVEMENT:	12
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	2-12/2-12/2-20/2-20/4-40
SPECIAL ATTACKS:	Psionics and Spells
SPECIAL DEFENSES:	+1 or better to hit (see below)
MAGIC RESISTANCE:	20%
SIZE:	Gargantuan (30' tall)
MORALE:	Elite (15-16)
LEVEL/XP VALUE:	16,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/4/11	PB, MT, EW, II, PsC/ M-, TS, MB, IF, TW	17	180

Psychokinesis – *Sciences:* disintegrate; *Devotions:* ballistic attack, molecular agitation, molecular manipulation.

Psychometabolism – *Sciences:* Nil; *Devotions:* biofeedback, double pain.

Psychoportation – *Sciences:* summon planar creature, teleport; *Devotions:* teleport trigger.

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

Of all the creatures that roam the planet Athas, none except the Dragon is as feared, or as dangerous, as the nightmare beast.

Nightmare beasts have one immediately identifying characteristic, that being their immense size. All are nearly 20 feet tall and weigh close to 4,000 pounds each. Nightmare beasts are four-legged creatures; all these legs end in sharp claws, enabling them to climb quite well, despite their size. All nightmare beasts have similar skin coloration and texture. The skin of this creature is extremely thick and tough, very similar to that of an alligator or crocodile, but even more durable. Though usually a dark blue/grey in color, sometimes a beast's skin will be more purple. Nightmare beasts have large red eyes, which actually glow in the dark. A nightmare beast's teeth are very long, reaching eight inches in length, and are sharp, pointed canines capable of chopping a victim in two with ease. Two pairs of a nightmare beast's teeth are nearly twice as long as the rest; one is set in the lower jaw, one in the upper. These two pairs extend outside the creature's mouth and are exposed even when its mouth is closed. The lower pair is closer together and fits inside the upper pair. Nightmare beasts have large tusk-like horns on their heads, used by the creatures to rend their victims.



Combat: Nightmare beasts are very dangerous combatants, capable of defeating small armies of humans by themselves.

Though huge in size, nightmare beasts are capable of fairly quick movement, allowing them to close with opponents very rapidly. Their speed on land, combined with their great weight provides them with the ability to smash through nearly any obstacle, including city walls, trees, and small natural rock formations. When a nightmare beast attempts to smash through a wall, or fortification, the DM should roll 1d20 on "Table 52: Structural Saving Throws" (see the *DMG*; use the *screw or drill* line). If the roll is lower than the number on the table, the wall loses ¼ of its structural integrity. Each subsequent successful attack reduces the integrity of the wall further, until it crumbles into rubble at the beast's feet.

When engaged in melee combat, a nightmare beast is absolutely devastating. When they attack, nightmare beasts raise up onto their hind legs, enabling them to attack with their front limbs. A nightmare beast on its hind legs is approximately 35 to 40 feet tall. Nightmare beasts are capable of up five attacks per round. They attack first with their two front clawed limbs, doing 2d6 points of damage per successful attack. The beast then attacks with both its horns, each capable of inflicting 2d10 points of damage. Finally, its massive bite can cause 4d10 points of damage.

The extremely thick skin of a nightmare beast provides it with incredible protection against attack (AC -5). In addition, only +1 or better weapons have any effect on the creature. Nightmare beasts also have a small degree (20%) of magic resistance, and spells or spell-like abilities used by creatures of 4 hit dice or less do only half damage. Thus, a spell cast by a 4th-level mage that gets past the creature's magic resistance will still only do half damage. Spells which save for half damage would do ¼ damage when cast by characters with four or less Hit Dice.

It is believed that nightmare beasts were created through use of defiler magic, and it is known that all of its spell abilities are

Nightmare Beast

similar in effect to defiler magic. A unique adaptation of defiler magic's life draining effects has produced the nightmare beast's ability to drain life energy from its victims. Instead of using its normal attacks in a given round, a nightmare beast can drain life energy from a victim, resulting in the victim losing 1 experience level. When a nightmare beast uses this attack, it gains the same number of hit points lost by the victim. A nightmare beast can use this its energy drain ability only three times a day.

Nightmare beasts are also capable of magical and psionic attacks. Each round, a nightmare beast may attack normally, and use either one of its spells or one of its psionic powers. The creature is able to use the following spells, twice a day, once per round: *fireball*, *lightning bolt*, *chain lightning*, *dispel magic*, *wall of fire*, *incendiary cloud*, *death fog*, and *cloudkill*. A nightmare beast is immune to the effects of its own spells and all its spells are cast at 10th level of experience. All spells used by nightmare beasts are considered use of defiler magic.

The nightmare beast is also an extremely powerful psionic using creature, capable of feats usually performed only by the eldest and most experienced psionics of Athas. As stated above, a nightmare beast can use one of its psionic powers each round that it doesn't employ one of its spells. Also, the nightmare beast has strong psionic defense modes, all of which are considered to be always "on." Thus, any psionic attack launched at a nightmare beast is automatically defended against with the most effective defense mode. However, defense still depends upon whether or not the beast has sufficient PSPs to power the defense mode it attempts to use.

A nightmare beast will often employ the most direct and brutal attack forms it has at its disposal. Among its psionic powers, it will often favor use of its psychokinetic discipline, as it allows the creature to destroy weapons as well as buildings which may be in its way. It will frequently use its psychoporation discipline too. The teleport devotion allows the creature to instantly appear before its enemies and to vanish if it feels threatened. It will employ its summon planar creature science to summon creatures to further its destructive rampage. When it has sufficient PSPs, it will summon creatures from the outer planes first, then from the other planes as needed.

One other unique psionic ability of the nightmare beast is its "nightmare" attack. With this ability, a nightmare beast can enter the dreams of its victims and prey on their subconscious minds. This ability is used in two distinctly different manners. The first is used against future victims, those which the beast is either stalking or is intent on attacking. The beast uses this ability when these victims are sleeping. Any intended victims must save vs. spells (at -2) or suffer from nightmares of extreme horror (in which the victim is stalked, hunted, and killed by the nightmare beast). These dreams are so vivid that they prevent the victim from properly resting. The victim does not naturally heal any hit points previously lost and suffers from fatigue. Victims of fatigue suffer a -1 to all rolls, and they have their movement rates lowered as though they were "moderately encumbered". These penalties are in effect for three days, or until a heal spell is cast upon the victim.

The other manner in which a nightmare beast uses its "nightmare" attack is during combat. When used in combat, this ability is treated as a normal psionic ability; it can be used in the same round as the beast's melee attacks. When this ability is used, all creatures within a 50' radius of the nightmare beast

must save vs. spells at -2. Those who make their saves are unaffected. Those who fail are affected the next time they go to sleep. While they sleep, victims of this attack have dreams as described above, in which they are stalked, hunted, and killed by the nightmare beast. The effects of these dreams are the same as those described above. They will also last for the same duration (three days) or until a heal spell is cast. Use of the "nightmare attack" ability in either manner costs the nightmare beast 50 PSPs and requires a psionic check to be employed.

Habitat/Society: Nightmare beasts can be encountered in virtually any terrain on Athas. Fortunately, there are very few of these creatures. Some historians think that once there were as many as a hundred of these beasts roaming the world. Now there are believed to be only half a dozen remaining.

Nightmare beasts live in their lairs for long periods of time (up to one year). After that time, they will roam the desert until they find a suitable area in which to make their new lair. When a nightmare beast settles into a new lair, it will most often settle near ancient ruins of the former civilization that once inhabited Athas. No matter where they make their lairs, nightmare beasts do so in a consistent manner. All beast lairs are very defensible and well-protected. The nightmare beast will always choose a lair that is difficult to attack from both land and air.

Nightmare beasts only rest in their lairs for short periods, usually no more than 6 hours at a time. The rest of their time is spent roaming the area near their lairs and feeding. These beasts will normally rotate between resting and roaming in 6-hour time periods. This activity cycle is maintained for days and sometimes weeks at a time. (The only time that a beast will change this cycle is when it is preparing for battle.) When resting in its lair, a nightmare beast will often use a unique variant of the psionic danger sense devotion. This ability functions as described in the *Complete Psionics Handbook* except that its range extends to cover the entire lair and the PSP cost is only 5 per hour (instead of the normal 3 per turn).

When a nightmare beast roams the area surrounding its lair, its main purpose is to feed itself. These creatures eat nearly anything, both animal and vegetable. Entire herds of erdlus and kanks have been killed when a nightmare beast has come across them while feeding.

There are certain creatures that a nightmare beast will not attack, even when it is searching for food. Nightmare beasts will not attack drakes or megapedes, for example, nor would one ever try to fight the Dragon.

Ecology: As stated above, nightmare beasts eat almost every type of food available on Athas. However, they are unsuitable as a food source because their bodies decay rapidly after death. It is thought that this is because the magic which has sustained their lives vanishes when they die, causing an unnatural rate of decay. However, the horns, claws, and teeth of a nightmare beast make excellent weapons and are usually used in arrowheads, daggers, and (sometimes) darts. Also, the horns of a nightmare beast can be ground and mixed with water to create a paste. When consumed, the paste produces an effect similar to esperweed, though much less powerful. The paste grants the consumer 30 additional PSPs and two wild talents. Its effect lasts for 5 rounds.

Plant, Carnivorous



	Blossomkiller	Dew Fronds	Poisonweed	Strangling vines
CLIMATE/TERRAIN:	Forest/Jungles	Jungles	Forests	Jungles
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)	Non (0)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	9	See below	8	5
MOVEMENT:	Nil	Nil	Nil	Nil
HIT DICE:	9	3 or more (see below)	10 (see below)	1-5 (see below)
THACO:	11	15 or less	Nil (see below)	19,17, or 15
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d6	1d6	1d6	1d10
SPECIAL ATTACKS:	Paralysis	Blood drain	Poison	Strangulation
SPECIAL DEFENSES:	See below	Nil	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	H (45' area)	M-H (3'-15')	S (2' area)	H (25' long)
MORALE:	Nil	Nil	Nil	Nil
LEVEL/XP VALUE:	2,000	3-4 Hit Dice: 175 5-6 Hit Dice: 420 7-8 Hit Dice: 975 9-10 Hit Dice: 2,000	2,000	650



Blossomkiller

Blossomkiller is a very unique plant found in all the vegetated areas of Athas. The plant has many different features, including its stalk, roots, tendrils, and flowers.

A single blossomkiller plant occupies an area with a radius of

up to 45 feet. The roots and vines of this plant stretch across the area, between, in, and around any other nearby plants. The stalk of a blossomkiller is the size of a large tree trunk, but as it grows it lays flat down on the ground, where it spreads out in all directions.

The roots of the plant, which criss-cross the entire 45-foot-radius area, and are similar in nature to trip wires. The tendrils branch out from the roots and await an unsuspecting victim. The tendrils are two to three inches thick, from five to ten feet in length, and green in color. Every five to ten feet, there is a group of four tendrils which sprout out from one of the blossomkiller's roots. The flowers of the blossomkiller are large and bright yellow, with dark green stems and leaves. Within the area of the blossomkiller, there are any number of flowers, most often six to nine, spread out evenly throughout the area. The stamen of a blossomkiller flower looks like a pin cushion, and for good reason; it is from the stamen that this plant shoots quills that damage its targets.

When a victim steps on any of the plant's roots, the flowers shoot a spray of quills in all directions, entirely covering the area occupied by the plant. The quills carry on them a natural paralysis poison, and any creature or being hit by them must make a saving throw vs. paralysis. Those who succeed take 1d6 points of damage, but are otherwise unaffected. Those who fail take 1d6 points of damage and are paralyzed for 2 turns (20 minutes). When a victim is paralyzed, the blossomkiller's tendrils move out and begin to wrap themselves around it.

A blossomkiller has 1 hit die for each ten feet of area to a maximum of 9 Hit Dice. Each flower has only three hit points, while the roots have eight hit points each. The roots, tendrils, and flowers of a blossomkiller are not very sturdy, and are easy to cut (AC 9).

Dew Fronds

Dew fronds are found in the jungle areas of Athas, where they easily blend in with the tropical surroundings and foliage. When

Plant, Carnivorous

newly grown, each frond is three to five feet in length and is a yellowish-tan color. The fronds of this plant are usually encountered in groups of four, all growing out of a single stalk. A young plant has a radius of approximately 4 feet and is three to four feet tall. As it feeds, a dew frond plant grows at an alarming rate.

A dew frond lives off of the blood of its victims. As it feeds on more blood, the plant grows, soon reaching a height of fifteen feet and having a radius of 20 feet. The dew frond feeds through use of its sharp, barbed fronds. As a creature passes by one of these plants, it will lash out with its fronds, cutting the creature. To the victim, it will seem like the frond simply shifted, as though moved by the wind, etc. When a dew frond attacks, it does 1d6 points of damage. When it cuts the creature, the barbs dig into its skin, causing the fronds to stick in the wound. The fronds then begin to draw blood from the victim at a rate of 1 hit point per two rounds, until the victim is either drained or breaks free. Breaking free requires three rounds. This can be done more quickly, but doing so results in the victim taking 1d6 points of damage.

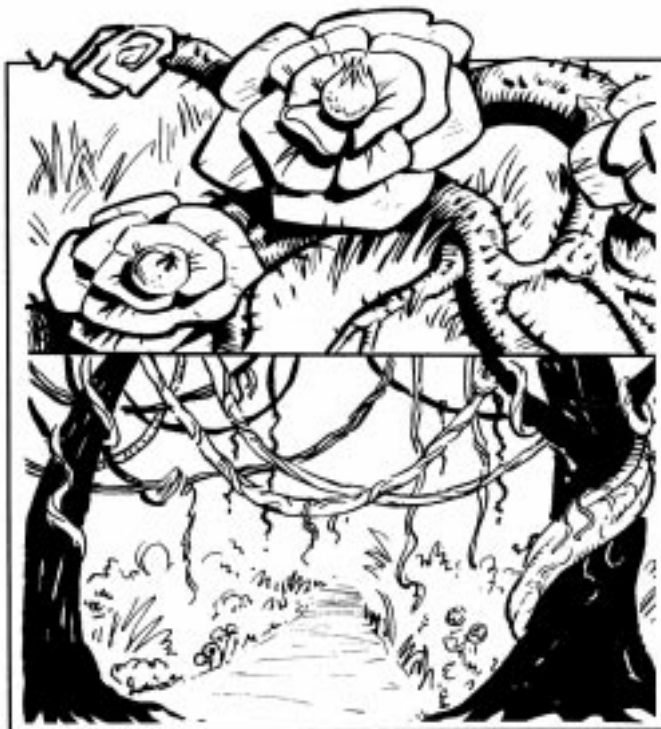
A young dew frond plant has 1 hit die and an AC of 10. For each ten hit points of damage a dew frond inflicts on a target, it gains 1 hit die, and its AC is reduced by 1 (to a minimum of AC 0). Also, a dew frond plant grows one foot in height for each hit die it gains. Thus, after inflicting ten points of damage, a dew frond would have 2 Hit Dice, an AC of 9, and be four to five feet tall. After inflicting 30 points, it would have 4 hit dice and an AC of 7. Note that the additional damage inflicted by quickly removing a frond from a wound does NOT count towards the plant's growth.

Poisonwood

Poisonweed is found within the forest areas of Athas. Along the roots of this weed grow large, beautiful flowers, bearing bright orange-colored petals and light green-tinted leaves. The flowers of a poisonweed plant are from four to six inches in diameter and are very hard to miss. A single poisonweed plant will bear up to 30 flowers, which are spread over a 20 foot radius.

These flowers tend to extend out towards foot trails and paths which are commonly used by animals and man-sized travelers in the forest. At the center of a flower is a poison sac, filled with poisonous dust. As a victim touches or brushes against one of these flowers, a large cloud of poison is released into the air affecting all within 15 feet of the plant. Every being inside the affected area must save vs. poison or fall fast asleep, taking 1d6 points of damage as they do so. Those who successfully save remain conscious, but still take the damage. Once asleep, the victim is covered with the dust, which, as the victim breathes it, continues to keep him unconscious. Once the victim is asleep, the poisonweed roots quickly grow around and on its body, until it is completely entangled by them. It takes 3 turns for a poisonweed plant to completely entangle a victim. The poisonweed roots then secrete a corrosive enzyme that slowly eats away at the victim's flesh, eventually killing it. These corrosive enzymes do 1d10 points of damage per round.

Poisonweed plants are difficult to kill, since each time they are hit, they disperse another cloud of poison dust. Each flower on a given plant can generate two clouds of dust before its poison sac is emptied. This means an average plant can create up to 60 poison clouds before being depleted. For each new cloud cre-



ated, any creatures within the area of effect must again save vs. poison or be rendered unconscious.

Each poisonweed flower has only 2 hit points, but the whole plant has a total of 10 Hit Dice. Poisonweed is immune to cold attacks, but takes double damage from fire-based ones. When a poisonweed plant is killed, it will automatically disperse as many poison clouds as possible before it dies. The only known method of safely killing a poisonweed plant is through the use of defiler magic. When the life source of the plant is drained, it is unable to disperse its dust clouds, and, like all plant life within range of defiler magic, is instantly killed.

Strangling Vines

Strangling vines are roughly 25 feet in length, usually stretched between three or four trees, most often crossing over footpaths and trails in the forest. The vines have approximately ten leaves per five-foot section; these leaves conceal sharp thorns. The stalk of a strangling vine is brownish-green in color, while the leaves are a shiny, moss-like, deep green.

A strangling vine usually lies drooping between trees, waiting for a victim to pass by. As a suitable prey passes beneath the vine, it will drop suddenly and wrap itself around the prey's neck, strangling it. It will then attempt to pull the victim off the ground, hanging it until it dies.

Because a strangling vine looks natural in its surroundings, creatures attacked by it suffer a -1 penalty on their surprise rolls.

When a strangling vine attacks, its first strike causes 1d10 points of damage, due to the plant's long thorns. Each round after that, when the vine is attempting to strangle its victim, the vine's prey takes 1d6 points of damage. Breaking free of a strangling vine is difficult, requiring a Strength check be made with a -5 penalty. This may only be attempted one time by the victim.

Pterrann



CLIMATE/TERRAIN:	Forest
FREQUENCY:	Common
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	J (C)
ALIGNMENT:	Neutral
NO. APPEARING:	1-10
ARMOR CLASS:	8
MOVEMENT:	1 2
HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or (by weapon)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Steady (11-12)
LEVEL/XP VALUE:	Warrior: 175 Druid: 420 Psionicist: 270



PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	EW, II/ M-, TS	12	70

Clairsentience – *Sciences:* aura sight; *Devotions:* danger sense, know direction.

Telepathy – *Sciences:* mindlink; *Devotions:* ego whip, id insinuation, mind blank, thought shield, ESP, life detection, contact.

Pterranns are a race of lizard men who inhabit the Hinterlands near the Ringing Mountains. While most never make it past the mountains, some small clans have made their homes on the desert side, living in the forests and jungles near the Forest Ridge, near the rocky barrens which border the deserts of Athas.

Pterranns look more like humanoid pteradons than they do lizards, indicating that they may be related in some way to the pterax, a race of flying creatures found on the rocky barrens of Athas. Standing roughly six feet tall, pterranns have light brown scales for skin. Along with their two arms and legs, pterranns also have a short, tail-like appendage and two rounded stubs on their backs, which further hint at their relationship to pterodactyls. The head of a pterrann features large, almost bulbous eyes and a long snout, which is also the creature's mouth. The mouth of a pterrann has many teeth, which are used for ripping its food apart. The arms of pterranns end with clawed hands, usable in both hunting and fighting. There are no obvious characteristics which distinguish males from females under normal circumstances.

The language of pterranns is a collection of vocal sounds that are combined with clicks and taps made with their claws. The vocal sounds of the pterranns are largely hisses and pops, with occasional snarls or growls. It is almost impossible for humans and demi-humans to speak the pterrann language because human voices are unable to create the necessary sounds. It is accordingly difficult for humans or demihumans to interpret this language, resulting in a -5 to any language proficiency checks made when attempting to understand the pterrann language.

Combat: Pterranns are naturally suspicious of men, particularly of humans and halflings. Thus, most confrontations between

these races end in combat situations, a contingency that pterranns are more than capable of handling. The coloration of a pterrann's scales provides good camouflage in the forest areas that they inhabit. When pterranns attempt to surprise their opponents in this environment, their intended victims suffer a -1 penalty to their surprise rolls.

Their scales provide pterranns with a tough, armored exterior. All pterranns can attack up to three times per round, using their two claws and bite. Each claw attack does 1d4 points of damage, while a bite does 1d6 points. Many clan warriors carry weapons of pterrann design, which they often use in combat encounters. There are two weapons of tribal design employed by pterranns. The first type is, in essence, a wooden long sword, carved from young hardwood trees and treated with a mixture of tree sap and id fiend blood. This treatment renders the blade of the weapon extremely strong, giving it nearly the strength of steel. These weapons, called *slodaks*, do 1d8 points of damage. The other type of weapon is called a *thanak* and resembles a saw blade. It is made of two strips of hardwood bound together. Between the strips is a row of teeth taken from the pterax. The *thanak* is wielded in a manner similar to that of an axe in that it is swung at the target. When it strikes, its toothed edge rips into the target's flesh. A successful attack from a *thanak* does 2d6 points of damage to all size creatures. The teeth of the weapon are often coated with a powerful, debilitating poison. Those struck by a poison-coated *thanak* must save vs. poison (at -2) or suffer a 1 point reduction in both their Strength and Constitution ability scores. Each day thereafter, the victim's Strength and Constitution are further reduced by 1 point, until they reach zero, at which time the victim dies. The effects of this poison can be countered by either a *neutralize poison* or *heal* spell. There are no other known remedies for this poison.

Pterranns will often engage in combat from the air, mounted on pterax, a flying creature which resembles a pteradon. Mounted pterranns will use both melee and missile weapons, but tend to use ranged attacks from the air. Most mounted pterranns are armed with spears that do 1d6 points of damage when they

Pterrann

strike. Pterrann often coat the tips of their spears with the same type of poison they employ on *thanaks*.

Some members of a pterrann clan are psionics. While all pterranns are at least wild talents, some have all the powers of a psionist PC. Like many of the creatures of Athas, pterranns have developed natural psionic defense modes which are considered to be always "on." Regardless of its actions, a pterrann subjected to attack in psionic combat may use its defense modes, as long as it has enough PSPs to power the mode used.

Habitat/Society: Pterranns gather in tribes, ranging in size from 10 or 12 members, in small tribes, to over a hundred members in larger ones. A pterrann tribe will settle in villages usually located deep within the jungle as near the Forest Ridge. A pterrann village is comprised of many smaller family dwellings, all situated near or around the center of the village, where the ceremonial area is located. Pterrann society is based largely on ceremony and celebrations. Each tribe usually has several celebrations during a given year, each a celebration of thanks for their world. Pterranns believe that their race originated from the very earth itself and that Athas is their Earth Mother. With each celebration, the pterrann tribes reinforce their beliefs and faith. As would be expected, the priests of pterrann society are druids.

A pterrann tribe will usually have many different families within it. Each of these families usually has its own dwelling, marked with family symbols and colors identifying the family. On rare occasions more than one family will share a dwelling, usually when members of the two families have been joined in marriage. A typical family dwelling has several small chambers, each only large enough for two pterranns to sleep in. The dwelling also has a central room connecting all other rooms. Thus, just as the dwellings of a village are centered around the ceremonial area, the rooms of a dwelling are centered around a central family area. Families of pterranns will usually have four to eight members, two parents and four to six young. Pterranns always bear their young in pairs, and most families have an even number of members.

A pterrann tribe is led by its Triumvirate, which is comprised of the eldest tribal member from each Life Path. The Triumvirate is responsible for most of the tribe's decisions, though the entire tribe is consulted before actions of any kind are taken. Typical decisions of the Triumvirate include when to move the village to a new location, when and where to send out scouting groups, whether the tribe should involve themselves with other Athasian races, etc.

The Life Paths of Pterranns

When pterrann young reach the age of 15 years, they each must choose what is called a "Life Path." Life Paths are essentially careers which the pterrann will pursue throughout its life. There are three Life Paths in the pterrann society: the warrior, the druid, and the psionist.

Warriors

Most pterranns (65%) choose the Path of the Warrior. Pterranns that choose the warrior path become the fighters and protectors of the tribe. The warriors are also responsible for preparing the new village sight when the tribe moves from one place to the another. Pterrann warriors are taught many methods of combat, including use of their natural weapons, tribal weapons, and the weapons used by their enemies. Warriors are also the weapon-makers of the tribe, crafting both *sloakaks* and *thanaks*, and are

responsible for the creation of the unique poison that is used on these weapons.

When a pterrann chooses the warrior Life Path, but before he is named as a warrior of the tribe, he must undergo a test of his abilities. This test requires that he or she catch and train a pterrann. Catching a pterrann is a difficult task, accomplished only after many months (sometimes years) of training and studying.

A pterrann warrior candidate attempting to catch a pterrann must first locate a pterrann nest. He/she must then observe the nest to determine which, if any, of the pterranns in the nest are capable of becoming mounts. When a pterrann is chosen as the warrior's mount, the pterrann must climb to the nest and physically catch the creature. Most pterranns take flight the moment they are caught, resulting in the first true test of the pterrann warrior—whether he can control the pterrann and force it to land. Once a pterrann is caught and grounded by the warrior candidate, it must be trained. This process usually takes from 3 to 6 weeks, after which the pterrann must prove his mastery of his mount before his peers and the tribe's Triumvirate (see below).

Druids

A small number of pterranns (25%) follow the Path of the Druid. These become the priests of the tribe, responsible for furthering the faith of the tribe and for providing healing services for warriors wounded in battle. Pterrann druids have all the normal powers of the druid class, including spell casting. Like all Athasian druids, pterrann druids have major access to spells from the Sphere of the Cosmos and one other Sphere (relating to his "guarded area"). The guarded area of a pterrann druid will most often be the forest area surrounding that druid's village.

Like warriors, druids of pterrann society must pass a test before being named Druid of the tribe. This test requires that the druid candidate spend six months in the forest alone, with no tools save those he makes during those six months. The druid is sent out and must not come in contact with any other member of the tribe for the entire six-month period. At the end of this time, the druid returns to the tribe and is questioned about his experiences by the elder druids and the tribe's Triumvirate.

Psionists

Very few members of a pterrann tribe (10%) follow the Path of the Psionist. Because of the unusual nature of psionic powers, many psionists within the tribe are regarded with suspicion and doubt by the majority of the tribe. Nonetheless, psionists are an important part of the tribe, most often used in negotiating with the other races of Athas that come into contact with the pterranns.

Like warriors and druids, psionist candidates must pass a test before they are named Psionist of the tribe. This test requires that the psionist read the thoughts of the elder psionists and share them telepathically with the tribe's Triumvirate. This means that all pterrann psionists will have the Telepathy discipline among their psionic powers.

Ecology: Pterranns are omnivorous, eating both meat and vegetation. Living mostly in the forests and jungles, their diet consists largely of game animals. Pterrann hunting parties spend many hours a day in search of food for the tribe. The meat from a kirre is a favorite food of pterranns, as is that from an id fiend. When the hunting parties venture out towards the rocky barrens, they will, on occasion, catch a flailer, also a preferred food.

Pterrax



CLIMATE/TERRAIN:	Rocky badlands
FREQUENCY:	Common
ORGANIZATION:	Flock
<hr/>	
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal (1)
<hr/>	
TREASURE:	Nil
ALIGNMENT:	Neutral
<hr/>	
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	Fl 12 (B)
<hr/>	
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	3
<hr/>	
DAMAGE/ATTACK:	1-8/1-8/2-12
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
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MAGIC RESISTANCE:	Nil
SIZE:	L (10' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2 / 3 / 8	PsC, II/IF, TW, MB13		100

Psychometabolism – *Sciences:* complete healing, animal affinity; *Devotions:* biofeedback, flesh armor, lend health.

Telepathy – *Sciences:* mindlink, tower of iron will; *Devotions:* psychic crush, intellect fortress, mental barrier, id insinuation, conceal thoughts, empathy, life detection.

Pterrax are large pteradon-like creatures which are capable of flight. They occupy the plains and rocky barrens of Athas. Pterrax are sometimes encountered near the edges of the Forest Ridge near the Ringing Mountains, where they are commonly used by pterrans as flying mounts.

Pterrax are generally six feet long, with a reptilian appearance. Their bodies are slender and sport a pair of large wings; these provide the creature with fast flight capabilities and excellent maneuverability. Pterrax have two pairs of limbs, legs and arms, all of which have sharp claws at their ends. The head of a pterrax is similar in shape to that of pterran, suggesting that the two species are somehow related. Pterrax have long, sharp teeth, which are used by pterrans in the creation of the *thanak*, a weapon employed by many of the pterran clans which have migrated from the Hinterlands to the rocky barrens of Athas.

Combat: Pterrax commonly engage in fighting, either when being used as pterran mounts, when scavenging for food, or when protecting themselves and their flock. When they do engage in fighting, pterrax are quite capable combatants. They are able to strike up to three times per round, using a claw/claw/bite attack. Each claw does 1d8 points of damage, while the bite of a pterrax does 2d6 points. When fighting against land-based opponents, they often swoop down towards the ground, make their attacks, and then return to the air, where they are protected from melee attacks. Note: if the DM is using the optional "Individual Initiative" rules, an opponent can make melee attacks against a swooping pterrax if its initiative is within 2 (higher or lower) of the creature's.



Like many of the creatures of Athas, pterrax commonly possess psionic powers. Instead of using their natural attack form, a pterrax can use any one of its psionic powers in a round. Also, pterrax possess natural psionic defense modes, again like many other Athasian creatures; these are considered to be always "on." So long as the pterrax has enough PSPs to power its defense modes, the creature can employ them, whether it is attacking with its claws and bite or with its psionic powers.

Habitat/Society: Pterrax are most commonly found in the rocky barrens of the Athasian Tablelands. They make nests in the cracks and crevices in the rocky terrain that is characteristic of the plains of this desert world. Most are solitary, but occasionally they gather in groups of up to six members. Their nests are made from dead branches and sticks found in the nearby forests and oasis that lie scattered across the deserts. A pair of pterrax will mate in the fall season, and the female will usually produce three to four eggs. The eggs are incubated by the mother for a period of three months. Young pterrax are cared for by the mother for another two months before they are cast out on their own. While their eggs are incubating, pterrax are very protective of their nest and will attack any who threaten it or their eggs.

As stated above, pterrax are often used by pterrans as flying mounts. By the time a pterrax is two years old, it is strong enough to be used as a mount. The capture and training of a pterrax mount is a part of one of the significant Life Path rituals among the pterrans.

Ecology: The eggs of pterrax are a very valuable source of food, and each one, along with water, can sustain a man for a period of two days without difficulty. The teeth of pterrax are used by pterrans in the creation of the *thanak*, a weapon used by many of that species' warriors. Also, pterrax skin is sometimes used in making ceremonial drums employed by pterrans in many rituals and yearly celebrations.

Pulp Bee



CLIMATE/TERRAIN:	Scrub plains
FREQUENCY:	Rare
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil (A)
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	
MOVEMENT:	Fl 18 (B)
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	Paralysis/Poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2' long)
MORALE:	Average (8-10)
LEVEL/XP VALUE:	2000

Pulp bees are large wasps which inhabit the plains along the edges of the Athasian deserts. Pulp bees secrete a pasty substance which hardens into a material similar in texture and consistency to wood.

Pulp bees are usually two feet long, have four legs, and a sharp, stinger tail. Pulp bees are capable of flight, due to the two pairs of foot-long wings located on the creature's back. Like many insects, pulp bees have the natural ability to cling to vertical surfaces (walls, rock ledges, etc.). The chitinous body of a pulp bee is black in color and is segmented from its head to its abdomen. The thorax and limbs of a pulp bee are colored bright red, making identification of this creature fairly easy.

Combat: Pulp bees attack any who threaten their hives, where the queen and her eggs live. When threatened, pulp bees attack with their stinger, through which they are able to inject a paralytic poison into their victims. The actual sting itself does 1d6 points of damage, but those successfully attacked must save vs. poison or suffer an additional 4-24 (4d6) points of damage. Any creature that fails the poison save must then save vs. paralysis or become paralyzed after 2-24 rounds. This paralysis lasts for 2-12 hours, after which time the victim will remain very weak for another 10-12 hours (-2 strength).

Habitat/Society: Like most insects, pulp bees gather in hives. Pulp bees make their homes on the plains which surround the deserts of Athas. Pulp bee nests are made of a substance which they secrete. It is a paste-like material which hardens to a near wooden consistency. The bees use this material to form their nests. Nests made of this material offer very good protection against any intruders.



Within a hive, there are three different types of pulp bees: fighters/builders, food gatherers/producers, and the queens. The queens are responsible for laying and hatching eggs, which produce more members of the hive. Food gatherers/producers are responsible for providing food for the hive. They go out and gather food from nearby plants and flowers, and return with it to the nest. Once there, they break down the food into a mushy paste, which they ingest. This paste serves as raw material for the food-producing bees, who then secrete a sweet liquid which, when it hardens, is the main source of food for the hive. Fighters/builders perform the same functions as soldiers and workers in other insect hives. They guard the nest while the queens' eggs are incubating, and they are the ones who build the nest itself. All members of the hive are identical in appearance, though the queen is generally a much larger specimen.

Aside from living in the wild, pulp bees are also cultivated by some Athasian cultures as a source of building material. Clans of both humans and elves have been known to raise pulp bees, often within a city or oasis village.

Economy: The wood-like substance secreted by pulp bees is sought after by many cultures as a source of building materials. Also, the liquid secreted by food-producing bees is very tasty and nutritious. One quart of this liquid alone is capable of sustaining an adult in the desert for two days. When hardened, it loses some of its nutrition, but can still sustain an adult for up to one day.

Pyreen (Peace-bringers)



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Supra-Genius (19)
TREASURE:	V (x3)
ALIGNMENT:	Neutral good
NO. APPEARING:	1
ARMOR CLASS:	0 (10)
MOVEMENT:	24
HIT DICE:	16-20
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon +3 (strength)
SPECIAL ATTACKS:	Spells, see below
SPECIAL DEFENSES:	Spells, see below
MAGIC RESISTANCE:	25%
SIZE:	M (6-7')
MORALE:	Fearless (20)
XP VALUE:	14,000

PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
13	4/7/16	EW,PB/All	16	1D100 + 225

Clairsentence – *Sciences*: aura sight; *Devotions*: danger sense, spirit sense.

Psychometabolism – *Sciences*: complete healing, energy containment; *Devotions*: absorb disease, chameleon power, chemical simulation, mind over body.

Telepathy – *Sciences*: tower of iron will, psionic blast, mindlink, ejection; *Devotions*: conceal thoughts, empathy, identity penetration, intellect fortress, mental barrier, mind blank, psychic messenger, thought shield, truthear, contact, ego whip.

Metapsionic – *Sciences*: psychic surgery; *Devotions*: enhancement, gird, psionic sense.

Pyreens are mysterious beings that roam the world of Athas. They are powerful psionics and very powerful druids. They travel about Athas attempting to set things right, although it looks like a hopeless battle. Few know of their existence, and fewer still have ever met one. They are sworn enemies of defilers, and their actions indicate they are bent on the destruction of the sorcerer-kings.

Pyreens are humanoid, although they are not identifiable as any of the current humanoid or demi-human races—rather, they have characteristics of all of them. They have the broad bodies of dwarves, the pointed ears of the elves, the eyes of a human or giant, and the childlike face of the halflings. Pyreens are almost never seen in their natural form, for with their druidic abilities they can take the form of any animal. Peace-bringers also have forms in each race and generally travel about looking like any of a thousand faceless wanderers on the roads.

Pyreens speak all of the languages of humans and demi-humans. In addition, there is a 65% chance that they speak any other language spoken by intelligent creatures of Athas.

Combat: Pyreens do not like combat, but they are devastating foes if they do decide to fight. In addition to their formidable psionic powers, all pyreens are druids of at least 16th level. As such, they each have guarded lands, but these lands are huge



(for instance, the entire Forest Ridge or the Ringing Mountains of the west). They have major access to the spheres of the Cosmos and to all of the elemental spheres. The pyreens are generally 16th level, although there are four at 17th level, four at 18th level, two at 19th level, and their leader, Alar Ch'Aranol, is 20th level.

In addition to psionics, spells, and the other druid powers, pyreens all carry several magic items, among which is usually a magical metal weapon. This is generally a dagger or knife, something easily concealed. The weapon is always highly enchanted (+3 or better) and sometimes has other special powers. Other magic items favored by pyreens include rings, cloaks of protection, and bracers of defense.

Pyreens are naturally immune to the initiative loss of defiler magic. Their connections with the spirits of the lands are strong enough that they never need to pray for spells, but instead receive them every morning without prayer.

A pyreen very rarely enters combat on someone else's behalf, although they might make an exception if a defiler is involved. This is not to imply that a peace-bringer is in any way fearful, but rather that they feel that someone who has lived thousands of years should not risk his life to save a short-lived human. The destruction of the land is another matter entirely. A party battling a defiler may suddenly find a sand elemental fighting on their side, or a sudden forceful wind may arise that knocks down the defiler, spoiling his spell. Such parties have been aided by a pyreen, although they will never see him nor find the slightest trace of him.

The chance for a pyreen to help a battling party is based entirely on the combat involved. If a pyreen observes a druid defending his guarded lands or a party fighting a defiler, he may lend his help. On the other hand, if he stumbles upon a group of adventurers simply battling a creature that wants to eat them, the pyreen is likely to just carry on about his business. This seemingly callous attitude is caused by the pyreen's thousands of years existence. A short-lived human or elf is just not worth a risk to the pyreen's greater mission.

Pyreen (Peace-bringers)

In addition, pyreens have a good knowledge of the world. If the party is well known and powerful, the pyreen is 75% likely to know about them. In this case, the amount of help (or opposition) proffered by the pyreen depends entirely on the party's previous actions. If they are known for defeating a defiler, for instance, they stand a good chance of receiving some sort of aid from the pyreen, even against some lowly monster.

Habitat/Society: Pyreens are solitary creatures, even in the midst of a city. They usually have a mission to perform, something connected with restoring the land or defeating a defiler (the ultimate defilers, of course, being the sorcerer-kings). Alar Ch'Aranol's (see below) current mission is the ultimate destruction of the dragon of Tyr. While Alar is very powerful, he knows that he is no match for the Dragon. So, he is trying to see that good adventurers survive to reach levels of power even greater than his own. Much of his time is spent helping the land recover from visits by the Dragon, aiding enslaved humans and demihumans, and doing what he can to prevent the further destruction of the land. This has been his mission for almost a thousand years now, and it looks like it may take many more. He knows that his mission is virtually impossible, but he also knows that given enough time, anything can be accomplished.

Peace-bringers have no permanent home, although they may take up residence in one place for 50 or 100 years. Generally, they are travellers, seeking to do what they can to restore the land. This includes aiding druids in defending or restoring their guarded lands.

Pyreens have vast knowledge concerning the way Athas was before its ecology was ruined. They never reveal this knowledge, even to save their own lives. (They are also some of the very few beings who have traveled extensively in the Hinterlands.) The knowledge they possess might be shared with a deservng party, but only regarding the current condition of the land. A pyreen will never talk about the land's state as it used to be. They are perhaps the only beings who might know just where and how the dragon came to be, for it is thought that they even predate the dragon.

These noble beings can always recognize one another, in whatever form they are currently using. Only rarely do they work together, for each has slightly different ideas on what needs to be done to restore the world to its former state.

It is not known whether their extremely long life spans are a racial trait or are due to their incredible druid powers. There is no record of a pyreen ever dying of old age. There were once many more of them.

Pyreens are able to sustain themselves without water or nourishment anywhere on Athas, just as a high level druid in his guarded lands. They can and do eat and enjoy fine wines and foods.

Peace-bringers use their powers to aid the land and the people in it. Legends tell of a man dying of thirst in the desert finding a bottle of fresh cold water. Most people put this down to an "old elves" tale, but the man in question was actually helped by a pyreen. In general, if a pyreen can help without revealing himself, and if he feels it will benefit the land, he will help. A favorite trick is to shapechange into human or half-elven form and approach the party claiming to be a low-level druid. The pyreen is very careful never to reveal any of his powerful magic, even moderating the effects of his spells if necessary. Thus, he might use a create water that only creates two or three gallons of water, rather than the eight to ten he could normally create. A pyreen never becomes too involved with any individual or group

of adventurers; if they need help more than once in their lifetimes, they are not the type of adventurers that a pyreen is looking for to aid his great mission.

Ecology: Pyreens are a throwback. As such, they have no real place in the ecology of Athas, although they certainly have an effect on it. An adventurer that battles a defiler may not be able to do anything about the destruction caused by the defiler. However, if he returns to the battle site a few months later, he may find grass and trees growing where none should. Unfortunately, a pyreen is only able to cast a rejuvenate spell once per month. This is a great weakness in their battle to restore the land, and perhaps the reason that they help parties to reach higher levels. If they actually witness a mage or priest casting a rejuvenate spell, they are likely to follow that being in animal form for quite some time. They seek to aid and protect someone who can do almost as much to restore the land as they can. In spite of this aid, the world is so big, and the peace-bringers so few, that an human may adventure his whole lifetime and never meet a pyreen.

Alar Ch'Aranol, Leader of the Peace-bringers

Str 18 (50), Dex 19, Con 17, Int 20, Wis 23, Chr 19, AL Neutral, Mv 12, AC -4, HD 20, HP 105, #Att 1, Damage by weapon + 3, SA psionics, spells, SD psionics, spells, PSPs 325.

Alar wears *Bracers AC 2*, a *Ring of Protection +2*, and a *Ring of Regeneration*. He carries a *dagger +3, +5 vs. magic using creatures*, and a *staff of conjuring elementals* that is able to summon one of each type of lesser elemental per day. Such elementals always recognize Alar as a friend and treat him as they would an elemental noble.

His psionic powers include all of those listed above, as well as the psychoportive science of *teleportation*, and the psychoportive devotions of *dimension door* and *dream travel*. He can also use the metapsionic science of *appraisal*.

Alar Ch'Aranol may be the oldest living being on Athas, the only possible exception being the Dragon. He is an incredibly wise being, and he never makes an open move without studying the possibilities and ramifications first. He almost never enters combat; instead he prefers to work through others. Alar has trained many a druid, always posing as another wandering druid.

Alar has sworn death to the dragon. Even for someone of his obvious power, this is almost an impossible mission, since he is no match for the dragon. For almost a thousand years he has been helping adventurers, trying to gain powerful allies in his opposition to the terrible scourge. Alar has often been disappointed and has sent several parties of very powerful adventurers to their deaths against the dragon. He has resolved to wait until things are ready, although the dying of the land hurts him almost as much as it hurts the land. Alar will go out of his way to aid a powerful group of adventurers, but this aid often comes in the form of a warning (for example, if the dragon is coming).

Though he is considered the leader of the pyreens, Alar gives no orders nor does he expect loyalty from the other pyreens. This is because of the pyreens' fierce independence. Alar realizes that defilers must be stopped, but he also knows that the land can no longer restore itself. He continually looks for an answer to this dilemma, and his aid of adventurers is just a small way to help stop the total ruin of a world.

Raslinn

CLIMATE/TERRAIN:	Rocky badlands
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Vegetarian
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-12
ARMOR CLASS:	2
MOVEMENT:	36
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Rage
SPECIAL DEFENSES:	Poison immunity, <i>tower of iron will</i>
MAGIC RESISTANCE:	Nil
SIZE:	S (3' at the shoulder)
MORALE:	Average (8-10)
XP VALUE:	120
PSIONICS:	Special



The raslinn is a small dog-like creature that feeds on almost any vegetation that grows in the Athasian badlands. They extract trace metals from the plants, which gives them an almost metallic hide. They are avidly hunted for their hides, but they are tough to kill.

The raslinn is a small animal, growing only 3 feet at the shoulder and weighing up to 50 pounds. Its metallic hide gives it a silvery color, although the pups are usually brown, white, or a combination of the two.

Raslinn have no language of their own, but they do communicate by barks and yelps. These warn the young to flee or indicate if a raslinn has found food or water.

Combat: Raslinn fight only to defend their young and only if they cannot flee. A raslinn leader makes full use of its cunning, and a raslinn pack is quite likely to hide in a patch of spider or sand cacti, if one is available.

If cornered, the adult raslinn attack with their bite. Their teeth are especially hard, so raslinn receive a +1 attack bonus with their bite. This bonus does not apply against an opponent wearing metal armor. If a raslinn young is hurt, all of the adults become enraged, and receive a +2 bonus on their attack and damage rolls. This lasts only as long as the young are being hurt or threatened.

Because of their diet, raslinn are immune to all poisons derived from plants. They also receive a bonus of +4 to their saving throws versus all other poisons. Adults also project a continual *tower of iron will*, with a power score of 14. This makes them almost immune to psionics.

Raslinn have very sharp hearing and are surprised only on a 2 or less on a D10. If a raslinn pack surprises a party, the pack flees as fast as it can. They have a fox-like cunning when it comes to losing a pursuer. The metallic pads on their feet allow them to run through terrain and vegetation that can rip up a pursuer's feet.

Young raslinn have 1 Hit Die, a THAC0 of 20 and inflict 1d3 points of damage with their bite.

Habitat/Society: The raslinn is a family animal. When found, a pack of raslinn always consists of one male and up to five females. If more than six are found, the extras will be pups. Pups fight only to defend themselves and are trained to run away at the first yelp of danger from an adult. Raslinn know that the male is necessary to the pack, and the females are the ones to drop back and fight first. Only if the pack is cornered does the male attack. Otherwise, all but one of the females drop back to defend the pack, while the rest flee. It is not easy to corner a raslinn, since its speed and cunning allow it to outrun or outwit most foes.

A raslinn female gives birth to 1d3 live young every spring. Most raslinn puppies are female (90%), so the rare male is protected even more than the females. When the pups reach maturity, at about one year of age, most of the females are taken into the pack, and the males leave with at least one female. If two raslinn are encountered they are always a young male and female. A single raslinn encountered is usually a male that has lost his mate. Such creatures can actually be tamed, but they must be captured first.

Ecology: Raslinn are the natural enemy of almost all plant life. They can eat any type of vegetation; even cactus needles are a scrumptious snack for a raslinn. Few animals hunt them, since their metallic hide makes them unpalatable for most creatures. They are the only creature known that can get the traces of metal from the plants that they consume. The raslinn's only natural enemies are humans and demi-humans.

The raslinn is avidly hunted for its hide. A person skilled in armor making and tanning can make a set of hide armor from two adult raslinn skins. This armor gives AC 4 (normal hide armor is AC 6), although it does weigh about 20 pounds.

It is even possible to smelt out actual iron from the hide, but the forge required is only possessed by a few of the more powerful merchant houses. Should access to such a forge be gained, up to 5 coins weight of iron (worth 50 cp) can be smelted from a single hide.

Razorwing



CLIMATE/TERRAIN:	Sea of Silt, Inland silt basins
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	3/6
MOVEMENT:	3, Fl 30 (B), Glide 24 (E)
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/1-4
SPECIAL ATTACKS:	Surprise, 2 x damage on a charge
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (8' wingspan)
MORALE:	Average (9-10)
XP VALUE:	420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	2 / 1 / 3	- / M-	11	45

Telepathy – *Devotions*: life detection, mind blank.

Psychokinesis – *Sciences*: flight-3 PSPs/round, Mv 30 (B); *Devotions*: control sound.

The razorwing hides under the silt and bursts out of the sand to slash at creatures flying above it. It is a vicious carnivore, and packs of razorwings have brought down creatures much larger than themselves.

The razorwing is a small-bodied slate gray creature that looks a bit like a small pterax. It has bone white edges on its wings which are very sharp.

A razorwing is able to communicate with others of its kind. It does not have a language, but uses its power of controlled sound to communicate when prey is nearby.

Combat: The razorwing lies in wait for its prey just under the silt. It is very light weight, and when it spreads its wings out it can actually rest on, or just below, the surface of the silt. When it senses prey, it explodes out of the silt and climbs to slash at its prey. The razorwing uses a form of telekinetic flight to achieve its great speed and lightning-quick attack. A razorwing's sudden attack causes a -2 penalty to its opponent's surprise rolls.

A razorwing cannot fly normally, the razor edges of its wings being too hard to allow them to bend more than a few inches. It can glide, but for actual flight it uses its psionic flight power. The razorwing has a limited amount of PSPs and cannot maintain its accelerated flight for long. The favored attack form of a razorwing is flying up behind a creature and slashing at its wings, if any. On the following round the razorwing climbs above its prey and glides down to attack. The razorwing can also hover in the air using its flight power, but cannot maintain this for long. A razorwing can use its psionic flight powers for only eight rounds before it must glide to the silt and rest. The razorwings try to spend as much time gliding as they can, to stretch out the time they can spend in the air. A razorwing al-



most never hovers to melee, as it is much more vulnerable when not moving. A razorwing is AC 3 when in flight, but only AC 6 when hovering or grounded.

The razorwing can attack with its bite and with both of its sharp wing edges. However, unless the creature is large, like a floater, the razorwing can only land one of its wing attacks per victim. If the initial attack is made with surprise, the razorwing causes double damage on its wing hits. It will also use its bite on a surprise attack, concentrating on crippling a flying opponent. Each wing attack does 2d4 points of damage, and the bite does 1d4 points of damage.

The razorwings fight well in small packs, taking advantage of the confusion caused by their numbers to glide in and attack from behind whenever possible. Indeed, a razorwing pack can be overwhelming, as they swoop in for attack after attack. Only if over half of the pack is downed will the rest fly off. Any fleeing razorwings use their remaining PSPs to climb as high as they can, and then glide away for miles. The wings are maneuverable enough to aid in gliding; the razorwing can glide up to a mile for every 200 feet of altitude it has. It always chooses to glide with the wind, unless such a direction would place it in danger. It has a maneuverability class of E when gliding.

The razorwing pack takes turns using their life detection, using controlled sound to warn the others of approaching prey.

Habitat/Society: The razorwings live and hunt in packs. They also never attack alone. There is a pack leader, usually the biggest female.

Razorwing young are born alive, high in the air. They immediately learn to glide or they do not survive.

Ecology: Razorwings are found in the Sea of Silt almost exclusively. There are reports of packs being sighted in the inland silt basins. The razorwing prefers to eat floaters above all else. By means of its life detection power, a razorwing can even differentiate between a floater and other kinds of prey.

Roc, Athasian



CLIMATE/TERRAIN:	Mountains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	C
ALIGNMENT:	Neutral
NO. APPEARING:	1-2
ARMOR CLASS:	6
MOVEMENT:	6, FL 48 (D)
HIT DICE:	15
THACO:	5
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	3-18/3-18 or 5-30
SPECIAL ATTACKS:	Surprise, grip
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	G (50' long + wingspan)
MORALE:	Steady (11-12)
XP VALUE:	9,000
PSIONICS:	Nil



The Athasian Roc is a huge bird of prey that dwells in warm mountainous regions. It is known for carrying off large creatures (kanks, inix, and erdlu) for food.

Rocs resemble large eagles with either dark brown or dirty white plumage. These giant birds are 50 feet long from beak to tail feathers, with wingspreads as wide as 100 feet.

A roc has a very limited language, useful only to warn its mate of danger or, more likely, the presence of food.

Combat: The roc swoops down on prey, grasps it in powerful talons, and carries it off to its nest to be devoured at its leisure. The resulting damage is 3d6 per claw. Most of the time (90%), a roc carries off prey only if both claws hit. If the prey was hit by only one claw, the roc usually lets go, then turns around and attempts another grab. Once the prey is securely in its grasp, the roc flies back to its lair. If the creature resists, the roc strikes with its sharp beak, inflicting 5d6 points of damage per hit.

Should a human, humanoid, or demi-human be captured, there is a 60% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires somatic gestures. A roc lets go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.

A roc usually cruises at a height of about 3,000 feet, seeking out likely prey with its keen eyes. When a good target is found, the roc swoops down silently. This quiet attack imposes a -3 penalty to its opponents' surprise rolls.

Habitat/Society: Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest regions of the Ringing Mountains. Rocs are not given to nesting close to each other, with a nest rarely being located within 50 miles of another nest. There is a 25% chance of finding 1d3 + 1 eggs in a roc nest. These eggs sell for 2d6 x 100 ceramic pieces to merchants specializing in rare or exotic items. The price can be twice that to a trainer or potential roc-rider. As may be expected, rocs fight to the death to protect these nests and their contents, gaining a +1

bonus to their attack rolls when defending their nests.

The treasure of a roc is usually strewn about and below the nest, for the creature has no use for treasure. It is the residue from its victims. If the roc has been seizing pack animals, some of that treasure may be merchant's wares such as spices, rugs, perfumes, or even jewels.

Ecology: As mentioned before, rocs do not lair close to one another. Such a high concentration of predators would leave the area devastated. Rocs serve to keep down the number of large predators.

It is said that roc feathers are a vital ingredient in the manufacture of *wings* and *brooms of flying*. Using roc feathers in a *fly* spell will add 1d20 rounds to the duration of the spell. Not as well known is the fact that if a mage is scribing a *fly* spell on a scroll, using a perfect roc feather will allow him to double the number of spells that may be scribed with the same amount of ink. (A roc slain in combat usually has no more than 1d20 perfect feathers left, for they must be undamaged and perfectly clean to serve this purpose.)

Rocs are occasionally tamed and used as mounts. The following section details this practice.

Becoming a Roc-rider

The preferred method for capturing a live roc is to stake out a large animal, probably an erdlu. Huge nets are hidden from sight, either magically or covered with sand. When the roc swoops down to grasp its prey, the nets are thrown over the roc, usually by means of attached ballista bolts, or, again, with magical aid. A netted roc struggles until it realizes it cannot fly, then it gives up. For purposes of tearing its way free of a net, a roc has a strength of 24, giving it a 95% chance to tear through an ordinary net. Therefore, the nets used must be very strong. A reinforced net with at least 1" thick ropes lowers the rocs chance to break free to only 60%. A net made entirely of cha'thrang lines works the best, giving the roc only a 40% chance to tear

Roc, Athasian

free. The amount of line required makes this type of net very difficult to acquire. Since the rocs have such good eyesight, concealment of the net and captors must be total. Unless the would-be captors are magically or psionically hidden, the roc receives a normal surprise roll. Unless it is surprised, it has detected something wrong and flies off to find other prey.

Another option, hatching and raising a roc, is time consuming and expensive. A roc egg must be kept warm and dry. The incubation period for a roc egg is three months, and it is up to the DM to decide how close the egg was to hatching when it was found. Once hatched, the baby bird is 5 feet long, with stubby wings spreading out to about 13 feet. The bird is voraciously hungry, and many a careless trainer has become his birds first meal. The chick must be fed at least four large animals a day; rocs seem to do best on erdlus. This continues for a year. During this time the roc must be fed only by one person, and that person must spend several hours a day (usually after feedings), talking to and "bonding" with the chick. After a year of this, the roc is ready to fly, and its training can begin. Such chicks "bond" to their trainers, never allowing anyone to ride them unless the trainer is present. Only the trainer can control the bird. A bonded roc fights to the death for its owner, even at only six months of age.

Difficult as it is, capturing or hatching a live roc is the easy part. Once captured, the roc must be trained. The would-be trainer had better have a herd of erdlus he can spare for food as well. An adult roc needs at least 200 pounds of meat every day, just to survive. It will eat twice that much if it can, and a trainer is better off overfeeding a roc or he may end up on the menu.

When captured as an adult, a roc takes three months just to calm down. During this time, if one person brings it food, talks to it (from the outside of a cage) and in general treats it well, the roc should allow him to approach without immediately trying to eat him. Another two months of contact, feeding, and care and the roc will allow itself to be ridden, but only by the trainer. Since adult rocs do not bond to their trainers, friendship is about the best that trainer can hope for.

When it is ready to ride, a special saddle must be placed on the roc. Such saddles have straps that loop around the lower chest and just behind the legs. A saddle generally has a seat for the trainer/rider as well as space to tie down cargo or other possessions. Otherwise, a roc can easily carry 8 man-sized creatures, and some saddles are constructed this way. It is entirely up to the trainer, since such saddles have to be fitted to the individual roc. Only the trainer can do the fitting, although he can have a hideworker or leatherworker assist in the actual crafting of the saddle. At first the roc must be fitted with blinders over its eyes, although it is capable of learning to follow verbal commands.

After all of this preparation comes the time for the first ride; the roc must be mounted and released into the air. This is a momentous occasion and determines the success or failure of the whole process.

At this time the DM makes a judgement as to the treatment received by the roc, taking into account feeding, care, and general affection shown by the trainer. If treatment is exemplary,

the trainer may make a normal animal handling proficiency check. (Bonded riders receive a -5 bonus to the proficiency check.) If it is less than exemplary, the DM may impose a modifier of up to a -10 penalty on the roll. Success indicates that the trainer has won over the roc, and is able to work with it. Failure means that the roc rebels and tries to escape. It does barrel rolls, sudden dives, tries to reach the rider with its beak, whatever it can. This continues for one hour per point the check was failed by. If the rider can manage to stay on for the whole time, the roc finally gives up and accepts his rider.

The fastest and most dangerous method for taming a roc is to mount a saddle on it immediately after capturing it. The roc is then released, and the rider must do his best to stay on. The battle in the skies is something to see. The ride never lasts for less than a day and may last as much as two full days. (5d6 + 20 hours). For the first four hours the rider can do nothing but hang on. For each hour afterwards, he must talk to and attempt to sooth the roc. The rider must have the airborne riding proficiency and must roll a successful check each hour of the ride. He must also have the animal handling proficiency, but is not allowed a roll on the skill until six hours have passed. The roll is made at a -12 penalty, with an additional roll each hour. The number of hours spent riding is subtracted from the roll, one per three hours. If/when the roll is lower than the riders proficiency score, he has broken the roc.

There are stories of riders who succeeded in staying on, or tied themselves on, only to fall asleep during the ride. Such riders are usually never seen again, for the roc returns to its home, where its mate quickly makes a meal of the unsuspecting rider. A fresh rider should have no trouble staying awake for at least 15 hours, but must make a Constitution check each hour after that. This does not apply to muls or thri-kreen, of course. Druids or others who can speak with animals can cut the riding time in half.

Once it has been trained, or broken, a roc can be taught to swoop and attack on command. This takes another two months. The saddle and harness interfere with beak attacks, so the preferred method is to have the roc pick something up, circle high, and drop the seized beings to their deaths. A roc in harness can attack with its beak, but it receives a -4 attack roll penalty, and the rider can do nothing but hang on. Melee weapons have little use for someone mounted on a roc, although a large lance can be a devastating weapon, doing double damage to other flying opponents or to large opponents on the ground. A gliding roc is also a fairly stable place from which to fire a crossbow. A roc can be trained to carry boulders and drop them on command. A roc can carry a pair of 200 pound boulders with no loss of speed or maneuverability. It receives a -4 penalty on its attack rolls when using boulders in this manner. Each such boulder does 5d10 points of damage.

A roc is also an excellent beast of burden. A roc with a single rider can carry a thousand pounds of cargo with no decrease in maneuverability or speed. In an emergency a roc can carry twice that much cargo, although its speed decreases to 36 and its maneuverability to E. A roc can even be trained to hunt for its master, returning to camp with its prey.

Sand Bride



	Sand Bride	Sand Mother
CLIMATE/TERRAIN:	Sandy wastes	Sandy wastes
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Special	Special
INTELLIGENCE:	Average (8-10)	Very (11-12)
TREASURE:	C	B, W
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1	1
ARMOR CLASS:	0	-1
MOVEMENT:	24, Br 12	24, Br 12
HIT DICE:	7	9
THAC0:	13	11
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-10/1-10	1-12/1-12
SPECIAL ATTACKS:	Energy Drain	Energy Drain
SPECIAL DEFENSES:	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6'tall)	M (6' tall)
MORALE:	Elite (15-16)	Elite (15-16)
XP VALUE:	3,000	5,000
PSIONICS:	Nil	Nil



The sand bride is a negative material plane creature trapped on Athas. It uses its powers of illusion to lure victims to a cold death. The sand bride usually creates the illusion of an oasis, with itself as a beautiful woman (or more rarely, a man). It feeds on the life force of intelligent beings.

The sand bride is made entirely of sand. It has a humanoid shape and two glowing red eyes.

Sand brides speak a small number (1d6) of human or demihuman languages.

Combat: A sand bride has a burning hatred for intelligent creatures, but it is tempered with a high degree of cunning. Sand brides can move through the sand at their normal movement rate, and use this ability to scout out prospective victims in the area. A sand bride is intelligent enough to recognize a party with water trouble. Such a party is almost certain to be targeted. Only if the party is large and well-provisioned will a sand bride leave them alone. One of the sand bride's favorite ploys is to wait until someone is lagging behind the party. This being then comes upon an oasis where he expected to find none. This might seem suspicious, but to a man dying of thirst, a pool of water overcomes many misgivings.

The sand bride attempts to lure victims in; when they are refreshing themselves at the illusionary pool, it drops its illusion and seeks to attack with surprise.

The sand bride has the ability to cast *hallucinatory terrain* once a day and a *seeming* spell twice a day. These spells are cast at 10th level. It always uses these spells to cover its own appearance and the appearance of its surroundings. The oasis illusion is almost perfect; only druids and rangers of greater than 5th level are allowed a saving throw to disbelieve. The *seeming* spell is also very good (saving throws to disbelieve are at a penalty of -2). If a victim can be lured into an illusory oasis, the bride invites him to refresh himself. When the prey is bent over drinking, the sand bride drops the illusion and attacks, receiving a +4 attack roll bonus on the first attack.

Anyone who converses with a sand bride has a chance to notice that something is wrong. For every round spent in conversa-

tion with a sand bride, a being is allowed a saving throw to disbelieve. Sand brides are not very good at making polite conversation. Most of their information is out of date or just plain wrong. However, a sand bride's first suggestion is almost always "have a drink, then we can talk." It tries to attack while the unsuspecting victim is filling its mouth with sand.

A being who believes the sand bride, and tries to drink, has other problems besides the sand bride to contend with. For one thing, his mouth and throat are coated with sand. Until he can spend a round washing the sand out, he attacks and defends at a penalty of -2. Also, casting spells with verbal components cannot be done.

Since the sand bride is made entirely of sand, swords and spears pass right through it. Only enchanted weapons do any real damage; other weapons just spray a bit of sand around. But, the sand bride will act as though a regular weapon causes damage, even falling back for a round to further the illusion. It tries to keep opponents from finding out its weakness, but clever parties may notice that it does not get any smaller as it takes damage. Only magic weapons can permanently destroy a sand bride. Regular water is harmful to them, but not permanently. Each gallon splashed on a sand bride causes 1d6 points of damage. This damage is temporary, and the sand bride reforms after a day. If the damage is caused by a combination of magical weapons and water, the sand bride still reforms in 24 hours.

In melee the sand bride attacks with its two powerful arms. Each causes 1d10 points of damage and drains one level. A creature drained of all of its life force by a sand bride becomes a dried-out husk. In two days time the husk dissolves into sand and dust, and the victim is irrecoverable by any means short of a *wish*. Before that, a combination of *remove curse* and *raise dead* spells will return the victim to life, but with no memories of his earlier life (including a total loss of experience points). Memories can be regained only by the use of a properly worded *wish*.

If a battle is going badly for a sand bride, it can just melt into the sand, taking one round to disappear completely. If the oppo-

Sand Bride

nents do not immediately leave the area, the sand bride may (50% chance) rise up from the sand behind someone and attack again.

A sand bride fears nothing, though it has been suggested that they constantly search for someone who can kill them, to send them back to their dark plane. This is contradicted by the cunning they use in their attacks, including letting large parties go unmolested. Still, the sand bride is as likely to masquerade as a (short) female giant as a human. Anything with at least low intelligence is potential prey to a sand bride.

Habitat/Society: Sand brides are solitary creatures, having no contact with others of their kind. They are creatures trapped here, and they suffer as much as their victims, if not more. They were trapped here when a defiler opened a rift to the negative material plane.

A sand bride roams a considerable territory, its boundaries limited only by the sand. Sand brides do not like to cross areas other than sand. They can cross silt, but their movement rate is halved. They will not move across other types of terrain. A sand bride's lair is usually well hidden in a pocket beneath the sand. And though they have no use for them, sand brides lust after the possessions of men. Therefore, a sand bride's treasure has twice the normal chance to contain magical items, and three times the chance to contain gems.

Ecology: The sand bride has no natural enemies. They prey on anyone they can, seeming to know no limit to their lust for life force. They are especially fond of the life force of preservers.

Sand Mother

A sand mother, or mother of the bride, is a very old and powerful version of the sand bride. Its normal appearance is identical to that of the sand bride. It is not known if the sand mother is a unique creature or if a sand bride can somehow evolve into a sand mother.

Combat: The mother of the bride uses the same illusionary powers as the sand bride. Instead of appearing as a beautiful young lady, it chooses to appear as an older, motherly type of creature. The matronly figure welcomes thirsty adventurers, offering to care for them until they are recovered. A sand mother has learned about its weakness in conversation and has developed the ability to mask it. It does this by showing plenty of concern for the "dear young ones" of the party.

The sand mother is very intelligent, it does not attack until conditions are favorable. Before attacking, it tries to discover if anyone is carrying any magical weapons or if there is a preserver in the party. The sand mother always tries to attack the most dangerous member of the party first, with surprise if possible.

Sand mothers cast their illusions at 12th level, and they are very well crafted. Only a druid or ranger of 7th level or higher is allowed a chance to disbelieve the *hallucinatory terrain*, and the *seeming* spell has a -4 penalty to disbelieve.

A sand mother's oasis is always chosen with care. If it can find a pit or sinkhole, it uses that as the center of its *hallucinatory terrain*. Dangerous opponents can then be pushed in while they are drinking. If an opponent is kneeling and "drinking," a successful attack roll for the sand mother automatically pushes the unsuspecting victim in. The victim takes falling damage in addition to the damage for the attack.

In melee the sand mother attacks twice with her powerful fists of sand. Each attack causes 1d12 points of damage and drains one level. Once engaged in melee, the sand mother fights intelligently. It can divide its attacks between two opponents, if they

are next to each other. Like the sand bride, it only takes permanent damage from magical weapons, but against the sand mother, these weapons must have at least a +2 bonus. If brought to zero hit points by magical weapons of +1 or less, it reforms in one day. Normal water does no damage to a sand mother.

Sand mothers possess an additional power—the ability to cast a *destroy water* (reversed *create water*), as a 9th-level priest, once per day. This destroys up to 4½ gallons of water with each use. The sand mother, after trailing a party, will typically use this power against the party as it runs short of water.

The sand bride's hatred for preservers is shared by the sand mother. It always attacks if a preserver is present and usually portrays itself as very interested in the "good mages." It is intelligent enough to know that magic is very dangerous to it, so it usually attacks a preserver first. If the party splits up and runs away, the preserver is still the one the sand mother pursues.

Habitat/Society: The sand mother usually resides in a cave deep under the sand. It collects magical items and gems, and a sand mother's treasure is sure to be a valuable one. There is double the normal chance for any magic item, meaning that there is always a magical item in the treasure. This item may very well be useless, particularly if it is a potion or something that does not age well. Finding a sand mother's lair may be an adventure by itself and should never be easy.

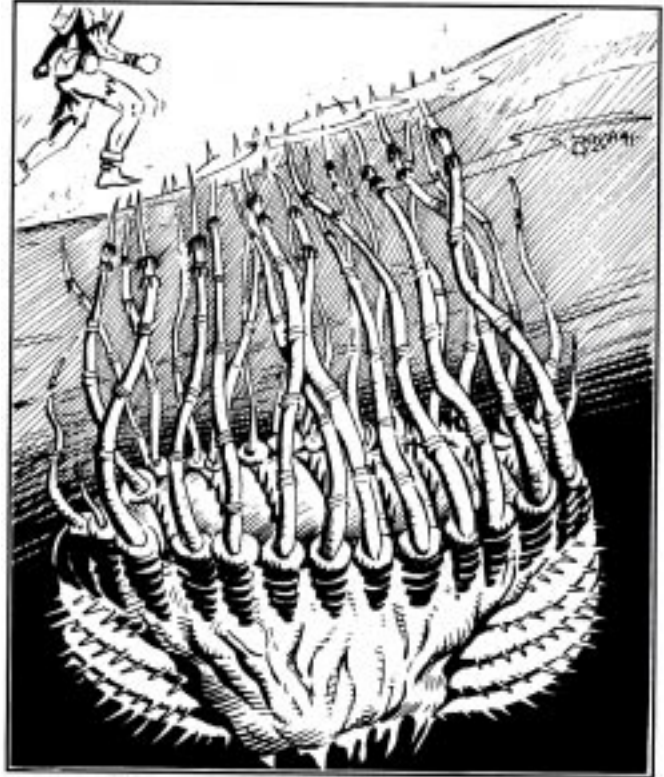
Ecology: The sand mother's lust for life force exceeds even that of the sand bride. It much prefers intelligent life force, but beasts will be drained of all life, if nothing better is available.



Sand Cactus



CLIMATE/TERRAIN:	Sandy wastes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non- (0)
TREASURE:	Incidental
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8 (body) 3 (needles)
MOVEMENT:	Special
HIT DICE:	5-8
THAC0:	5-6 HD: 15 7-8 HD: 13
NO. OF ATTACKS:	1 (per appendage)
DAMAGE/ATTACK:	1-3
SPECIAL ATTACKS:	Blood Drain
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	M (6' across)
MORALE:	N/A
LEVEL/XP VALUE:	5 HD: 975 6 HD: 1,400 7 HD: 2,000 8 HD: 3,000
PSIONICS:	Nil



consciousness lasts for 5-10 (d6 + 4) rounds. Pulling the needle out requires an Open Doors roll. The strands can be cut, requiring 1 point of damage against an AC 2.

A victim who is cut free still has the needle in his foot. If not removed it will fester. Removing it can be accomplished by the casting *cure disease* on the wound, which dries up the needle, or by cutting it free, which causes 1d6 points of damage to the victim. If it is not removed, the victim eventually gets blood poisoning, weakens and dies. The blood poisoning may take up to a week (d6 + 1 days) to kill the victim. Once the victim is dead, a new sand cactus sprouts from the body.

When a needle lodges in an appendage, the victim feels a sharp pain and his appendage is snared. Bipedal creatures must make a Dexterity check or fall down in the midst of the sand cactus. This subjects the victim to 0-5 (d6-1) more attacks from other needles in the area. When blood drain reaches 50% of the victim's hit points, the victim must make a system shock roll each round or pass out due to blood loss. A victim who is rescued from a sand cactus after passing out from blood loss recovers normally. All attacks, defense, and proficiencies suffer a penalty of -2 until the victim has a chance to rest and recover, such recovery taking 2d4 days. This recovery time is cut one day for every level of *healing* spell cast upon the victim. (i.e., four days of weakness requires four *cure light wounds* or one *cure serious wounds*.)

The cactus is very difficult to attack since its body is 5-10 (d6+4) feet below the sand. If the body is exposed, the sand cactus is easy to kill. Unless it is dug out by magical means, however, diggers are exposed to attacks from 0-5 (d6-1) needles for each round of digging.

Habitat/Society: The sand cactus is a solitary creature, existing wherever the sand blows.

Ecology: The sand cactus is a trapper, existing on any food that comes along. It is unable to digest kank blood; a cactus releases a snagged kank after one round of blood draining. Anything else is fair game.

Sand Cacti are a vile form of plant life that dwells anywhere there is sand. It feeds on the blood of its victims.

Sand cacti are well protected; the entire plant (except the needles) is hidden below the sand. The body is from 5-8 feet across and about 4 feet thick. It has many barbed needles attached to it with long, thin, fibrous strands. The bulbous body of the plant and the strands are sickly white, while the needles very closely resemble the color of the sand in the area.

Combat: A sand cactus attacks very passively. Its needles lie thrust up an inch out of the sand. Since the needle exactly resembles the sand around it, there is only a 10% chance of noticing the needles, 20% for those actively searching for them. A sand cactus has 26-50 (HDx5+1d10) needles in a circumference equal to its Hit Dice times 3 feet. Anyone who walks over a sandy area with sand cacti has a 25 % chance of stepping on a needle. If this happens, the sand cactus then makes an attack roll. For AC purposes, only magic that protects the whole body is considered. (A set of *hide armor* +2 would not add a magical plus to the victim's Armor Class, but a *ring of protection* would. Also, no dexterity adjustments to AC are made. A thri-kreen is treated at its natural AC of 5, unless it wears magical protection.) A hit indicates that a needle has gone far enough into the appendage (about 1/2"), for its "barbs" to spring out. The needle is very thin going in (about the size of a pin), but the barbs spread out to about an inch across.

When the cactus hits, it causes 1d3 points of damage and snags a barbed needle in the victim's foot/appendage. On each successive round, it drains blood from its victim. It drains 1d3 points of blood per round, only stopping when a victim is dead. The strands connecting the needles to the plant are very tough and nearly impossible to break by pulling. The needle can be pulled free of the victim's foot, but such an action causes 1d6 points of damage. Since the barbs actually hook onto nerve tissue, this also causes the victim quite a lot of pain. The victim must make a system shock roll or pass out from the pain. Un-

Sand Vortex



CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Rare
ORGANIZATION:	Solitary
<hr/>	
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
<hr/>	
TREASURE:	Q
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	0
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HIT DICE:	15
THAC0:	5
NO. OF ATTACKS:	1
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DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	Whirlwind
SPECIAL DEFENSES:	See Below
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MAGIC RESISTANCE:	Nil
SIZE:	H (40' across)
MORALE:	Steady (11-12)
XP VALUE:	12,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2 / 3 / 4	- / M-	13	84

Telepathy – *Devotions*: mind blank, life detection, mind bar.

Psychokinesis – *Sciences*: telekinesis, whirlwind (Cost 15 PSP, Maintenance 5 PSPs/round), project force; *Devotions*: control wind, levitate.

The sand vortex, or silt vortex as it is sometimes called, is a huge creature that lies in wait for unsuspecting prey crossing the Sea of Silt. It lies beneath the silt, but even fliers are not safe from the sudden whirlwind that may suck them down into the waiting maw of the creature.

The sand vortex is pancake shaped and has a light gray skin that blends in very well with the silt. It is about 40' across and 5' thick.

Combat: The sand vortex attacks with a special psionic power, whirlwind. It lies in wait, using its life detection power until a creature walks or flies overhead. Then a sudden whirlwind engulfs the unfortunate creature, sucking him down into range for the vortex to attack. Of course it also raises a huge cloud of silt with a 200' radius. The victim is allowed a saving throw versus breath weapons to avoid being sucked in. The saving throw is modified by a -4 penalty if the victim was on the ground. Creatures larger than giants (Athasian rocs, cloud rays, etc.) are allowed a +4 bonus to the save. A creature in the cloud may also be blinded (save vs. paralysis to avoid). Blinded creatures have only a 50% chance of flying out of the vortex, 75% for very large creatures. A wading giant has a chance to notice that he has stepped on a pancake-shaped beast instead of the rock floor. Wading creatures are allowed a surprise roll. If they are not surprised, and immediately retreat, they are not subject to the whirlwind effect, although they may still be affected by the vortex's other psionic powers.

Once the vortex has sucked in a victim, that being is vulnerable to an attack by the center maw. Man-sized creatures are swallowed whole on a successful attack. Larger creatures still take damage if hit. Few indeed are the giants that have escaped



once they have stepped onto a sand vortex. The vortex is nearly mindless and continues to try to entrap its prey.

If a victim is inside the vortex, but hasn't been, or can't be, swallowed, he may try to attack. The spinning of the vortex, as well as the silt in the air, causes all attacks to be made at a penalty of -4. Blindness may cause another -4 penalty, so the intended victim is in serious trouble.

Should a vengeful giant or adventurer try to sneak in from the side, the vortex is not helpless. In addition to the silt in the air, the vortex's life detection power means that it usually knows exactly where a foe is. It won't react to someone attacking from the side, but should such a being begin to hurt the vortex, the sand vortex attempts to defend itself. It uses telekinesis to throw clouds of silt at anyone on the sides. In addition to the possibility for blindness, the silt causes 1 point of abrasion damage per round to exposed skin. At the same time, the vortex uses its project force to attempt to knock the victim into the silt. A successful power check forces the intended victim to make a saving throw versus breath or be dumped on its back in the silt. If this fails, the vortex merely levitates into the air and drifts with the wind to an area where it can feed undisturbed.

Habitat/Society: The silt vortex is a solitary creature. It lives only to eat. Anything that passes in range is a target.

Ecology: The silt vortex inhabits only the Sea of Silt. It is active only during the day, seeming to prefer the heat of the sun. At night, it rests and recovers PSPs.

The sand vortex is thought to live for about 60 years, at which time it splits into two smaller vortexes. These smaller creatures begin with 7 Hit Dice, gaining one Hit Die every 2 years until they reach full growth. They have all the psionic powers of their parent, and are nearly as dangerous. There are rumors of a huge vortex, over 100' across, near the center of the Sea of Silt.

CLIMATE/TERRAIN:	Sandy wastes, stony barrens
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	O, M (B)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	2-12 (2d6)
ARMOR CLASS:	4
MOVEMENT:	18, Br 6
HIT DICE:	5 Leader: 7 Nest mother: 13
THACO:	15 Leader: 13 Nest mother: 7
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-4/1-4 +grip or by weapon
SPECIAL ATTACKS:	Possible spell use
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4'), Nest mother L (10')
MORALE:	Very Steady (13)
XP VALUE:	650 Leader: 1,400 Nest mother: 8,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2 / 3 / 8	MT,PB/M-,TS	13	61

Psychometabolic – *Sciences:* animal affinity (lizards); *Devotions:* biofeedback, chameleon power, enhanced strength, mind over body.

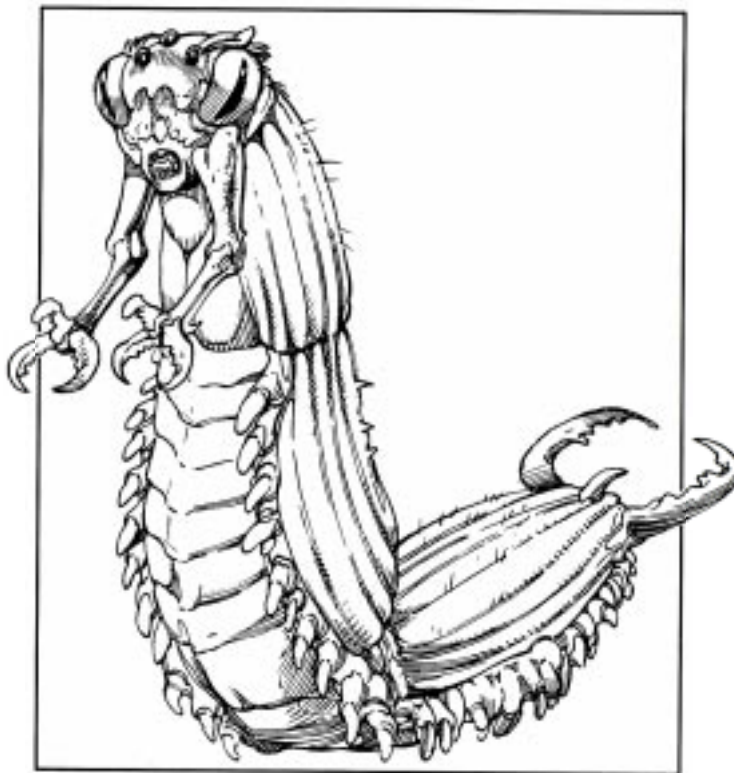
Telepathy – *Sciences:* mindlink, psionic blast; *Devotions:* conceal thoughts, contact, inflict pain, mind blank, mind thrust, thought shield.

Scrabs are small, three-sectioned, insect-like men who live in nests in the desert. They are highly intelligent, and some of them are even able to cast spells. No small group of travellers is safe in the vicinity of a scrub nest.

Scrabs have a thick, white, sectioned shell over most of their bodies, with lengthwise grooves separating the shell into three distinct parts. A pair of arms ending in pincers frame a small mouth. The scrub has hundreds of tiny legs running along the length of its body. The pincers have two squeezing or grasping sections, with a small opposable thumb-like appendage that allow them to use weapons or manipulate items. They occasionally carry small weapons like daggers or knives; only rarely will they use larger weapons (a spear or short sword).

Scrabs speak their own language. Leaders have a 35% chance to speak the elven tongue as well.

Combat: Scrabs are small, but they use their psionic powers, spells, and intelligence to their advantage in combat. When attacking, scrabs have a standard strategy. One half of them charge in and begin melee while the other half try to establish psionic contact with the foes. Once contact is established, the victim is attacked via one of the psionic attack modes or by means of their most feared power, inflict pain.



If they have surprised a small party or caravan in the wilderness, the scrabs selected for melee take the time to prepare themselves using enhanced strength. This lets them attack as though they had an 18 strength, allowing a +1 attack roll bonus and a +2 bonus to damage. They also use biofeedback, which improves their Armor Class to 3 and causes all hits upon them do two points less than the actual total (minimum of zero).

If there is any evidence that potential prey is around, all of the scrabs use their conceal thoughts and chameleon power to blend in with the surroundings. They are expert at scuttling forward and then freezing in place. In such a case, the DM need only make one chameleon power check for the whole group of scrabs. Success means that they have gone unnoticed, while failure means that one party member has noticed something moving, but he is not sure exactly what. Only if a 20 is rolled on the power score can a potential victim spot the scrub for what is really is. If this power works, victims of the scrub receive a -4 penalty to their surprise roll. If they achieve surprise, the scrabs have gotten close enough to get a free round of attacks against their opponents.

In melee the scrabs are able to attack with weapons. If they are carrying knives or daggers, they usually carry one in each pincer. They favor using weapons on large creatures (half-giants included) because their small pincers do not grip these large creatures easily. They are also able to use their pincers to deliver a pair of attacks, each attack doing 1d4 points of damage (plus a possible bonus for enhanced strength). If either attack roll is a modified 18 or higher, the scrub has gripped a limb (against a man-sized or smaller creature). This allows it to do an automatic hit each round with the gripping member and gives them a +4 attack bonus with the other pincer. An open doors roll is required for the victim to break free, and that is the only action possible for that round.

Scrabs are encountered in groups of up to a dozen. If the encounter roll indicates more than five, a leader type is present. If 10 or more are encountered, two additional leader types, called sub-leaders are also present. Leaders and sub-leaders have seven

Scrab

Hit Dice, and their pincers do an extra point of damage with each attack. The leaders also have 78 PSPs to start, and sometimes (50%) have the additional psionic powers of ego whip and expansion. A leader with time to prepare for combat uses his power to expand to four times his original size. While this gives him no bonuses in combat, it does allow him to grip the limbs of anything of up to large size.

Those leaders who do not have additional psionic powers are spellcasters. Such leaders are defilers of 7th level. A typical spell list for a leader scrub includes *burning hands* (*burning pincers?*), *chill touch*, *magic missile*, *protection from good*, *detect psionics*, *Invisibility*, *scare*, *web*, *hold person*, *non-detection*, and *psionic dampener*. This list may vary, but scrabs do not favor area of effect spells, since these would almost always catch some of their own nestmates. A leader with spellcasting abilities and surprise tries to detect psionic activity and then use its psionic dampener spell to prevent the foe from using his psionic powers in combat.

If encountered in their nest, from 13-24 adult scrabs are present (1d12 + 12). There are 1d6 leaders and sub-leaders, and there is always one nest mother. From 10-40 eggs or newly hatched scrabs are also present. These young scrabs have 1 HD, a THAC0 of 20, and do one point with each pincer. They cannot grip limbs or weapons, for the pincers are not large enough.

Scrabs have a deep hatred of elves, and psionic attacks as well as melee attacks are usually directed towards them first. If the scrabs come upon a lone elf, they attempt to grip all four limbs, and then another scrub uses his inflict pain on the elf repeatedly, until the elf passes out. The elf is then carried off to the nest for a prolonged session of torture. If the scrabs are able, elves are always carried off alive, for to see an elf suffer is one of the few things that makes a scrub happy.

Habitat/Society: Scrabs live in large nests tunnelled under the sand. They produce a spittle that solidifies the sand. Because of the ever-present sandstorms, the scrub nest is usually located 10'-15' under the surface. If available, a rocky outcropping is used to hide and protect the entrance. Scrabs are excellent tunnelers, and if the nest collapses on them they just dig it out again. A scrub can hold its breath for up to an hour under sand and even gets a bit of air from the surrounding sand. This is due to the long gills through which scrabs breathe. These gills are located all along the grooves in their shells. (A scrub's small mouth is used only for eating the small bits of meat that its pincers cut up for it.)

Scrabs prefer elf flesh above any other kind. If no elf is available, a half-elf does just fine as a substitute. In fact, anything with pointed ears is likely to be identified as an elf. The scrabs' hatred of elves extends far beyond their use as food; an elf may be kept alive for weeks, even months, just to be tortured. An elf rescued from a scrub nest after a few weeks isn't worth much, as scrabs love to inflict pain on elves and are very good at it. Physical, psionic and magic torture are all combined to make an elf suffer as much as possible. If they can, most elves will risk anything to escape capture by scrabs.

The main reason that scrabs hate elves lies in history. Legends of both elves and scrabs say that there were once actual wars between the two races. Of course, both sides claim that the other started the wars, and both sides blame the other for many unspeakable atrocities perpetrated on innocent victims of their race.

Scrabs live to about 25 years, if they survive to maturity. A nest mother may live for as much as 40-50 years. A clutch of eggs is laid every two years. The eldest male present is allowed to mate with the nest mother. Up to 100 eggs are laid within a

week, and they are carefully tended for the three months which pass until they hatch. When hatched, the young are extremely hungry; fewer than half usually survive the cannibalistic feast that follows hatching. A scrub matures in only two years, gaining an additional Hit Die every six months.

Only males which develop additional psionic abilities or spellcasting powers grow into leaders, and only females with clerical abilities can become nest mothers. 75% of the eggs hatch into males, but only 5% of these males will become leaders. Only one in a hundred of the females is able to develop spellcasting abilities and become a nest mother. This means that an average nest mother produces a potential rival every eight to sixteen years. Scrabs do not show their extra abilities until they have reached adulthood. When a potential nest mother realizes her powers, she is likely to take one or two of the smaller males and leave to set up her own nest.

Scrabs collect treasure and may even negotiate with someone for needed supplies. Of course, merchants who deal with a nest of scrabs are wise to come with plenty of guards (and a few psionicists or spellcasters to boot). Magical items not usable by scrabs are usually the first thing they try to trade away. This makes plenty of merchants willing to deal with them, in spite of the risks.

Ecology: Scrabs live in the sandy wastes, or in the sandy areas of the rocky barrens. They need little water, perhaps 1/20th of what a human needs. Scrabs also seem to get all of the liquid they need from the blood of their victims. A scrub's niche in the environment is strictly that of a predator, although scrabs are also preyed upon by the larger creatures that inhabit the wastes.

Part of the scrabs' hatred of elves stems from the fact that elves use every part of a scrub they have defeated. The shell can be used to fashion acceptable breastplates, which provide protection as good as scale mail. These breastplates weigh only half of what scale mail does and are a mark of accomplishment for elves as well. The sharp parts of the pincers make decent polearms, when mounted, and a single elf can survive on the meat from one scrub for days. Scrub shells can be sold for 10 cp per section, double that to a tribe of elves. One of the best ways of proving oneself to an elf is to rescue a member of their tribe from captivity by scrabs. The fact that the elf is probably not going to survive makes no difference; it is the mere fact of risking one's life against this hated enemy that counts.

Nest Mothers

Nest mothers are the rulers of the nest. A nest mother is a large version of a normal scrub. She is very bloated, and has a movement rate of only three. Nest mothers have an intelligence of 15-16 and are able to cast priest spells as though they were priests of 9th level. Such spells are always drawn only from the sphere of the cosmos (nest mothers worship no specific elemental plane). They do not receive any of the other benefits of a priest; they are unable to turn undead, gate in elements, or ignore the presence of an element. A nest mother is also a powerful psionicist, generally of 10th level with 120 PSPs (particularly old ones may even surpass this). The nest mother has all of the powers of a typical scrub, as well as flesh armor, intellect fortress, id insinuation, probe, and tower of iron will. In addition, the nest mother will have one science and five devotions from the discipline of clairsentience.

If the opponent chooses to melee, the nest mother is capable of attacking with both of her strong pincers, which do 2d1 points of damage each. She is able to grip her opponent with a roll of a modified 17 or better, and a Bend Bars roll is required to break free. Nest mothers never use weapons.

Silt Horror



	White Horror	Brown Horror	Gray Horror
CLIMATE/TERRAIN:	Any Silt	Any Silt	Any Silt
FREQUENCY:	Uncommon	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Semi (2-3)	Semi (2-3)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	8	7	7
MOVEMENT:	3	3	6
HIT DICE:	14	9	12
THACO:	7	11	9
NO. OF ATTACKS:	10	8	12
DAMAGE/ATTACK:	1-8 (x10)	1-6 (x8)	1-8 (x12)
SPECIAL ATTACKS:	Constriction	Constriction	Constriction
SPECIAL DEFENSES:	Air jet	Air jet	Air jet
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (50')	H (20')	H (25')
MORALE:	Average (10)	Very Steady (12-13)	Elite (14-15)
XP VALUE:	7,000	5,000	9,000
PSIONICS:	Nil	See Below	See Below



Silt Horror is the name given a group of predators that dwell in the sea of sand. While they vary in size and color, all of them are characterized by a large number of tentacles, and an unending hunger. Few are the creatures that escape once a silt horror has its tentacles around them.

White Horror

The white horror is the most common, and usually the largest, of the silt horrors. Its tentacles can grow up to 50' long, and it uses them to drag prey below the silt.

Combat: The white horror lies in wait below the silt. It is very sensitive to the vibrations caused by beings moving through the silt. Because of this, it is very hard to surprise (+2 bonus to surprise rolls). It also lies very still, granting it an increased chance to surprise opponents. (-2 penalty to all opponent's surprise rolls).

When an opponent gets in range, (50' or less), the white horror attacks with all of its tentacles. It will attack multiple targets, but only if they are all in range. The horror usually attacks as soon as a target gets in range, rather than waiting for a larger group to approach. On an attack roll that exceeds the required score to hit by 4 or more, the victim is held by a tentacle. A hit causes 1d8 points of damage. If the victim is held, he suffers an additional 1d8 each succeeding round. The white horror also tries to drag the victim under the silt. Only creatures with a firm footing or a place to anchor themselves are allowed an Open Doors roll to resist this.

Once a horror grasps a victim, the tentacle must be severed to allow release. Very strong creatures (Strength 21 or better) have a chance equal to a Bend Bars roll to pull free. Otherwise, each tentacle takes 10 points of damage before being severed. Blunt weapons do half damage, but can eventually crush a tentacle. The white horror does not usually fight to the death.

On the rare occasions when a horror is losing a fight, it uses its air jet to escape. It moves by jetting out a large gust of air, sliding itself backwards through the silt at a rate of 50 yards per round. This also raises a small cloud of silt, making it almost impossible to follow, at least for those using sight. On the round after fleeing, the horror is completely hidden under the silt, and those who want to finish it off had better be able to fight under the silt. The horror's mouth is located next to the sensitive air sac, and is not used in combat.

Silt Horror

A white horror waits until its food has suffocated before it begins to feed.

Habitat/Society: The white horror is found anywhere in silt basins and the Sea of Silt. They move very slowly, and usually don't make the effort. They can sense vibrations in the silt up to 3 miles away, and gradually move towards any regular wading path that is used. The white horror does not like the sun, and if it must move out of the silt (to crawl over a sunken wall, for instance) it prefers to wait for dark.

Ecology: The white horror eats anything except other horrors. It is always hungry, and usually attacks anything that comes in range. It can exist for years on one meal, lying dormant underneath the silt. It lives about 40 years, usually mating only once in its life. This occurs only after a rain, and only if there is a male/female pair in the area. The female waits until she has found a new victim, and lays thousands of eggs in the body. These eventually hatch and jet off through the silt to begin eating. The white horror is said to be good eating by the few giants who have ever killed one.

If a horror has tentacles severed, it can replace them at the rate of one per month.

Brown Horror

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2 / 2 / 4	- / M-	12	54

Clairsentience: -*Sciences:* precognition; *Disciplines:* feel sound, feel light.

Telepathy: -*Sciences:* domination; *Disciplines:* contact, mind blank.

The brown horror is a very feared form of silt horror, since it can force its victims to come to it. It is not actually brown, its skin is more of a dirty white color. Against the pearly silt, the tentacles flailing in the air often appear brown.

Combat: The brown horror lies in wait beneath the silt, like all varieties of silt horror. Its unique features include using precognition to determine the strength of the opposition, and the best time to attack. If it senses that the opponent is too strong for it, it tries to use its domination power to take over the victim. The brown horror is blind and deaf, so it uses its ability to feel sound and light to sense its prey. A brown horror always has at least one tentacle just a fraction below the surface. It uses this 'sensing tentacle' to find out what is going on around it.

When it attacks, it attempts to grasp an opponent with its tentacles and drag them below the silt. A hit causes 1d6 points of damage, and if it exceeds the attack roll by four or more, the opponent has been grabbed. Grabbing an opponent causes 1d6 points of damage each successive round, and the victim must make a Strength roll or be pulled under the surface. Resisting assumes that the victim has somewhere to get a firm footing, or is anchored to something. Victims pulled under the silt suffocate as listed under the white horror entry. Creatures with a 19 Strength may pull free by making a successful Bend Bars roll, although this is the only action allowed that round. Each tentacle takes 8 points of damage before being destroyed. Tentacle damage does not count towards the total hit points of the creature, although severing 4 or more tentacles causes it to flee, if able. It flees by using its air jet, which is the same as that of the white horror.

Habitat/Society: The brown horror is a solitary creature, found only in the silt. It is the most active of the horrors, ranging far in search of food. A brown horror lives about 45 years, and must eat at least once a month. Brown horrors are actually the products of cross breeding between the two other types of horrors listed.

Ecology: The brown horror is always hungry. It even attacks other horrors. It always attempts to dominate other horrors, being smaller and unable to stand up to the larger horrors in physical combat. The brown horror has no natural enemies except the other horrors. It can be eaten, but the few giants who have tried it said that the taste left much to be desired.

Any severed tentacles take two weeks to grow back, each.

Gray Horror

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1 / 0 / 3	- / -	0	34

Psychokinesis -*Disciplines:* control sound, create sound, control wind.

The gray horror is perhaps the worst of the silt horrors. It is a sickly gray in color, and has a multitude of sharp-edged tentacles. It is the most intelligent of the horrors, and fears nothing that moves.

Combat: The gray horror attempts to lure its victim to it. It is skilled at creating and controlling sound. It is not intelligent enough to imitate a person's voice, but it can make whimpering sounds and the sounds of water. It uses its control winds and control sound powers to make it seem that there is water only a few steps away. When the intended victim is close enough, the horror strikes. A full dozen tentacles whip out of the silt and attack. If the victim is really looking for the water, he receives a -4 penalty to his surprise roll, otherwise the horror surprises its victims as listed for the white horror.

The tentacles are barbed, and a successful hit roll means that the victim is grabbed and held. A hit causes 1d8 points of damage, and the victim is pulled under the silt to suffocate. In addition to the problem of the silt, the horror keeps squeezing, doing 1d8 points of damage each additional round. Only a strength of 23 or better allows a Bend Bars roll attempt to break free. Each tentacle can take 12 points of damage before it is severed. The horror is very protective of its central body, and flees if it takes a direct hit to the body. It moves by jetting itself through the silt, raising a small cloud of silt in the area. It can 'jet' itself up to 50 yards in one round. Unlike the other horrors, this one comes back a few rounds later, at least if the victim(s) do not move off immediately. It will continue these 'hit and run' attacks until it has suffocated as many victims as possible, or until it takes over 50% damage to its body. If one or more tentacles are severed, they regrow at the rate of one per month.

Habitat/Society: Gray horrors are solitary, hungry, aggressive creatures. They only use their air sacs for emergencies, preferring to 'swim' through the silt. They range far through the silt in search of prey.

Ecology: Gray horrors consider anything that they can sense as prey. They sense the vibrations of someone moving through or on the silt for up to 3 miles, and usually try to move towards it. Gray horrors mate with any other kind of horrors. Their favorite food is giant, and once a gray horror discovers a giant's path, the giants usually have to find a new path.

Silt Runner



CLIMATE/TERRAIN:	Sea of Silt islands, tablelands
FREQUENCY:	Common
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J, K (A)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	5-30 (5d6)
ARMOR CLASS:	7
MOVEMENT:	48
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-3/1-3/1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (3-4' tall)
MORALE:	Average (1-10)
XP VALUE:	35
	Guard: 65
	Leader: 120

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/1/3	-/TS	10	24

Clairsentience – *Science*: clairaudience; *Devotions*: combat mind, radial navigation, see sound.

These small lizard-like men are common on Athas. They usually live the life of raiders, although occasionally a lair will be found. Silt runners move very quickly and have broad, flat feet. They can even run across silt for short stretches. They hate elves with a passion; an entire raiding party of silt runners may turn aside from a caravan to attack a lone elf.

Silt runners are small, green, scaled, and ugly. They have protruding snouts filled with sharp teeth. Silt runners wear little or no clothing. What they do wear is usually more of a trophy than any covering for the sake of modesty or protection.

Silt runners speak a tribal language, and 35% of them can speak the common tongue.

Combat: Silt runners use two basic tactics in combat. The first is to ambush someone if possible; the second is to overrun an opponent using wave tactics. Silt runners never attack, however, unless they outnumber the foe by at least three to one.

Silt runners have naturally hard scales, which accounts for their armor class. They are able to attack with their claws and teeth. Each claw hits for 1d3 points of damage, and their sharp teeth can do 1d6 points of damage. Silt runners also carry weapons, if they can steal them. Each silt runner is armed as follows:

Roll Weapons

1-50	No weapons
51-60	blowgun and wooden or bone dagger
61-80	sling and wooden club
81-90	wooden or bone spear
91-100	bone or wooden dagger

Leaders often (50%) are armed with a wooden long sword or short bow, and his guards usually carry wooden or bone hand



axes or short swords. Leaders and guards often carry wooden or other types of shields.

Silt runners use their natural speed and combat mind devotion to gain surprise, appearing over a hill and descending on a party with startling speed. They try to overrun the party before any spells can be cast. In such a situation, opponents have a -3 penalty to their surprise rolls.

Silt runners break off combat if enough are brought down that they outnumber their opponents by less than two to one.

Habitat/Society: Silt runners are tribal in nature, living in lairs of up to 200 individuals. These tribes are usually based on islands near the shores of the Sea of Silt or in a remote desert oasis. Silt runners consider elf a delicacy, and in melee they always attack any elves present first. Their natural speed usually makes this easy.

Silt runners often inhabit the same types of islands that giants do. Giants are usually left alone by silt runners (who know when they are overmatched). The giants tend to view these creatures as pests or vermin, overrunning their homes. Unfortunately, they are just too fast to swat properly.

A silt runner band always has a leader, the largest of the tribe, growing perhaps five feet tall. If more than 10 silt runners are encountered, the leader also has two guards with him. If more than 20 are encountered, an additional 1d4 guards are present. Leaders have 4 HD, have thick scales, and carry a shield, giving them an Armor Class of 6. Guards are 3 HD and carry shields, giving them an Armor Class of 6. If encountered in their lair, there are 11-30 guards (d20 + 10) and 2-8 (2d4) leaders. The overall leader has maximum hit points and 10% of the time will be armed with a stolen metal weapon, possibly a rusty short sword or pitted battle axe.

Ecology: They can eat almost anything, although they always prefer elf if they can get it. Silt runners reproduce by laying eggs, and only the leaders are allowed to breed.

Sink Worm



CLIMATE/TERRAIN:	Sea of Silt, sandy wastes
FREQUENCY:	Rare
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
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TREASURE:	Q
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	12, Br 18
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HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	1
<hr/>	
DAMAGE/ATTACK:	2-24
SPECIAL ATTACKS:	Swallow whole
SPECIAL DEFENSES:	Phasing
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MAGIC RESISTANCE:	Nil
SIZE:	G (50' long)
MORALE:	Steady (11-12)
XP VALUE:	7,000
PSIONICS:	Nil



The sink worm is a huge white worm that travels beneath the sand or silt, leaving a sunken depression in the surface behind it. In spite of this clear warning sign, few prey escape once a sink worm begins hunting them.

A sink worm is a huge creature stretching fully 50 or more feet. It is a pale white, looking like a long giant maggot. The huge maw is capable of swallowing man-sized creatures with a single gulp.

Combat: The sink worm travels through the sand until it is almost underneath its prey. It then bursts out of the sand or silt and tries to swallow its victim. Unsuspecting adventurers have been swallowed before they even realized they were under attack. The sink worm attacks with its huge mouth, which is lined with sword-like teeth. Its bite causes 2d12 points of damage. If the worm's attack roll is 4 or more greater than the necessary roll, it has swallowed its prey. The worm's mouth is only about seven feet across; prey larger than that can't be swallowed.

The sink worm moves very silently, partly due to its ability to "phase" through the sand and rock. It has very sharp senses and is seldom surprised, receiving a +1 bonus to its surprise roll. Opponents receive a normal surprise roll. Success means that they have noticed the sunken trail in the sand or silt when the worm is 10-60 (1d6x10) yards away. In silt the trail can be seen farther off; the range for noticing it increases to 20-120 (2d6x10) yards. The sink worm can feel the vibrations of someone walking on sand or wading through silt. The range of detection is 120 yards on sand and 90 yards in silt.

If the sink worm successfully swallows an opponent, it dives back below the surface, where it chews up the victim, doing an automatic 2d12 points of damage per round. If prey remains nearby, it will return for another snack after it chews up the first one. Swallowed victims may attack from within the worm with small weapons, provided they were already held in hand. Attacks and damage rolls are both at a -1 penalty, and this penalty is cumulative each round. Two rounds after the victim reaches zero hit points, he is unrecoverable, except as small pieces.

The sink worm also has a unique method of travel. If it meets a rocky outcropping in the sand, it simply phases past it. It can phase no more than 90 feet. If this distance would leave it encased in rock, the phasing does not work. It uses this ability only to pass through rock or to escape. A sink worm will not phase above the ground since it is much slower there. It may use its ability to phase ahead of a running elf or other victim, especially if it is very hungry.

If a sink worm is hurt, it retreats beneath the surface very swiftly. It phases into the ground, although it cannot do this with a victim in its mouth. It takes two rounds for the sink worm to disappear beneath a sandy surface, but only one for it to dive under the silt. A sink worm may abandon its victim in favor of escape if it has taken damage exceeding 50% of its total hit points.

Habitat/Society: The sink worm is a solitary creature, meeting with other sink worms to mate only once every three years. The hatchlings are left to fend for themselves, and most turn cannibal immediately. The strongest few survive to burrow away. The eggs are usually buried at least 10 feet below the surface and are very hard to locate.

Sink worms will try to eat nearly anything. A sink worm needs at least one man-sized victim per day, so they are very aggressive hunters.

Ecology: The sink worm is an unusual beast in that it actually sucks sand and silt through its body. The minute particles of air in the sand or silt are filtered past gills which allow the creature to breath under the silt. This removal of air also causes the sunken depression in the surface of the sand or silt through which the sink worm passes. A sink worm is especially sensitive to the vibrations of someone running over the sand.

Sinkworm "gills" are a curiosity among sages, so a sinkworm egg would be worth whatever the owner asked for it. However, the difficulty in locating the eggs makes this nearly impossible.

Sloth, Athasian



CLIMATE/TERRAIN:	Forest Ridge
FREQUENCY:	Uncommon
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	24
HIT DICE:	11
THACO:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-20
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Resistant to poison
MAGIC RESISTANCE:	Nil
SIZE:	L (8' long)
MORALE:	Average (8-10)
XP VALUE:	2,000
PSIONICS:	Nil



The Athasian sloth is fast, cunning, and very bloodthirsty. A family of sloths can eat a whole halfling village in one night and is usually not afraid to try.

The Athasian sloth is a large creature with brown fur. It usually has light tan and brown, or light grey and green spots making it easy for the sloth to blend in with the foliage of the Forest Ridge.

Athasian sloths make no sounds that anyone else can hear. Despite this, they seem to communicate very well with each other, making well-coordinated attacks.

Combat: The Athasian sloth lurks anywhere in the Forest Ridge, but it seldom ventures outside it. When in the forest, the sloth forces a -3 penalty on their opponents' surprise rolls, due to its excellent natural camouflage.

A large sloth attacks with two sets of curved talons and a vicious bite. The claws are as long as daggers, and, when backed by the sloth's considerable strength, inflict 2d4 damage each. Its teeth are also long and curved and do 2d10 damage on a successful bite. If the bite hits with a score of 18 or better, the sloth has sunk its teeth into its prey and hangs on, doing an additional 1d10 of damage per round. When it has sunk its teeth into its prey, the claws receive an attack roll bonus of +4. An Athasian sloth will only release its prey when it is seriously damaged (hit points reduced by 50% or better), or when its prey dies.

The sloths travel in family groups and usually fight very well together. Even the young are trained to aid in an attack. If two sloths are found, they are a mated pair. If 3 or more are found, one or two of them are young, having 5 HD, a THACO of 15, doing 1d6 points of damage with each claw, and 1d4 with their bite. The young usually act as decoys, swinging down from a branch to swipe with one claw and then retreating higher up into the trees. While their opponents are concentrating on the young ones, the parents move in from behind for the kill.

If a solitary sloth is found, it usually only attacks if the party is small (one or two creatures of dwarf size or larger, or no more than a half-dozen halflings). Its tactics do not change; it still likes to concentrate on one foe until that foe is dead or unconscious, then move onto the next one.

The Athasian sloth has very thick fur, giving it a good natural armor class. In addition, it has a high constitution, giving it a certain resistance to poisons. The sloth gets a +4 to saves versus natural poisons and a +2 versus all other poisons.

Habitat/Society: The sloth is a territorial animal and defends its territory fiercely. A small forest may only have one or two families of Athasian sloths. Athasian sloths never attack one another, and if the parents are killed, the young sloths are likely to be adopted by the first adult sloths they can find. Athasian sloths prefer trees as lairs and as their method of travel. They have very good judgement when it comes to selecting branches that support their considerable weight. They are very fast both in the trees and on the ground. They can leap up to 30' from one branch to another. They also retract their claws to allow them to move just as fast on the ground as they do in the trees.

A sloth is constantly on the move, settling down only when the female gives birth. One or two young are born, and they mature quickly. The male generally hunts for the family for the first few months, until the young are old enough to look out for themselves. By the time they reach the age of six months, the young are old enough to go out and help catch halflings.

Ecology: The Athasian sloth has one natural enemy—halflings. Coincidentally, it also has one favorite food—again, halflings. A halfling is 90% likely to be attacked in preference to anyone else in a group of adventurers. In fact, by the time a sloth reaches adulthood it has almost certainly killed and eaten many of the little folk. For this reason, among others, the sloth is hunted down by halflings whenever there is one reported in the area.

Halfling tribes also hunt sloths. A single sloth can also provide a whole family with warm cloaks. The curved talons are mounted on hilts and make effective daggers. A halfling who single-handedly kills an Athasian sloth is hailed as a hero by his tribe. Even being part of a group that has slain a sloth is a sure way to honor among the little folk of the Forest Ridge.

So-ut (Rampager)



CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi (2-3)
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TREASURE:	Nil
ALIGNMENT:	Chaotic Evil
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NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	18
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HIT DICE:	14+2
THACO:	7
NO. OF ATTACKS:	2 or 1
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DAMAGE/ATTACK:	2-12/2-12+ special or 3-18
SPECIAL ATTACKS:	Fear, acidic poison, armor bite
SPECIAL DEFENSES:	1/2 damage from nonmetal weapons, immune to psionics
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MAGIC RESISTANCE:	25%
SIZE:	L to H (10-15' long)
MORALE:	Fearless (19-20)
XP VALUE:	10,000
PSIONICS:	Nil



The so-ut, or rampagers, are fierce creatures that live only for the sake of destruction. They know no fear and hate the things of men, like weapons and buildings.

A rampager is a huge, six-legged creature with gray scales covering its whole body. These scales are unusually thick and almost impossible to cut through. The four rear legs are large round pads, while the two front legs have claws as long as daggers. The face is out of a nightmare, with long, dirty fangs and glowing red eyes. Its nose is similar to a vestigial horn, and they have small rounded ears. Its hearing is very poor, but its sense of smell is acute.

No one has ever been able to communicate with a so-ut.

Combat: A so-ut only attacks at night. The charge of a so-ut causes fear in all intelligent creatures of five HD or less. A saving throw is allowed to avoid this effect, and anyone of nine HD or higher is immune to the fear. A being of six HD or more receives a +2 bonus to the save. Those who succumb to this fear flee in terror for 2d8 rounds or until the so-ut is out of sight, whichever takes longer. Thri-kreen are immune to this fear effect.

So-ut are meat-eaters, but rarely attack demi-humans for food. They are driven mad by the smell of manufactured items, particularly metal. The sight of a building also seems to enrage them. A so-ut always attacks the largest manmade object present. It attempts to destroy metal in preference to anything else. In other words, if a group of adventurers are defending a building, anyone in metal armor would be attacked first, someone with a metal weapon would be next, and then the so-ut would attempt to raze the building. It makes no difference to a rampager if he leaves attackers behind him while he destroys a shack; the so-ut will get to them in due time. Only if the so-ut is severely damaged (hit points reduced by 50% or more) will he turn to deal with his attackers.

In melee, so-ut are terrible foes. They are able to attack with both foreclaws, each claw inflicting 2d6 points of damage. The

claws also secrete an acidic poison. Anyone who is hit by a claw must save versus poison or take 20 extra points of damage. A successful saving throw means only 5 extra points of damage are suffered. It is against manmade objects that the acid is especially effective. Armor or weapons must save versus acid or fall apart, corroded and useless in one round. Metal items save at a -2 penalty. Rampagers always attack armor and weapons first. This gives it a -4 attack roll penalty with its claws, until the armor or weapon is destroyed.

The so-ut can also attack with their fangs, delivering a bite that causes 3d6 points of damage. The bite does not produce acid, although if the so-ut attack roll is 4 or more greater than needed, he may have bitten through a character's armor. A saving throw versus crushing blow is required or the armor's usefulness is lowered by one point (AC reduced by 1) permanently.

In melee the so-ut is very swift, receiving no modifier to initiative despite its large size.

Habitat/Society: Rampagers are lone, fortunately very rare, creatures. They live only to destroy the works of men.

Rampagers generally sleep during the heat of the day, and a bold adventurer can even walk across one without waking it. During the day a so-ut does have the initiative modifier for its great size.

Ecology: So-ut live off of their victims. After the so-ut has destroyed all manmade articles in sight, it usually settles down to feed off of the bodies left in its wake.

A rampager's scales make excellent armor. A complete undamaged so-ut hide is worth as much as 100 silver pieces, but must be cured by a leatherworker and then fashioned by an armorer. Such armor can be made into a set of scale mail that provides as good a protection as metal chain mail (AC 5). Unfortunately, it also weighs as much as metal chain mail and is just as uncomfortable in the heat of the day.

Spider Cactus



CLIMATE/TERRAIN:	Tablelands
FREQUENCY:	Uncommon
ORGANIZATION:	Patch
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	8
DAMAGE/ATTACK:	1+ (see below)
SPECIAL ATTACKS:	Needles cause paralysis
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (6-7' tall)
MORALE:	Average (8-10)
XP VALUE:	270
PSIONICS:	Nil



Spider cactus patches look like any patch of harmless cacti until a victim is showered by their needles. The victim is then dragged into the cactus, where the feeding needles make a slow feast of the hapless being.

The spider cactus has a barrel-shaped body, 2 to 3 feet across, and from 6 to 7 feet tall. It is bright green in color, with streaks of white along the barrel. The needles are purple and green.

Combat: The spider cactus sits unmoving until a victim or victims are within range. Anyone that moves within 15' of this deadly cactus is subject to attacks from its tethered projectile needles. Spider cacti can sense living creatures and anything with liquid.

The spider cactus has 5-8 (d4+4) sets of barbed purple projectile needles and 3d6 larger green feeding needles. It always attacks with a set of 8 purple needles. They attack only one victim at a time. It takes three rounds to pull strands which miss back in and a full day before they can fire again. If some of the strands are severed, it does not use that set again until all eight are restored. Damaged needles regrow at the rate of three per week.

In combat, the cactus first fires a set of purple needles, attempting to capture a victim. The victim is then dragged to the body and impaled on the feeding needles. The cactus feeds until it has drained all available liquid from the victim, and then releases the husk.

Each cactus in range attacks with its purple projectile needles. A normal attack roll is required for each needle. If the needles hit, they cause 1 point of damage. The victim must also save versus poison or be paralyzed, paralysis occurring in 2d4 rounds. The needles are coated with a weak poison, so saves receive a + 2 bonus. A saving throw is required for each needle that hits. The projectile needles are retracted at a rate of five feet per round.

A being impaled on the green feeding needles takes 2d4 points plus its AC in damage. Shield adjustments do not count towards the victims AC, and if the victim is paralyzed, he also loses dexterity adjustments. Until then, he can squirm and try to avoid the feeding needles. The tethers are very strong and pull with a strength of 17. It requires a strength greater than 17 to have any

chance to break free. If the victim has the required strength and spends a round doing nothing else, he can pull out a needle or break a strand. It requires an open doors roll to pull the needle out and a bend bars roll to break a strand. The strand can also be severed; each strand is AC 5 and takes 5 points of damage to cut. Blunt weapons have no effect on a strand. Since the needles are barbed, pulling one out causes an additional 1d4 points of damage to the victim. Note that the poison is administered on contact. Therefore, if a victim has failed its saving throw, the paralysis will occur even if the needle is pulled out immediately.

The spider cacti are competitive—if one victim is in range of several cacti, it is fought over by all of them. If one victim is snared by several cacti, the cactus with the most needles in him is the one that finally gets him. However, the other cacti pull as long as they can until their needles finally rip out, causing another 1d4 points of damage to the victim for each needle that is thus removed.

Habitat/Society: The spider cactus grows in patches, usually along roads where there is food. The spider cactus blooms when it rains, and within the same day thousands of eight-frond seeds are released. The first seed to hit the ground is the only one to sprout, quickly absorbing any liquid in the air. This means that a spider cactus patch usually only gains one new plant for every rainstorm. A young spider cactus grows at a rate of one foot a month until it reaches full growth.

Ecology: Sand cacti have few natural enemies. It is perhaps the only creature that can even feed on kanks.

If the needles are rendered ineffective (fire is the most likely way of doing this), the cactus can be tapped for its liquid. It produces a honey-like liquid, similar to the product of erdlu eggs. Up to a gallon of this liquid can be tapped from a spider cactus. This liquid provides both food and water. A gallon of this liquid can be used to replace one gallon of water, or it can be used to provide nourishment for up to four man-sized beings for one day.

Spider, Crystal



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
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ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Semi (2-3)
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TREASURE:	Q (x2)
ALIGNMENT:	Neutral
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NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	24
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HIT DICE:	4
THACO:	17
NO. OF ATTACKS:	3
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DAMAGE/ATTACK:	2-8/2-8/1-4
SPECIAL ATTACKS:	Poison, grab, light beam
SPECIAL DEFENSES:	See below
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MAGIC RESISTANCE:	Nil
SIZE:	L (8' body)
MORALE:	Elite (13-14)
XP VALUE:	1,400

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/0/2	-/-	16	33

Psychokinesis – *Devotions*: control light, inertial barrier.

The crystal spider is a voracious predator that spins a glass web. The web is very sharp and can focus a damaging beam of light at a potential victim.

The crystal spider is a beautiful creature, at least at first sight. It is made entirely of crystal and during the day the sunlight refracts through it, giving it a myriad of colors. The colors change as it moves. At night it reflects any light its opponents are using, so it is still colorful, but not as radiant as during the day. In the dark it often uses its control light power to make any light darker (the better to surprise its potential prey).

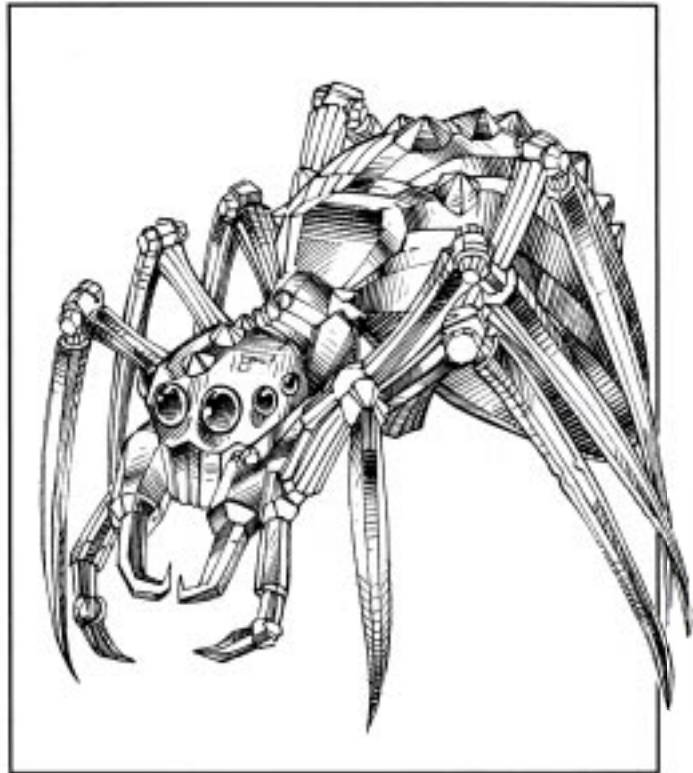
A crystal spider is incapable of making sounds, but can communicate with others of its kind by means of controlled light.

Combat: The crystal spider builds its web along trails and valleys, in suitable spots to suddenly surprise attackers. At night the glass webs are almost invisible, and an unsuspecting party may walk right into them. Usually, however, the spider prefers to attack during the day, using its complicated web and its ability to control light to make an attack on its intended prey.

When the crystal spider has a round to prepare, it can direct a light attack at a potential victim. An attack roll is required, but the crystal spider receives a +4 bonus to this roll. If it successfully hits, the victim takes 3d6 heat damage and must save versus wands or be blinded.

If someone walks unsuspecting into a crystal web (fails their surprise roll), they take 4d6 points of cutting damage. The webs are not sticky, but they are strong. A dexterity roll is required by anyone trapped in the webs; failure means that they take another 3d6 pulling themselves out.

In melee the crystal spider attacks with two sharp forelegs and a poisonous bite. The forelegs each do 2d4 points of damage, and the bite does 1d4. A victim of this bite must also save versus poison at a -2 penalty or suffer the effects of type E poison. (save versus poison or die, save equals 20 points of damage.) If



both forelegs successfully hit with a natural 18 or better, the crystal spider has grasped its foe. Once grasped, the victim takes 4d6 points of damage every round, and the spider gains a +4 attack roll bonus for each bite attack thereafter. The crystal spider cannot grasp victims larger than four feet wide. This does not stop it from attacking, however.

A crystal spider is especially susceptible to a *shatter* spell. If such a spell is used, the spider takes 3d6 points of damage (a saving throw is allowed for half damage).

Habitat/Society: The crystal spider is a solitary creature, building its webs in some of the most remote areas of Athas. It survives on sunlight, although it does seem to need occasional liquids (preferring human blood). After a crystal spider has fed, it has a reddish tinge throughout its body. This disappears over the next several days. A crystal spider lives for about 150 years. Before it dies it lays its eggs in the center of a large web it builds just for that purpose. Up to 200 crystal spiders can hatch from a single laying. While the crystal spider can move about on its web without harming itself, it does not dangle from its web like a normal spider, preferring to stay on the ground. The crystal spider often weaves gems into its web. It has no knowledge of value; the only judgement is the shininess of the gem. A piece of brightly colored glass may be used in preference to a valuable, but dull, ruby.

Ecology: The crystal spider has no natural enemies, but many acquired ones. It is generally hunted for its webs, which make excellent edges for spears and knives. If transported to a marketplace, each intact 12" piece of web is worth 2 cp, 3 cp to a weapons maker. The crystal spider can "spin" 12 feet of web per day. A typical web is 20 feet across, although barroom tales report webs as big as 100 feet wide. Whether this refers to a hatching web, the web of a giant crystal spider, or is mere invention is not known.

Spirit of the Land



CLIMATE/TERRAIN:	Any
FREQUENCY:	Common
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Supra-Genius (20)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	48
HIT DICE:	20
THAC0:	5
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	4-32/4-32(4d8)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+3 or better weapon to hit, see below
MAGIC RESISTANCE:	65% (see below)
SIZE:	L to H (10-20' tall)
MORALE:	Fearless (19-20)
XP VALUE:	25,000
PSIONICS:	Nil



A Spirit of the Land is a powerful being that inhabits the various geological features (mountains, hills, rock formations, hot springs, river beds, winds, skies, etc.) of Athas. They are virtually invulnerable, but they also have little direct contact with the world. They prefer to work through the druid who watches over the natural phenomena that they inhabit. Few except druids have ever seen or had any contact with a spirit.

Spirits of the land are almost never seen. On the extremely rare occasions when they do manifest, they appear as huge elementals with the properties of their inhabited lands.

Spirits of the land communicate only with druids and clerics, although, if they wish, they can speak the language of any creature that inhabits their land feature.

Combat: Spirits of the land almost never enter combat directly. A spirit in normal (non-material) form is totally immune to magic, psionics, or physical attacks. Indeed, in normal form, the only way a spirit can be harmed is if the natural phenomena it inhabits is utterly destroyed.

Spirits prefer to work through a druid guarding their land feature. As long as there is a druid present to protect and guard the land feature, a spirit very rarely takes material form. The only time a spirit manifests is when the existence of their terrain feature is threatened. This is entirely dependent on what type of spirit is being dealt with. An oasis is more easily threatened than a stretch of desert, and the north wind that blows out of a mountain valley can only be threatened if the entire valley is filled in, or the mountains removed, so that the wind no longer blows. In all cases, consider the type of spirit and the chance that someone can actually destroy that section of Athas.

If such a case exists, a spirit can materialize into a huge elemental. Such beings appear from the formations they inhabit, and resemble them very closely. Thus, a spirit of a rock formation appears as a large rocky elemental, a spirit of a hot spring appears as a column of steaming water, the spirit of the winds is an invisible being resembling a genie, etc. Each of these different types of spirits has special attacks and defenses which are listed below.

In combat, all spirits are able to punch twice with their massive fists, doing 4d8 points of damage. They attempt to attack with surprise—a spirit of a desert would appear from the sand behind an opponent, a spirit of air appears above and behind an opponent, a spirit of an oasis rises out of the water. This generally means that an opponent receives a -4 penalty to his surprise roll. The exceptions must be decided on an individual basis; for instance, a spirit of an oasis cannot appear behind the opponent unless the opponent has his back to the oasis or is actually standing in the water. Remember the spirits' intelligence and judge accordingly.

Spirits that manifest themselves are also able to use all spells from their particular sphere—air, earth, fire, or water. Such spells are all treated as innate abilities and have an initiative factor of two. Also, since they are innate abilities, they cannot be disrupted by the spirit taking damage, and they require no verbal, material, or somatic components.

A spirit in material form is highly resistant to hostile magic. They are 65% resistant to most forms of magic, the exception being magic from a diametrically opposed sphere. Air spirits have no resistance to magic of the earth sphere, fire spirits have no immunity to water magic, etc.

In material form the spirit cannot truly be "killed." It can conceivably be brought to zero hit points, causing it to return to non-material form. It cannot resume its material form for one full day thereafter. After the one day, the spirit may manifest again. It will have regenerated to full hit points and have regained all its powers. Should a spirit be brought to zero hit points in this manner, the druid guarding that land feature receives no spells above 2nd level for that day.

AIR SPIRITS: Spirits of the air include the spirits of open skies over certain stretches of desert, spirits of the south wind, and the like. They only manifest if the existence of the wind/sky is threatened. A spirit of the sky almost never manifests; the only exception might be if someone is raising enough dust to block out the sky, and only if such a condition persists for months, or

Spirit of the Land

even years. Another case might be if someone was killing all of the fliers in an area. A spirit of a canyon wind might manifest if the mouth of the valley was blocked off, thereby shutting off the wind. Decide exactly how much damage is being done, and if the feature (sky or wind) is actually threatened. In no case is the chance of a spirit manifesting greater than 10%, and it is that high only in the face of widespread damage to the land feature.

In material form, the air spirits have several special powers. They can gate in air and create a hurricane force wind, capable of knocking all creatures of less than gargantuan size down. The wind lasts for up to an hour and can sweep away creatures of size M or smaller. A spirit of the air receives a +2 attack and damage roll bonus while fighting creatures not touching anything but air.

Spirits of air can summon their druids by means of a *whispering wind* spell, and only their druids can hear this whisper. A spirit of the air always attempts this option before manifesting.

EARTH SPIRITS: A spirit of the earth is perhaps the strongest of the spirits, since the earth is always present. On an individual basis, a spirit of a rocky outcropping in a sandy waste may be threatened if someone begins to break up the rock. A spirit of a mountain may be threatened if a templar casts several *earthquake* spells and begins to break up the mountain. The maximum chance for a spirit of the earth to manifest if threatened by widespread, continuing damage is 10%.

In combat a spirit of earth has two special powers. They can gate in earth, in the form of a large wall that falls on the offender. Such a wall does 10d6 points of damage to a normal man-sized opponent and has a 50% chance of burying said opponent. The spirit's other special power is an the ability to cast an *earthquake*. The earthquake has an effect radius of 100' and is always centered on the destroyers of the land feature. Large cracks appear in the ground, possibly causing affected creatures to fall in and be crushed to death. The chance that this occurs is 1 in 4 for small creatures, 1 in 6 for man-sized creatures, and 1 in 8 for creatures of large size.

Spirits of earth summon their resident druids by several means. The favorite method is to send a burrowing animal to speak to the druid, although in extreme cases spirits of earth can actually send very faint vibrations through the earth, transmitting a message that only their druid can understand.

FIRE SPIRITS: A spirit of fire is more easily threatened than either air or earth spirits, since fire features it inhabits are more easily destroyed than others. It is theorized that if a dry parched grassland is destroyed by fire, the spirit transforms itself, perhaps becoming a spirit of a hot wind, or a spirit of smoke drifting through the desert. In other cases, the maximum chance for a spirit of fire to manifest is 10%.

In combat the spirit has two special powers. It can gate in fire directly from the elemental plane of fire. This appears as a wall of fire doing damage as though cast by a 20th-level druid. This fire can move with the opponent and can follow it anywhere for the full duration of the spell. The fire cannot cross water and cannot harm anyone completely buried in earth. If the opponent takes to the air, the flames merely consolidate and rise higher, following the foe up into the air. The maximum height of such a fire is 100'. The second special power is a hot, sulfuric wind. This wind has no real force to speak of (that is a power of air). However, the sulfuric gases are not breathable as normal air and cause choking and gagging unless the victim saves vs. poison

every round. This sulfuric wind also dehydrates the victim; each round of exposure has the same effect as though the opponent went a whole day without water. There is no saving throw against this effect. If the opponent does not require air to breathe, say through a *necklace of adaptation* or other magical effect, he is not subject to the choking effect, although the dehydration still occurs.

Spirits of fire communicate with their resident druids by means of a version of the *fire charm* spell. A campfire will dance and form images that can only be interpreted by the spirit's guardian druid. If no campfire is available, they can communicate with the druid by means of images in smoke, or even by altering the reflection of sunlight from a shiny surface.

WATER SPIRITS: Spirits of water are some of the most important, and, at the same time, some of the most vulnerable spirits of Athas. Spirits of water are not as rare as one might think on Athas, since almost all of the various forests located in the Forest Ridge are inhabited by spirits of water.

Like the other spirits, they very rarely assume material form. Even a forest fire would not cause a spirit to manifest, unless the fire threatens the whole forest. As long as enough of the forest survives to allow new growth, the water spirit is not concerned. Likewise, if an oasis is completely dried out, but the spring that feeds it is not destroyed, the spirit does not feel threatened. If faced with the total destruction of their land feature, a spirit of water has at most a 10% chance to assume material form.

In combat the spirits of water are the weakest, able to exist only in their element. This is the actual water of an oasis, or perhaps the sap flowing through the trees of a forest. In a forest, they are able to animate a tree and use it to attack. The tree uses the spirit's THACO and hit points and has an Armor Class of 6. It is able to strike twice a round, for 4d8 points of damage per strike. The spirit of a spring or oasis attempts to grab its opponent and drag it into the water to be drowned. This requires a successful attack by both of the watery "arms," and the victim is allowed a Bend Bars roll to escape. A spirit of a forest is not concerned with drowning its victim, using an *entangle spell* to hold its victim fast while a tree lumbers over to bash the opponent to death.

Spirits of water communicate either through swirling patterns in a pool or oasis.

Habitat/Society: Spirits of the land inhabit nearly all the terrain features of Athas. They are completely solitary creatures, being concerned only with their inhabited area. However, they do co-exist with the other spirits in the area. A hot spring, for instance, may be inhabited by both a spirit of fire and water, co-existing peacefully, even though they are diametrically opposed.

Ecology: Spirits either have no effect on the ecology, or they are the ecology, depending on how you look at it. They are revered and worshipped by druids, respected by the common folk, and ignored or abused by defilers. A spirit does not need to be worshipped by a druid to survive. It is content simply to exist in its chosen terrain feature. Spirits whose resident land feature is destroyed either die or return to the elemental plane, no one is certain which. This is a mystery even the great druids cannot answer. Neither does anyone know where the spirits originated. The popular theory is that Athas was once a world so filled with life energy that the spirits may have been responsible for the creation of life itself.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Special
INTELLIGENCE:	See Below
TREASURE:	Nil
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Intelligence Drain
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil
SIZE:	T (1')
MORALE:	Very Steady (13-14)
XP VALUE:	270

PSIONICS SUMMARY*:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2 / 2 / 7	EW/IF	10	45

Telepathy – *Sciences*: mind drain, mindlink; *Devotions*: contact, daydream, ego whip, invisibility, intellect fortress.

Psychometabolism – *Devotions*: displacement, enhanced speed, heightened senses.

The t'chowb is a particularly deadly little creature that delights in draining intelligence from those smarter than itself.

A t'chowb is a tiny, humanoid creature with a leathery, gray skin. It has beady, red eyes and a purple ridge along the skull. It is hairless, and its head looks entirely too large for its small body.

A t'chowb ordinarily does not speak any language, but it does gain the ability to speak one of the languages known by its victim for every three points of intelligence it drains.

Combat: A t'chowb will never seek a face-to-face confrontation if it can possibly be avoided. With its powers, it is usually able to avoid such a fight. The t'chowb has a 40% chance to move silently and a 38% chance to hide in shadows. The t'chowb has a number of other powers that help it seek its prey, which is any-one with more intelligence than it possesses.

The t'chowb's favorite method of attack is to sneak up on a party or caravan camped for the night. It attempts to get close to one of the sentries and tries to make psionic contact. If the sentry has a psionic defense, the t'chowb tries to use an ego whip to force contact with the sentry's mind. If both fail it is likely to break off the attack, either moving on to another sentry or waiting until a different sentry takes the watch.

Once contact is established, the t'chowb uses daydream to make the sentry's mind wander. It can then slip into camp to prey on sleeping victims. If it is discovered, either by the sentry or by those in camp, the t'chowb uses one of its two unique psionic powers, enhanced speed, to flee. Enhanced speed allows the t'chowb to move at a rate of 36 and costs 3 PSPs per round to maintain. It will also use displacement to aid its escape. If it is not noticed, the t'chowb moves in to "drain" a victim.

The t'chowb can drain victims using its other unique ability, mind drain. This is very similar to mindwipe, but with two important differences. It does not require the contact devotion. *It does*



require a round of physical contact, however. The drain is painless and usually unnoticed by the victim, especially if he is sleeping.

When a t'chowb touches a victim, the victim is allowed a saving throw vs. spells, with a -4 penalty if he is sleeping. Failure means that he feels nothing and the drain continues uninterrupted. If the save is made, the victim has a terrible nightmare. This may cause him to wake up. A surprise roll is made; if the victim is not surprised, he wakes up screaming. If the potential victim was not asleep, a successful saving throw means he has a terrible feeling that something bad is about to happen to him. At this point, the t'chowb fades into the background and continues his draining.

For each round of draining, the victim loses one point of intelligence—permanently. The t'chowb gains one point of intelligence, but the gain only lasts for one day. Even if his victim wakes up, the t'chowb can keep using his mind drain until sated. A t'chowb is not sated until his intelligence reaches 24. Since the t'chowb's normal Intelligence is 4, this can be quite devastating for a character. When a victim's intelligence reaches 2, the t'chowb is no longer interested in him, since he is now a drooling idiot.

The mind drain can be kept up as long as the victim is within 30' of the t'chowb. The drain can only be broken if the t'chowb is forced beyond that range or if the beast takes any form of damage. A successful physical attack will stop the t'chowb's mind drain immediately. A successful psionic attack will stop the drain and cause the t'chowb to lose all the intelligence points it has gained from its current victim. Unfortunately, these points are not psionically funneled back into the victim's psyche; they are simply lost. A victim drained by a t'chowb can only have his intelligence restored by mental surgery, *heal*, or *restoration*.

Habitat/Society: A t'chowb is a solitary creature because it doesn't like anyone or anything except the feeling of power it gets from becoming smarter. A sated t'chowb is a genius and uses its newfound intelligence in whatever manner best suits it.

Ecology: The t'chowb can be found in cities, on the trail, or almost anywhere that intelligent beings gather.

CLIMATE/TERRAIN:	Sea of Silt, Tablelands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	K, M, (A)
ALIGNMENT:	Neutral Evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	24
HIT DICE:	9
THAC0:	11
NO. OF ATTACKS:	1+ special
DAMAGE/ATTACK:	2-12 or by weapon +3 (strength)
SPECIAL ATTACKS:	Water drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5-7' tall)
MORALE:	Elite (15-16)
XP VALUE:	2,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1 / 2 / 4	- / -	12	66

Psychometabolism – *Sciences:* energy containment, shadow-form; *Devotions:* aging, cause decay, displacement, double pain.

A Thrax is a dreadful creature that exists by draining the water from its victims. The thrax is very intelligent and is an implacable foe.

The thrax is humanoid in appearance with a ruddy tinge to its skin. It has dark hair and pointed ears, but it will never be mistaken for an elf. Its features are gaunt and angular, and the eyes of a thrax are a deep blue, like a pool of water. The thrax is a muscular creature; it has long thin arms and fingers that end in small suckers.

Thrax speak all of the languages they knew in their former existence.

Combat: A thrax prefers to attack solitary creatures, either a being out by itself or perhaps a lone sentry on watch over a sleeping camp. The thrax uses its shadow-form to close with the potential victim, solidifying behind him. If the victim is well armored, the thrax will attempt to decay the victim's armor. When the armor falls to pieces around the victim, the thrax attacks with its powerful arms, to hold and drain the victim of all the water in his body.

A successful hit by a thrax on an unarmored victim causes 2d6 points of damage, and the victim must save vs. petrification. Failure means that the thrax has fastened its finger suckers to the victim's skin and has begun to drain the water from the victim. If the intended prey still has armor on, the thrax has a 10% chance per AC point of fastening onto the victim. (Thus, the thrax has an 80% chance of touching someone who is Armor Class 8.)

It takes one turn for a thrax to drain all of the water from a man-sized creature, or roughly one round per 20 lbs of body weight. This causes incredible pain to the afflicted being; each



round the victim must make a save vs. death magic or pass out from the pain. Each round that the draining is continued causes a cumulative -2 penalty to the save. When more than 75% of the water is drained, the victim automatically passes out due to dehydration. Note that the -2 penalty also applies to attacks, damage, and any other abilities or actions that the being under attack from the thrax attempts. The pain also prevents the victim from concentrating sufficiently to cast spells or use psionic powers.

A victim who is totally drained of water does not become a thrax, but turns into a desiccated corpse. However, a human who survives an attack by a thrax must make a saving throw vs. death magic, with no modifier, or become a water drainer himself. This is not a disease, but rather a magical curse transmitted by the thrax. This change takes from two to four weeks (d3+1), and during that time the victim has an intense thirst. It requires a *remove curse* to cure the victim of this affliction. The spell must be cast before the victim manifests as a thrax. Only humans are susceptible to this curse.

Habitat/Society: The thrax is an unfortunate creature that can be found anywhere. Since the corpse of a thrax victim is unmistakable, thrax are not common in cities or villages, at least not for long. They usually leave as soon as they discover their curse, or else they are hunted down and wiped out. Outside the villages they lead solitary anguished lives. The thrax remembers what he was like before the change, but he cannot help himself. He is driven to try to survive. At first, the new thrax may even retain his original alignment, perhaps resolving to feed on animals instead of intelligent beings. But the curse continues to work, and after a few months, feeding is the only thing that matters. He also begins to hate those who have not suffered his curse, especially humans and demi-humans.

Ecology: A thrax needs to feed on a victim at least once a day. A thrax can drink water, but it does not provide the nourishment that he requires.

Tohr-kreen (Mantis Noble)



CLIMATE/TERRAIN:	Any but the Forest Ridge
FREQUENCY:	Rare
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Very to Genius (11-18)
TREASURE:	R, S (C)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1 (75%) 1-4 (25%)
ARMOR CLASS:	3
MOVEMENT:	36
HIT DICE:	7-12
THACO:	7-8 HD: 13 9-10 HD: 11 11-12 HD: 9
NO. OF ATTACKS:	5 or 3
DAMAGE/ATTACK:	1-6 (x4)/2-7 or by weapon
SPECIAL ATTACKS:	Poison
SPECIAL DEFENSES:	Dodge missiles on a roll of 11 or better
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-10')
MORALE:	Elite (15-16)
XP VALUE:	7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10 HD: 5,000 11 HD: 6,000 12 HD: 7,000 Psionist—add 2,000
PSIONICS:	10% chance



made or the victim is paralyzed for 2d6 rounds. If the save is failed, the victim must also save vs. poison or take an additional 20 points of damage from the shock to his nervous system.

Tohr-kreen also use weapons, favoring long pole arms and two-handed swords. It is possible for a tohr-kreen to use two two-handed swords at once, one on each side. They may also carry a shield, which improves their AC by 1. They are adept at the use of the gythka, the wicked bladed pole arm that the thri-kreen have developed. They have improved on the design of the chatkcha, the throwing wedges of the mantis men. They have developed the kyorkcha, a missile weapon similar to an edged boomerang, with spines along the side, thrusting out to do additional damage. A gythka causes 1d10 points of damage when used as a melee weapon, and it may be thrown for 1d6 +2 points of damage. The kyorkcha does 1d8 +2 points of damage when thrown, and if it misses its target, it automatically returns to the thrower. The typical kyorkcha is edged on both sides, but 25% of them are blunt near the back curve. Such weapons can be used to knock out a foe. The tohr-kreen has a -1 penalty attack roll penalty when using a kyorkcha in this manner. The chance of causing unconsciousness is 3% per point of damage caused. Only 25% of the damage caused is permanent if the weapon is used in this fashion. A typical tohr-kreen carries 2-5 (1d4 + 1) of these weapons, and 50% of all kyorkchas are actually made of metal. Metal kyorkchas do an extra point of damage.

A tohr-kreen may dodge missiles as a mantis warrior, but they are larger and have a harder time getting out of the way. They need a roll of a 11 or better to dodge a missile. They can leap 30 feet up or 70 feet forward.

Tohr-kreen with psionic powers all prefer the telepathic and psychometabolic disciplines over any others.

Tohr-kreen have a 5% chance per level to possess a magic weapon, shield, or miscellaneous magic item and a 90% chance to carry 1d8 magic potion fruits. No tohr-kreen can ever cast magic spells, although they have no qualms about using magical items.

Tohr-kreen do not like cold weather. If the temperature drops

Tohr-kreen are larger, cultured versions of thri-kreen. They are more civilized than their smaller cousins, and not nearly as aggressive. However, when they do fight, they are more deadly than the thri-kreen. They are occasionally met travelling about Athas, but none are native to the known lands. Rumors say that they may be from a city located far away, but no tohr-kreen will ever reveal the whereabouts of this city or if it even exists.

A tohr-kreen resembles its smaller cousin and may even be mistaken for one. They resemble a huge praying mantis with the sandy yellow coloring of a mantis warrior. They have dark purple or black eyes and wear a leather harness to carry weapons and other possessions. Tohr-kreen grow to as much as 10' high and 13' long and weigh from 300 to 400 pounds. They carry normal weapons and shields, or the special weapon that the thri-kreen have developed, the gythka. They have also developed an improved version of the chatkcha, called a kyorkcha. A tohr-kreen encountered on the road usually has a specially made backpack, filled with art treasures and books it can't part with.

Tohr-kreen speak the language of the thri-kreen, and their own language as well. Additionally, they speak 1-4 other languages.

Combat: Tohr-kreen are vicious fighters in combat, stopping at nothing to win. The fact that a tohr-kreen comes from a more advanced culture than a thri-kreen is not apparent to anyone who has to face one in combat.

In melee tohr-kreen can attack with their four front limbs, doing 1d6 damage with each limb. They can also use a paralyzing bite. Their paralytic poison is much stronger than that of their smaller cousins. A save vs. paralyzation at a -4 penalty must be

Tohr-kreen (Mantis Noble)

below freezing, tohr-kreen receive a -1 penalty to their initiative and attack rolls. They also have a -1 penalty to save versus magical cold attacks. A tohr-kreen traveling through the mountains usually has a specially cut cloak to help protect them from the cold, or else a magical device like a *ring of warmth*.

Habitat/Society: Tohr-kreen come from far away. They are supposed to have a culture somewhere, but no one has ever been able to find it or to make a tohr-kreen tell where it is. It is not known if the tohr-kreen who leave their home are under a *geas* or just extremely stubborn. Those who know the thri-kreen believe that either explanation is equally likely.

Tohr-kreen encountered are usually lone travellers; there is only a 25% chance that more than one are encountered. They are not reluctant to visit the abodes of demi-humans, always in an attempt to learn new things. Tohr-kreen are also purchasers of artworks, usually small adornments that they can wear or small paintings that are nice to look at. A tohr-kreen's taste differs from the rest of Athas, so an item an artist may consider junk could get an offer from a tohr-kreen of 10 times its supposed worth, while a highly priced item is passed over entirely.

Tohr-kreen never stay in one place long, and it is not really known if they return to their faraway home or if they have been banished forever. Tohr-kreen are very reticent to talk about their home or their background, although they are eager conversationalists about almost any other subject. Tohr-kreen have become fast friends with humans and demi-humans, even being accepted by certain broad-minded elves.

One trait cited to prove that tohr-kreen are more advanced than their thri-kreen cousins is that a tohr-kreen has no interest in eating elf flesh. A tohr-kreen seems to consider the eating of intelligent beings cannibalism and will never consider it. Of course, few elves believe this, and a tohr-kreen may be called upon to defend itself if it encounters them.

The tohr-kreen also differs from the mantis warriors in that a tohr-kreen does not share the fascination for the hunt. They are just as single-minded as a mantis warrior, but their purpose has passed that of mere survival. In most, the quest for knowledge has replaced the need for the hunt. A human entertaining a tohr-kreen guest may leave him at night reading in the library, and return in the morning to find that the tohr-kreen has not moved, except to fetch more books or scrolls.

Tohr-kreen and thri-kreen do share the same feeling about clutch-mates. Someone who befriends a tohr-kreen has made a friend for life. With their reserved natures and nomadic lifestyle, this is not a common occurrence. A tohr-kreen's clutch-mate can count on his friend to defend or avenge him, as the case may be.

Relations with thri-kreen are usually civil, although tohr-kreen seem to think of mantis warriors as barbarians, uncultured and uncouth. Generally, a tohr-kreen does not make friends with a thri-kreen, treating them as poor, uncultured cousins. The thri-kreen understandably resent this and look upon tohr-kreen as uppity snobs. The fact that the tohr-kreen are unquestionably better in battle usually keeps relations from getting too strained, however. A tohr-kreen may travel with a pack of thri-kreen, for a while. However, the thri-kreen's constant search for food and preoccupation with the hunt generally becomes boring to a tohr-kreen, and he usually leaves after only a short while.

Tohr-kreen have much better stamina than a thri-kreen. They also never need to sleep and can exist on 1/2 of the water that a thri-kreen requires (1/4 of a gallon per day).

One trait that tohr-kreen share with most humans is fear and loathing of mages, defilers in particular. A tohr-kreen has little respect for someone who does not seek to oppose defiling magic, feeling that anyone who allows the world to be destroyed for the sake of magic is not worthy of their notice. They are wise

enough not to actively oppose the sorcerer-kings, and they do their best to avoid contact with any king's templars. Negotiation and even bribery are used if templars attempt to arrest or detain a tohr-kreen. If this fails, the tohr-kreen is 75% likely to explode into action, killing or subduing the templars and fleeing the city. If the tohr-kreen does not immediately fight, it is only because he is awaiting a better opportunity.

There is no record of a female ever laying a clutch of eggs in the lands of Athas. They either return home to lay their eggs or the scarcity of tohr-kreen makes it difficult for them to find mates.

A tohr-kreen can crossbreed with a thri-kreen, but again, there is no record of this ever happening in Athas. They have also broken the cycle that causes so many thri-kreen to die before reaching maturity; unlike thri-kreen, the mantis nobles never eat their young, even the ones who do not survive. This raises the survival rate of the young to almost 50%. A young tohr-kreen has 2HD, a THAC0 of 19, and attacks for 1 point for each arm and bite. A tohr-kreen larvae gains a Hit Die every two years and matures in fourteen years. Tohr-kreen show no effects of aging until they reach at least 50 years and may live for as long as 75 years.

Ecology: Tohr-kreen come from the steppelands north of the Ringing Mountains. Since they have the same, or better, survival traits that a thri-kreen has, it is always assumed that their homeland is a barren desert. This is by no means sure—it may just be a racial trait. Whatever the truth of the matter, a tohr-kreen is very hard to kill. All tohr-kreen possess survival proficiency in all terrain types except the Forest Ridge.

Tohr-kreen weapons are very rare and very valuable. A gythka or a harness in good condition is worth as much as 25 sp. A kyorkcha is worth 2d6 sp to a collector and 1d6 sp to a warrior. Mantis men particularly prize the kyorkcha and pay double collectors' prices. A metal kyorkcha is worth 1d4 gold pieces, twice that to a thri-kreen or to a collector. A metal kyorkcha with a blunt side may bring as much as 5 gp from a gladiator or warrior, since it can be used without cutting an unarmored hand. It requires two proficiency slots to learn to use the kyorkcha, and a tohr-kreen or thri-kreen who is proficient in it must provide the training. For obvious reasons, this is very rare. A tale is told of a sorcerer-king who has a tohr-kreen gladiator in his stable, said gladiator being forced to teach the other members of the stable the use of this weapon. This weapon is an exception to the normal rules pertaining to gladiators; the kyorkcha is not automatically known. A gladiator need only spend one proficiency slot to learn it, however.

Tohr-kreen skulls may be hollowed out to make excellent great helms. An exoskeleton may be mounted intact as a trophy, and one sorcerer-king is alleged to have three of these large, magically animated skeletons guarding his water supplies.

Tohr-kreen usually have 1d6 valuable gems earmarked for art or book purchases. Since tohr-kreen have photographic memories, they need only read a book once. All tohr-kreen encountered can read and write, a fact that they share only with clutch-mates or close friends.

Villich



CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	High (13-14)
TREASURE:	K, R
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	Varies
MOVEMENT:	24
HIT DICE:	Varies
THACO:	Varies
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	10%
SIZE:	M (7' tall)
MORALE:	Varies
XP VALUE:	Varies

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attacks/Defenses	Score	PSPs
3	2/2/7	II/M-,TS	15	52
4	2/2/9		15	65
5	2/3/10	PB/TW	15	78
6	3/3/11		15	91
7	3/4/12	PC/IF	15	104
8	3/4/13		15	117
9	3/5/14	-/MB	15	130
10	4/5/15		15	143
11	4/6/16		15	156
12	4/6/17		15	169

Psychokinesis – *Sciences:* telekinesis; *Devotions:* ballistic attack, inertial barrier.

Telepathy – *Sciences:* mindlink; *Devotions:* contact, id insinuation, invincible foes, mind blank, thought shield.

At 4 HD, add: **Psychokinesis** – *Devotions:* control body, control sound.

At 5 HD, add: **Telepathy** – *Sciences:* tower of iron will; *Devotions:* psychic crush.

At 6 HD, add: **Clairsentience** – *Devotions:* know location.

At 7 HD, add: **Telepathy** – *Sciences:* psionic blast; *Devotions:* intellect fortress.

At 8 HD, add: **Clairsentience** – *Devotions:* danger sense.

At 9 HD, add: **Psychokinesis** – *Sciences:* project force;

Telepathy – *Devotions:* mental barrier.

At 10 HD, add: **Psychometabolism** – *Devotions:* cell adjustment.

At 11 HD, add: **Psychometabolism** – *Devotions:* graft weapon;

Telepathy – *Sciences:* superior invisibility.

At 12 HD, add: **Psychometabolism** – *Sciences:* animal affinity.

Villich are females born to normal humans. No one can predict when or where a villich child will be born. They are shunned by normal humans, although it is considered a bad omen to turn out a villich child. When they come of age they usually move to a convent of their kind, located somewhere in the Ringing Mountains. Villich are very strong psionics, and



consequently, are a powerful group. Encounters with villich are usually with an envoy, one sent to deal with a trading company or village.

Villich resemble normal human females, albeit longer of limb and face. While they appear thin (mostly due to their height), they actually have normal proportions for human women. Villich are usually cloaked as they are especially susceptible to the burning sun.

Villich all speak 1d4 languages spoken by humans or demi-humans.

Combat: Villich are not aggressive, usually fighting only in defense of their lives or their community. They are all psionics, of levels 3-12. Encounters outside their convent are with an envoy of at least 7th level (1d6 + 6). If more than one is encountered, the rest are guards/companions of levels 3-11. To determine the levels of the companions, roll 1d6 for each and subtract it from the level of the envoy.

When away from the convent, villich usually wear leather armor. Villich have a good Dexterity (15 + 1d6) giving them an Armor Class of at least 7, and possibly as high as 3. There is a 7% chance per level that an envoy will possess a magical ring or cloak; companions have a 5% chance per level of the same. This may further improve their Armor Class or allow them to dispense with the leather armor. They use hand axes, daggers, or short swords (33% chance for each), but there is only a 3% chance per level that anyone in the group possesses a magical weapon. Villich never use metal weapons or armor, feeling that it makes them somehow unclean.

The villich preferred method of attack is psionics, and their powers make them formidable. They are extremely well-versed in psionic combat—if someone uses a particular defense, they immediately switch to the most effective attack that they possess to counter that defense. Only if attacked by a creature unaffected by psionics will they use their weapons. (The exception to this is if they successfully use their *invincible foes* power against a susceptible opponent. They will then attempt to hit that par-

Villichi

ticular opponent at least once, forcing him to fall to the ground in horrible pain.)

Villichi are willing to use magic items, but they are not really comfortable with them. They are slightly resistant to magic, and there is no record of a villichi ever using mage or priest spells.

The Villichi long thin frame gives them good leverage, and they receive excellent training in the use of weapons. All villichi have a +1 attack roll bonus with any non-metal weapon usable by psionics.

If the villichi are losing a battle, the companions readily sacrifice their lives to allow the envoy to escape. If the envoy is killed, the highest level companion immediately becomes the envoy and seeks to escape while any remaining companions attempt to hold off the opponents. Of course, if possible, they all try to flee or hide, rather than sacrificing themselves. Villichi never fight blindly to the death, trying to find the best option to let the envoy and her companions all survive.

Villichi are somewhat sensitive to the sun and always try to wear cloaks (or some other covering) to protect them. If a villichi is directly exposed to sunlight (for instance, if her cloak is torn off), she receives a -1 attack roll penalty and a -1 penalty to all psionic power scores.

Villichi of 12th level develop animal affinity, and 90% of these develop affinity with eagles or hawks. Envoys with this power can fly away if a battle is going badly.

Habitat/Society: Villichi have formed an extremely close knit community. They never attack one another and only rarely argue with each other. The location of the convent is a closely guarded secret; anyone who inadvertently finds it is usually mindwiped. Half-giants and half elves are looked upon with compassion, since they too are members of a group that meets with prejudice. This treatment may seem cruel, but it is a cruel world, and the villichi are only concerned with surviving.

All villichi are born to human parents, and since it is considered a bad omen to exile a villichi child, they are left alone. Villichi not only mature rapidly, but they are fairly long-lived. The average lifespan of a villichi female is 150 years, although some live even longer. The current "high mistress" is over 200 years old, and is a psionist of great power.

The high mistress is always chosen from among villichi who have developed the special power of "locate psionic." This special power is only developed by villichi of 13th level or higher, and only 10% of them develop this power. There is no range limit to this power, which allows them to locate villichi children at an early age. By the time a villichi child comes of age, an envoy will have been dispatched to fetch the child, or at least inform her of the location of the convent. This also allows them to determine if a villichi child is slain. Such an action usually results in revenge upon the perpetrator. If the perpetrator cannot be located, the revenge is carried out on the entire town, if possible. This is certainly part of the reason why killing a villichi child is considered such a bad omen. Past reprisals have made the killing of a villichi child a very rare thing indeed. Should such a killing occur, the townspeople will most likely imprison the guilty party and turn him over to an envoy for punishment. The perpetrator is examined by the envoy, and executed if guilty. Rumors abound that the guilty party dies horribly, causing such criminals to go to desperate lengths to avoid capture and conviction. Contrary to the rumors, however, the execution is quick and painless, usually by a dagger in the back

of the neck.

There are currently about 500 villichi at the convent. At any one time, 10-20% of these are travelling as envoys, and another 20% are young villichi, level 2 or below.

The villichi are adept at weaving and make some of the best cloth on Athas. They also grow most of their own food, but they are not skilled at manufacturing and must trade for weapons and other supplies they need to survive. Higher level villichi are skilled at empowering items with psionic powers, and a magic (actually psionic) item may be traded for enough supplies to last the convent for as much as six months. Such items are necessarily rare and are highly sought after. Of the items empowered, the majority (75%) are usually gems with two or three psionic powers. The convent has 3-6 (1d4 + 2) of these items on hand at all times. They are usually saved for defense of the convent, but may also be used for trading if necessary for the community's survival. The few trading houses that deal regularly with the villichi have regular meeting places and know better than to look for the convent. The villichi prefer to trade their fine quality cloth, although they cannot usually produce enough to support their convent. At least one psionically empowered item is traded each year, but never more than three, even in bad years.

Ecology: The villichi roam widely throughout the world, for anywhere that humans live, a villichi child may be born. This is quite rare; perhaps one in 30,000 girls born is a villichi child. They are not quite albinos, although they do not like the sun. Their habit of protecting themselves from the sun makes them quite fair skinned, and on Athas, this makes them stand out.

Envoys eat whatever is available to them when travelling; but in their convent, the villichi are strict vegetarians. They also use no metal, even in building or trade. If presented with gold, the villichi try to trade it, either for gems or for ceramic pieces. The villichi are fascinated with gems and sometimes pay up to double price for a particularly nice one. Traders with rare and valuable gems may seek to find the villichi convent, thinking to make a killing on a trade. Those who find it are usually sorry, if they even remember what happened.

The villichi community is quite powerful for the small number of females it represents. Even the sorcerer-kings hesitate to interfere with a villichi envoy. The villichi are intelligent enough to realize that this could change if they interfere with these powerful defilers, since any one of the sorcerer-kings possesses sufficient power and resources to wipe out the convent (if they tried hard enough to do so). But, such a mission might weaken the king's defenses enough that he would fall prey to a rival king. Thus the villichi lead a comfortable life, aided mainly by the fact that they stay out of the sorcerer-kings' business and also by the fact that their convent is in an extremely remote location.

Villichi women are all quite attractive, but they are also sterile. Should a group of raiders harm or slay an envoy, a large group of envoys is sent to find and exact revenge on the perpetrators of this unspeakable crime. A group of envoys out for revenge in this manner always numbers at least 20, and the least powerful of these is 8th level, while they are led by an elder of 11th or 12th level. Such criminals are put to death in the most painful manner possible to these intelligent, vengeful females. Fortunately, the villichi reputation makes such incidents extremely rare.

Zhackal



CLIMATE/TERRAIN: Tablelands, forest, mountains
FREQUENCY: Rare
ORGANIZATION: Pack

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

TREASURE: Nil
ALIGNMENT: Neutral Evil

NO. APPEARING: 2-12
ARMOR CLASS: 7
MOVEMENT: 18

HIT DICE: 1
THACO: 19
NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Psionics
SPECIAL DEFENSES: Psionics

MAGIC RESISTANCE: Nil
SIZE: T (1')
MORALE: Steady (12)
XP VALUE: 120
Leader 175

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	2/0/6	EW/-	12	24

Telepathy – *Devotions:* contact, mind bar, mindlink, ego whip, invisibility.

Zhackals are small pack animals that travel about feeding off of the emotions of those about to die. The pack gathers and feeds on the dying victim's emotions, using psionics to get the victim to give up his hold on life.

Zhackals are small brown or gray creatures with thick fur. They are four-legged, have small, very sharp teeth, and eyes of deep blue.

A zhackal makes no sound, although it can communicate with others of its kind by means of its mindlink power.

Combat: A zhackal pack roams about, looking for a dying victim. A weakened or dying victim is followed until he is very near death. The pack then closes in and turns its full psionic powers on the victim. The dying prey is attacked psionically until he ceases clinging to life. The victim's expiring emotions constitute a feast for the zhackal pack.

A zhackal pack has a unique ability. When closing in for the kill, the strongest zhackal establishes a mindlink with the others. This allows them not only to communicate, but to share psionic points. For game purposes, the zhackal pack acts as if it has one mind, with the total psionic strength of the whole pack. The pack attempts to hide themselves, using invisibility or mind bar if necessary, and then makes contact with the victim. The victim is then subjected to an ego whip until he is sure that he has no reason or chance to survive.

A zhackal pack has a low intelligence but a high degree of cunning. Their victims are always those helpless or near death. Victims of mountain malaise are some of their favorite prey. A pack can exist very well on vegetation, seeds, berries, and small rodents, but it needs dying emotions to really feast.

If cornered and attacked physically, the pack responds with their sharp bites. Victims killed in battle this way yield very few



of the proper emotions for a pack; the pack would rather run away than stay to fight.

Habitat/Society: Zhackal packs roam any areas except the silt basins and the Sea of Silt. A zhackal pack does not value treasure, leaving a victim's, valuables alone, though they may feast on the corpse if they are physically hungry. This is rare, for the emotions they feast on seem to satisfy them physically as well as emotionally.

A zhackal pack is always led by the largest member, having maximum hit points and an extra 10 PSPs. The pack leader is usually the most intelligent. A zhackal pack can be contacted mentally. However, since they do not speak a language, only basic emotions can be sensed. The emotion most often sensed is a lust for the death of the being who contacts them.

Ecology: Any dying creature is potential food, including other zhackals. Note that zhackals do not feast on members of their own pack, leaving a dying member behind to fend for itself. A zhackal pack may even be found in a city, but they only come out at night. They never stay long in a village or city because, if they do, they are almost sure to be found out and hunted down. This usually involves psionic searching, since they are very good at concealing themselves. Certain jaded nobles even keep single zhackals as pets, feeding them from the emotions of dying slaves and gladiators. A zhackal fed this way will be quite loyal to the noble, said noble becoming its "pack leader," so to speak. A zhackal is very expensive to keep, for slaves and gladiators that might otherwise live die off much sooner with a zhackal around.

Zhackal fur is fairly valuable, but it takes quite a few zhackal skins to make anything that could be sold. In most markets, zhackal fur is worth 100 cp a square yard, but ten unmarked zhackal are needed to produce that much fur. The fur is used in the manufacture of clothing. Such clothing resembles cotton in its ability to "breathe" and also wears very well.

Zombie Plant



CLIMATE/TERRAIN:	Scrub plains, forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Photosynthesis
INTELLIGENCE:	Semi (2-3)
TREASURE:	A
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	0
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	0
SPECIAL ATTACKS:	Berries
SPECIAL DEFENSES:	Berries
MAGIC RESISTANCE:	Nil
SIZE:	M (5-6' tall)
MORALE:	N/A
XP VALUE:	120

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	1/0/1	-/-	8	20

Telepathy – Devotions: attraction.

The zombie plant is a semi-intelligent shrub that produces highly nutritious berries. Anyone who partakes of the berries has a chance to become a slave of the zombie plant, existing only to serve and protect it. Its name comes not from its appearance, but from the mindless state of its servants.

A zombie plant resembles a healthy berry bush, with thick foliage. It bears fruit throughout the year; the berries are red (very much like full, ripe cherries) and grow in twos and threes like cherries do. The plant also has a clean, healthy scent, which is aided by its psionic power of attraction.

Combat: The zombie plant cannot physically attack or defend itself. It has only one method of attack; i.e., to attract a victim, and get him to eat some of its berries. The berries are delicious and do no harm to the victim. Each berry is also very nutritious and quite juicy. In fact, ten berries slake a man's thirst as well as a full half gallon of water would. Each berry eaten also heals one point of damage. But, one turn after eating the first berry, the victim must make a saving throw vs. poison, at a -1 penalty for each additional berry eaten. (Thus, ten berries eaten equals a -9 penalty to the saving throw.) Failure to save means that the victim has become addicted to the insidious berries. The victim now has only one desire, to protect the plant and its incredible fruit.

The zombie plant's main source of defense is its slaves. A slave exists on nothing but the berries, and they sustain him in fine physical condition. However, for each day that the slave lives on berries only, he loses one point of intelligence, permanently. Intelligence loss stops when it reaches one and stays there until the victim dies of neglect or, perhaps, in defense of the plant. Zombie slaves think only of the plant, gladly dump-



ing all of their water out on the plant, feeding it, and in general seeing that it is safe and well.

If anyone threatens the zombie plant, its slaves fight to the death to defend it. Slaves use weapons, if they have them, but do not remember how to use spells, psionics, or any other special abilities they might have had. A side effect of the berries renders the slaves immune to *hold*, *charm*, or *sleep* magic, as well as to any telepathic psionic powers.

A zombie plant generally has one slave. It is possible for it to have as many as five, although that many tend to leave the plant stripped of berries. Without berries, the slaves weaken and eventually die. The strongest slave usually survives, for as soon as the plant produces new berries, the slaves will fight and destroy each other trying to get them.

The zombie plant only uses its attraction when a prospective slave comes near and usually if it does not have a slave at the time.

Habitat/Society: The zombie plant is a solitary plant with a well-defined territory. If two zombie plants grow within a mile of each other, the first to get a slave has his slave destroy the other plant. They can only sense other zombie plants within a mile.

The zombie plant typically grows from 101 to 200 berries (d100+100). Ten berries a day can keep a slave healthy and mindless. The plant can produce a new crop of berries every week. When not defending the plant, or fetching water or food, the slave generally just lies under the shade of the plant.

Ecology: The zombie plant needs as much water as a man. They tend to grow best near streams and lakes in the Forest Ridge, although occasionally plants do well in the scrub lands. These plants generally grow near trade routes or oases, where slaves and water are easily available.



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Appendix



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